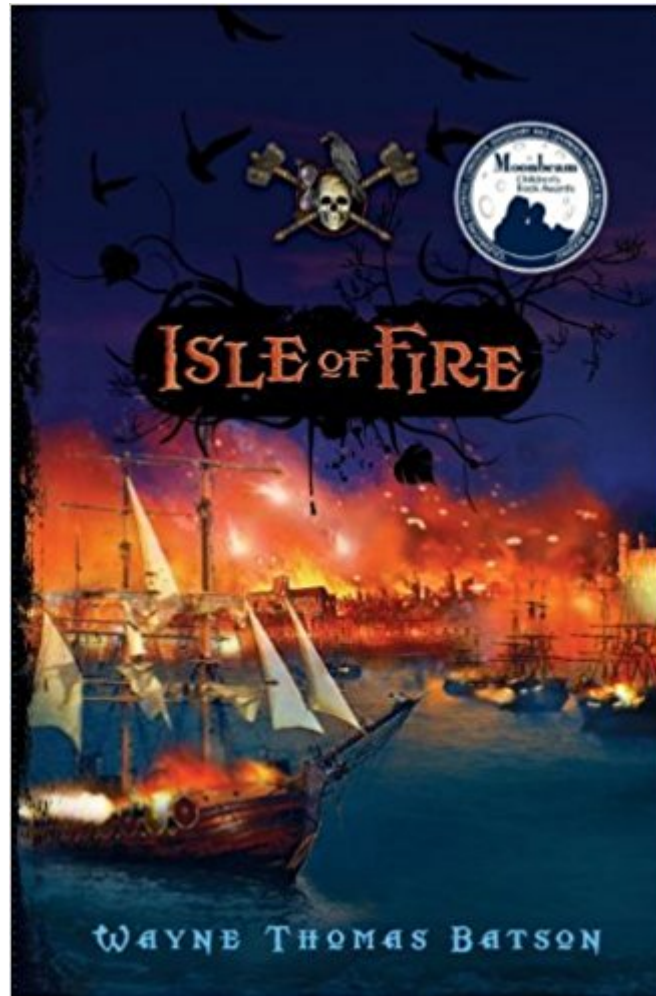




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Isle Of Fire (Pirate Adventures)



Synopsis

“Brace yourself for a thrilling high-seas adventure and dare to set sail for the Isle of Fire.” A great explosion rocked the crowded harbor. The ferocious blaze engulfed ship after ship expanding the circle of destruction in mere heartbeats. The fire rain had been unleashed. “As Cat’s memory returns, he realizes that he has lived two very different lives. Now he must choose whether to return to the ways of his notorious father and join the evil Merchant, or defy the Merchant and risk his life to save his friends. The best-selling Isle of Swords adventure continues in Isle of Fire as ancient mariners rise from legend and cut an all-too-real swath of destruction across the Atlantic. The newly formed Wolf Fleet scours the Caribbean, hunting the pirates they once called comrades. And in the pitiless winds of a monstrous hurricane, whole fleets will be blasted apart and devoured.

Book Information

Series: Pirate Adventures

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Customer Reviews

"In the second installment of Batson's epic pirate trilogy, good Christian pirates and warrior monks battle the godless pirate Thorne and his heathen Norse warriors while his son Cat fights on the side of good. Anthony Browner's full voice is a pleasure, though sometimes his pacing is a bit slow. He jumps from one exaggerated accent to the next, creating aural caricatures that not only entertain but also match the story's campy tone perfectly. Appropriately melodramatic music signals chapter breaks as the story skips among the perilous predicaments plaguing the crews of several ships that are sailing in impossible conditions and defying the laws of physics and basic seamanship." A.M.P. © AudioFile Portland, Maine --This text refers to an out of

print or unavailable edition of this title.

Wayne Thomas Batson is the author of several bestselling novels, including The Door Within trilogy, The Isle series, and The Berinfell series. As a middle school reading teacher, Wayne writes adventures set in imaginative locales because he believes that we all dream of doing something that matters.

My son would give it 5 stars; I would only give it 4 because I thought the plot was a stretch at points. The first one in the pair (Isle of Swords), I thought, was much better, but this one is fine. It is much better written than much of the Christian pre-teen/teen fiction. This book has even less than the first one in terms of Christian themes, but just the fact that it is decently written and has nothing objectionable is huge as far as I am concerned. Would recommend.

First, don't ruin the ending of the first story; build on it instead. Second, don't repeat the plot of the first story; do something different. Third, allow your characters to grow and change, but do NOT make the likable characters unlikable. (THEY are a big reason fans want to revisit to your world.) Fourth, make THIS ending even more satisfying than the first. Finally, if the first story was suspenseful, make this one MORE suspenseful by cranking it up a notch...or three...or ten. While Disney failed to follow this advice with THEIR "piratey" sequels:Ã Â Pirates of the Caribbean - Dead Man's ChestÃ Â andÃ Â Pirates of the Caribbean - At World's End, Mr. Batson did not make the same mistake with his sequel to the marvelousÃ Â Isle of Swords. The ripples kicked in motion by Declan Ross' only possible choice at the beginning of the first novel have not subsided; if anything, they've grown stronger, reaching all the way to Europe now. Declan Ross and his surviving crew are now engaged in pirate hunting, offering remaining pirates a choice: join and receive a share of treasure or die. But he's doing it without Cat, the amnesiac son of the presumed dead monster of a pirate, Bartholomew Thorne, and his own daughter Anne, who are helping the mysterious warrior monks of the first novel hunt another man of great evil: The Merchant, who can supply any would be evil doer with anything necessary... for a price. Meanwhile Bartholomew Thorne (yes, he's alive) is pursuing his own plans for revenge with the help of some recently rediscovered and EXTREMELY deadly kinsmen. Finally, Commodore Blake is mysteriously recalled to England where his wife hopes to uncover the secret her father took to the grave. How does all this tie together into a horrific threat our heroes have no apparent hope of defeating but nevertheless must try? Why, read it and see! I couldn't find any negatives this time. Perhaps Mr. Batson's humor is growing on me for I rather

enjoyed the comical misunderstanding when Captain Ross thinks Cat is asking for Anne's hand in marriage and when the French crew of the Le Vichy demonstrates unusual determination in surrendering. I even found the contrast of dark blue letters on light blue paper more readable than brown on brown. I suppose some will whine about the whiffs of deus ex machina in certain events, but in a fictional world that assumes the truth of the Bible, are hints of the hidden hand of God so out of line? Not in my opinion.

Captain Declan Ross thought it was over. Much of the treasure was recovered, and now he and his crew are working for England, recruiting pirates from the high seas. But Thorne isn't dead. He's planning revenge, using a forgotten people, descendants of the vicious Vikings--and he plans to turn England into an isle of horror and fire. His greatest ally is the mysterious Merchant, a ruthless and cunning person that has been haunting the western world for years. Captain Ross is the only hope England has--and England's king has betrayed him for the treasure. This book was amazing. It didn't seem to have as much 'point' in the plot as *Isle of Swords* did (like the treasure), but nonetheless, it was another rollicking adventure from Wayne Thomas Batson. I highly recommend this for anyone, even if you don't like pirate stories. Trust me, this is no ordinary 'pirate story'.

The evil Bartholomew Thorne has returned! Through forming a deadly alliance with both the Merchant and the Raukar, he takes possession of a terrible weapon that is seemingly unstoppable. Will London survive? Will Declan Ross and Commodore Blake be destroyed? Will Cat turn to his father's evil ways? Find out in *Isle of Fire*! *Isle of Fire* (sequel to *Isle of Swords*) is an amazing book written by the mastermind author Wayne Thomas Batson. It's about pirates, a topic that I have found to be handled strangely in other books, but the author weaves a believable but still spellbinding tale. I love the spirituality in this book, as well. It isn't too in-your-face but can be greatly appreciated by believers, and unbelievers might get curious about God. It doesn't justify the horrible acts of pirates, which I have found to be a problem elsewhere, and doesn't have objectionable content besides some violence which is not explicit. This book is great for about middle school students to adults.

A swashbuckling drama from the best-selling author of *Isle of Swords* and *The Door Within Trilogy*, Wayne Thomas Batson. A long line of the evilest men in history, The Merchants, have funded and planned the worst catastrophes in the world... it's time for them to strike again. The legendary blood-thirsty pirate Bartholomew Thorne has convinced a group of technologically advanced

heathen Vikings to help him burn London. It's up to Cat, struggling with his terrible past, and Declan Ross's crew of extremely entertaining pirates to stop them. Add a hurricane, Greek-fire, a particularly nasty group of Berserkers, a gullible king, and a strange, bald lad named Hopper, and you've got the best book since Isle of Swords! For anybody who likes bang-bang action and plenty of pirates. ARG!

I enjoyed the way Wayne Batson writes. He holds your interest throughout the entire book. This is the second book. His first book, the Isle of Swords is excellent also. I like the way he has good win over evil.

With most of the characters from Isle of Swords, you will be thrown back to the sea. Mr. Batson is the only author that I know who can put pirates and Vikings in one book. What's that? You have to read it to find out. Over all Wayne Tomas Batson did a great job making the sequel fit with the first book Isle of Swords. Yet so much different that you have no clue what will happen next! This book is so good, I have to say it is yet another great book by Mr. batson.

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