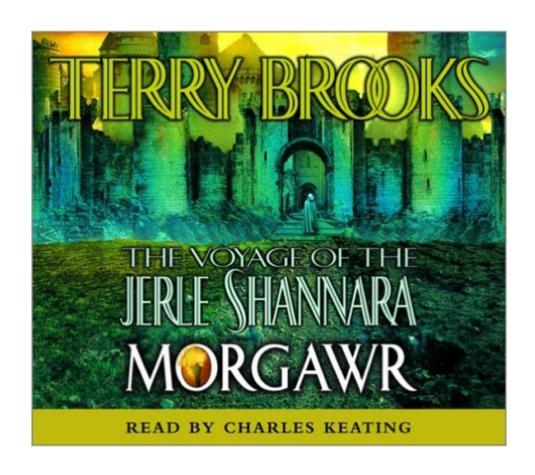
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# Morgawr (The Voyage Of The Jerle Shannara, Book 3)





#### **Synopsis**

New York Times bestselling author Terry Brooks became the master of epic fantasy with the publication of his legendary debut, The Sword of Shannara. Since then, each new novel in the Shannara saga has brilliantly built upon and deepened the world of breathtaking magic, adventure, and intrigue he created. In The Voyage of the Jerle Shannaraâ "his third enchanting seriesâ "he literally took his legions of loyal readers soaring to new heights as a colorful contingent of characters took to the skies aboard a magnificent airship on a quest fraught with wonder and danger. Now in Morgawr, the guest at last draws to its climactic conclusion, as the forces of good and evil vying against each other to possess an ancient magic race towards an explosive clashâ "and whatever fate awaits the victor . . . and the vanguished. Harrowing confrontations with the merciless lise Witch and the monstrous Antrax have already taken their toll on the intrepid heroes of the Four Lands. But their darkest adversary now snaps at their heels, in the form of the Morgawrâ "master of the Ilse Witch, feeder upon the souls of his enemies, and centuries-old sorcerer of unimaginable might. With a fleet of airships and a crew of walking dead men at his command, the Morgawr is in relentless pursuit of the Jerle Shannara and the crew that mans her. For the Morgawr, the goal is two fold: to find and control the fabled ancient books of magic, and to destroy the dark disciple who betrayed himâ "the Ilse Witch. But the Ilse Witch is already a prisoner . . . of herself. Exposed to the awesome power of the Sword of Shannara, and forced to confront the truth of her horrifying deeds, she has fled deep into her own mind. Now at the mercy of those who seek vengeance against her, her only protector is her long-lost brother, Bek Ohmsford, who is determined to redeem his beloved sister . . . and deliver her to the destiny predicted for her by the Druid Walker Boh. Once again, Terry Brooks weaves together high adventure, vividly wrought characters, and a spellbinding world into an irresistible story of heroism and sacrifice, love and honor. In Morgawr, fans of the Shannara mythos will find both a satisfying finale and the promise of new wonders yet to come. From the Hardcover edition.

### **Book Information**

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Authors, A-Z > (B) > Brooks, Terry #1454 in Books > Books on CD > Science Fiction & Fantasy

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#### **Customer Reviews**

I've been a fan of Terry Brooks' Shannara series ever since the first book. The series is both interesting in its own right, yet wrapped in a familiarity that's very pleasant to the fantasy reader. The main knock against the later books in the series is that Brooks' characters tend to be very similar to previous versions. The entire Voyage of the Jerle Shannara series has suffered from this affliction. Not only that, but Brooks seems like he has been treading water with this series. The third and final book, Morgawr, is more of the same: comfortable, yet just a little too familiar. Rabid Brooks fans will definitely love it. Other Brooks fans will find that they enjoyed it, but it left them feeling a little bit empty, like having eaten some Chinese food and feeling hungry a couple of hours later. The main problem with Morgawr is that it is basically a runaround. The main characters run, the Morgawr and his mwellrats pursue them. Some of the party runs into a monster, some action happens, and it's over. It all builds to a final confrontation that's obvious from the beginning, and it can take forever to get there. Doctor Who fans may be familiar with the "endless corridor" aspect of that show, where it seems like most of the story consists of the characters running back and forth down corridors. This book had much the same feeling, only on a larger scale. There are also a series of coincidences and other illogical happenings that make the eyes roll. The party regroups in a much too easy way after being separated for so long. They basically run into each other. A few of them are better explained, having been found by Hunter Predd and his roc, a huge bird with very keen eyesight who has been patrolling the area in the air.

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