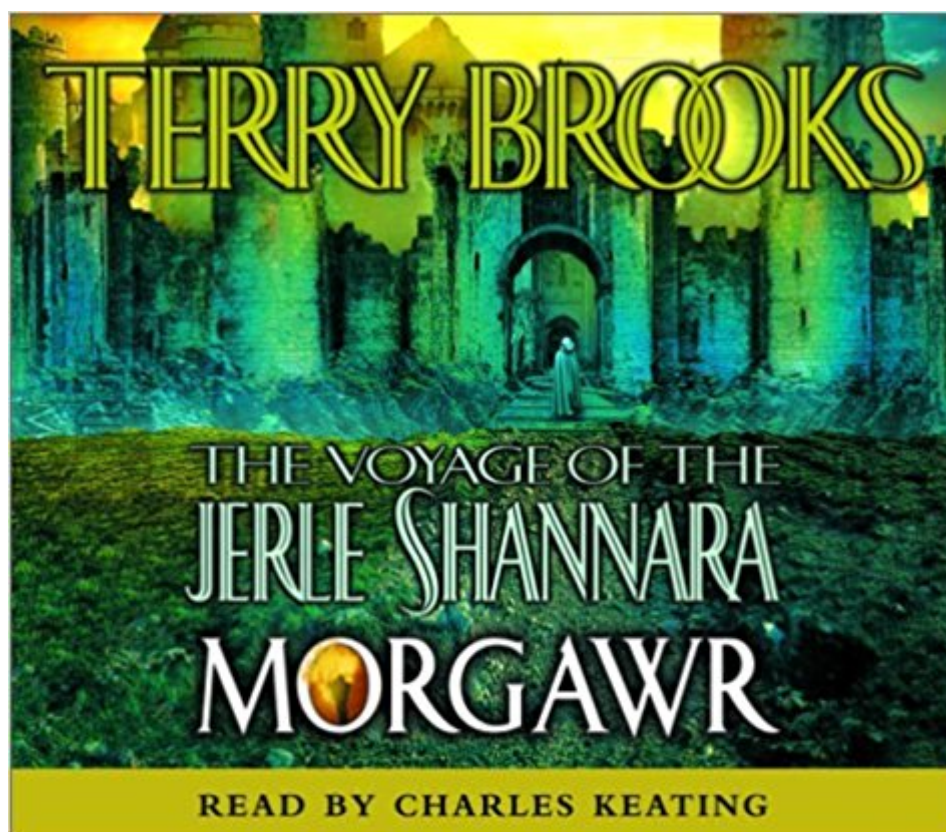


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Morgawr (The Voyage Of The Jerle Shannara, Book 3)



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 Shannara*—his third enchanting series—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 quest 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 clash—and whatever fate awaits the victor . . . and the vanquished. Harrowing confrontations with the merciless Ilse 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 Morgawr—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 him—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.

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Customer Reviews

This last installment of the Voyage of the Jerle Shannara trilogy, which chronicles the exploits of the remaining adventurers who set out in *Ilse Witch* (2000) and staggered through the tribulations of *Antrax* (2001), may not be up to the standard of bestseller Brooks's early work (*Sword of Shannara*, etc.), but it proves once again that he puts out books that sell because of their quality, not just because of his name on the cover. As newfound mage Bek Ohmsford and his cousin Quentin Leah rejoin the Free Rover crew of the Jerle Shannara after destroying *Antrax*, tensions mount, for the *Ilse Witch* the Rovers' mortal enemy has been revealed to be Bek's sister, Grianne, and is now under his protection as she struggles to break out of the catatonic state induced by her encounter with the *Sword of Shannara*. Worse, the Druid Walker Boh has died, leaving behind only cryptic instructions to those who followed him into Parkasia, and the Morgawr, who trained the *Ilse Witch* and now seeks her destruction, has captured elven prince Ahren Elessedil and Ryer Ord Star and is using Ryer's talents as a seer to track the Jerle Shannara and those who ride it. As usual, Brooks leaves at least as many loose ends as he ties up and drops in several surprises. Some references won't mean much to someone unfamiliar with this trilogy or the larger Shannara time line, but otherwise the book's neat and subtle exposition makes it quite accessible to new readers without alienating current fans. Neither groundbreaking nor recycled, this book is simply a good read.

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In this conclusion to the Jerle Shannara trilogy, the voyage begun by the Druids in *Ilse Witch* comes to a surprising end. Copyright 2002 Reed Business Information, Inc.

This is the concluding volume of *The Voyage of the Jerle Shannara* trilogy by Terry Brooks. It is a riveting conclusion to the series and actually puts events into motion that set up the next trilogy of the Shannara series. Morgawr picks right up where *Antrax* left off and goes all the way to the grand

finale of the trilogy. The survivors of the battles with Antrax are pursued by the Morgawr and his Mwellret followers. They must overcome additional challenges before finally escaping his clutches only to be overtaken and confronted by his evil power. Bek Ohmsford must find a way to get through to his catatonic sister, the Ilse Witch, or all will be lost. The journey home cannot take place until that is accomplished. Having read this series once when it first came out, I was very happy to reread it again. It has held up remarkably well as has the entire series. Brooks is a great novel writer. I originally was not happy with the trilogy system, but I think that had a lot to do with one particular trilogy that went off the rails in my opinion. This trilogy, upon rereading it has actually increased in its stature. I have changed my earlier opinion of the series and this book as a result of rereading it. I must have had something going on that altered my perception of this book because it was much better than I remember. Maybe it was comparing it to The Heritage of Shannara set which has yet to be surpassed as the best Shannara set of books short of The Elfstones of Shannara, one of the first Shannara books. This trilogy stands up well on its own. I liked the introduction of airships and their method of levitation and motion. I have borrowed it and put it into my own Pathfinder campaign. So that should say a lot about how I like the series and this trilogy now.

Such wonderful tales from Terry Brooks. This book brings back memories of a special time in youth experiencing the World of Shannara: with it's many-layered characters, it's unique Post-Apocalyptic history (before such became the mainstay of modern fantasy) and it's originality of intertwining the of Shannara legends with its recent past, it's present and a questionable future that rely on the changing of events by the humble, backwards individuals we can relate to...these stories pull us in and show us how we can be that hero and learn those valuable lessons when all things look bleak, there is always help & support from the most unlikely sources. Begin at the first Shannarra book and work your way through to the current ones. You will not regret it!

A fine edition of the last book in the trilogy for fans of Terry Brooks. Alot of repetitious subplots and predictable outcomes in the process of weaving the story towards a climatic conclusion. If you are not a fan, or are reading for the first time, the Shanara world will leave you bored and feeling cheated. There is nothing profound in the telling of this tale, and those new to Shanara will be bored and find the story and its style a bit to contrived and lacking in complexity. But simple narration and small accomplishments of the characters that leads to unbelievable acts of heroism and the usual revelations in corny but touching events are exactly what fans want. To lose themselves in a story that will whisk them away from their hectic and boring lives.

Just what I wanted. Thank you

Reading this book and it is extremely exciting Terry Brooks is a master of turns of plot. I haven't read better. He is good at what he does, That is if you love Great Fantasy as I do. Tolkien, Stephen Donaldson, Philip Pollman, Taylor Anderson and J. K. Rowling all write great adventures with twisting plots and exciting characters that you both love and hate. Terry Brooks keeps me up late at night with the best of them.

Unlike a number of other reviewers, I enjoyed this series specifically because it was *different* from the others, while still having all the appropriate ties to the Shannara past. I had a difficult time putting the books down, and read them through one after another. Yes, I do think that Mr. Brooks should consider using his elven hunters in ways other than as the proverbial "red shirts" from Star Trek. But, I also understand why he does it. If the story is going to be real-seeming, people are going to die. If the main characters are going to survive (and not all do), then you have to be willing to allow minor characters to die. And, LOTS of people die in this series. The one thing that bothers me about all his books...characters spend DAYS tied up, catatonic, or imprisoned, and they never have to relieve themselves. While I don't care to hear the details, it bothers me that they need food and water, but never get away for even a minute for "necessity's" sake. For some reason, it takes away from the story's believability for me. Overall, though, I thought the plot interesting, the characters enjoyable, and the action fast-paced. I really enjoyed the books.

Terry Brooks' series on Shannara has filled my bookshelves. The detail and continuity of the series is more than enough to keep you turning the pages and waiting expectantly for the next book to be released. Thrilling action and battle sequences interspersed with intrigue and daring.

While I love Terry Brooks' writing style and ordered as many as I could of his books, eventually it was disappointing to me that the main characters met such sticky ends. I wished poor old Walker Boh would have succeeded somehow, and Grianne could have had some happier experiences. Ahren Elesedil led a lonely life and the Elf nation did not know what he did or his ancestress, Wren went through. Each young character also spent too long doubting themselves and I kept on thinking "get on with it; believe you can do it". In the end they did it but the greater population never found out. What they did was the stuff of legend, but the legend was never truly passed on to the following

generations. Perhaps I just like a happier scenario and I know reality is not like that. But it is not always as dismal as this either.

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