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Posted on 28 March 2018 By Andre Norton

## |READ KINDLE ? Sorceress of the Witch World (Witch World, Book 6) ?

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And so we have Kaththea's journey to regain her power a reuniting of families An enjoyable series except for the first book you wouldn't notice they were written in the 60s.back cover I summon your Banner With these words, Kaththea the sorceress called forth a power such as no longer existed on the distant planet known as the Witch World It was a power so great that it could destroy all that she loved best and might even prove to be a greater evil than the shadow itself Yet there could be no other choice for Kaththea than to call on Hilarion in the death naming For she was a witch deprived of power and she needed a guide to regain her lost skills and her lost world There was only this ancient one, the opener of gates, with force mighty enough Sorceress of the Witch World completes and rounds out Andre Norton's fabulous series. Fifth in the initial Witch World series, this follows on from the events in Warlock of the Witch World, where Kaththea, one of the triplets whose stories have been followed since Three Against the Witch World, was stripped of her powers, following her misuse of them due to the beguiling of the Svengali character, Dinzil Now bereft of her psychic defences, Kaththea is beset by dreams and fears she will be overcome by the forces of the Shadow which beset the Green Valley in Escore where she and her two brothers have been given a haven Sure that the only solution is to return to their country of origin, Estcarp, in the hope that someone there can help her recover her powers, she travels in the company of her two brothers and two other men, one a mountaineer. The usual pass has been blocked by the Shadow and they are forced to climb a dangerous one As it is winter, there is an avalanche and Kaththea is buried She is later rescued by a tribesman, but he is violent and, it appears, set on turning Kaththea into his personal sex slave on his return to the nomadic tribe to whom he belongs Only the intervention of their wise woman saves her, but the woman is of the Old Race like Kaththea and is now nearing the end of her long life She wants Kaththea to take her place and trains her to that end, but does not restore her foreseeing ability, which was worse affected when she paid the penalty for following Dinzil She also ensures Kaththea's reluctant presence by imbuing a mat that Kaththea crossed to enter her tent with a spell to prevent her from travelling far from the tribe Kaththea must use unflinching stoicism to overcome that spell and try to escape and when she does, she finds that her lack of foreseeing ability and reliance on a mechanical aid has not served the tribe well. In the rest of the story she ends up going through a gate to another world, created by one of the adepts whose pursuit of knowledge for its own sake led to the Shadow becoming dominant, and she becomes embroiled in a centuries long war between two cultures which have now sunk to a demeaned and dehumanised state, view spoiler but she also is reunited with her parents who disappeared in Three Against the Witch World and it was nice to see those two characters in action again hide spoiler Like the last two books, this one is told by one of three Tregarth children this time by Kaththea

Her story was the weakest of the three, in my opinion. There were interesting points, but the early parts of the book were a bit of slog. It really picked up in the last 1/3, but the ending itself felt incredibly rushed. Overall, I enjoyed the book, but it left me wanting wrap-up and closure and about Hilarion and Kaththea especially. 3.5 stars. [View spoiler](#) I was glad the Simon and Jaelithe came back for this final book in the Estcarp Cycle. I was worried that after they disappeared at the beginning of *Three Against the Witch World* they would never appear again and their story would never be finished. [hide spoiler](#) Old school fantasy sci-fi. Wrote my thesis about this book and other Andre Norton's. No feminist protagonist, but strong female characters and even stronger feminist implications.



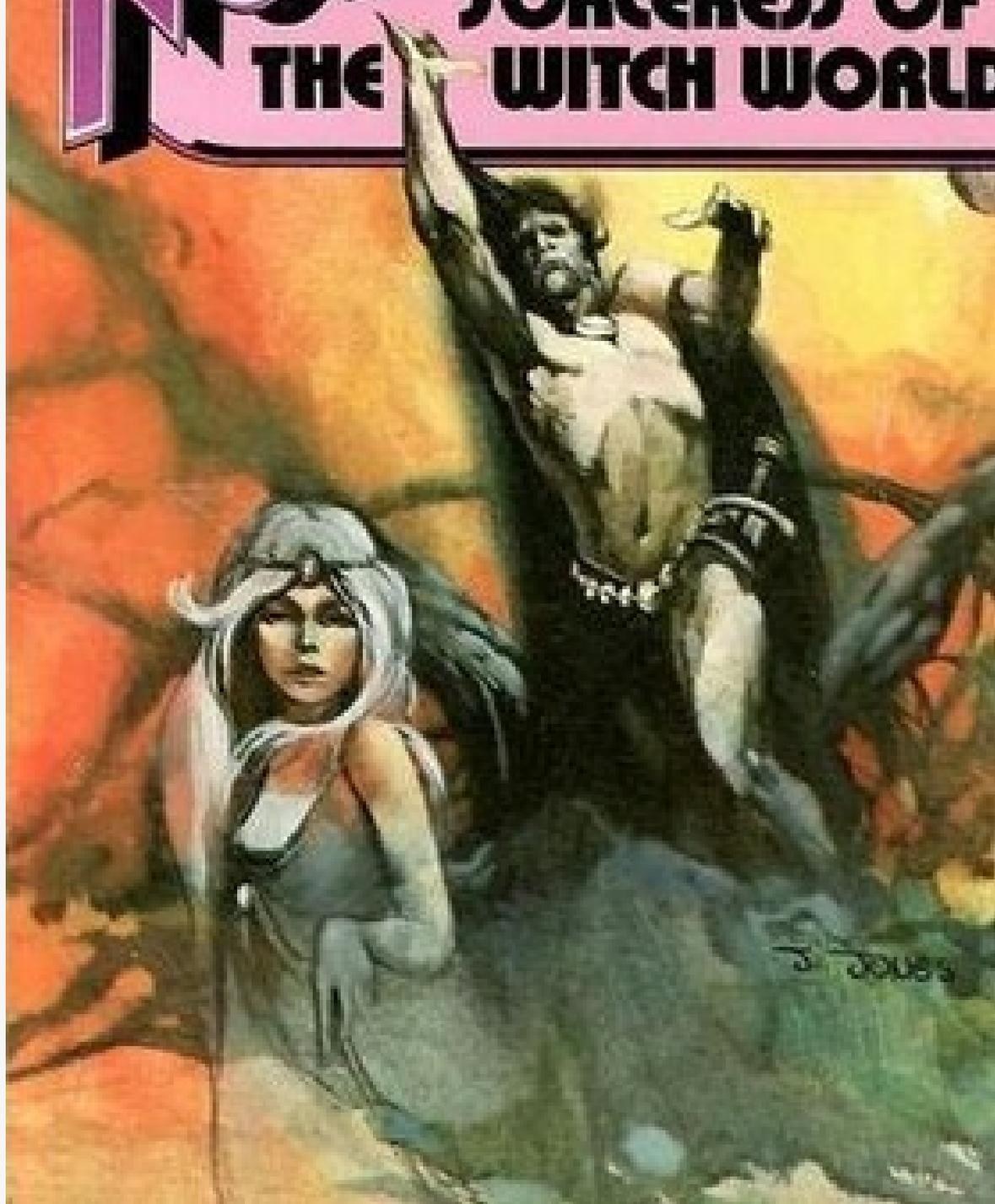




# ANDRE NORTON

**SORCERESS OF  
THE  
WITCH WORLD**

ACE 177555-1 \$1.95



There

are later editions of these books, but by and large, I have the first editions, and it's so in this case. Like other Ace books, this is a cheap edition with few publishing details. But it does, at least, have an illustrator credit. Cover art and illustration by Jeff Jones. The illustrations are plain, not very good. The pictures bear no resemblance whatever to anything in the text, which is not atypical of Ace books. This volume is essentially the third in a sub-trilogy, the story of the three in one Tregarth triplets. The precursor to this volume is that when Kaththea's brother Kemoc hit Kaththea with a magic sword while she was using her powers for evil, not for Dinzil, any, for she had broken off with him by then, he apparently created a sort of feedback loop, which seemed to have shorted out her powers and it seemed likely to be permanent. This book starts at this point. Kaththea has recovered her mental capacities, but she can no longer use her powers by the witchy methods she had been taught. She hasn't lost the knowledge of spells and such, she just can't use them. Before long, she begins to fear that attackers can use her as a breach in the defenses of the Valley. Thus she is a danger to those she loves most, especially her brothers. It is for this reason that she decides that she has to find a way to recover her powers. She believes that if she can't control her own powers, somebody else will do so, to her despite, and against her will. Kaththea's plan is desperate and unrealistic. There's no reason to believe that anybody in Estcarp could or would help her. But she doesn't see any alternative. So she tried to get back to Estcarp. But she fails. I should point out that she owes nothing to the Vupsalls who rescue her from an avalanche. The evidence is that the man who dug her out had every intention of raping her, and then if he felt like it, keeping her as a sex slave. It's only because the Wisewoman of the Vupsall adopts and trains Kaththea that Kaththea has any hope of recovering her powers, but it's not an apprenticeship. If she isn't made into a sex slave, Kaththea is still bound as a slave. Whether Kaththea would have accepted the role of Wisewoman to the Vupsall if she'd been given a free choice or if it had been a matter of indentured servitude until she was successfully retrained becomes irrelevant once the enslavement is accomplished. Worse, Kaththea is aware that her escape is prevented not only by spells, but also by the high probability that the Vupsall will pursue her through unfamiliar territory if she manages to overcome the blood spell binding her to them. And she is also aware that she is not being given anything like a comprehensive grounding in her powers and how to use them. When the time comes that Kaththea is able to make her break for freedom, it comes about at least in part because she has made a critical mistake. It's a matter of query design, essentially she doesn't consider that asking about her own future, a notoriously difficult task, will not necessarily comprehend the fate of the Vupsall as a whole. The resulting disaster is blamed on Kaththea by one of her co-wives among the Vupsall. The wisewoman is customarily formally married to the chief in a sort of sacred marriage, though Kaththea tricks her way out of the actual consummation. Attempting to escape the pursuit by enraged Vupsall survivors and any of the raiders who might have followed the escapees, Kaththea takes her co-wife into the citadel of an ancient adept who has left a worldgate open, and left behind his wand.

when he went through the gate. Kaththea and her unwilling companion are sucked into the alternate dimension at the other end of the worldgate. They find themselves in an almost depopulated world in which war between cyborgs and inhabitants of an underground bunker has rendered the surface almost completely uninhabitable. There she finds, not only the ancient adept Hilarion, but also family she hadn't expected to see again. It seems that in the dimension they've come to, time travels quickly than in the Witch World. Hilarion has been enslaved to the mechanistic bunker dwellers for a long time, centuries, but he doesn't think it's been anything like as long as it has been. I should note that the Vupsall survivor Ayilla is treated as baggage by all concerned. Nobody seems to consider her as a real person, whether gifted with powers, or not. They drag her around, use her to spy on each other, and generally treat her as if she had no volition. Even at the end, there's no real resolution for her; she's just left out. Kaththea's fear of Hilarion is not founded on very sound grounds. She has heard legends of the Adepts, and she's had bad experiences with Dinzil, but that's not really a basis to decide. I also don't accept that she has only two choices: to mate with him, or to break with him entirely. Frankly, Hilarion is revealed in later books to be something of a pussycat. He doesn't seem to have been even tempted to the misuse of power. Yes, he experimented with worldgates well, one at least. But he doesn't seem to have done much else with his researches. Later he coordinates with researchers into old archives, Lormt especially, to try to find ways to render the gates harmless. But even at this point, he isn't a particularly convincing bogeyman. Kaththea's story sees her set out to free herself from the black curse laid upon her by Dinzil, yet she is caught in an avalanche and captured by a strange tribe. During her escape, she chances upon an abandoned fortress where a gate to another realm has been opened. Not as strong a story as *Three Against the Witch World* or *Warlock of the Witch World*, but enjoyable none the less. The alien world into which Kaththea stumbles is a futuristic sci-fi setting which I enjoyed less than the medieval realm of *Escore* in the first two volumes. Simon Tregarth and Jaelith are reunited with their children finally in this book.

[|READ KINDLE](#) ♦ *Sorceress of the Witch World* (Witch World, Book 6) ?

Kaththea, the Sorceress, called forth a power such as no longer existed on the distant planet known as the Witch World. It was a power so great that it could destroy all that she loved best and might even prove to be a greater evil than the Shadow itself. Yet there could be no other choice for Kaththea than to call on Hilarion in the death naming, for she was a witch deprived of power and she needed a guide to regain her lost skills and her lost world. There was only this ancient one, the Opener of Gates, with force mighty enough.

My favourite of the Witch World Next Gen novels. We find out what happens when a denizen of Witch World crosses through one of the Gates. It also appears that unlike the Earth Gate, they are two-way or the Earth hasn't found its Daniel Jackson to get the Siege Perilous to work properly. Also a family reunion. More plot here: Kaththea decides to head back to Estcarp to avoid becoming a link to the Shadow, endangering the Green Valley and its people, so a winter journey is urgently required. That

can't go well, and soon Kaththea is separated from her travelling party and thrust into a nomadic group. A third of the book is given to this society and Kaththea's struggle to regain access to her powers. It was longer and developed than I was interested in, and I do not recall any of the co-contributors who added stories located in the Witch World ever setting one with these particular peoples. But then they weren't magic themselves, so maybe not as interesting. Getting free of that tribe requires some errors in judgement on Kaththea's part and ends up with a travelling companion from the tribe who, after being the cause of entering a gate and then being an aid in releasing them from a trap, is something of a dead weight for the remainder of the book. I suppose the author didn't have the heart to get rid of Ayllia. [view spoiler](#) after wiping out her tribe. [hide spoiler](#)

In this installment of Andre Norton's Witch World saga, we watch as Kaththea, the final triplet from the union of the witch Jaelithe and American soldier turned space explorer Simon Tregarth, is faced with impossible odds whilst battling her own inner demons. After the fiasco with Dinzil, Kaththea, the daughter to whom Jaelithe bequeathed her own sorceress talents, has lost her powers and deems it necessary, for the sake of her loved ones, to leave the Green Valley of Escore. On the way to Estcarp, however, a tragic avalanche tosses her onto the doorstep of the Vupsalls, a nomadic mountain tribe in which women bow their heads to their male overlords. However, fate intervenes when the tribal shaman turns out to be a Wise Woman of Estcarp, who not only takes Kaththea under her protection, but also begins to tutor her in the ways of the Power so that she might regain that which was lost. With the death of Utta, Kaththea makes a bid for freedom and, hiding in a ruined fortress, stumbles upon a gateway of the long lost adepts. She is transported through to another world, one that has been fighting a civil war for generations, the surface now but a lifeless expanse of desert dunes. Captured by a faction, she finds that the power the humans waging this guerrilla war comes from a familiar source: the adept from time past. Now, with the help of her parents, Kaththea must free this giant of mage-kind if she is to ever return home.

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Black Water Rising  
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