



The Druid Queen

Douglas Niles

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In the final volume of this trilogy, the Kendrick family continues to rule the Moonshae Isles, but the era of peace is threatened by unseen forces. By the author of *Darkwalker on Moonshae*. Original. 100,000 first printing.

The Druid Queen Details

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Author : Douglas Niles

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From Reader Review The Druid Queen for online ebook

Samantha says

The book was amazing from the beginning, but I expected more from the end.

Jesse says

This one started out really slowly. And after the epic of the book before, it seemed a little less than exciting. I gotta say, I was feeling better about Niles's writing with the first two books in this series, but this one kinda' let me down. It also brought to light something that I didn't like about the entire series; the character Derdrie. From the begining of the three books you know that she is going to become an evil force to be reckoned with, and that eventually, her family will have to deal with her....and after you understand that, her character plays such a minor role throughout the story, only arriving at the climax to remind you that she is still around and becoming more and more warped and powerful. Also, Niles just keeps adding new gods to the same plot structure...this makes stories rather predictable...

As always, I know I keep writing scathing reviews, and I don't really mean to be so harsh. And you can see that I keep reading these books, so something in there keeps me entertained. I will add that there is a battle sequence in this book that lasts several chapters and definitely kept me enthralled.

Gustav Grotius says

Was a good book, nice completion to the series.

UnionReader says

Worst of the three

The first two parts of the druidhome trilogy were fun reads. Hardly profound but well written, kept me interested. This was a slog to read through, overly long fight scenes, half the cast wandering around in circles looking for each other. Pretty sure Helm would never help Talos "new gods" or not.

Ward G says

After racing to get to the finish.

The final novel, and the pay off. Just did not seem worthy of the rest.

It seemed as if, maybe author had so much more planned. Then told end it now.

The ending, just does not satisfy.
A lot of great points of plot. Plus what could be.
Yet just did not seem realized.

Ending seemed a poor wrap up.
Also including a rather pointless, and meaningless. Death of a main, fave character.
It served no purpose.

Enjoyed most of the trilogy. Yet as you can see by my rating.
The endings, just did not do justice. To the build up.

A decent read, keeps you turning pages.
Then the finish leaves a bad taste, so to speak.
Least it did for me.

Marc the Darc says

I like Douglas Niles's books overall. I like his prose, he creates moderately interesting characters (for pulp fantasy paperbacks), and evokes physical environments effectively, whether they be the mix of rugged highlands, coasts and untamed nature of the Moonshae islands, or the humid jungles of Maztica in another of his series. I could truly appreciate the beauty of the Moonshae as written here. Unfortunately, he falls short in plot structuring at times, and this has marred many otherwise enjoyable books of his. In *The Druid Queen* for at least the third time in his nine Forgotten Realms novels, we see multiple forces, good and evil, large and small, taking separate journeys that eventually converge on a big climax involving a god or gods or their avatars. I must say that this was handled much more smoothly here than in his earlier books, and had I not read those first it might not have stood out as a tired plot. Really, I found most of this book quite enjoyable. But then, I reached the end...

Thirty pages from the end of the book, I was thinking, "Gee, there sure is an awful lot that needs to happen still", with all that was built up to that point. Twenty pages from the end, I was still thinking the same thing. Fortunately, the next eighteen pages delivered a satisfying, tense, action-packed conclusion. The last two pages (I am estimating the numbers here, don't quote me) leave a number of huge, practically existential questions and concerns unaddressed, such as (major book spoilers here, don't click it unless you mean it):

(view spoiler)

Needs more denouement. Seriously, the book would be so much stronger with another ten to twenty pages to process all of this stuff. It took six books (the original Moonshae trilogy plus this one) to build up to his, I would think the author would have liked to take more time to say goodbye to his characters. Was there a firm publishing deadline to meet? Did the author suddenly have other life matters that compelled all of his time? Did this book simply need a better editor to identify this glaring weakness? There was certainly room for a few more pages, as other Forgotten Realms novels clocked in at up to 30 pages longer. Perhaps one day I will meet the author and I can ask him. Currently I harbor a hope that some of the Forgotten Realms short story anthologies that I have not yet read may contain stories to follow up on some of these characters.

The other major failing of the whole trilogy is Deirdre's character treatment. As the other princess of the kingdom, she was raised with the same love and resources and could have been developed as a character with as much interest as Alicia, even in opposition to her. Instead, she is merely a tool of evil forces throughout the trilogy, used and discarded, with no personal motivation displayed other than a shrill, desperate need for power, no matter what she gave up of herself to get it. Even this could have played better with some appropriate background, but this was not the case. Three times, her family remained incredibly dense to her status until the very end, rendering her a victim of their cluelessness as much as to scheming gods and others. I thought this treatment was a failure of potential.

Ronald Wilcox says

Miles is one of my favorite authors writing in the Forgotten Realms setting. In the concluding book in this trilogy set in Moonshae, the firbolgs (giants) and trolls team up to obtain a sacred artifact, a silver and diamond axe. They begin to slaughter humans and dwarves so the king of the Ffolk of Moonshae in collaboration with his family members and friends must stop the evil group before they resurrect the God of the Firbolgs. Throw in a cleric of the New Gods who is trying to bring his deity into the isles and you have a nice adventure.

Bradley says

Excellent fantasy story. I love the Moonshae. =)

Greg Strandberg says

I'm bumping this up to 2-stars, and as anyone that's read my reviews of the other books in this series, I just didn't care for this series that much.

It's on the Moonshae Isles, a different area of Faerun that's just not as exciting, especially around the tail end of the '80s.

So why did I read Book 3 then? Because when I get a series I read it all, and I won't apologize for that, anymore than I'd apologize for reading all the books I bought, even if some of them sucked ass.

This one did not suck ass, it just dragged a little.
