



The Warlord of Mars

Edgar Rice Burroughs , John Bolen (Narrated by)

Download now

Read Online →

The Warlord of Mars

Edgar Rice Burroughs , John Bolen (Narrated by)

The Warlord of Mars Edgar Rice Burroughs , John Bolen (Narrated by)

John Carter risks everything to rescue his wife, Princess Dejah Thoris, from the clutches of his evil adversaries, but he is always just one step behind! His battles cover the face of the red planet, as his quest carries him ultimately to the mysterious northern pole. Will this civilization, submerged in ice, prove fatal to our hero? This is the third of eleven in the popular 'Martian' series by Edgar Rice Burroughs.

The Warlord of Mars Details

Date : Published February 1st 2001 by Tantor Media (first published 1914)

ISBN : 9781400130221

Author : Edgar Rice Burroughs , John Bolen (Narrated by)

Format : Audio CD 0 pages

Genre : Science Fiction, Fantasy, Fiction, Classics, Adventure

 [Download The Warlord of Mars ...pdf](#)

 [Read Online The Warlord of Mars ...pdf](#)

Download and Read Free Online The Warlord of Mars Edgar Rice Burroughs , John Bolen (Narrated by)

From Reader Review The Warlord of Mars for online ebook

Matthew says

I have enjoyed this series, and I am going to tell you what I specifically like about this series as a whole.

It feels like classic (kinda cheesy) serial sci-fi. I picture the main characters in outlandish costumes fighting rubbery monsters while the rocky landscape shakes when they bump it. When they are flying, I can see the strings holding up the little spacecraft model while it is manipulated in a jerky fashion for long shots. I picture scantily clad space Queens with too much makeup swooning as the battle hardened Earth warrior spouts overly poetic monologues.

If that is your thing, read this series!

Mary Catelli says

Our tale picks up months after the cliffhanger ending of The Gods of Mars, with John Carter prowling for a way to get into the Temple of the Sun.

He backfills how he stopped anarchy by persuading the black men to accept Xodar as jeddak, and the city of Helium, Cathoris. But he's bent on the villains from last time. Indeed, finding his way into the cell leads only to his knowing that all three of the women were taken out by his enemies -- though for Phaidor he need not fear.

The tale involves getting about the Temple by shining lights, a prison known as the Pit of Plenty, two rings that react to each other once close enough, Thuvia's father coming to his aid, the fabled yellow men of Mars, his passing himself off as an aspirant to a royal guard, the faithful Woola fighting next to him, being guided by a rope, and much more.

Jim says

This is NOT really book 3, it's the end of book 2 & a fine way to wrap it up, too. There aren't any surprises, but it is a lot of fun.

James says

Continuing the series with the third of Burroughs's pulp-science-fiction 'romance' novels, Warlord of Mars follows on immediately from The Gods of Mars. Having torn down the Martian's false religion, and rescuing several damsels in distress, he is rewarded by one of them dragging his beloved Dejah Thoris into a revolving dungeon (that not only happens to be open at just that time, but also doesn't open again for a whole Martian year) all because he wouldn't return her affections. Talk about being a babe-magnet, the women would happily lock herself in dungeon for a year in order to stop him being with anyone else.

This story picks up almost immediately and Carter's not happy. Luckily a series of unlikely coincidences mean that he'll be able to gain access (although not in time), chase her across Mars (although never quite catching her up), rescue her (only to lose her again) and eventually meet the fabled Yellow Martians – yes, another new colour of Martians, the ones that were heavily foreshadowed in the previous book and I predicted would make an appearance here. Coincidence follows coincidence but at each turn Carter is always just a little to late and Thoris slips through his fingers.

The goodies are good, the baddies are bad (although some of them are redeemable), the damsels are in distress mostly, and Martians love to fight. Luckily John Carter likes to fight too. Especially if his chosen damsel, Dejah Thoris, is singing to cheer him on. Some minor variations in this book, instead of Carter being mostly chased he's mostly doing the chasing; instead of being introduced to two new colours of Martians we're only introduced to one. Ultimately though it's the same book as the previous two – a boys-own adventure in space – but it is fun to read. This seems to tie-up the first three novels into a happy ending. Let's see what bad luck and new races can befall them in the fourth novel...

Jared Millet says

2012 John Carter re-read, part 3 -

With *Warlord of Mars* the original John Carter trilogy concludes. In this volume, Burroughs discards the complexity, intrigue, and world-building that made *Gods of Mars* stand out in favor of a straightforward, rip-roaring action novel. From the beginning, John Carter is cut off from all of his friends and allies as he and his faithful Mars-dog Woola set out in pursuit of Dejah Thoris, now in the clutches of the few remaining villains left over from the previous book. It's a standard damsel-in-distress plot: a) Carter chases them to new exotic location, b) makes new enemies and/or allies, c) almost catches up to his quarry but they get away again, d) repeat as necessary.

Along the way you get aerial dogfights, jungle battles, a lost kingdom on Mars's north pole, and a couple of dungeon crawls. Burroughs also demonstrates that more than any other pulp writer of his age, he knew how to write a satisfying action climax. As a conclusion to a mad, three-book odyssey, *Warlord of Mars* sticks the landing and John Carter finally gets the happy ending Burroughs denied him in the previous books. (Spoiler? Not really.) However, by the end of the story John Carter has become such an invincible character that there's not much more ERB can do with him, leading to the (very wise) choice to shift the focus of the next few books in the series to other, less superhuman protagonists.

Kristine says

Edgar Rice Burroughs can weave a tale of excitement for sure but his characters leave much to be desired. After three books, I was hoping for a bit of character development but none was forthcoming. There's also a noticeable plot pattern that the three books share, which I wouldn't mind so much if it weren't for:

1. The Perpetual Damsels in Distress

Led by the most distress-y damsel of them all, Dejah Thoris. She has honor, pride, and plenty of sass but she went from likeable in book one to thoroughly disappointing in book three. She's the princess of a war-loving nation for petesake! Can't she show more spunk? Instead of waiting for her prince to rescue her every single

time, couldn't she devise some way to escape? Or to at least put up a considerable fight against her captors instead of being dragged across one extreme of Mars to the other like a rag doll.

Poorly written and developed as she is, she's little more than plot device and the object of affection/desire/admiration of John Carter and the men of Barsoom. Seriously. She's like Martian man catnip.

2. The Impulsive Warriors

Led by the (sometimes dumb) jock-extraordinaire, John Carter. While there's no doubt to his bravery, honor, or fighting prowess, he often displays a lack of foresight and common sense that makes me want to tear my hair out in frustration. Many of his almost-fatal misadventures occurred because he didn't stop to think. His impulsive nature not only puts his life in mortal peril, it also greatly hinders his quest to rescue Dejah Thoris. It's a good thing he's so darn lucky, otherwise he's dead a hundred times over.

3. The Spurned Admirers

If I can't have you, no one else will!

4. The Idolizing Masses

You're sooo pretty, Dejah Thoris! You alone are omniscient and all powerful, divine Issus!

5. The (Cannibalistic) Racist Supremacists

My race is better than yours! I'm higher up on the food chain!

In conclusion, I enjoyed book one, liked book two, and found book three serviceable. Maybe sci-fi just isn't my thing or maybe I just need to read more sci-fi.

Jessica says

Very fun! By the end of this book, John Carter has pretty much explored every inch of Mars. He's a bit of a Mary Sue character: a brilliant fighter and statesman, beloved by the ladies, etc. But he's a fun, honest character at the same time, and there is very real suspense about whether or not he will be reunited with his true love, the beautiful Dejah Thoris.

wally says

i just now finished barsoom, #2...and that is a cliff-hanger...or a dungeon-spinner...or something...ole john carter is thwarted at every turn in that one...in his quest to be reunited with his princess of mars...dejah...

burroughs...this will be the...16th or so e.r.b. tale for me...

begins:

on the river iss

in the shadows of the forest that flanks the crimson plain by the side of the lost sea of korus in the valley dor, beneath the hurtling moons of mars, speeding their meteoric way close above the bosom of the dying planet, i crept stealthily along the trail of a shadowy form that hugged the darker places with a persistency that

proclaimed the sinister nature of its errand.

for six long months i had haunted the vicinity of the hateful temple of the sun...

john carter...having to wait a year...to see his princess?...onward and upward.

carter follows thurid, from #2, the gods of mars...whom he hog-tied in a challenge in the courtyard of the temple of issus...thurid is a black dator of the first born martians...and he is now in cahoots w/matai shang, father of the therns...a white race, whose daughter, phaidor, along with thuvia, are imprisoned beneath the hateful temple of the sun...inside a cell that the spinning temple provides access to only once every martian year...

687 martian days must come and go before the cell door is again accessible...

...but thurid, the black dator, bent on revenge against john carter...has found the temple building plans and now knows of another access...he tells matai about it...and together, these two usually opposing forces, unite to revenge themselves on dejah, princess of mars and john carter's woman.

time place

mars...

the crimson plain by the side of the lost sea of korus

in the valley of dor...

the hateful temple of the sun

the river iss, the river of mystery

the golden cliffs

thuria, the nearer moon of mars

the chamber of mystery in the golden cliffs

valley of lost souls, *that pitiful purgatory people by the poor unfortunates who dare not continue their abandoned pilgrimage to dor, or return to the various lands of the outer world from whence they came*

otz mountains

the secret hiding place of matai shang, father of therns on the barren sides of otz

kaol...to the south of the hateful temple of the sun...or wait now...it lies to the northeast...?...near the

equator...*lies along the equator almost halfway round the planet to the east of helium....*and when carter meets torkar bar, on the kaolian road...torkar says he saw the party come from from the north...go figure!

the carrion caves (out-standing description...as good as or better than anything stephen king has delivered)

hastor...southern city...carter tells kulan tith that he is from this city.

marentina...a city of the yellow men

kadabra, the capital city of okar...yellow men

illall, yellow man city that carter tells the yellow men he and thuvan are from

the pit of plenty...outstanding descriptive dungeon!

characters

john carter

dejah thoris, princess of mars, princess of helium

phaidor, daughter of matai shang

matai shang, father of therns...whose race/religion is no more (see #2)

issus, the false deity of mars...torn to pieces by the race of blacks

thuvia, the red girl of ptarth...imprisoned w/dejah and phaidor in the dungeon cell in the hateful temple of the

sun...she also has the ability to issue a purring sound soothes and tames the fierce banth
thurid, dator of issus, one of the black warriors of martians, the first born...and bested by john carter in a
challenge in book #2
tars tarkas, jeddak of thark, fierce green martian warrior, allied with john carter
tardos mors, grandfather of dejah thoris, jeddak of helium
mors kajak, son of tardos, jed of helium
xodar...became jeddak of the first born...black martian...allied with john carter...issus condemned him in #2
because carter bested him.
carthoris, carter's red martian son...hailed as jeddak of helium
hors vastus...allied with j.c.
kantos kan...w/hors, a noble lieutenant of j.c.'s
woola...john carter's martian hound...as large as a shetland pony, with hideous head and frightful fangs...ten
short muscular legs
sator throg, the holy thern whom thuvia of ptarth has slain
lakor...one of two therns left to guard the backtrail of thurid, the black dator and the therns whom john carter
follows to discover the other entrance to dejah's prison
venomous snakes & loathsome reptiles
fearsome white apes
hideous plant men
grim & terrible banths, a kind of martian lion
torkar bar, dwar of the kaolian road...a red martian
a huge monster, a bald-faced hornet the size of a hereford bull, winged..and known as a *sith*...if i understand
the text correctly
other horrid beasts afraid to step onto the purple grass
a *thoat* is a kind of martian horse...that looks nothing like a horse
kulan tith, jeddak of kaol
dotar sojat...a name carter uses..again, when asked by kulan tith...the name given by the tharks many years
before, from the surnames of the 1st two of their warriors he had killed...which is custom among them.
zitidars...1st seen in #1, the princess of mars...not seen in #2, the gods of mars, huge mastodonian animals
used like horses
thuvan dihn, jeddak of ptarth....and new allies w/j.c. in the city of kaol...and...father of thuvia...w/whom
kulan tith of kaol, is enamored.
thuvan dihn...visiting dignity to the city of kaol, father of thuvia, held prisoner w/dejah, princess of mars
the *apt*...a huge, white-furred creature w/6 limbs, 4 of which, short and heavy...has hands...head/mouth like a
hippopotamus
the yellow men of barsoom!
the *orkluk*...has black and yellow striped hide
talu, prince of marentina...a kind of hwy-patrolman...
his uncle, salensus oll, jeddak of jeddaks, ruler of okar, land of the yellow men of barsoom
sorav...some sort of yellow man master of the palace guard
solan...yellow man...pasty-faced old fellow...some sort of maintenance man who controls various functions
in the city

okay yeah so like there's this big mystery involved...john carter tracking thurid and matai shang through the
hateful temple of the sun...big woola by his side, providing a kind of sixth sense that carter lacks...ooga
booga!

a note

koar!...is the true martian greeting

the chase continues...carter solving one mystery after another in true holmesian-fashion...faithful woola guiding him...until he is tricked...oh! dastardly deeds!...and matai shang tells him dejah, princess of helium...will be matai's wife for a martian year...after which...she will become the plaything of his lieutenants...perhaps of carter's most hated enemy, thurid, the black dator.

too...carter has at least one woman fawning over him...phaidor, daughter of the holy hekkador, matai shang...tries and tries to win his love...there follows the three stooges...therns...who try to keep carter from his princess.

a note

a *calot* is a term of abuse...also a plant, a carnivorous plant...and...carter also describes woola, his hound, as a calot

a quote

if there be a fate that is sometimes cruel to me, there is surely a kind and merciful providence which watches over me.

an issue w/a previous review

yeah so like another reviewer took issue with the red disguise of carter in the land of kaol...his willing of suspension of disbelief...not really there to begin with...took a kick in the pants. and yet...and yet...the disguise fooled them not...thurid dispatching a priest of the holy cult to test it...carter was found out! dastardly deeds! done dirt cheap! the arch-blasphemer is exposed!

the 7th inning stretch

yeah so like here i am during the stretch & i've read some really great descriptions of...things...imaginative! big big! e.r.b.'s use of dungeon description...here, more so than in #2...although there in #2 there is a neat description of a dungeon. there's an even more imaginative one here...and what? this is before television? how much or what kind of movies e.r.b. watched?...dunno...but many of his descriptions of things martian and otherwise are fantastic!

this would rate a 5-star simply for the imagery invoked!

update, finished, 9:43 a.m. e.s.t.

good story! the end is an end...unlike #2, that ends w/unresolved issues...although i believe there are other john carter, warlord of mars, stories that follow this one. i enjoyed this one more so than #1 or #2...ooga booga.

Noel Coughlan says

Okay. This one is a bit spoilery. So be warned.

The villains, Matai Shang and Thurid, in this book have to be the stupidest so far. Have they learned nothing from the destruction their peoples suffered in the last book? Just give Dejah Thoris back to John Carter and he'd stop his hunt for you from pole to pole and go back to Helium and leave you alone. But no, that would be too easy.

Dejah Thoris again suffers from literary laryngitis for pretty much the entire story.

At this stage, the pattern is pretty set. John Carter arrives in some land nobody sensible ever goes to, makes friends with a local and sweeps away any evil tyrant who might be troubling his new acquaintance. At this stage John Carter has an ego the size of Green Martian's egg and revels in every fight. I found it a bit wearing to listen to him.

The climax of the story is pretty good. However, to me, it seems a bit of an odd choice to install someone who delights in fighting as Warlord of Mars 'to keep the peace.'

Richard Guion says

A rousing end to the first Martian trilogy featuring John Carter. Burroughs does a good job of opening up new Martian territory with each tale, and this one explores the uncharted North Pole. While I loved the first novel, liked the second one, this third novel is a bit of a problem in certain aspects. One is the fact that Dejah Thoris, John Carter's wife, is primary in the role of the MacGuffin for books 2 & 3. I appreciated her strong headed sensibility in the first novel. I suppose I came to this material expecting to find Dejah a bit more of a warrior woman, the way she was portrayed in the Marvel Comics adaption from the 1970s. The other problem is the way that John Carter disguises himself as a member of the Blacks or Yellow Martian races--can't see that working too well! The villainous Thurid deserves some credit in this novel, at least anytime Carter puts on makeup, he sees right through it. I was a bit disappointed that the framing device of Burroughs writing as himself to introduce his uncle was not used again. I would love to know if later in the Martian series, Burroughs ever explained how Carter learned to travel from Earth to Mars at will.

Ron says

"Too close a scrutiny of my mental activities might prove anything but flattering," said John Carter. If any trait exceeds his partial prowess it must be his impulse to combat. Time and again throughout the Barsoom chronicles Carter rushes to fight--for freedom, for the love of his life, for his friends, or just for the fun of a good fight.

Burroughs has, perhaps, descended to the level of Saturday afternoon matinee serials, but its good, clean fun. And, this time he manages to finish his story.

A fun read.

Erik Graff says

Just before turning eight, I got a little brother, Fin, the only sibling I grew up with. Mom and Dad were lucky

because I was generally bored and, so, actually wanted to spend time with him when he got old enough to toddle about and talk. I read to him, but mostly I told him stories, crazy stories featuring lots of naughty things that little kids delight in like poop and farting and talking animals.

Since I was into the John Carter books by Edgar Rice Burroughs, the whole Mars/Barsoom thing, silly as it was, constituted part of the entertainment for both of us. One day on the beach I convinced him that he could--indeed, that he was--John Carter of Barsoom. I had him crayon a bunch of paper plates, then cut holes in them, fitting one on his head, four others on his ankles and wrists. Then, with a beach towel for a cape and a stick for a sword, I let him loose on the public beach just north of us. Amidst the family picnics and the amorous couples he pranced around, shouting "I am John Carter of Barsoom" while wielding his weapon. I was highly amused.

He was much more fun then than he is now.

Mike Jensen says

In some ways, this book is the mirror image of the previous book in the series, *THE GODS OF MARS*. That had the repetitious plot of John Carter being chased by malevolent forces chapter after chapter. While there were occasional rests between scenes of him fleeing, it became tedious. This finally stopped well into the book when Carter came to a palace and there was intrigue. This book is structured with John Carter chasing malevolent forces chapter after chapter. While there are occasional rests between scenes of him chasing, it becomes tedious. This finally stops when he comes to a palace and there is intrigue. Give me a break!

In addition you have to contend with Burroughs ham-fisted prose. Never use a word when seven will do, seems to be his motto. Never put a character in a room if he can spend five pages wandering around corridors to get to that room. Well, this book was originally serialized in a pulp magazine. Perhaps Burroughs was paid by the word. There is also coincidence after coincidence after coincidence. I could list a number of similar sins against effective narrative.

I also grew weary of John Carter, himself. This is prejudice, but I do not enjoy the company of stupid people. John Carter is an idiot. Again and again he has no clue as to what goes on around him, surprised that things do, or do not, break his way, even though Burroughs has telegraphed the event for a dozen paragraphs so readers are often ahead of the character. I don't believe that Burroughs intended to make his protagonist a ninny, but wanted to build suspense. He failed.

This is a better book than *THE GODS OF MARS* for two reasons. The chase scenes are better paced and there is a bit less purple prose. This is still a very bad book.

Ruth says

Edgar Rice Burroughs concluded John Carter's first cycle of adventures on Mars -- sometimes referred to as the Martian Trilogy -- with the serialized publication of *The Warlord of Mars* in 1913-1914. At the conclusion of the previous installment, *The Gods of Mars*, the future of John Carter's beloved princess Dejah Thoris was in grave doubt. Having proven that the centuries-old Martian worship of Issus was falsehood perpetuated by power-hungry members of the Holy Therns and the First Born races, Carter set about

destroying the religious infrastructure in order to free Barsoom from the false promises of the Issus-worshippers, where devotion is repaid with slavery and violent death. But Carter's quest to spread the truth is not without a price, as in repayment for his actions Carter's enemies lock the one he holds most dear in the vault at the center of the Temple of the Sun -- a room that can only be accessed once per Martian year. Seconds before the door closed, Carter saw Dejah Thoris nearly stabbed by Phaidor, the daughter of the head of the Therns and his avowed enemy since he spurned her romantic overtures. Living with the torment of not knowing whether his beloved wife is alive or dead, Carter has worked furiously to discover a way to free Dejah from her prison -- but his enemies will do anything to get to her first and claim her as their own. Fighting men who have nothing to lose, Carter chases news of Dejah across Barsoom, confronting countless new enemies, challenges, and even climates in his single-minded quest to save his imprisoned wife.

The Warlord of Mars is the slimmest of the first three volumes in Burroughs's John Carter of Mars series, but it is every bit as action-packed as its predecessors. Unlike the first two Carter novels, there is no prologue from Edgar Rice Burroughs, no preface to the following action from Carter to his "nephew" and guardian. The action opens a few months after Carter deposed the fake goddess Issus, with our hero deep in the throes of his search for a way to rescue the imprisoned Dejah and Thuvia, the latter a former Thern slave instrumental in aiding Carter when he returned to Mars in hostile territory at the beginning of the second novel. Whereas the previous novel saw Carter dealing essentially a death blow to the age-old Martian religion, exposing it as a cult, this follow-up adventure is largely concerned with the fall-out of that successful assault and sets up endless possibilities for future battle with the false religion's deposed leaders. Is there ever any question of Carter's ultimate success? No -- but that is part of the fun and magic of these books. Burroughs was a master craftig non-stop action sequences and building tension and suspense in his novels. Just when you think that surely Burroughs's imagination must be tapped out, he introduces new people, places, and customs to challenge Carter's seeming invincibility. Predictable? Sure, such is perhaps the nature of pulp fiction. But in the hands of a master like Burroughs, he proves that the journey is always a worthwhile and entertaining ride.

John Carter's third Martian adventure is just as fast-paced a rollicking adventure ride as its predecessors, and serves as a fitting capstone to the first "trilogy" within the overall series. When he was first introduced in *A Princess of Mars*, Carter was a man without a country or purpose, forced to make his way in a wholly alien world. In *The Gods of Mars*, Carter returns to Barsoom after an absence of ten years, and has to fight to reclaim the life he built with Dejah Thoris's people. *The Warlord of Mars* brings Carter full circle, forcing him to fight for the life he wants on his new home, culminating in a rather touching recognition of Carter's place and the esteem in which he's held by his adopted countrymen and friends. Having never explored pulp fiction of this ilk until recently, I remain thoroughly impressed by Burroughs's work and in no little awe of his standing as a trailblazer in the science-fiction world. Barsoom is peopled with colorful peoples of wildly varied cultures, fascinating landscapes, and never-ending possibilities for adventure and death-defying escapades.

These novels are sheer fun from start to finish. I adore John Carter's completely over-the-top, unbelievable invincibility and his old-fashioned heroic charm. I love how much he adores Dejah Thoris -- it could be argued that he's the anti-James Bond, since Carter is just as ridiculously perfect and appealing to women, but he's very much a one-woman man, and his love story appeals to the old-fashioned romantic in me. :) Snappily plotted, well-written, imaginative, and endlessly adventurous, *The Warlord of Mars* confirms me as an avid John Carter fan, and happily there is no end in sight when it comes to exploring Burroughs's backlist. Barsoom and its people are a world I love getting lost in -- escapist entertainment of the highest order.

Sandy says

"The Warlord of Mars" (1914) is the 3rd of 11 John Carter novels from the pen of Edgar Rice Burroughs. It is a direct continuation of the first two in the series--"A Princess of Mars" and "The Gods of Mars"--and a reading of those earlier titles is absolutely essential before going into this one. Here, Carter tries to rescue his princess, Dejah Thoris, from the clutches of some particularly nasty villains. In his relentless pursuit, one that makes Indiana Jones look like a slacker, Carter travels from the south pole of Mars to the forbidden lands of the north. He encounters many varieties of monster, such as the apt and the sith, and gets into more fights and cliffhanging situations than a reader would believe could be packed into a mere 160 pages. The pace of the book is furious, never pausing for breath, and the final battle in the north polar city of Kadabra, in which the combined armies of Barsoomian green, red and black men attack the yellow tribes of the north, is thrilling in the extreme. What amazing films these first three John Carter novels would make, if done faithfully and with the requisite \$200+ million thrown into each one!

So why the 3-star rating? Well, there are numerous problems with the book that prevent me from giving it top grades, despite the fun I had reading it. For one, there are countless inconsistencies and implausibilities. For example, it is difficult for the reader to accept that Carter's enemies cannot recognize him, just because he has smeared some red tint over his skin. Difficult to believe that Carter is able to scale the side of a tower in the pitch black of night. Difficult to believe that Carter (or any man) could live in a pit for nine days without food and especially water. Verrry hard to believe that Thurid, Carter's archenemy, could carry the struggling captive princess over a foot-wide ledge without toppling into the abyss beneath. Impossible to believe that Dejah Thoris couldn't recognize Carter by his voice alone, despite his yellow-man disguise. All these are hard to swallow in the extreme. As for the inconsistencies: It is stated that Carter saved Thuvia from the Warhoons in book 2, when in actuality it was Carthoris, Carter's son. The city of Kaol is said to be rendered invisible by the forest that surrounds and tops it, but later it is stated that this forest is cut back from the city. Huh? Worst of all is the aforementioned tower-scaling scene, in which dusk becomes early afternoon in a matter of minutes. Here's something that Ed Wood would have appreciated! This day/night confusion is straight out of "Plan 9," but for me is the hallmark of incredibly sloppy writing and even poorer copyediting. Further, Burroughs' descriptions of the Valley of the Therns, and its geographic proximity to the land of the First Born, are simply impossible to visualize. Throw in a bunch of misplaced modifiers and some awkward turns of phrase and you've got a real mess of a manuscript. So why did I have a tear in my eye by the book's end, when Carter gets his rewards and the entire city of Helium turns out to greet him? I guess that the power of storytelling can outweigh petty matters of consistency and grammar. And Burroughs WAS a great teller of tales, and this book IS as thrilling as they come.

Kyle Wright says

John Carter returns to rescue his wife from her horrible fate. In disguise, Carter infiltrates the enemy where he witnesses some sort of injustice, to which his blood boils, his natural fighting man instincts take over, and so he employs his unique fighting style which, much to his surprise and dismay, is instantly recognized by the enemy and said enemy sees through his disguise and escapes (with Carter's wife in tow) while Carter is busy battling other evildoers (which often results in Carter being knocked unconscious or left for dead).

Carter then gives chase and infiltrates the enemy where he witnesses some sort of injustice, to which his blood boils, his natural fighting man instincts take over, and so he employs his unique fighting style which, much to his surprise (again) and dismay, is instantly recognized by the enemy and said enemy sees through

his disguise and escapes (with Carter's wife in tow) while Carter is busy battling other evildoers.

Carter then gives chase and infiltrates the enemy where he witnesses some sort of injustice, to which his blood boils, his natural fighting man instincts take over, and so he employs his unique fighting style which, much to his surprise (yet again) and dismay, is instantly recognized by the enemy and said enemy sees through his disguise and escapes (with Carter's wife in tow) while Carter is busy battling other evildoers.

Wash, rinse and repeat this cycle about eight more times and you've pretty much got the entire book. I was very disappointed that this book fell into such a repetitive rut (which really started in novel #2) and quickly grew tired of the overly predictable nature of the book. With every battle Carter is about to be overwhelmed when suddenly his friends magically appear out of nowhere and ride in to his assistance. This happens over and over and over again. I felt like Burroughs wasn't even trying anymore.

While I very much enjoyed the first of the Barsoom series, the second quickly grew tiresome and then this third installment quickly wore out its welcome. I had planned on reading the entire series, but will probably just leave off with this one, as it at least had an ending with some modicum of closure.

mark monday says

More hectic adventures for John Carter on ~~Mars~~ Barsoom!

He jumps right back into the action, immediately following the crazed cliffhanger of the preceding Gods of Mars! He's going to save his wife and mother of his son Dejah Thoris and her new bff Thuvia come hell or high water! He's no wimpy regular sorta guy, he's the greatest warrior of two worlds! He's going to hop all over Mars with his super-powered leaps, wearing nothing but his skin! Pity the fool that gets in his way! He won't take no for an answer!

I should have read this third book right after the second one because they are basically one book! Maybe I would have liked it better if I had! But I'm not going to cry over lost opportunities because John Carter would no doubt smack me upside the head! He'd probably tell me to stop mooning over lost opportunities because he misses opportunities all the time and he still manages to come out on top! He just can't abide any sort of wimpy mooniness because that's so typical of the Earth Men he gladly left behind!

But I sure do wish I liked this one as much as I liked the first two books! The adventures run between Mars' two poles, helter and skelter, willy and nilly, and I kinda got lost in all the breathlessness! Not lost like confused but lost like Uh Do I Even Care About This Anymore Where Is He Now Exactly Eh Whatever Just Keep On Reading! It all just felt like a whole lotta running around so I didn't ever get a sense of the places that I was visiting! I missed the exotic worldbuilding and sly social critiques and the riveting cast of supporting characters! Well at least there was John Carter's trusty 10-legged "dog" companion Woola! But then he gets sent off on his own mission halfway through the book and so that was that, goodbye! Farewell sweet Woola!

I especially missed the weirdly resonant primary-colored races of Barsoomians where Burroughs is at his best! Lots of interesting social and political critique there! All of that was kinda lacking in this book! I wanted more of those Red Men and Green Men and Black Men and White Men! Instead we get these boring Yellow Men and all they are are black-bearded yell0w-skinned aristocrats, sorta like the White Men minus the religion and baldness and plus beards! There's nothing all that interesting about them except they live in hothouses on the South Pole and like every other race of men on Mars, they think wearing clothes is for losers! Well at least they built an interesting defensive weapon: a giant tower that's like a big magnet that pulls those Red Men-built airships out of the sky to fall into a junk heap where survivors get gobbled up by gross insect-eyed albino ape creatures! Ouch! And yuck!

Even though I was disappointed I think I'm gonna keep on keepin' on with this series! On to the next one!

An Odd1 says

[the final title bestowed upon (hide spoiler)]

Leah says

Great fun! All the books are fundamentally the same but each one has new twists of imagination and John Carter's feats grow more ridiculous amazing every time. Silly they may be, but they keep me turning the pages and provide much chuckling along the way. Will I read the next one? Oh, yes, I really think I must...

My full, spoilerish review is over on my blog...

<https://fictionfanblog.wordpress.com/...>

Jakk Makk says

Cliff clinging adventure. As should be, the end of the trilogy is the best of three, fulfilling the rising action. The Fountainhead Prime of so much, yet ignored by so many: the incomparable John Carter of Barsoom. If only the people of earth were such as these.
