



The Hall of the Wood

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Jerrick Bur returns to a home he does not recognize. The King's Patrol has vanished. Their Hall stands empty. An invading army encroaches upon the fringes of the forest and folk whisper of a sitheri witch brewing evil from the darkest hollows. Once a patroller, always a patroller, and so Jerrick is duty-bound to investigate. He is joined by Kayra Weslin, knight errant, and her chronicler, Holly, who go to answer a plea for help from nearby Homewood. Along with Murik Alon Rin'kres, an eslar sorcerer who harbors a secret purpose all his own, the four attempt to unravel the mystery of the missing patrollers. They soon find tales of their disappearance frighteningly untrue as they are forced to ally themselves with an evil far more deadly than any of the other adversaries facing them.

The Hall of the Wood Details

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Author : Scott Marlowe

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From Reader Review The Hall of the Wood for online ebook

Rajlakshmi HB says

The Hall of the wood is an adventure fantasy book placed in the same world as the Five Elements. Since I haven't read the five elements I can safely say that Hall of the wood can be read as a stand-alone book.

I felt the plot is interesting and fast paced during the first few chapters and the suspense keeps you moving, but towards the end the story becomes predictable. The war scenes could have been shorter. Although I loved the part where the characters were in a trance and were forced to face and fight against their own weakness and inner turmoil.

The character got a chance to develop properly and readers could understand their behavior and characteristics, maybe even relate to them. Having said that, they weren't unique as each reminded me of characters from different fantasy novels.

The book is short and you can finish it in one sitting. Good for readers who love witchcraft and magic.

Justin Beeh says

Nice Sword & Sorcery

The wiring of this story is well done, doesn't fall into the trap of many series and not finish the story that it was telling just to sell another book. More questions asked than answered and makes you want to continue reading. The characters start out as simple enough Abbas during the course of the book you get small snippets of their stories. Making for an evolution of the characters that feel much more organic and don't have a lot of exposition to learn. Would be worth continuing this series down the road.

Mike says

I give this a solid three stars, because while it certainly has serious language issues, I enjoyed the storytelling.

What I mean by language issues is that Scott Marlowe, like all too many writers, has a smaller vocabulary than he thinks he does, and tends to use words incorrectly because he doesn't actually know their meaning and they sound like the word he does mean. He doesn't always spell words correctly, either (he consistently writes "scraping" as "scrapping"), and there were examples of "it's" for "its" and "who's" for "whose". His sentences sometimes have missing words, change number partway through, are grammatically incomplete or (often) have misrelated participles. At one point he uses "shined" and "shone" in the same sentence, presumably because he couldn't make up his mind which was correct and decided to have a dollar each way.

All these are issues that a good editor would fix. What's harder to get right is an enjoyable and engaging story, and while Marlowe hardly breaks new ground with this generic secondary-world fantasy, he does tell his story well and avoids the worst cliche of the genre: a Chosen One on a quest to save the world.

The issues the characters bring with them made them a little more rounded, and while the plot is occasionally driven by someone doing something stupid, it's always understandably stupid and not (as is so often the case with books like this) unbelievably stupid.

With a good editor, and preferably a little more originality in the worldbuilding, this could be a writer to watch.

Jennifer says

The road to true adventure is never an easy task. It is filled with misfortune and chance at every turn. Evil lurks in darkened places and those of the light seem to come and go like the wind. A real adventure is filled with both tragedy and love. It pulls its readers into a web of emotional confusion and leaves them drained, yet satisfied. Although adventures tend to live in the minds of youth, they are still sought out by all ages. They are an idea that begins in childhood and blossoms in an elder. This book is about an adventure that takes place in a time where magic and mystery rule the land. It is filled with goblins, knights, and wizards that roam freely. In the forests of this story are fairies of all kind and witches that prefer to harass humanity. This book tells the story of a patroller named Jerek and his companion dog Ash. They are set on a journey that would return them to their old home known as 'The Hall of the Wood'. On their way to the hall they make the acquaintance of a wizard, knight, and young bard. All are headed in the same direction with caution on their mind. Rather than traveling alone they choose to travel as a group and strike up a rather unusual friendship. As time progresses the group are attacked by goblins, a psychotic witch, and almost by the forest itself that has begun to change. Will the travelers get to the hall? Will they uncover what happened to the previous occupants? Will any of them actually live to the end?

I found this book to be pretty interesting and it was a nice change from what I normally read. I liked how the author incorporated detail into the story, which made certain parts come alive for me. I found the female knight to be fun and something new for me as well. I am not used to seeing authors include women in their tales of knighthood. I also enjoyed the female bard that traveled with the knight. It was refreshing to see how there was no gender stereotypes in this book. However, I did find the book to be a little predictable in the end and it seemed almost rushed. I believe the author had much to say, but somehow limited himself by ending it too soon. I felt that a little more history could have been given about the patrollers and where they originated from. I will admit that this story is the first for me so maybe I am missing something from another book. I honestly enjoyed the book, but feel like it is incomplete. I believe the author is very talented and has a bright future, but possibly could take a second look at the book. I would recommend this story to other readers that are fans of fantasy. I must say a quick thank you too both the author and librarything for giving me a chance to review this book. I greatly appreciate it and had a good time reading it. Keep up the good work author and I believe you have a lot to offer the literature community.

Daniel Marvello says

Enjoyable fantasy world with a unique take on goblins and their ilk. Good story setup and delivery. Really liked the writing style, imaginative plot, and the characters. This is the kind of book you lose yourself in for a while.

Lisa Reads & Reviews says

The Hall of the Wood delivers a Tolkien-like adventure with vivid characters and well paced action. I enjoyed the wilderness characters, especially the forest and various creatures that inhabit it. The factors that compel me to give 3 instead of 4 stars were what seemed to me to be too much exposition and internalized 'telling' that often was repetitive rather than informative. So, I found myself skimming over text to reach the good parts--those that moved the story along rather than dwelt on the predictable interior dialogue. Still, the story is a fine fantasy and I think lots of folks will enjoy it.

Bames says

I have received a copy of this book courtesy of LibraryThing in exchange for my honest and unbiased review.

The Hall of the Wood is a fantasy novel. The lead character, Jerrick, used to be a patroller. On his way to Sirmarron with a dog named Ash, he encounters a message sent by his old friend, Aliah. Aliah informs him that everyone is dead and that he needs to go home to Sirmarron right away. Jerrick tries to travel as fast as he can.

On the way, he stops at the Eagle's Nest which used to be an old watchtower. He learns that someone is already there -- an old man named Murik. Murik learns that Jerrick and his dog Ash are on their way to Sirmarron and he tells them that, as his destination is the same, they can travel together. While they were travelling, Jerrick finds out that Murik is a wizard.

Along the way, they meet a female knight, Kayra, and her bard friend, Holly. The two women were on their way to answer the Call for Heroes and were robbed along the way by bandits. Together, the four of them reach Homewood.

They learn that the Call had come from Homewood as many of their folk had tried to find out what has happened to the Hall of the Wood but had never returned. It appears that the Patrollers have all disappeared. Patrollers are those that keep the land safe.

When the four leave for the Hall of the Wood, they encounter a blackness or an evilness that has killed most of the trees and everything else. Jerrick also finds the Hall empty. There was no one and there were signs that people left in a hurry. He is also attacked by some monster with yellow eyes. They need to work together to find out what is causing the decay of the woods and where the Patrollers have gone.

The Hall of the Wood is likable enough though the story leaves a lot to be desired. For one thing, a female knight and her ward were robbed by bandits and got themselves lost in the woods like they were dimwitted but the same female knight was able to fight off two bandits at once in a tavern. I mean, really? If she was skilled at fighting, how could they have been so easily robbed? And if she was a skilled knight, how could she have gotten so easily lost?

The story tends to ramble and I found myself glossing over a lot of the pages just to get to the "meaty" parts

of the book. There are also some confusing parts of the story especially near the end as parts of the past and the present collided. It was difficult to make sense of what was truly going on.

However, the book is an okay read if you are waiting for a bus or are on a long trip and just want something to pass the time.

Janet Arroyo says

A journeys fight against evil

I enjoyed this book. I like how four strangers took up the call to help fight the horrible evil that had come to their land. They were all so different. One was a musician. One was a knight. One was a sorcerer. They all worked together to save The " Wood ". There was plenty of action and adventure while fighting all kinds of mystical creatures. I recommend this book. It's definitely a great read.

L.K. Evans says

I'M INDIFFERENT

If one were to look at my checklist of things I love in a book, this one would hit quite a few of them. One of the characters has gone through something traumatic and is trying to overcome it, there's magic, there's action, there's animal interaction, and there's nifty creatures. It's basically about a small group that sets out to learn what is amiss at The Hall. It's got a questy-type vibe to it, which I generally enjoy. So what went wrong?

I find that if I'm skimming a lot, there's something that's just not speaking to me. Unfortunately, that can be hard to pinpoint sometimes. For this book, I think it was an accumulation of things that ended up making this a run-of-the-mill story. Nothing stood out to boost this up in my rating. It was readable, but because of my pickiness, I just didn't move past indifferent.

The major reason didn't become apparent immediately. It slowly revealed itself over the first three chapters. It boiled down to either too much description for things I didn't care at all about, or there's too much summary where things could have been much more interactive. I felt like I was being told stuff way too often. Instead of giving me a conversation in dialog, there were several instances where the conversation was summarized as he said this, they all agreed, and then she said this and then he commented about that and so on. It continually pulled me out of the story. Because I was never grounded, the characters came across as forced. When you read a book at a distance, I think you notice things that you probably wouldn't have if you had been entranced. Odd dialog can be digested without thought, whereas when you're not invested, it becomes stilted.

I think—and obviously based on some of the reviews—that what bothered me will in no way bother some other readers. I am, self-admittedly, a finicky reader with a strong distaste for tiny details in descriptions. I don't mind them occasionally, and sometimes they can really add to a story, but most of the time I'm just ready for things to move along. Especially early on in a book or series. If I can't get invested enough in the

characters, everything will stand out to me. Furthermore, summaries that draw out for paragraphs that have no impact on the story will yank me right out of my reading trance. So for those who can enjoy a story just for the story and not need to be crazy obsessed with characters, you'll likely enjoy this book. For those character driven readers like me, I highly suggest reading the sample as far as you can.

So overall, this isn't for everybody, but it has an interesting story idea and some fun creatures and fights. And it has a dog in the group, which I loved right off the bat. That interaction was done brilliantly.

You can see this and other reviews on my website: <http://booksbylkevans.com>

Sandi Cooley says

I really enjoyed the book. I am not typically a reader of this genre but picked it up to support Scott (I've known him for years). The story really drew me in but it was the characters that really sold me on the book.

Jon says

Not the worst book I have ever read... but its real close.

Monica says

I couldn't get into this one even though I tried to keep going and got approximately 20% through. The narrative is well written and descriptive but overly verbose for my taste. The characters were lackluster and not well formed until later when new presentations that were somewhat contradictory were introduced.

Overall, a confusing read.

Timmain says

A classic fantasy adventure story. Strangers brought together on a quest for answers and ultimately to save the very things that each hold dear. I really liked the character depth that Marlowe brought to his protagonists. The detail of the surroundings and of the characters themselves, especially Jerrick, made it easy to dive into the world and connect. My only hesitation in giving this 5 stars was due to some editing issues within the Kindle format in which I read it as well as a few overlooked proofreading errors. In the end, these strangers become companions and friends as they struggle to defeat their foes, and the story wraps up nicely with lots action and heart.

Tywyl says

Interesting world yet the reader gets lost in repetition. Every character gets their point of view told so there's

no real surprise. The reader knows everything that's coming, though some of the other characters may be unaware. Despite this there were some unanswered questions - like why was Holly chosen as the "sacrifice" when there were so many others to choose from? Why did she want to summon that evil being? Just a few among many.

Also there was quite a lack of description. We're told (emphasize "told," lots of telling within) that Murick has dark blue skin in the 2nd chapter. By the time we get to the end of the book, I was imagining him as the cliche grey haired wizard till I was reminded a few pages from the end that he had blue skin.

Definitely the best fantasy I read but it passed the time. 2.5 stars

Note: I won a free copy from Library Thing for a review.

Susan says

The Hall of the Wood by Scott Marlowe is another fine fantasy novel set in the same world as The Five Elements, which I enjoyed very much. The Hall of the Wood definitely can be read without The Five Elements, as it is a satisfying stand-alone book. The Hall of the Wood incorporates Marlowe's intricate world-building, so necessary for a good fantasy story. One of the elements of Marlowe's writing that I especially enjoy is his strong female characters. In Hall of the Wood, these include a knight, a bard/herald, plus a half-dryad. The story is essentially one of self-discovery by several characters while trying to defeat evil in the forms of a wicked witch and the various types of goblin. The good guys defeat the goblins, but the goblin lord escapes to menace the future. Other plot lines are left open, so additional novels in this vein are a possibility. I read the second edition, so many of the problems noted by other reviewers were resolved. I strongly recommend it to anyone looking for an entertaining fantasy read.
