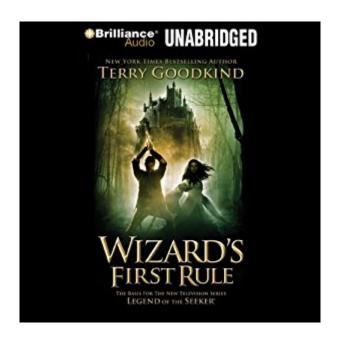
The book was found

Wizard's First Rule: Sword Of Truth, Book 1





Synopsis

Basis for the television series Legend of the Seeker, launching in Fall 2008!Millions of readers the world over have been held spellbound by this valiant tale vividly told. Now, enter Terry Goodkind's world, the world of the Sword of Truth. In the aftermath of the brutal murder of his father, a mysterious woman, Kahlan Amnell, appears in Richard Cypher's forest sanctuary seeking help ... and more. His world, his very beliefs, are shattered when ancient debts come due with thundering violence. In their darkest hour, hunted relentlessly, tormented by treachery and loss, 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. --This text refers to an out of print or unavailable edition of this title.

Book Information

Audible Audio Edition

Listening Length: 34 hours and 10 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Brilliance Audio

Audible.com Release Date: October 15, 2008

Whispersync for Voice: Ready

Language: English

ASIN: B001IIRQS2

Best Sellers Rank: #102 in Books > Audible Audiobooks > Fantasy > Epic #373 in Books >

Science Fiction & Fantasy > Fantasy > Epic #770 in Books > Audible Audiobooks > Fiction &

Literature

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 neverending 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. Tolkein 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.

Download to continue reading...

Wizard's First Rule: Sword of Truth, Book 1 Wizard's First Rule (Sword of Truth Series) The Book of Wizard Parties: In Which the Wizard Shares the Secrets of Creating Enchanted Gatherings Wizard Junior Card Game (Wizard Card Game) To Make A Witch: A Sword of Elements Novel (The Sword Of Elements Book 3) Is It Wrong to Try to Pick Up Girls in a Dungeon? Sword Oratoria, Vol. 1 - light novel (Is It Wrong to Try to Pick Up Girls in a Dungeon? On the Side: Sword Oratoria) The Sword of

No-Sword: Life of the Master Warrior Tesshu The Annotated Sword of Shannara: 35th Anniversary Edition (The Sword of Shannara) My Very First Library: My Very First Book of Colors, My Very First Book of Shapes, My Very First Book of Numbers, My Very First Books of Words Phantom: Chainfire Trilogy, Part 2 (Sword of Truth, Book 10) Naked Empire (Sword of Truth, Book 8) Debt of Bones (Sword of Truth Series) The Omen Machine (Sword of Truth Series) Confessor (Sword of Truth Series) The Pillars of Creation (Sword of Truth Series) Warheart (Sword of Truth Series) Stone of Tears (Sword of Truth Series) Stone of Tears-2 volume set(Sword of Truth Collection) Faith of the Fallen (Sword of Truth Series) Naked Empire (Sword of Truth Series)

<u>Dmca</u>