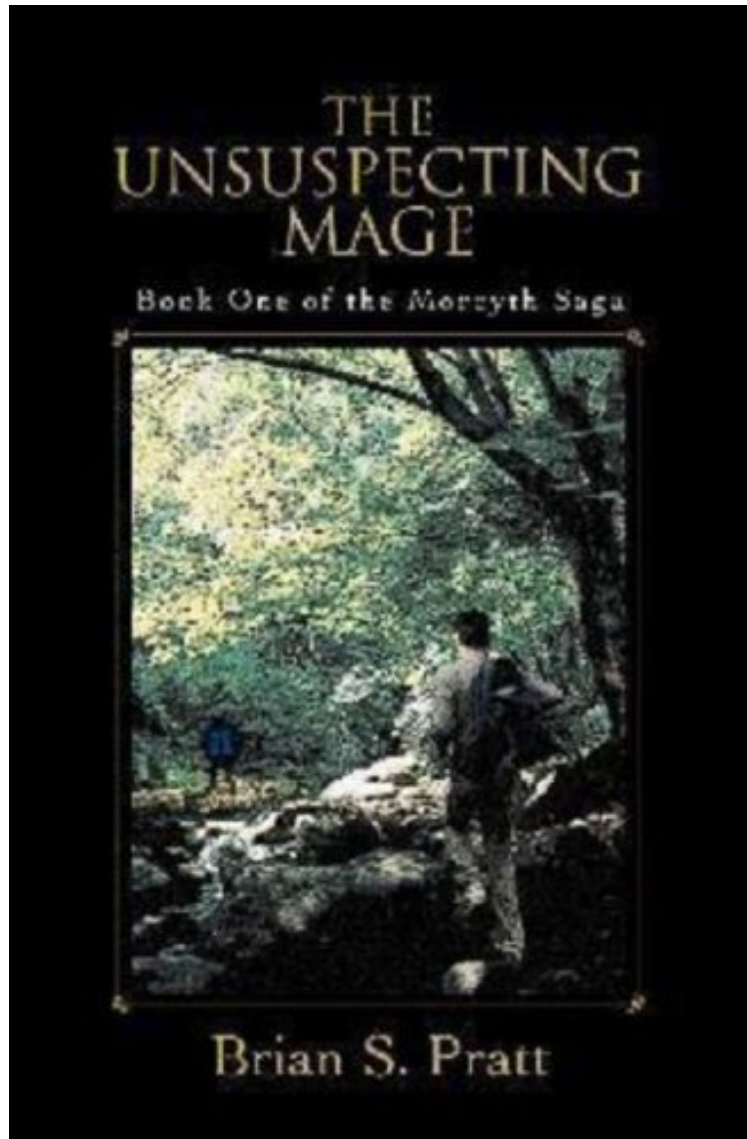


[Mobile book] The Unsuspecting Mage (The Morcyth Saga Book 1) (English Edition)

The Unsuspecting Mage (The Morcyth Saga Book 1) (English Edition)

Von Brian S. Pratt

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Von Brian S. Pratt : The Unsuspecting Mage (The Morcyth Saga Book 1) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Unsuspecting Mage (The Morcyth Saga Book 1) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen11 von 13 Kunden fanden die folgende Rezension hilfreich. A Waste of Time and MoneyVon LuxI was careless when I bought this book. Careless because I did not read all the

reader's reviews. Now I know better. This book is a waste of time and money - yours, mine any reader's. The story is average fantasy, extremely linear, nothing you haven't read anywhere else before. Promising ideas are not developed, like the fact that the hero comes from our world to a fantasy world and has to learn doing magic. After a few hours he seems to have blended into the fantasy world perfectly and doing magic just works after a few tries. No sweat here. There are no side stories. Whenever one goal is reached, there is always something more coming up that urges the characters to go on. Now that would be a common thing in good and not-so-good stories, but in this book the events and the way they are presented seem to be such cheap excuses for prolonging the tale that one could scream. The author is writing in the present tense, which is an art he does not master. He also does not seem to master the art of grammar. There are grammar mistakes in this book that make me scream (again). The whole thing seems to be a medium quality pen-and-paper roleplaying adventure hastily written down, including the most boring details like the hero and his partner arriving at an inn, asking for the stablekeeper, paying for having their horses cared for, delivering their horses. Then the next evening they come to a different inn, ask for the stablekeeper, pay, deliver the horses, ... get the picture? If you play a pen-and-paper RPG, it is important not to forget those things, else the gamemaster will let your horse run away. If you read it in a book almost every time the hero stops for the night, it makes you want to scream (yes, again). I could go on and on with things in this book that make you scream, but my throat already hurts. This is one of the very few books ever I threw away after reading (and I usually collect them all). It is not worth keeping, it is not worth buying anew and it is not worth your time. Period.

12 von 15 Kunden fanden die folgende Rezension hilfreich. Danger! A marketing gag! Von hwmEver come across a reviewer praising THE UNSUSPECTING MAGE while losing only two or three sentences about the book she(or he) should write about? Well, I did and after the 40th time I decided that I should give it a try. I'm still mad at myself because I should have known better than to fall for such a cheap marketing gag. The whole book is written in present tense - which works just fine for fantasy role games, inner monologues, reviews and essays in elementary school but not for a novel. Word repetitions, the constant use of no-no words like "say", "do" and "is/are" and grammatical, spelling and typing errors are the icing on the cake. What was the editor thinking?! Another weak point is the characters. James offers some identification potential because he is a fantasy geek and turns into a valiant hero but everything comes too easily to him - especially in the beginning he's outfitted like in a computer RPG (money, horses, comrades ...). Miko, his companion, is the typical auxiliary - true of heart, none too bright and asking convenient questions which help the reader to understand the story line. Consequently the dialogues are stilted and awkward. The rest of the cast fulfils every bloody cliché of the genre. The plot could be straight out of a RPG, too. There's no pattern of rising action, climax and resolution, no complexity, no depth but a constant stream of little events that just happen to lead the hero to the next clue of his quest. Moreover the author pays overmuch attention to everyday details like haggling, sleeping and travelling arrangements, food purchases etc. It's not necessary to tell the reader about each roadside tavern and every market stall the hero comes across, especially if it doesn't serve any deeper purpose. It takes the flow out of the story and the way it's done doesn't even create much of an atmosphere. That's my next issue - the book lacks atmosphere. Descriptions of either characters or surroundings are inadequate and lifeless. I'm ranting, I know, but I've never read a weaker and more immature book. I can only recommend to stay away and save yourself the frustration.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Not clever Von Ralf Engels Warning spoiler: What would happen if you teleport a clever role-playing kid in a Land where he can suddenly do magic. No, he wouldn't stop at small scale teleportation out of a sense of safety. He would see how big a fireball he can do. And then if a ice ball uses less mana. He would buy a couple of quarrels instead of throwing magical stones. He would see if stopping a heart works. And all the other stuff. It would have been a better book this way. Instead our hero just stumbles from one danger into the next and get's saved a the last minute by some coincidence.

Kurzbeschreibung Want to be a mage? Then do we have the job for you Sounds great for a veteran role-player. When on-the-job training entails battling demons, learning magic through trial and error, and living in a world without toilet paper, things could get rough. But to be dropped in the middle of a forest and having to do it on your own with no instruction welcome to James world. It all gets started when his grandfather suggests to James, a young man on the verge of graduating high school, that he check out the following advertisement for a job. Magic! Real Magic! Ever wanted to learn? We require someone with intelligence and a disciplined mind. Those well versed in fantasy novels and role playing games a plus. May need to travel. Sounded like the perfect job for a veteran role-player and avid fantasy reader. James had no idea he'd be whisked to another world, completely cut off from friends and family. Arriving in a meadow in the middle of a forest, he's greeted by a creature not entirely human. He was then told three things: Magic works here Don't try to go home Get to the village of Trendle Then the creature vanished. Which way was Trendle? Where was he? What might inhabit the forest that will seek his ruination? These were but a few of the questions needing to be unraveled. Alone with only his wits and knowledge gleaned from hundreds of books and dungeon campaigns, he started out just trying to survive. He soon learned that one mistake, one lapse in judgment

could mean his death. Not long after arriving, he made the acquaintance of Miko, a street-wise kid who quickly became his friend and companion. Little did he know that the strength within this child from the streets of Bearn, a strength that would be tested again and again as they waded through battle after battle, delved in hidden passages deep beneath the earth, and faced off against the might of an Empire, would be invaluable in the trials ahead. The Unsuspecting Mage is the first book of The Morcyth Saga, a seven book epic fantasy adventure. It follows James as he seeks first to master the art of magic then to uncover the reason why he had been brought to this strange new world where armies are on the move and gods meddle in the affairs of men. **Kurzbeschreibung** Want to be a mage? Then do we have the job for you Sounds great for a veteran role-player. When on-the-job training entails battling demons, learning magic through trial and error, and living in a world without toilet paper, things could get rough. But to be dropped in the middle of a forest and having to do it on your own with no instruction welcome to James world. It all gets started when his grandfather suggests to James, a young man on the verge of graduating high school, that he check out the following advertisement for a job. Magic! Real Magic! Ever wanted to learn? We require someone with intelligence and a disciplined mind. Those well versed in fantasy novels and role playing games a plus. May need to travel. Sounded like the perfect job for a veteran role-player and avid fantasy reader. James had no idea he'd be whisked to another world, completely cut off from friends and family. Arriving in a meadow in the middle of a forest, he's greeted by a creature not entirely human. 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So I set out to write a series in which the reader followed the main character 90% of the time, action or points of interest were in every chapter, and descriptive content was down to a minimum. As a reader I knew I could create my own visualization of surroundings and figured others could to. I mean, do you really need me to go in depth as to what a teenage boy's room looks like? Doesn't 'messy boy's room' bring up an instant visual? Stuff like that is what I mean. Certainly there are those who prefer grand descriptive content and a myriad of plots that takes a notepad to keep track of. To them I would say The Morcyth Saga is not for you. As to the story itself, I was a role player decades ago in high school. And I got to thinking about how interesting it would be should a gamer be thrust into a world in which his gaming experiences could help him thrive. After all, if you take a person from our world and thrust them into a world of magic, wouldn't it be helpful to select someone who would be more amenable to the prospect of magic? Perhaps one whose very interests were along those lines? That was how James came into being, a high school senior who loves creating and then running his friends through his creation. The Morcyth Saga and The Broken Key Trilogy are both written along gaming lines. The Morcyth Saga is about a gamer that is thrust into a world of magic while The Broken Key is written in role playing style.