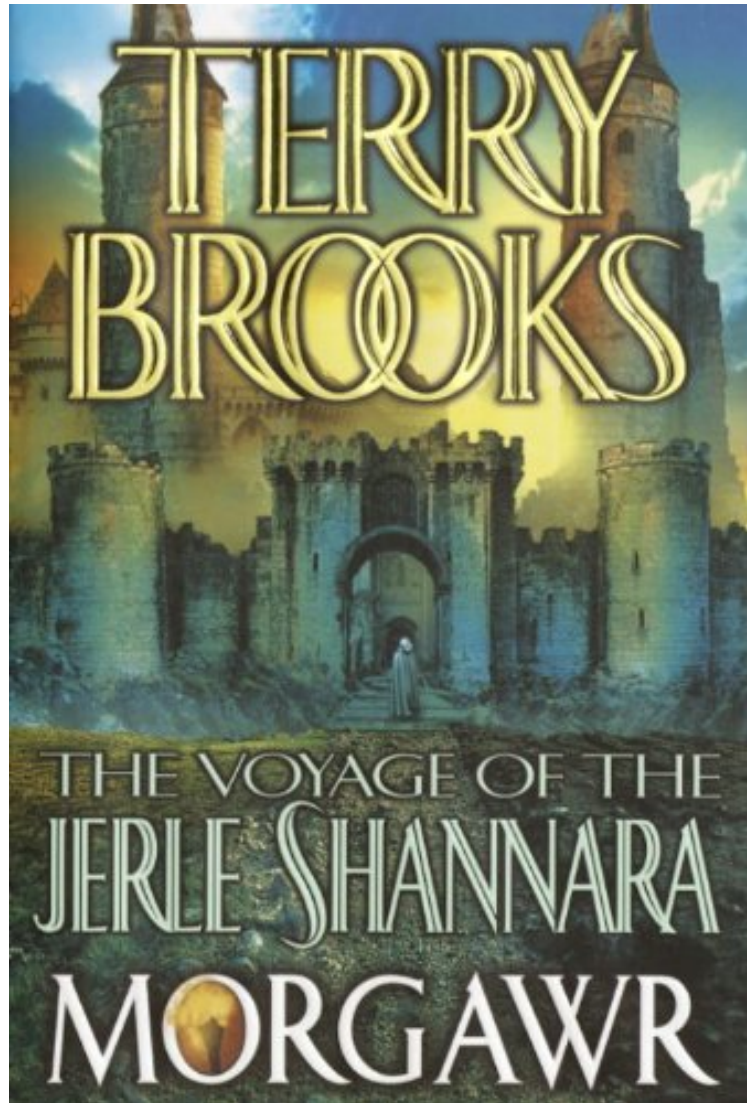


[Pdf free] The Voyage of the Jerle Shannara: Morgawr: 3

The Voyage of the Jerle Shannara: Morgawr: 3

Von Terry Brooks

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Von Terry Brooks : The Voyage of the Jerle Shannara: Morgawr: 3 before purchasing it in order to gage whether or not it would be worth my time, and all praised The Voyage of the Jerle Shannara: Morgawr: 3:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Furioses Finale!!!!Von Ein KundeNun ist auch der letzte Band der Trilogy um die Reise der Jerle Shannara erschienen. Der klangvolle Name "Morgawr" ist Programm. Die (wenigen) berlebenden der Expedition sind auf der geheimnisvollen Insel gestrandet und mssen um ihr nacktes berleben kmpfen, stets bedroht von der geheimnisvollen Macht Morgawrs.Der Roman ist ein knrender Abschl der Trilogie (und enthlt nebenbei bemerkt auch einen Aufhnger fr eine

weitere!!!!). Er ist deutlich action-reicher als seine Vorgänger, ohne die der Shannara-Reihe innewohnende Faszination zu verlieren. Das Buch schlägt den Leser in seinen Bann, so da man es kaum mehr aus der Hand legen mag. Ein Meisterstreich aus der Feder von Terry Brooks. Ich habe es nicht bereut, das Buch erworben zu haben. Wer die bisherigen Shannara-Romane mochte, wird diesen Roman lieben!

Kurzbeschreibung BONUS: This edition contains an excerpt from Terry Brooks's *The Measure of the Magic*. 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.

Morgawr, the third volume of Terry Brooks "The Voyage of the Jerle Shannara" trilogy, continues his productive exploration of guilt, moral ambiguity and adventures in huge airships. The Ilse Witch, Gianne, has found out that everything she has ever believed, all the reasons for revenge which have led her into evil magic, are a lie--that her mentor the reptilian Morgawr is her enemy--and for much of the book she is in such a state of moral and mental collapse that she has to rely on the mercy of her former enemies and her brother, the young Highlander Bek. As he and the other separated members of his party trek through cold forests and dragon-haunted jungles, they find themselves pursued by the Morgawr's demonic allies--by misguided troops from home and finally by the Morgawr himself with a fleet full of zombie aeronauts. This trilogy is about the best thing Brooks has done because it is, much of the time, far less reliant than he has been on the stock materials of fantasy; the mixture of magic and technology here has sparked in him a real inventiveness that can excite even the jaded reader. --Roz Kaveney.co.uk

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