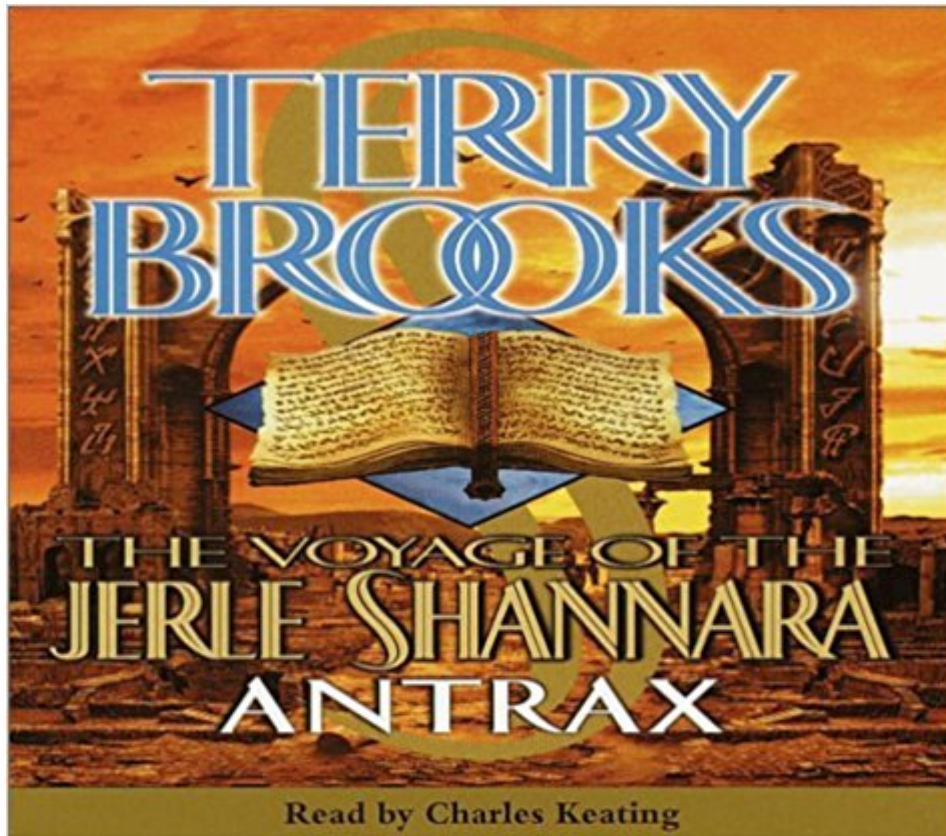




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Antrax (The Voyage Of The Jerle Shannara, Book 2)



Synopsis

Performed by Charles KeatingFive CD's, 6 HoursIn THE VOYAGE OF THE JERLE SHANNARA: ANTRAX we follow the adventures of Walker Boh-the last Druid-as he and his companions continue their journey deep into the land of the unknown in search of forbidden magic. But what awaits them at the end-an enigmatic presence known as "Antrax"-may prove too powerful, even for the Druid.

Book Information

Series: Voyage of the Jerle Shannara

Audio CD

Publisher: Random House Audio; Abridged edition (September 18, 2001)

Language: English

ISBN-10: 0553714554

ISBN-13: 978-0553714555

Product Dimensions: 5.7 x 1 x 4.9 inches

Shipping Weight: 7.8 ounces

Average Customer Review: 4.4 out of 5 stars 132 customer reviews

Best Sellers Rank: #3,498,104 in Books (See Top 100 in Books) #24 in [Books > Books on CD](#) > Authors, A-Z > (B) > Brooks, Terry #2622 in [Books > Books on CD > Science Fiction & Fantasy > Fantasy](#) #6330 in [Books > Books on CD > General](#)

Customer Reviews

Antrax is the second book in the Voyage of Jerle Shannara trilogy, part of an epic started by famed fantasy writer Terry Brooks more than two decades ago with The Sword of Shannara. In this installment, we join the Druid Walker Boh and his companions in the search for Antrax--a powerful and malevolent technological guardian. Walker believes Antrax's magic is potent enough to help restore the Druid council to the Four lands, a struggle that has consumed his life. But while the unlikely heroes journey in the Jerle Shannara across the Blue Divide to the city of Castledown, the Druid's archnemesis--the Ilse Witch--and her band of Mwellrets closely follow in an airship of their own. The race is on, and the prize is the power of Antrax. Meanwhile, Bek Rowe discovers that his destiny is inextricably linked with the Ilse Witch herself. Mixing several subplots into the main story, Brooks cooks up a satisfying stew of fantasy with just a taste of science fiction. Brooks quickly reels the reader in with nonstop action, and, in classic style, leaves the reader yearning for the third and final installment, Morgawr. --Robert Leavengood --This text refers to the Hardcover edition.

Continuing the saga begun in *The Voyage of the Jerle Shannara: Ilse Witch* (2000), bestseller Brooks opens this slick, lightweight fantasy with our band of heroes (Druids, elves, shape-shifters, Rovers, etc.) trapped on an island ruled by the evil artificial intelligence Antrax. Antrax has lured this disparate crew to its underground lair in order to use their assorted magics to expand its influence across the world of Shannara. The expedition's leader, the Druid Walker, wants to steal Antrax's ancient technology, but to gain it, he must engage in deadly combat with the machine. The treacherous seer, Ryer Ord Star, and the young, frightened elven prince, Ahren Elesedil, join the fight. Meanwhile, Bek Ohmsford, a protégé of Walker's who's been left mostly in the dark about his own magical potential, must try to convince his sister, the dangerous Ilse Witch, that his version of their shared past is true, as he struggles to keep her from killing him or his friends. Also complicating the plot are the battles of the Rovers to reclaim the group's airship the only means for the adventurers to return home. Some emotionally painful encounters occur with former friends who have been enslaved by Antrax, turned into cyborgs and forced to do the nasty AI's bidding. Brooks's fans are sure to be pleased with this action-packed yarn, which neatly weaves the many plots and characters into a coherent whole. Those readers looking for more depth or less predictability are unlikely to have started on this series in the first place. 12-city author tour. Copyright 2001 Cahners Business Information, Inc. --This text refers to the Hardcover edition.

In this middle volume of *The Voyage of the Jerle Shannara* story arc to the bestselling Shannara series, Terry Brooks pits the survivors of the first encounter with an unknown opponent against multiple foes. The unknown opponent is revealed to be a supercomputer from the 21st century that survived the destruction of the world centuries before. It has lured those that have the use of magical powers to its domain so it can overcome them and feed off those magical abilities as a source of power it must have in order to continue to exist. The survivors also battle the computer Antrax's creations, as well as their own frailties and weaknesses. At the same time, the Ilse Witch stalks those same survivors seeking to destroy the Druid, Walker Boh, who has vanished into the underground complex of Antrax. At the conclusion of the first volume in the story arc, her Mwellrets had captured and imprisoned the crew of the *Jerle Shannara*. The Rovers seek to recapture the vessel and rescue the survivors of the expedition. At the same time, Bek Ohmsford seeks to redeem the Ilse Witch who he has discovered to be his sister, long thought dead. The survivors are joined by a tribe of people who live in the area, the Rindge, and together they must overcome their foes or perish. In some cases, death would be welcome because Antrax has found a way to use his victims as living mechanical constructs that serve him involuntarily. This book is

interesting in that Brooks really uses a lot of different character points of view to tell the story. Each of the books in the series is somewhat self-contained, but when read together they form a very different trilogy than his other works. Most of the story is set away from the Four Lands. Character development, always a strong point in every novel Brooks has ever written, is in full bloom in this book. In fact, this book focuses on character development and the changes those characters undergo far more than the other two books in the story arc combined. I really liked the concept behind the story arc. At first this particular volume didn't please me, but rereading it revealed that I had missed a lot of the plot which seems to suggest I was distracted reading this book the first time around. I will say this trilogy is very different when compared to The Heritage of Shannara story arc and maybe that colored my perceptions. In any event, I can now say that this second book in the Jerle Shannara story arc is a strong and good read. I recommend it and think that it is easily a good Shannara book. It has held up well under time. The second book does an excellent job of setting up the third and concluding volume in the story arc as well. Brooks has plots going within plots in this trilogy. The pace of the action in this book is pretty steady as well. Even when the characters are not in action, the chapters are moving them to the next set of actions as well as bringing them together so that they can make their stand against an enemy who may have been even more deadly than Antrax. That is the plot that drives the third book. Antrax ends with the survivors finding out they face a new and powerful enemy who may very well be the last enemy they ever face.

Terry Brooks as always, never fails to satisfy! I've been reading all the Shannara books, starting with the 1st book of the 1st series. While reading these books, I feel as though I am actually transported to a different place and time. I literally read while I am walking to work because I become so engrossed in it. Terry Brooks' character development is second to none and the imagination employed to create these tales is unmatched. The character known as Walker, has grit and determination, but but he is also an enigma filled with inner pain and heart ache. I love it! I would recommend this book to everyone who enjoys fantasy fiction as I do, but also to those who don't because these stories will change you into a fantasy reader.

I really enjoy this series of stories.

If you thought that Isle Witch left you hanging, wait until you read the ending of Antrax, you'll be tearing out your hair until September of 2002. Yet again characters are split into different groups,

each one left hanging in some compromising situation where someone isn't going to make it out in one piece, but you'll have to wait a whole year to see who comes out alive. I was a little wary of a fantasy novel that deals with science and technology, the flying ships really disappointed me in Isle Witch, but I got used to them, and focused on a great story. After a while it didn't even bother me that there was a 2500 year old computer still in working condition... If I could get a computer to last that long. If anyone can pull off mixing technology and magic, it's Terry Brooks. Brooks has already shown us a world in where a little bit of magic can exist in a modern world (Word and the Void), now it is time to show the reverse. A little bit of science in a world of magic. Well, it isn't the first time we've seen technology in the Shannara series, remember the creeper in The Sword of Shannara? Oh yeah, and if you pay real close attention, you find out the origin of the creepers, and how they managed to survive the 2000 years or so since the Great Wars. It took me a while to remember who everyone was from Isle Witch. There are so many characters, and it has been a year since I had read the first book. But I eventually figured it all out. Now that a lot of the minor characters have been weeded out, and there is some semblance of groups again, maybe the next book won't be so trying on my memory.

Love all of the writing from Terry Brooks.

With this book Brooks does something unique in the world of epic fantasy quests. He has written an entire novel centered in one city! Sounds boring huh But oh what a city. Sure the book is a little short but it is highly engaging from cover to cover. Brooks also delves a little into the sci-fi world but not too much. So if you are a die hard fantasy fan like me who doesn't really love science fiction don't worry, This is definitely a fantasy in true Brookian style. I especially love the villains in this series. Antrax who guards the old world treasure and my favorite the Isle Witch who is also oh all things an Ohmsford. I was also surprised by the number of deaths in this book (there is almost no one left to die in the next book). All in all the typical great writing Shannara fans have come to expect from Brooks.

I ordered this as part of a set of Terry Brooks writings. I have read his previous books on the Shannara series and was thrilled to find out that he is still writing in the same vein. I have always liked the fantasy stories and am looking forward to more of Terry's writings. Can't put the book down. Great to curl up in bed at night and escape the mundane world.

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