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Wyrms



Synopsis

A legend as old as the stars rules the constructed world of Imakuta. When the seventh seventh seventh human heptarch is crowned, he will be the Kristos and will bring eternal salvation or the destruction of the cosmos.

Book Information

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Customer Reviews

Slavery comes in many forms. Patience, the 13 year old protagonist of this novel, is a nominal slave to the Heptarch, ruler of this far-future world that was colonized by humans thousands of years ago. She is also the seventh seventh seventh daughter of the first Starship Captain, and as such is the subject of a prophesy declaring her to be either the savior or destroyer of the world. In the end, she is more slave to the prophecy than to the Heptarch. Trained from birth in the arts of ruling and courtly intrigue, Patience is an intriguing character, whose real voyage of self-discovery starts with the death of her father. For this world has many different types of denizens that are almost human, gaunts, dwelves, and geblins. As Patience travels the world in search of the Unwurm, she is forced to meet and interact with each of these races, and finding that each has their own right to life, their own ways of living, even if each of these races seems to be an incomplete copy of humans, and all are subject to overriding desires and commands that originate with the Unwurm, the true slave-master of the world. Card's themes of free will and moral imperatives to help others are nicely brought forward through his characters' interaction with each other, though at a couple places where he directly explicates some of this philosophy in the discourse of the giant Will, it comes across as

a little bit preachy. The world and its biology is a fascinating if somewhat disturbing look at just what life really is, from the perspective of the genes, which folds into and on top of his free will ideas as a built in imperative that none may escape.

Please don't let someone tell you that Wyrms is just another of Card's super-child books. Also, please don't let them scare you off by saying that it has a gross ending and it's offensive. There is a reason, and if you've read Card before, you surely know that he is never prurient for fun. Wyrms IS a lot like Ender, and Songmaster, and even Herbert's Dune. That doesn't mean that it's the same. Card uses the exceptional child motif to deal with many different themes. In Ender, Card explores self-respect and guilt over things that are or are not your responsibility. In Songmaster, Card explores power and love, and also communication. In Wyrms, Card explores Free will and temptation. The impact of the climactic scene seems to cause such a reaction among people, as it should. However, Card surely used such a wretched situation to even further bring home his point, being that that which often seems and feels so right to the participant can be so wrong in reality. Throughout the book, we are made more and more aware of the influence that the wyrm has on different characters. It takes what it wants and manipulates as it will. It destroys lives. The wyrm can be considered evil. Perhaps not inherently, but definitely in its attitude towards the other inhabitants on the planet. When it sets its desire on the young girl and she suffers the cranning call, we are given the opportunity to witness one person's struggle with what she knows to be right and what she wants. The desirable is despicable on purpose. That which we want is often that which will destroy us. Card brings the girl to the point where she faces her tempter, and he begins to use her for his purposes, as is his nature. The only problem is that she wants to be used.

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