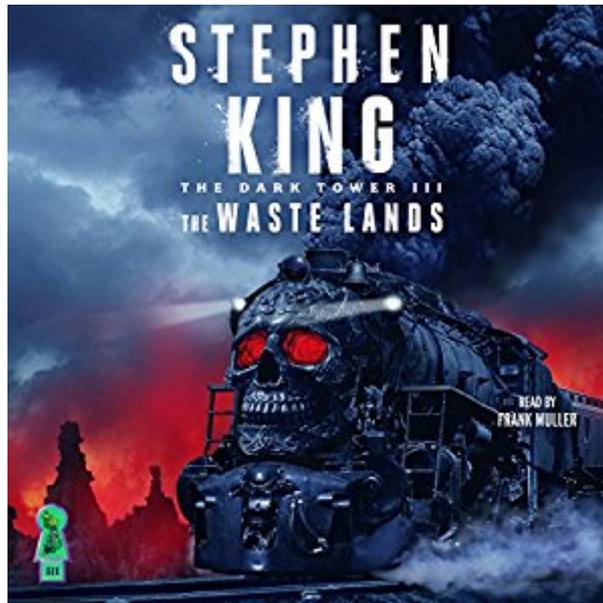


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The Waste Lands: The Dark Tower, Book 3



Synopsis

In this third volume, several months have passed, and Roland's two new tet-mates have become trained gunslingers. Eddie Dean has given up heroin, and Odetta's two selves have joined, becoming the stronger and more balanced personality of Susannah Dean. But while battling The Pusher in 1977 New York, Roland altered ka by saving the life of Jake Chambers, a boy who - in Roland's world - has already died. Now Roland and Jake exist in different worlds, but they are joined by the same madness: the paradox of double memories. Roland, Susannah, and Eddie must draw Jake into Mid-World and then follow the Path of the Beam all the way to the Dark Tower. Along the way our tet stumbles into the ruined city of Lud, and are caught between the warring gangs of the Pubes and the Grays. The only way out of Lud is to wake Blaine the Mono, an insane train that has a passion for riddling, and for suicidal journeys.

Book Information

Audible Audio Edition

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Customer Reviews

Book III of the Dark Tower series continues the quest defined in the first book (The Gunslinger) with the traveling companions introduced in the second book (The Drawing of the Three). This book is basically a group of adventure episodes: an encounter with a 70 foot high bio-mechanical bear (Shardik), relic of a past age, a strange fight with a demon, a visit to a dying suburban village, an abduction and running battle in a ghost town city, and finally a fantastic trip on a suicidal mono-rail train. Each episode provides a little more insight into Roland's fantastical world, both past and present. By the end of this book, a fairly coherent picture of this world emerges, from its obvious

high technology past, to its current sadly deteriorated state, to some of the rationale behind why certain things work the way they do in this world. The book is very action oriented; there is very little reflection on grander philosophical themes here, and continuing character development of the main characters is fairly minimal. There is a nice variant on the old time-travel paradox. In *The Gunslinger*, the boy Jake is sacrificed to Roland's determination to catch the 'man in black'. In this story, we find Jake alive and well and still living in (our) New York, due to an action by Roland in *The Drawing of the Three* that caused the previous history to never occur. But both Roland and Jake have memories of the 'other' past, and this duality is slowly driving both to the edge of insanity. The resolution of this problem requires that Jake be brought back to Roland's world, and how this is accomplished forms the major portion of one of the 'episodes'.

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