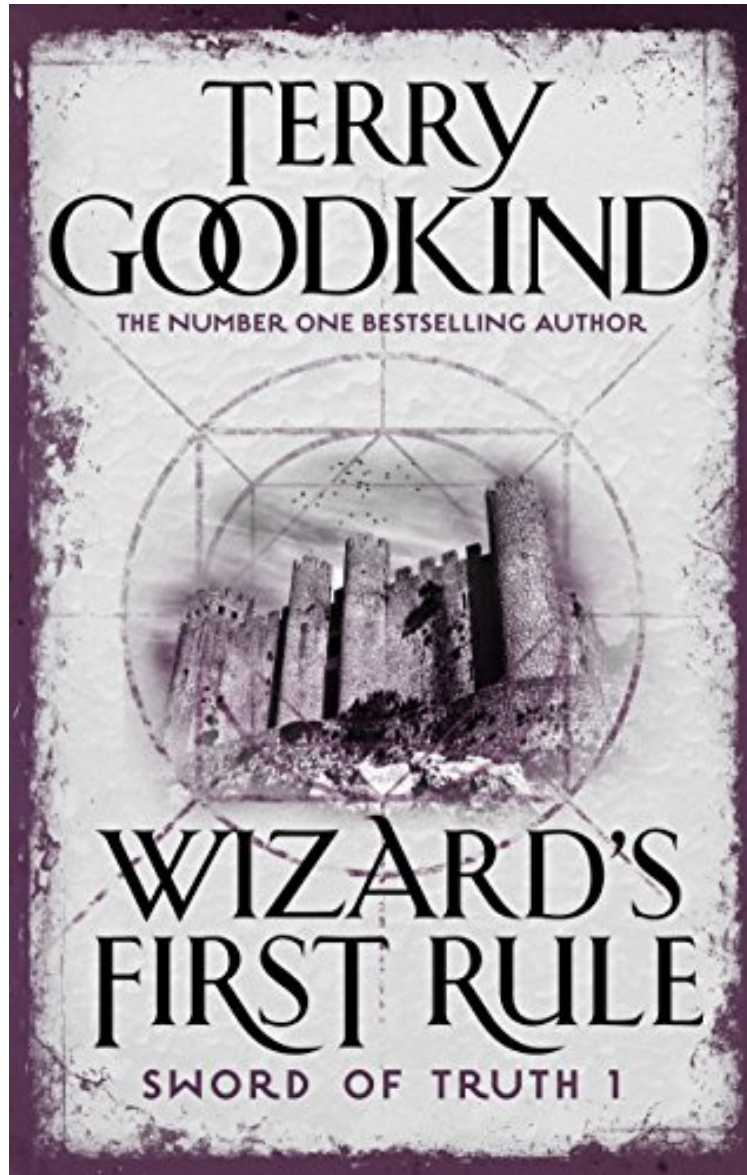


[Ebook pdf] Wizard's First Rule (Sword of Truth)

Wizard's First Rule (Sword of Truth)

Von Terry Goodkind

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Von Terry Goodkind : Wizard's First Rule (Sword of Truth) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Wizard's First Rule (Sword of Truth):

Kundenrezensionen Hilfreichste Kundenrezensionen 6 von 6 Kunden fanden die folgende Rezension hilfreich. All thumbs up! Von Romy Okay, I have to say... I struggled with myself a long time before I bought this book. Because there were a lot of different recensions... also some bad ones. But I decided to read it and judge it by myself. And I have

to admit that I'm glad that I didn't listen to all of the other recensions because I think this book is amazing. I don't know if you can compare Terry Goodkind with some legendary author... that's not what I wanted in the first place. I wanted to read a good book and escape in a different world and live there for quit a while. And that's what the book was doing. It abduct me in a world of fantasy and entertained me quiet well. I didn't find it hard to get through the 700 pages... I was so fascinated that I read the book in less than a week. And I'm totally looking forward to read the next books!

0 von 0 Kunden fanden die folgende Rezension hilfreich. Average writing, but interesting world

Von Looking for Wisdom

After reviewing several of the comments made by readers of this book I'm a bit surprised at the negative reaction to the Mord-Sith passages (labeled as disguised SM by many reviewers). I have to admit that it wasn't until the book introduced this "race" of people that I really became entranced. The M-S were frightening and disturbing, and yet this evil brought home the book's central plot point regarding good vs. evil (and the often times grayness between the two) like nothing else did. To me, that juxtaposition (love and hate, life and death, good and evil) and the way one's perspective can change your definitions of each was fascinating. People who want absolutes should look elsewhere. Those who believe there may be a reason for everything (even an objectionable one), will like this book. Unfortunately, the rest of the book was simply an above average fantasy yarn. Many times the dialogue was weak and cliched, usually when the book lapsed into the "hero mode." The betrayal by one character was obvious (I believe) at practically the introduction of that character very early in the book. It was shockingly clear soon after and annoying that the main protagonists didn't see it. This book was good enough to try #2 in the series. Perhaps the writer will grow and that, combined with the world that was created, will in the end create a memorable series.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Interesting, but not very rewarding

Von CPTerribly predictable from the beginning, this novel isn't quite as groundbreaking as the accolades printed on its covers might suggest. The characters don't have much depth and the plot devices are all too familiar tools of the fantasy genre. The one strong feature this book has is a relatively fast paced and interesting plot. Goodkind spends an appropriate amount of time exploring the world history, and doesn't get caught up in the emotions of our protagonists. When he does spend time on emotional development, it is believable, but unsatisfying and, again, quite predictable. Not a bad book to begin a series, I suppose, for your light-reading needs, but it's not exactly challenging or original. 800 pages is an audacious debut, though, and there are some promising elements in the book. Goodkind can weave an interesting story, even if it's not well developed. I'll be interested to see how the author develops as the series progresses and he gains more writing experience.

Kurzbeschreibung

Deep in the upper Ven Forest, close to the Boundry, woodsman Richard Cypher is intent on tracking down his father's killers. Richard has no idea of how far his quest will take him from home, nor that his world, his very beliefs, are about to be shattered... Kahlan Amnell, tormented by treachery and loss, is being hunted, pursued remorselessly by a bloodthirsty tyrant's assassins. A monstrous evil is about to be unleashed upon the world and she knows her one hope of halting it is to find the last great Wizard... Together, Richard and Kahlan have a destiny that will not be denied, a destiny that will embroil them in a war three-millennia past... a war that is about to re-ignite with world-devouring violence.

From Booklist

In a classic fantasy world, young Richard Cypher must go on a perilous quest with the Sword of Truth in order to deal with evils that have a contemporary degree of ambiguity about them. On the way, he acquires the normal collection of wizards, dragons, and human companions as well as an equivalent roster of enemies. Both the characters and their world come to life, and Goodkind's ambitious juxtaposition of modern ambiguities and the classical fantasy setting works more often than not. Although a fairly self-contained story, the book has something of the flavor of the first volume of a saga; neither Goodkind nor his publisher will receive too many complaints if a sequel is in the works. Hardly an aspirant to Tolkien's mantle, Goodkind certainly seems, at any rate, to be working on being mentioned in the same breath as Robert Jordan.

Roland Green

From Kirkus s

The magical boundaries between the three lands of forest guide Richard Cypher's world are crumbling: Strange beasts from the Midlands, where magic still exists, appear in his Westland forest. And so does Kahlan Amnell, a young woman with some interesting powers and four assassins on her trail. She is in search of the great wizard who left the Midlands not long after he set the boundaries. He is the only one who can possibly thwart Darken Rahl, an evil wizard who has set in motion a process that will result in the enslavement of the three lands. When Richard's eccentric friend and mentor, Zedd, is sought out for advice about finding the great wizard, Kahlan identifies Zedd as the object of her search. The process that Darken Rahl has initiated requires him to obtain the three boxes of Orden, and, within one year, to open the proper box. As time grows short, Richard, Kahlan, Zedd, and a border guard, Chase, go in quest of the one box that the evil wizard still lacks. Among the truths that Richard learns along the way is the wisdom of the Wizard's First Rule: People are stupid and will believe almost anything. A wonderfully creative, seamless, and stirring epic fantasy debut. -- Copyright 1994, Kirkus Associates, LP. All rights reserved.