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The Magic of Recluce



*Par L. E. Modesitt Jr.
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Par L. E. Modesitt Jr. : The Magic 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:

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Description : Description du produitWith The Magic of Recluce, L.E. Modesitt made his impressive hardcover debut, breaking out in wide scope and grand scale with a novel in the great tradition of the war between good and evil in a wonderful fantasy world. Modesitt had been producing fast-paced, slickly-written novels of SF adventure, often compared to the work of Keith Laumer and Gordon R. Dickson. Then, in his biggest and best book yet, he broadened his canvas and turned to fantasy and magic, stepping immediately into the front rank of contemporary fantasy writers.The Magic of Recluce is a carefully-plotted fantasy novel of character about the growth and education of a young magician. In it, Modesitt confronts real moral issues with gripping force, builds atmosphere slowly and convincingly and gives his central character,

Lerris, real intellectual challenges. This is the kind of highly-rationalized fantasy that Poul Anderson and Gordon R. Dickson write when they write fantasy, colorful and detailed. He is given the standard 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. He chooses *dangergeld*. Though magic is rarely discussed openly in Recluce, it becomes clear, when Lerris is sent into intensive training for his quest, that he has a natural talent for it during his weapons lessons. And he will need magic in the lands beyond, where the power of the Chaos Wizards reigns unchecked. He must learn to use his powers in an orderly way or fall prey to Chaos. Lerris may resent order, but he has no difficulty choosing good over evil. As he begins his lonely journey, he falls into the company of a gray magician, once of Recluce, who tutors him in the use of magic and shows him some of the devastation caused by the Chaos Wizards in the great wars between Chaos and Order of past times. Lerris pursues a quest for knowledge and power that leads him across strange lands, through the ghostly ruins of the old capitol of Chaos, down the white roads of the Chaos Wizards to a final battle with the archenemy of Order, discovering in the end true control of magic, true love, and the beginning of true wisdom. An epic adventure, *The Magic of Recluce*, is a triumph of fantasy. *The Magic of Recluce* is the first book of the saga of Recluce.

Presentation de l'auteur "An intriguing fantasy in a fascinating world." Robert Jordan, New York Times Bestselling author of *The Wheel of Time* series Young 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 through 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 Tales* Other Series by L.E. Modesitt, Jr. *The Imager Portfolio* *The Corean Chronicles* *The Spellsong Cycle* *The Ghost Books* *The Ecolitan Matter* At 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 School Library Journal YA-- An allegorical fantasy whose central character is a 15-year-old misfit in an oddly isolated Utopian society. Lerris, constantly bored and perpetually questioning, is considered a threat to the order of Wandernaught. Despite his youth, he is asked to choose between exile or undergoing a *dangergeld*, a journey of discovery and exposure to all the world's wonders and threats. He opts for the latter and is instantly off on a high adventure where he easily recognizes that the real question is whether to choose good or evil, and then which is which. The quest leads Lerris to self-awareness and the beginnings of real wisdom. A good, meaningful

read. --Joan L. Reynolds, West Potomac High School, Fairfax County, VACopyright 1991 Reed Business Information, Inc.