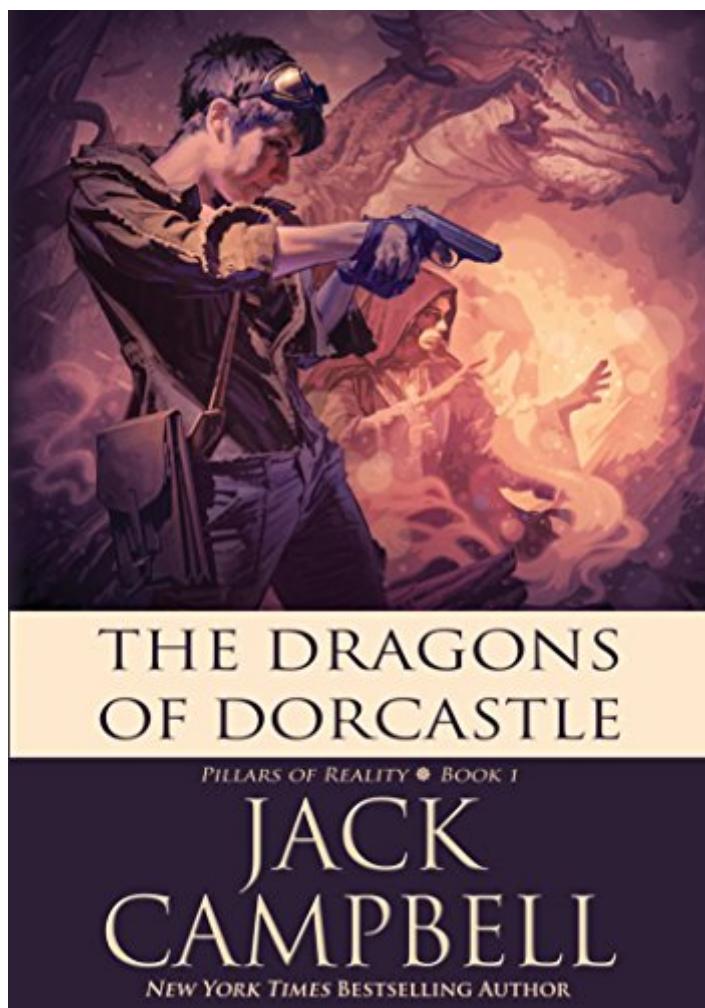


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The Dragons Of Dorcastle (The Pillars Of Reality Book 1)



Synopsis

The first book in a thrilling new epic fantasy saga by Jack Campbell, the New York Times best-selling author of The Lost Fleet series! For centuries, the two Great Guilds have controlled the world of Dematr. The Mechanics and the Mages have been bitter rivals, agreeing only on the need to keep the world they rule from changing. But now a Storm approaches, one that could sweep away everything that humans have built. Only one person has any chance of uniting enough of the world behind her to stop the Storm, but the Great Guilds and many others will stop at nothing to defeat her. Mari is a brilliant young Mechanic, just out of the Guild Halls, where she has spent most of her life learning how to run the steam locomotives and other devices of her Guild. Alain is the youngest Mage ever to learn how to change the world he sees with the power of his mind. Each has been taught that the works of the other's Guild are frauds. But when their caravan is destroyed, they begin to discover how much has been kept from them. As they survive danger after danger, Alain discovers what Mari doesn't know — that she was long ago prophesized as the only one who can save their world. When Mari reawakens emotions he had been taught to deny, Alain realizes he must sacrifice everything to save her. Mari, fighting her own feelings, discovers that only together can she and Alain hope to stay alive and overcome the Dragons of Dorcastle.

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Customer Reviews

Look, I'm not gunna lie, when I picked this up I was thinking 'Oh Jack Campbell, I read his Lost Fleet series. He's good at plot and military, but not too great at character development and interpersonal story.' This totally made me change my mind. I fell in love with the two main characters, the setting, the culture, and the 'interpersonal' drama. This (as an audio book) was outstanding, and the narrator was top notch. My only negative is that it sometimes repeats itself just a little too often. I mean readers miss some things, and many readers are idiots (myself included), but after a while you feel the author's trying to pound something through your thick skull. But that wasn't too bad. It hardly takes a star away from my review. I've gone through all six books and can say it just gets better.

I have to disagree with two reviews I just read. One said that it is a young people's book. I am retired and love this book (and am now on Book 3). One other reviewer did not like the dialog. I am now in Book 3, and I have to say that I like books based upon character development, dialog and plot. As far as I am concerned the character development and in particular, the snappy dialog, is the best I have read in a long time. I love the snappy comebacks between the hero and heroine and feel like they are people I would love to know. I am now in Book 3 and the plot has been pretty good too. The world that Mr. Campbell has built is also very imaginative and I highly recommend this book as well as at least the next two. I can't wait to get to Book 4.

I became huge fan of Mr Campbell's Lost Fleet Military Sci-fi universe. So when I found out about The Pillars of Reality I was skeptic, after all there is huge leap from brilliant Military Sci-fi to Steampunk fantasy. But somehow all I loved about his other series was here right in my face. You follow two main characters (even as some people see it as one main and one secondary but I feel they are equal partners in telling the story and how they affect it) that are from two different social groups (Mages and Engineers), that basically hate each other and all but denies one others existence, as they are forced together by twist of fate and how their encounter and shared experience affect their view on their own societies as they split up again and how they uncover how

blind they were to their own life. Story and world is well written and with attention to detail. In legacy of Lost Fleet's fleet engagements even here is combat described that in way that is totally immersive and you can relate to the characters after two pages. I red entire series and since Steampunk books are not normally my cup of tea I cant compare it to any other books in same genre and my only comparison can be unfortunately made only to video games like BioShock or Dishonored and it really great. As some one for whom this was introduction to genre I have to say I'll love it and I will extend my library with more Steam-punk series.

I have enjoyed all of Jack Campbells' Lost Fleet series, so wanted to try this too. Good read, nice world building. Characters have a lot of growing up to do both in their "reality" and in Campbell's writing this time. This is characterized as a Young adult series and it probably is, but that hasn't detracted from my enjoyment of it and my looking forward to more adventures. We will see how things progress.

I happened across this book because I have read a lot of other books from the author, but none of them were fantasy. While there are elements of fantasy to this story, there is also a sense of science. Now usually, Fantasy and Science can combine together in a steam punk sort of story, but the problem is this is not truly steam punk. Steam punk usually has a more positive feel and is the result of an industrial era developing while magic (the fantastic) continues to work. In this story, the world is a bit more mixed up, and industrial strength is weakening, or being lost. The story has two protagonists, Alain and Mari. They happen to be members of opposing guilds, each one achieving great success in their guild much earlier than normal, and each one on their first professional contract. Alain is a full Mage, a member of the Mages' Guild. He has been taught that all is illusion, others are only shadows, that the creations of the Mechanics' Guild are foolish and do not work, and that the Mechanics' Guild is a money grubbing organization. Mari is a Master Mechanic, a member of the Mechanics' Guild. She has been taught that mage abilities are all tricks, a mage is an unfeeling liar and con artist, and that a mage is the worst sort of person. Both have been taught that because they are superior to those who are not of their guild. This story is about the two of them learning that all is not as each has been taught. Interesting and relatively quick read. There is no language and only hints of "Adult" situations. The biggest issue I have with it is the antagonist, or rather lack of a focused antagonist. There is little indication of the reasoning behind the actions of the antagonists. There is also little actual characterization outside the two protagonists. Rarely does Mr. Campbell describe the world, physically. Still, as I said, it is a good read and appropriate for

pretty much any age, though it is obviously focused on the young adult audience.

I thought that this volume started out slow, but I have to admit, before it was over, I was hooked. I just had to see how things were going to come out for Mari the Mechanic and Alain the Mage! And what's that about the stars? It's a weird world (this is Sci-Fi, after all) but familiar for the way its people treat each other. Our two protagonists are oddballs, and the world doesn't make sense to them, because it is not actually how they were taught that it was. Sound familiar? Then you've been a teenager, right? Congratulations if you've survived that! And if you haven't, yet, trust me, it gets better. And better. And still better. Youth, frankly isn't that wonderful a time. But this book will help you pass your time whether you're a teen or sixty-six like me. An excellent read, and I'm looking forward to reading the next in the series!

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