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The Legacy (The Darkness Within Saga Book 1)



Synopsis

Book 1 from Author JD Franx's The Darkness Within Saga! Death Wizards have been the scourge of Talohna for over 5000 years; they are executed at birth or hunted to the death. There are no exceptions. Pulled by magic and blood sacrifice into a world he can't possibly begin to understand, Kael Symes soon finds himself the focus of a Talohna-wide manhunt. Desperate and trying to stay ahead of ArchWizard Gideon Zirakus's execution squad, Kael soon discovers that Talohna's ArchWizard may be the least of his worries. An ancient witch coven is also on the hunt for Kael, and they'll stop at nothing to find their messiah first. Trapped far below the earth inside the long-lost Dwarven prison of Arkum Zul, Kael has few allies he can trust. After months of torture and suffering, he is quickly running out of time to recover what was stolen from him: The magic of the Death Wizard. It's his only hope for escape.

Book Information

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Customer Reviews

I was really in the mood for a good wizard story and the cover really caught my eye - awesome

looking! Sadly, this wasn't as good as I was hoping. I did like the overall story idea. Baby is born with horrible powers and sent to Earth to live, hopefully forever, to save their world from the prophecy that foretells this child will cause another cataclysm (assuming they read the prophecy correctly). Evil witches bring him back because they worship his kind that typically bring about mass cataclysmic destruction. Too bad nobody told the so called dark wizard that he was supposed to be evil. Sounds awesome right? Unfortunately there were several issues I had with the way this story was told. The biggest issue I have with this story is the vast amount of info dumping that takes place with a lot of that information repeated several times throughout just to make sure we didn't forget the first time. It seems like this author's idea of world building is to drop an encyclopedia of information at any excuse. It made for very boring stretches in the book. One of the very first info dumps is missing the technical word in the text at the end of a long detailed description and I just shrugged and didn't care. I had to take several breaks from reading this story because of all the boring information shoved in my face. It made the story feel like it was mostly all tell and little show. The second biggest issue is the emotional detachment and lack of differentiation I had with the POV characters. Although the POV changes between several characters (see below for my comment on that), we rarely get inside the head of the person. Instead it's mostly impersonal and makes the writing feel emotionless for the most part. Although there is a bit of vomiting and some pacing and crying, there aren't other external indicators of a person's emotional state. I'd even welcome some over done braid pulling at this point (WoT reference there). There also isn't any difference between the characters. Everyone for the most part talks the same, even the cussing is the same as the Earth born. You could replace the names of each argumentative personality with the others like them and you wouldn't be able to tell the difference because they are all flat and one dimensional. I don't require people to speak in slang or such, but each POV character should be distinct enough to be able to tell at a glance which POV character the chapter is about without having to tell the reader who it is. I feel like we have maybe four total characters - Sweet but scared, argumentative, smart mouth, and crazy evil. The other real huge issue is the lack of character development. The way the characters started at the beginning are the way they ended up. Even the dark wizard who is tortured doesn't change all that much. The people squabbling at the beginning never change their attitude even when presented with new information. They remain combative and set in their belief of what needs to happen. The only change for some people is through the gaining of new magic and/or weapons. Someone already mentioned the many POV characters which I normally don't have a problem with but new ones were tossed in at the end when they should have been saved for book 2 since they didn't really add anything to the tension or story telling. I get that these people will be

important in the next book, but we've already had enough characters and nations to keep track of already. I think the general rule of thumb is to stop adding new characters once you hit the middle of your story arc. After reading this story I tend to agree with that idea. The other big thing missing is tension - that burning need to read the next chapter because you have to know what happens next. There wasn't enough foreshadowing in the ArchMage's group to give that plot thread enough tension as they are chasing after the dark wizard. Stuff just happens out of nowhere to them without any good ramp up time and they get out of trouble using tricks rather than any intelligence. Also there wasn't really a conclusion to this plot thread - they just keep on chasing. Other POV scenes we get dumped into are at the beginning of their story arc which would have been better served to be put in reserve for book 2. The only plot thread that has a conclusion is the dark wizard's group which had a little bit of tension in a small section of a rather bland arc. Advice to the author: The best way to approach multiple POVs is to only do this with your important characters that are distinct enough from each other and to make sure each POV story could be told on its own and still be interesting enough to want to keep reading. Each separate thread should have their own climax and conclusion or cliff hanger. Reading Game of Thrones or stuff by Brent Weeks or Brandon Sanderson or Jim Butcher off the top of my head can show you how to effectively use changing POV to greatest impact. Other more minor issues: The combat tended to be very short lived and then we are back to a slow pace again. I also didn't like that when in a tight spot, BAM a new instinctive dunno how I did it magical ability was used to get them out of the tight spot. There was no strategy or advanced planning on the part of anyone to try and get out of the mess. The best one was when a character said 'lets just wait and see what happens.' I eye rolled when I read that line because I knew... yup... instant solution. Sigh. In summary, the book has a great idea and has a lot going on but with so much info dumping and lack of emotion it became a chore to read. I had to take several breaks and come back later when normally you can't drag me from a book until I finish it. Even though I found a lot of it boring, I will buy the next one because the story was interesting enough that I want to find out what happens next. I'm also hoping that book 2 has more action involving the dark wizard rather than him being out of commission for most of it and a lot less info dumping.

This book changes view points often. Which is something I would usually avoid. However the two main points that we get to switch between are both interesting arcs so you don't lose anything switching between the two groups as they travel. Looking forward to number two.

I liked it and was entertained. But I felt everybody was way over powered and there was a little too

much Mary Sue going on. But there were a lot of very interesting characters and JD does a masterful job of fleshing them out and giving you enough to like and care for them or to hate and wish dismemberment. I just finished book 1 and immediately bought book 2

Content is good - interesting and lots of ideas. This book needs an editor in the worst way however. The structure is poor and characters are very unbalanced. This book needs more time in the forge so it can be hammered into something readable.

A fine tapestry with the threads well woven and teeming with colour. The characters leap to life with an intensity that is awesome. This is not a book it is an adventure that you get to experience in person. Dare you???

I really liked the plot and world building in this book. There is a lot going on with a bunch of different villains. Even the quote "good guys" are not good guys. I like that the main character goes through a lot of hardship and nothing comes easy for him. I didn't love the characters living for hundreds and even thousands of years but do not seem to be that knowledgeable. Overall I look forward to reading the next book.

I have been very engrossed in this story but a lot of the enjoyment in reading is ruined by the many typos and incorrect grammar. This is not the only book or author with this problem. I am now hoping the problem does not get worse.

I gave it a 5 star rating due to the fact it has been YEARS since I've been hooked into a book such as this. If you like adventure, magic, fantasy, and magical creatures then this is for you. Also check out the Warded Man series. Awesome book though.

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