



Hand of Adonai: The Book of Things to Come

Aaron D. Gansky

[Download now](#)

[Read Online ➔](#)

Hand of Adonai: The Book of Things to Come

Aaron D. Gansky

Hand of Adonai: The Book of Things to Come Aaron D. Gansky
Escape is only a deadly journey away

At first, Lauren Knowles is thrilled to wake up in Alrujah, a digital fantasy world she created with her best friend, Oliver Shaw, but the exhilaration of serving as a magical princess fades when she senses a demonic force lurking in the shadows. Though they designed a world of wondrous beauty blue-leafed forests, shimmering silver rivers, and expansive medieval castles Lauren and Oliver soon find their secret realm to be an ever-changing land of dark oppression and deadly sorcery. With the help of Aiden Price and Erica Hall, two friends from their high school in North Chester, the four teens must find a way out a way that can only be discerned from the dusty pages of the ancient leather-bound tome, *The Book of Things to Come*. Faced with questionable allies, invisible enemies, and increasingly dangerous levels of difficulty, the four must learn to work together, to trust each other ... or be forever lost.

Hand of Adonai: The Book of Things to Come Details

Date : Published August 23rd 2015 by Brimstone Fiction

ISBN : 9781941103975

Author : Aaron D. Gansky

Format : Paperback 230 pages

Genre : Fantasy, Christian Fiction, Fiction



[Download Hand of Adonai: The Book of Things to Come ...pdf](#)



[Read Online Hand of Adonai: The Book of Things to Come ...pdf](#)

Download and Read Free Online Hand of Adonai: The Book of Things to Come Aaron D. Gansky

From Reader Review Hand of Adonai: The Book of Things to Come for online ebook

Diana says

I loved this book! Real kids with real issues create a computer game and get literally sucked into it. But the game is acting on its own, will they ever get back home? My only negative was how the book ends. It is obviously designed to take you into book 2, but it's frustrating to wait for the next in a series to find out what happens. If you have the patience for that, you will love this book!

Steve McLain says

Great Adventure

YA with lots of wonder and fun. The book doesn't shy away from serious topics, giving it a real balance between the extraordinary and the weighty consequences of the lives left behind. I love books with elves and dwarves and magic, so this was a quick and exciting read.

Molly Jo says

Hand of Adonai shouldn't be categorized as Young Adult Fantasy/Christian. It's a wonderful read no matter how old you are or what your beliefs are.

The first in a series, Hand of Adonai is a Young Adult Fantasy novel that starts in North Chester, Minnesota and ends in Alrujah, a video game kingdom created by best friends Lauren Knowles and Oliver Shaw. They're not perfect characters. They have real struggles. Like weight gain and bullies and broken families and high school awkward genes. So they create a perfect world. Lauren writes out her ideas in her journals and Oliver transforms them into computer code that results in a game.

After a particularly hard day for both of them, they wake up. Or do they? Lauren doesn't know if she's dreaming or dead. Oliver doesn't know what to do. Together, they play along with the game only to find there's more to it than they invented.

Dark creatures like the Nar'esh and Beresus are not easy to conquer. And worse, Lauren and Oliver are in the roles of a Princess and a Monk ~ not easily deniable. Their traveling companions swear to protect them. But would they still, if they knew they were frauds? Or are they gods?

Soon they are joined by Erica Hall and Aiden Prince ~ the objects of their real-life affections. It's hard enough to navigate through high school emotions in this world. Setting aside teen angst and popularity contests, the four must work together to return home from a place that shouldn't even exist. Will the demon Belphegor win the game by destroying Alrujah?

Aaron Gansky has a remarkable writing style: exceptionally well developed characters, dialogue, action, setting, emotions. At times I had to take a break from reading for things like sleep and food and work, and was highly irritated to do so. I've read HoA twice now and enjoyed it each time.

There are elements that will appeal to all readers. I recommend this to everyone.

Joann Claypoole says

Guess who went to a launch party tonight for book 1 in Aaron D. Gansky's Hand Of Adonai series?

If you like to read MG, YA, or Fantasy, you will love this book! Aaron Gansky gives his readers a terrific taste of things to come with the first book in his Hand Of Adonai series. When the real life teenage struggles of this world plunge Lauren and her friend, Oliver, into a seemingly perfect escape into the game they created, the teens find much more than they invented. Dreams become nightmares and home begins to take on a whole new meaning. Great writing, relatable characters, and fantastic imagery make this book a great read.

Mary Mack says

Once again, Aaron Gansky has fulfilled my expectations with yet another fascinating and well-written story. The fantasy world he built has centuries of history, different races and languages, and a host of characters that are well-drawn, individual, believable, and memorable. The resemblance to Tolkien's Middle Earth is striking, yet there are enough creative differences to convince you that you are in a new and exciting world.

The story centers around high-school students, Lauren and Oliver, who designed and wrote a very detailed computer game. Once the game is finished and all the loose ends have been tied up, Oliver runs the program to test for bugs. However, the game takes over and transports the teens and two of their friends into the make-believe computer world, which turns out to be a real world in a different dimension. They are the fulfillment of an ancient prophecy in a real world that they created... or did they? There seems to be a Higher Power behind the millions of lines of code, and the reader wonders - Who came first, the chicken or the egg?

Playing the characters they have designed, the friends follow the script as much as possible, knowing they have to complete the game's missions in order to escape and go back home. The obstacles they face grow increasingly more complex and dangerous, and they level up in power, weapons, and skills after each battle.

The story seems to race along much too fast, with several missed opportunities for interacting with the world they are in. And then the story slams to a close without an ending. How disappointed I was to find out that if I want to know what happens next, or even if the friends make it back home safely, I will have to buy book two, and possibly three. The book ends mid-story without warning. Turns out, this is only the first installment in a series. So, be warned! You will have to spend a lot of money to get to the end of this tale.

Ron says

“Trust us. We know what we’re doing.” “Speak for yourself.”

Think: *Breakfast Club* does a Christian Dungeons and Dragons via *Tron*. It works better than it should. One of the brightest angles is the creators wondering why they fashioned the game as they did: making living through their creation difficult.

The D&D-role-playing game created by two of the high-school-age characters is as cheesy and illogical as you'd expect. That worked for me. "Writing demonstrated control and subtlety" didn't. The set-up is good and the cast right. The emotions seem authentic and well-considered. Even the sudden appearance of heroic skills is adequately explained.

"Hope, that feathered pest, perched in her heart again."

The target audience are tweens. The cast is a study in stereotypes both before and after (If I tell you what that refers to ...), but do high school football players from Miami talk like SoCal surfer dudes? And do Goths--er, Urbs--still dress and act like that? Following the thoughts, feelings and actions of a teen left behind adds depth to the story, as presumably will become a critical plot point when/if anything gets resolved. (see below)

"But she would have settled for twenty minutes sleep."

The cover art will scare away more readers than it attracts. Perhaps it's intended to look as if done by a high schooler. But, hey, the *Wheel of Time* covers were almost as bad.

At least one character has a Christian perspective, but the others are realistic (if over-the-top) enough to make the story work. Occasionally hard to keep game and real-world dogma straight.

"The only thing ugly about you is how you feel about yourself."

Quibbles: Maps are notoriously hard to read, but reproducing them in half-tone renders this book's useless. Cobble stones stain red? With Blood? Only until the next rain. An "angel" "used strong spells" mixing genres. Selling a golden throne won't feed "thousands" if there's no food. A teen invents "most complex reasoning computer script available" and it fits in three DVDs. A bird's chest, not back, muscles pulls wings down; why do you think their breasts are huge proportionally? At least they admitted that kerosene would "inexplicably" be burnable after several decades.

My biggest criticism is that, with no cover or content page warning that this is the first of a multi-volume series, this story finished with next to nothing resolved. Felt cheated.

"A kingdom unified in faith would not fall."

Fire says

The Lord of the Rings and Tron collide in this equally epic journey. The Hand of Adonai tests the limits of your imagination as two worlds collide in a most unusual way, pulling four teens from one life and thrusting them into another. Using their unique gifts and talents they must overcome obstacles, complete their quest, and defeat the evil that rules the land.

I loved the story and can't wait to read book two. Aaron Gasky is quickly going to surpass his father if he keeps up this kind of writing. 5 Stars!

Jeremiah Peters says

Wonderful read! Aaron Gansky has melded the real-life world with that of fantasy in a seamless way. I totally enjoyed the modern day characters, with their modern day problems, being thrust into a world so foreign to them. The plot of the story kept me involved and guessing as to what would happen next. My only complaint is in the book's classification as YA. I believe adults of all ages would enjoy this tale, and I can't wait for the next book to come out. Great job Aaron. Keep up the good work.

Tess DeGroot says

Not your typical sci-fi/ fantasy story. Interesting twists and turns as you follow the children through their adventures.

Cindy Huff says

Even though it has been decades since I was a young adult I found *Hand of Adonai: The Book of Things to Come* a fascinating read. I plan to purchase it for my grandson who is a big gamer and loves to read. The main character Lauren and Oliver have worked for years on a virtual world for a video game. At last Oliver has finished the final coding and as the game is being download to discs Oliver falls asleep and somehow (it is not revealed in this volume.) he, Lauren and two other teens are transported into the game. The four become characters in the game. Those left behind are baffled by their disappearance creating two worlds of mysteries to explore.

Aaron Gansky is a skilled storyteller. He has created a world teen can relate to and discover a bit about themselves as they join the characters on their journey both in and outside the virtual world.

I'll state here I don't play video games. But the creativity of this writer kept me in the story. His descriptions of place and action were wonderful. I will admit I felt the fight scenes lasted much too long. But then again isn't that the main focus of video games.

This is not any ordinary video game and the virtual world holds many spiritual lessons for the reader. The ending is a cliff hanger. And the next level of play has to wait until the next installment in the series. I will be waiting to read that one as well.
