



The Holder's Dominion

Genese Davis

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After her father's death on a mountain rescue mission, Kaylie Ames watched her family shatter. She fled Tacoma for college in faraway Austin, figuring that even the worst campus drama would be a relief. But when her old friend Elliott turns up on his knees in the grocery store aisle, raving about something called a morphis, Kaylie feels compelled to enter Elliott's unfamiliar world.

Guided by Elliott and his friends, Kaylie signs on to the massively popular online game Edannair. There she discovers a world of beautiful vistas and magical creatures, where people from all over the globe step into the roles of warriors on fantastical quests. But a real-world evil threatens the players: the mysterious Holder, leader of the elite team known as Sarkmarr, is coercing his followers into traumatic offline dares known as "morphis assignments." To save her friends, Kaylie must infiltrate Sarkmarr and survive the Holder's tests.

Will she find the courage there to hold her real-world family together?

"Genese Davis is astonishingly deft at creating believable characters with a few sentences. You fall at once into Kaylie's world, thinking you're in for one story, and Davis sneakily takes you on another ride altogether. It will keep you turning the pages." —Christie Golden, New York Times bestselling author of *Star Wars: Fate of the Jedi—Ascension* and *World of Warcraft: Arthas—Rise of the Lich King*

The Holder's Dominion Details

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Author : Genese Davis

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From Reader Review *The Holder's Dominion* for online ebook

Thomas Wesley says

I enjoyed this book thoroughly and, given the subject matter, I didn't think I would. But it was very captivating and I highly recommend it.

Jennifer says

I had been really excited to read this book. I am a female gamer with over 300 days of game play in an MMORPG and thought this book would be relatable to my gaming experiences or entertaining at least. It was not.

Though the in-game parts were written very beautifully and you felt like you were inside of an MMORPG, the plot was downright ridiculous. That someone who didn't play a game, would start to play a game, out of motivation to take down the most famous player of said game. It would have been much more believable if she started no-life-ing the game to escape the pain of her father's death.

It didn't make sense how quickly the main character advanced and surpassed people who had been playing for years. She was a full-time student and continued to have a social life and though she was unemployed, could afford to fly back and forth across the country whenever.

If she had stopped attending class, stopped hanging out with friends and stopped traveling, simply played the game 12 hours a day for six months straight, I could see it.

Also, she cut corners to get to the top:

- She failed her real-world test but got to advance anyway. Anyone else who failed their test, was told to leave the group.
- She got a summoning familiar that did special things for her and her teammates, things which weren't possible for anyone else. These things her familiar did for her, were the bulk of all of her "good" gamer moments for the most part.
- She was accepted into the most elite group and became the first female in the group, as a noob.

These unfair advantages made me dislike the character and I didn't feel bad for her when characters such as Ilusas gave her dirty looks and felt she didn't deserve her spot on the team... because she really didn't.

Also, she was looking to betray the leader of her group to moderators. She deserved Ilusas' paranoia about her. She didn't deserve to be celebrating her team's big win at the end of the book, while receiving text messages from her friends to betray her group's leader.

I feel like the author did not accomplish making the main character likable.

Johnny Morphis says

Great Read!

This book gives the reader a first hand account of what it's like to be an online gamer. The extensive beautiful fantasy worlds brought to life with real life emotion and action on every page.

Rebecca says

Review: The Holder's Dominion by Genese Davis
Mar 05, 2013 by Kristen My Bookish Fairy Tale

The Holder's Dominion by Genese Davis
Release Date: March 1 2013
Publisher: Beaver's Pond Press
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Genre: Fantasy
Source: Publisher

My Thoughts:

Holy wow....this book was awesome!! I absolutely loved every word of it. I feel honored to be one of the first to read it and before it hits the bookstores even.

Kaylie Amos suffered a horrible tragedy. She lost her father to mysterious circumstances. Her mother reacted by completely shutting down, acting as if her husband never existed. No one could mention him, and the pictures were all put away. In turn, this causes Kaylie's brother, Hunter, to act out by running away for days at a time. Kaylie does the only thing she can to cope, she runs away to college.

While there, she reconnects with a childhood friend, who introduces her to the most amazing online world. But while the game world itself is awesome, awe-inspiring, and beautiful, Kaylie discovers that people are doing real-life challenges, called 'morphises', which are causing real life pain and trauma, all for the approval of a mysterious man named "The Holder". But Kaylie sees the way he treats people. Why would anyone go through this for someone so nasty? Just how deep into the game is Kaylie willing to go? Will she begin her own morphises?

I really like Kaylie as a character. Watching her struggle with the pain of losing not just her dad, but really her family as a whole, was heartbreaking. At times, throughout the book, I was almost in tears. Kaylie's character developed nicely throughout the story, her reactions to situations were natural and believable. I couldn't help but hope that she would hook up with Perdonic, or Rowley, two of my favorite characters. Perdonic was a great mentor, supporting Kaylie in the game, while Rowley, was the perfect antagonist. Ms. Davis gave both character's substance and terrific personalities.

Ms. Davis descriptions of the online world of Edannair were so detailed, so beautiful, amazing and intriguing that I actually googled it to see if it was real. Sadly, it is not, but I don't doubt that once this book gets out, someone will develop it. Or rather, many some ones. Will it be as big as World of Warcraft or Dungeons & Dragons? Maybe; I hope so. I will definitely recommend 'The Holder's Dominion' to anyone and everyone, not just readers of a genre or videogamers. It is an amazing story that flows beautifully, catches the reader's interest very quickly and leaves you wanting more. My only question—will there be a sequel?

I personally enjoy playing Role Playing Games (RPG) and adventure games with my husband and children. I have played some online games and definitely would enjoy Edannair. Do you play video games? Online or counsel games? What kind of games do you enjoy playing?

Shannon Thompson says

If you love gaming—specifically online games like World of Warcraft—and you want to read a book that jumps between an online game and reality, then this book is for you. I particularly loved how the protagonist, Kaylie, faces a lot of opposition in the gaming world, because she's female. It's nice to see that addressed, fought with, and overcome. The competition factor is fantastic as well. A must-read for gamers!

~SAT

Recommended to: Gamers and those who want to read about games, specifically MMORPG games. NA crowd—no romance for the win.

Favorite Word: Susurrant: whispering, murmuring, or rustling: In a susurrant music made of combined spell energy, our power engulfed the cave and rained deliverance: shocks, slashes, and shattering blows. (pg. 153)

Drew says

I heard about the book when the author was interviewed in a podcast. I was naturally curious and picked up the book. I could easily relate to the characters being a gamer and I loved the story: excitement, action, intensity, comedy and heartfelt moments I experienced while reading it. Anyone who has ever played a video game, I recommend this book. If you've ever wondered about video games, why so many people play them or if you're curious about the appeal of video games I recommend you read this book as it will give you a little insight into gaming. All that aside, this is a great book for anyone who's looking for a great story to read.

(I had the good fortunate of meeting the author Genese Davis at the Comic-con 2013 and she is the nicest, most energetic and engaging book author who is very happy to speak to people. I've met a few book authors but meeting Genese was THE BEST author meet and greet i've ever experienced. She's just so awesome!)

Jeremie says

The wonderful Genese Davis strikes a chord with gamers in this amazing book. The flowing nature of the plot from Chapter 3 all the way to the end of the book is superb.

Set in the city of Austin, Texas the main protagonist, Kaylie Ames, encounters a childhood friend from her hometown of Tacoma, Washington. That unexpected meeting propelled her into the Online Gaming world. A MMO game called Edannair captured her attention. Kaylie set out on a quest to bring down The Holder, the antagonist. Kaylie's ability to juggle her family, her close friends, and college shows how strong women can be. The author uses her knowledge of this gaming genre to captivate the imaginations of the reader. When I read my first description of the world of Edannair my mind immediately envisioned a video game that I have yet to play. I must be honest, this book was the very first fantasy gaming I had ever read.

While Genese Davis is new to the writing scene, she definitely has a knack for captivating the minds of readers. I really look forward to future books she will write. If this book is not on your radar I strongly encourage you to pick it up.

Patricia Beavers says

This is a really interesting book about a girl Kaylie(aka Loxy in-game) mourns her father, while diving into the MMO world, she enters into the fantasy world, Edannair. Finding refuge there, and comradely with others, she joins a highly sought after group called the Sarkmarr. She has problems with some of the quest, which the group leaders makes them do in order to achieve rank and status, both in the virtual and real world. Wanting to help her friends, she feels like the leaders needs to be knocked down a peg, so she excels through her quest and becomes one of the best. She finds family, when her own can't give her comfort, and confidence when she thought she had no spirit left. With her new friends she battles with teams across the country at 'The Stakes' tournament, while trying to figure out whether the leaders is a friend or menace to Edannair community.

First of this is the first book I have read, where video games are not in the background or put in a bad light. Not that I read many that do that, just people always talk about video game addiction, which I call bullshit since I'm a video gamer myself(more of a single player myself). I really did enjoy this book, and will try to find more like it. I wish video games were shown in this light, where it is an escape for reality, but it helps us also deal with reality, because lets face it, sometimes life sucks and you needs an escape. Sometimes that escape is watching TV, reading a book, drinking or playing video games. It helps us relax and forget about our hectic day.

Not to mention our video gamer is a WOMAN!! Which is absolutely refreshing. I have a hard time find friends that are just into reading books, playing video games? almost entirely out of the question. So it is nice to read about a female video gamer.

There are some things that did bother?annoy? I don't know what the word is, it just didn't sit right, and took me out of the story. One is how she refereed to her in-game character, kept saying 'my alias', now I don't play MMO's so that's how they might reference their character. But I just always said 'my character', that's just me. Another is I wish this fantasy MMO world glitched out. Anyone who has ever played a video game, knows video games are not perfect, because the coders who make them are not perfect. There might be a

place where your character gets stuck, falls through the world, there's a bad connection, the internet goes down, the game crashes, the server crashes etc. and I just wished she put a little bit of that in the book. It would make it seem more real in Kaylie playing just a video game, instead of hooking into your character and plopping into this fantasy world like in the movie Avatar. The last thing is yes, there was a slight hint of sexism in the book, as most female gamers have to deal with. But 1) it's coming from her own team which seems stupid since they are on the same side and the guy doesn't stop till the end, and 2) it doesn't seem like she gets any sexism from any other players! I mean, that is the reason I don't play MMO's. Women get harassed relentlessly, to where they find out where you live and threaten you. That is fucking scary. And she doesn't get any of it? It's just a bit hard to believe.

Other than those points, it is a really great book. I have actually spoke to Genese at comic-con and she is the sweetest person ever and so passionate. She inspires and does talks about writing books if anyone is interested. Genese did leave us with a cliff hanger in this book, so I am definitely waiting for the second book!! Can't wait to read it!

Shay says

See the same review but more awesome on my blog (a link that actually works) - <http://theblogoftheteenagenobody.blog...>

Short Version -

I loved it. The characters felt real and the book really sucks you in from the very beginning and never lets you go. The world of Edannair is so realistic, it feels so real that you can picture it perfectly, and at points it's hard to tell the difference from Kaylie's reality and the game, which I think is a good thing. I definitely recommend this book to anyone who loves books. Especially if you like fantasy books and/or gaming. =)

Long Version - Basically the same as the short version but with more detail.

I loved it.

I really liked the main character, Kaylie, because she was so real, the way the author shows Kaylie's struggle over her dad's death and how her family is falling apart, it's all very real and believable. Throughout the book you really get to know and love her character. Nothing in this book feels fake, all of the main character's emotions and the way the game changes and effects the characters, the relationships, even the Holder, it all feels real. I hate it when in books these feelings and stuff don't seem to fit the way a character is acting and stuff like that, but you don't have that problem with this book. I loved how she started playing the game to help her friends, but it ends up helping her the most. And I loved all the intrigue and mystery surrounding the Holder.

The thing I loved most though was the world of Edannair, the way the author writes about it and explains it really makes it come to life and you can completely see and imagine it. I loved the way the game and reality kinda merge, with the Morphis assignments and just with how the game changes Kaylie and helps her to move on. The author just does an amazing job of blending fantasy and reality together, the book pulls you into the world of this game and makes everything feel so real that at parts the game feels more real than the characters reality which works really well with what the character is going through.

Basically I loved the whole thing, but my favorite parts were when she was in the game. Also, I really really want a sequel I need to know more (about certain things I don't want to spoiler)!

Overall it's an awesome book I thought it was done extremely well, and it really holds your attention. So, go on, go buy the book, you know you want to. =)

Shawn McLain says

Interesting concept that was executed very well. I really enjoyed this book.

Carrie Ardoin says

3.5 STARS

Kaylie Ames is struggling to keep her family somewhat sane after the sudden death of her father. Her mom's absentmindedness has driven her brother to becoming a habitual runaway, and every time something goes wrong, it's Kaylie who has to keep up the pieces--nevermind that she is attending college in a state thousands of miles away.

So when Kaylie is introduced to the online multiplayer fantasy game Edannair, she relishes the chance to find an escape and challenge herself. Soon, Kaylie is moving up the ranks...and planning a takedown of the mysterious leader of her elite group, who calls himself the Holder. But the deeper within the game Kaylie gets, the more she struggles with her decision. Will she be able to do what she set out to without letting the game take her in completely?

The description for this book seemed reminiscent of Ready Player One, which I absolutely loved, so I was definitely game (hehe) to give it a shot. Unfortunately the book suffered from a lack of action and a slow plot that weighed it down.

I liked Kaylie well enough, and I really identified with her as I lost my father too. I felt so bad that she had to be the one who kept running to help her brother...as an older sibling, I also understood this. But I wish she would have told her mom, in a gentle way, that she needed to pull herself together and be there for her son. Kaylie is out of the house, and it's not her responsibility to have to keep the family together.

Luckily, Kaylie finds lots in Edannair to take her mind off of her real life problems. She actually learns about the Holder before she even begins playing the game. The Holder is the leader of a group called Sarkmarr, and likes to initiate his players by making them do humiliating missions. Kaylie won't stand for this, and joins the game as a way to get back at him from the inside.

A lot of the book's chapters are detailed accounts of missions and raids Kaylie is a part of. I feel most of this could have been left out. There were also several characters introduced, and I found it difficult to keep track of who was who. Overall, I just kind of felt like some things were missing--I'm not sure exactly why, but the story didn't feel whole to me.

The ending of the book made it sound like this was the beginning of a series, and I would definitely be open to reading the next book. I'm a girl gamer, and novels such as this are a nice find for nerds like me.

Cheryl says

Kaylie Ames is shopping in the grocery store when she sees a guy on the floor. A crowd is starting to form.

A store employee tells the guy that he has to leave. The guy mumbles that he has to complete the morphis. Kaylie recognizes the guy. His name is Elliot.

Elliot and Kaylie leave. Elliot tells Kaylie that what he was doing was for an assignment. He explains to Kaylie that he plays a game that takes place in the virtual world of Edannair. The master is known as the "Holder". Anyone wanting to apply to join his ranks is given assignments. The assignments usually consist of public places and embarrassing the person. Kaylie researches information on the "Holder". She joins the game. Soon she has the interest of the "Holder".

I am a gamer of sorts. I used to play the Nintendo a lot when I was younger. I then played some on the PlayStation 2 but that was it. My gaming experience really focuses on computer games. I like playing Civilization. My husband got me turned onto World of Warcraft (WoW). I do like to play this game because there are so many things that you can do on this game as a role playing game. So when I see a book centered on gaming, I am intrigued.

I have read about a dozen books and most of them good, there are a few that read too much like a manuscript for a game or I just did not get the gaming experience reading the book.

I could tell that the author had a love of gaming as well. This book was like I was in the game as well. I could picture the world of Edannair. The "Holder" is a pretty ominous character. This book felt like a mixture of the movie, The Lawnmower Man combined with World of Warcraft. My only complaint with this book was that I liked the world of Edannair so much and what was happening there that when Kaylie would take a break and go back to the real world, I had no interest. The ending has me wondering what will happen next. I rushed to Genese Davis's website to get a better insight on the next book but there was nothing. I can not wait for the next book.

Jackie says

I enjoyed this book in a lot of ways, but I also had some problems with it.

First of all, it is nice to read a book about a gamer who is a girl. Yes, we do exist, and girls and women can be just as into gaming, and just as good at it, as any guy. The book touches a bit on the way female gamers are looked down on by the (primarily male) gaming community, but I was glad that the story wasn't mostly about gamer misogyny, yet didn't ignore it either.

The world building of the story primarily involves the world of the game, Edannair. It is described really well and the author has created a very detailed and complex game world for her characters to play in. The descriptions of the battles and quests within the game, not to mention all of the interesting characters and monsters, provide a fast-paced, action-packed read.

That said, one of my main issues with the book is the way it depicts playing a video game. I know the author is quite an accomplished gamer, with way more experience with MMORPGs than I have (I've played a little WoW, but MMORPGs are not really my thing), but her descriptions of the in-game sequences did not feel like the real experience to me. Every once in awhile she would make reference to the fact that Kaylie is sitting in her own room at home, but most of the time she's interacting with the game in ways that are just not possible in real life. Perhaps Davis could have solved this by making it a virtual reality game, setting the

story in a near future where video games have become much more immersive. As it was, however, I couldn't relate.

Another problem I had with the story regards the main character's motivation. Kaylie starts playing the game in order to . . . what? tell the Holder off because she thinks he's too mean to people? I possibly could have bought this as her motivation if one of the people he treated badly was her younger brother, but no, it's just some guy she went to middle school with, whom she hasn't seen in years. Considering the pain she's going through, dealing with the loss of her father and her family problems, it would be far more believable if her only motivation for playing the game was to escape her real world problems. That's certainly there, but it gets muddled by this secondary motivation and "plan" that doesn't make much sense.

Overall this is an enjoyable read about the world of gaming which firmly establishes that girls and women have every right to be there. This is Genese Davis' first published novel, and I'm looking forward to more from her.

Colleen Palladino says

3.5 -- I enjoyed this book a lot, probably because I got to meet the author at Comic Con a couple years ago. She was very sweet and generous with her time, that always makes me like something more when the creator is an actual nice person. The book was a little different from what I was expecting, but the ending was perfect.

Heather Lee Dyer says

Fascinating story for gamers and non-gamers alike. I Love her characters and the story itself kept me reading for pretty much two days straight!
