

(Mobile book) The Magic of Recluce (Saga of Recluce)

## The Magic of Recluce (Saga of Recluce)

Von L. E. Modesitt Jr.

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**Von L. E. Modesitt Jr. :** The Magic of Recluce (Saga of Recluce) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Magic of Recluce (Saga of Recluce):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Good

StuffVon Justin NormanThis is good stuff, there is no great epic journey with twenty charecters to follow (not that there's anything wrong w/ that), or killer dragons, or shadowspawn. Just a believable concept of a world run on chaos and order. The main charecter, Lerris, after doodling around appernticing with his uncle in woodworking, has to go on a dangergeld quest thing. Basicly he, along with i believe five or six others, are trained in various physical exerisises weapons, and educated about the world outside of Recluse.Now, Recluse is a smallish continent, run the Brotherhood, a group of Order-Masters. Since Recluse is basicly this little haven, and according to the choas/order theory, the order in recluse must be paralld by chaos elsewhere (correct me if i'm wrong). So after all his training and stuff, Lerris and the other Dangergelders are dropped off on Candar, a nearby continent, in this city called Freetown. From there, Lerris, essentially, blunders around a few small towns, meets a Grey (nutural, you could say) wizard and learns some stuff. They part ways too soon and Lerris is left wondering.From there he crosses a mountain rage, pays to much for an Inn, and basicly freezes himself half to death. Soon, he comes to this city, and takes on a journey-man position at a lowly, not respected at all, woodwork shop, and pretty much does miracles. After hanging around there, he gets into some bad trouble with a very powerfull White (chaos) wizard. He goes on to save the day and get the girl, all told very believably.A unique, touching fantasy, destined to become a classic. Though no where near as hard on the brain as the Wheel of Time, it is still a very enjoyable, well crafted fantasy. Highly Recomendad.1 von 1 Kunden fanden die folgende Rezension hilfreich. Confusing sometimesVon Christopher WareThis book had an interesting plot and storyline. Modesitt's unique study of the relationships between good/evil and order/chaos set the book apart from other fantasy books.One of the major problems I had with this book was that some stuff didn't make sense. I mean, characters kept talking about "blackstaffs", but it was never explained what they were. Also, how did Lerris, the main character, figure out some of the feats of magic that he performed without anyone teaching him? I can't possibly be intuitive based on how the magic system was being explained. Lerris also seemed arrive at conclusions that, to me, seemed impossible to reach. For example, all of a sudden he "realizes" that Justen is his uncle. WHAT! How in the heck did he come to that conclusion! There were no hints or anything. He just thought to himself, "Oh yeah, he must be my uncle." Whatever. Finally, Modesitt's system of measurement was kind of strange. He used cubits as the main measurement of length. The way he defined this was by saying that a tall person is about 2 cubits tall. However, later on, Lerris is looking at a wall that he thinks is insignificant, but is 40 cubits high. Okay, if a tall person is, say, six feet tall and that's 2 cubits, then a 40 cubit wall would be 120 feet tall. How is that insignificant?Anyway, aside from these inconsistencies, this is still an entertaining book. Lerris is a very down to earth character who is passionate and caring. His struggle on his "dangergeld" is a rousing tale of good versus evil, even if the good guy doesn't always know what he's doing :) Not on par with Goodkind or Jordan, but a rousing tale nontheless.1 von 1 Kunden fanden die folgende Rezension hilfreich. The first among many - but not necessarilyVon Gunnar StanglWhile this is, in the order of appearance, the first of the Recluce books, it is not necessary to start your immersion in this world of chaos and order (and a number of shades inbetween) right here. The series jumps back and forth in time and location, and some things casually introduced (Dorin the smith) as a "given background" get explained at length in further books. Otherwise it's the classical L.E.M. : 2 principles at war, and the only way to win is to accept part of the opponent. At the end you will not want to let go of Justin Co. - but rest assured, you will recognize them again and again in many other characters of the Recluce world, which thus becomes like a multi-faceted diamond, reflecting the same basic story in many different ways - but always beautiful to behold.

Kurzbeschreibung"An intriguing fantasy in a fascinating world." Robert Jordan, New York Times Bestselling author of The Wheel of Time seriesYoung Lerris is dissatisfied with his life and trade, and yearns to find a place in the world better suited to his skills and temperament. But in Recluce a change in circumstances means taking one of two options: permanent exile from Recluce or the dangergeld, a complex, rule-laden wanderjahr in the lands beyond Recluce, with the aim of learning how the world works and what his place in it might be. Many do not survive. Lerris chooses dangergeld.When Lerris is sent into intensive training for his quest, it soon becomes clear that he has a natural talent for magic. And he will need magic in the lands beyond, where the power of the Chaos Wizards reigns unchecked. Though it goes against all of his instincts, Lerris must learn to use his powers in an orderly way before his wanderjahr, or fall prey to Chaos. L.E. Modesitt, Jr.'s bestselling fantasy novels set in the magical world of Recluce are among the most popular in contemporary fantasy. Each novel tells an independent story that nevertheless reverberates though all the other books in the series, to deepen and enhance the reading experience. Rich in detail, the Recluce books are a feast of wondrous marvels.Saga of Recluce#1 The Magic of Recluce / #2 The Towers of Sunset / #3 The Magic Engineer / #4 The Order War / #5 The Death of Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magii of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander / #17 Cyadors Heirs / #18 Heritage of Cyador / #19 The Mongrel Mage (forthcoming)Story Collection: Recluce TalesOther Series by L.E. Modesitt, Jr.The Imager PortfolioThe Corean ChroniclesThe Spellsong CycleThe Ghost BooksThe Ecolitan MatterAt the Publisher's

request, this title is being sold without Digital Rights Management Software (DRM) applied. From Publishers Weekly: The battle between good, denoted by order, and evil, represented by chaos, underlies this promising coming-of-age fantasy. The youth Lerris, a skeptical misfit, is sent on a journey designed to determine whether he will ever be capable of serving his native land, Recluce, a haven of perfection surrounded by chaos. During training, Lerris is told he is a potential order-master, a possible high-level wizard, who must probe his inner self and discover his powers before he can return home. In war-torn Candar, he finds himself hunted as a rogue wizard and narrowly escapes destruction at the hands of the evil wizard Antonin. Apprenticed to a woodworking genius, Lerris comes to the aid of his ailing master, rebuilding his business and arranging the future of the family. Lerris's acceptance of responsibility and respect for order enable the development of his powers, and his use of order-magic against Antonin leads to a confrontation between the two. Modesitt ( *The Ecolitan Matter* ) creates a complex world based on a plausible system of magic and peopled with engaging and realistic characters. Copyright 1991 Reed Business Information, Inc. From Kirkus: Modesitt's first venture into fantasy (and hard-cover) is an interesting variation on some traditional fantasy themes, with a touch of his own science-fictional outlook. A boy's growth into manhood forms the center of the tale, and Modesitt's portrayal of that process is on the whole believable and insightful. The youthful Lerris, bored with the simple, orderly life of the island of Recluce, is forced by its rulers to undertake a temporary exile. (Young citizens who cannot accept the lifestyle of Recluce must spend time abroad to come to terms with themselves.) His journey carries him through his exile's training, on to the company of a mentoring gray wizard (who straddles the line between white Chaos and black Order), and finally into the path of the great chaos-master Antonin, who schemes to foster disorder and thus increase his own power. A slow start--Lerris's continual complaints of boredom grow tedious, and his dogged obtuseness in the face of evidence is frustrating--but the pace picks up once Lerris leaves Recluce, and the highly rationalized, scientific approach to magic is refreshing in a field full of pure mysticism. Modesitt also avoids the simple equation of order with good and chaos with evil--in Lerris's world, as in ours, a good balance is the best formula--and this more mature insight distinguishes his novel from the run-of-the-mill fantasies. -- Copyright 1991, Kirkus Associates, LP. All rights reserved.