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Wizard's First Rule (Sword Of Truth Series)



Synopsis

In the aftermath of the brutal murder of his father, Richard Cypher encounters a mysterious woman, Kahlan Amnell, in his forest sanctuary. She seeks his help...and more. His world, his very beliefs, are shattered when ancient debts come due with thundering violence. In their darkest hour, Kahlan calls upon Richard to reach beyond his sword to invoke within himself something more noble. Neither knows that the rules of battle have just changed...or that their time has run out. This is the beginning. One book. One rule. Witness the birth of a legend. "Wonderfully creative, seamless, and stirring." "Kirkus Review

Book Information

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Authors, A-Z > (G) > Goodkind, Terry #427 in Books > Books on CD > Science Fiction &

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Customer Reviews

I read this several years ago and I truly liked it. I was engrossed in the story and I did not pay any attention to writing style or grammar. The book held my attention and the pages kept turning. Had I written a review at that time I would have given this book five stars. No second thoughts. Now that I read all the negative reviews about the bad writing, I picked up my copy again to see if it really was that bad. I have to admit, it's certainly no candidate for the Nobel prize, but it's not "awful" either. It's a story being told in perfectly readable language. I find nothing wrong with that. Many reviewers said that this book takes too many ideas from other books. Maybe it does, but it also puts those ideas together to make a new and interesting story. If you get to the core of 90% of all fantasy novels it will turn out to be a story about an unlikely hero (occasionally heroine) with some mysterious powers or heritage embarking on a quest to fight the evil king/god/sorcerer and save the world. This is what I

would call Classic Fantasy. I could read "Lord of the Rings" once a month, but I'd rather read different books from different authors even if they are based on the same storyline and their style may not be as polished as Tolkien's. Violence plays a big part in "Wizard's First Rule". I admit that I had to force myself to read through the torture bits. It made me sick and I am surprised that someone would give this book to an 11-year-old. I certainly wouldn't. It's okay to let the hero suffer once in a while instead of having him rush from one adventure to the next while he always prevails. But this went on and on and on. Less pages would have been necessary to get the point across.

Terry Goodkind, *Wizard's First Rule* (Tor, 1994) Terry Goodkind hasn't been around as long as some of the fantasy writers who are currently churning out long-winded, seemingly never-ending series; Harry Turtledove's alternate-history alien-invasion World War II series' first book has been in print longer than most of Goodkind's whole catalogue. But, as J. R. R. Tolkien and Greg Bear have shown us, you don't have to be established to come up with a really whiz-bang first novel. *Wizard's First Rule* is, most decidedly, a whiz-bang first novel. The action opens with unassuming woodland guide Richard Cypher trying to dig up a few clues as to the means and motive of his father's recent death. While in the process, he spots four men menacing a woman, goes to her aid, and unleashes the chain of events that have taken us seven eight-hundred-plus-page books and counting to unravel. Make no mistake, when you crack the cover on the first *Sword of Truth* novel, you're committing yourself to a whole lot of reading. *Sword of Truth* is longer than *Mission Earth*, longer than *Necroscope*, longer than Michael Moorcock's presently-in-progress series. Think of a series containing a whole lot of big, thick books. *Sword of Truth* is longer. It'll probably reach *Encyclopedia Britannica* proportions before long. The good news is, of course, that *Wizard's First Rule* is a whole lot more readable than *Britannica* (in order, even). He's got more of an eye for the readable than Moorcock, and is more restrained than Lumley.

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