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Ranger's apprentice second book

Kidnapped after the fierce battle with Lord Morgar...For Will and Evanyl, freedom has never felt so fl...Now a full-fledged Ranger, Will must rescue his fr...In the wake of Araluen's uneasy truce with the rai...When a cult springs up in neighboring Clommel, pro...The renegade outlaw group known as the Outsiders h...When Horace travels to the exotic land of Nihon-J...Unconfirmed accounts of a group of Araluen warrior...Ranger Will's past is revealed in this story from ...#1 New York Times bestselling author John Flanagan...King Duncan and Princess Cassandra are trapped hig...International bestselling author John Flanagan ret...The stakes have never been higher for the Rangers ...Ranger's Apprentice John Flanagan 11 Books Collect...Korean edition of the New York Times bestselling f...「BOOK」データベースよりスカンディアの首領、エラクが誘拐された。砂漠の国アリダで襲撃され、行方不...「BOOK」データベースよりウィルは、もはや瀕死の状態だった。蠻馬タグの行方、誘拐されたエラクの安否... Book by John Flanagan This article describes a work or element of fiction in a primarily un-inverse style. Please help rewrite it to explain the fiction more clearly and provide non-fictional perspective. (October 2009) (Learn how and when to remove this template message) The Burning Bridge Second Australian edition cover of The Burning BridgeAuthorJohn FlanaganIllustratorAlexander DonatelliCountry AustraliaLanguageEnglishSeriesRanger's ApprenticeBook no. 2GenreFantasy, AdventurePublisherRandom House (Australia)Philomel (USA)Publication date5 May 2005 (Aus)Media typePrint (Paperback)Pages276 (Australian paperback edition); 256 (US hardcover edition)ISBN1-74166-090-4 (1st Australian edition);ISBN 0-399-24455-7 (US hardcover edition)OCLC62866741Dewey DecimalA823.4Preceded byThe Ruins of Gorlan Followed byThe Icebound Land The Burning Bridge The second book of the Ranger's Apprentice series written by Australian author John Flanagan. It was released in Australia on 5 May 2005. Plot summary In the prologue, Halt (a legendary Ranger) and Will (the protagonist and Halt's apprentice), captures Dirk Reacher, one of Morgarath's former henchmen. They search Reacher and find Mogarath's battle plans to invade Araluen. Halt and Will think over it, but decide it is genuine. Meanwhile, on a special mission for the Ranger Corps, Will, his friend Horace (a Battleschool apprentice), and the Ranger Gilan (one of Halt's former apprentices) travel to Celtaica, a neighbouring country southwest of Araluen. When they ride to Celtaica, they discover that all the people in the villages have mysteriously vanished. Will and Horace wonder if all the villagers have been slain or captured, but Gilan believes that the evil Lord Morgarath devised a plan to cross the mountain pass faster. If that was true, and the King wasn't warned, the country would be destroyed. Gilan rides to warn King Duncan, the King of Araluen, and Will and Horace begin to follow a stragglng Wargal force. On their way, they come across an abandoned girl named Evanyl, who claims to be a maid to Lady Ariana Wulton of the Araluen court, but is actually Princess Cassandra, King Duncan's daughter, in disguise. When the three of them follow the dimwitted Wargals they discover that a gargantuan bridge is in the process of being built across the impassable Fissure for their war party to cross. They also discover that the King's army will be trapped on the Plains of Uthal, because the plans that Halt and Will captured in the prologue of the book were merely a ruse to distract them. Will burns the bridge with Evanyl's help. Evanyl tries to warn Will about a rock thrown by a Skandian but is too late, giving a chance for a Skandian to grab them. Will and Evanyl are taken captive by the group of Skandians ruled by Jarl Erak, but Horace is able to escape their grasp. After he tells the King and his aides about what is going to happen, the army starts to get prepared for the army that is supposed to attack them from behind. Halt is sent to take care of them with a force of cavalry and archer units (a unit consist of an archer and a pikeman). In the middle of the battle, Morgarath calls a truce and challenges Halt to a duel, but King Duncan forbids it to happen. Then, unexpectedly, Horace challenges Morgarath to single combat. About to be defeated by Morgarath, Horace then, in a last-ditch attempt to win the battle, throws himself into the path of Mogarath's battle horse, to throw it off balance. He is successful, but only manages to wind Morgarath. Morgarath is confident that he is going to win by a last powerful stroke of his broadsword, but Horace blocks it with the double-knife defence that Gilan taught Will in Celtics and stabs Morgarath in the heart to win the battle. The Wargals become harmless as soon as Morgarath dies and the mind domination is broken. Immediately Halt goes looking for Will and Cassandra but he is too late. The Skandians sail for Skandia to sell Will and Princess Cassandra as slaves. External links The Burning Bridge at Random House Australia The Burning Bridge at Penguin Group (USA) The Burning Bridge at Random House UK The Burning Bridge at Random House NZ Retrieved from "Series of fantasy novels by John Flanagan Ranger's Apprentice The Ruins of Gorlan The Burning Bridge The Icebound Land Oakleaf Bearers The Sorcerer in the North The Siege of Macindaw Era's Ransom The Kings of Clommel Halt's Peril The Emperor of Nihon-Ja The Lost Stories The Royal Ranger (also published as A New Beginning) AuthorJohn FlanaganCountry AustraliaLanguageEnglishGenreFantasy, AdventurePublisher Random House (AUS & NZ) Philomel (US & CAN) Yearling Books (UK) Beyaz Balina (TUR) Gottmer Uitgeverij (NL) Editora Fundamento (BR) B. Wahlströms Bokförlag (SE) Published11 November 2004 - 3 October 2011Media type Print (paperback and hardcover) e-book No. of books16Preceded byThe Battle of Hackham Heath (Ranger's Apprentice: The Early Years) Followed byThe Outcasts (Brotherband)A New Beginning (Ranger's Apprentice: The Royal Ranger) Ranger's Apprentice is a series written by Australian author John Flanagan.[1] The first novel in the series, The Ruins of Gorlan, was released in Australia on 1 November 2004. The books were initially released in Australia and New Zealand, though have since been released in 14 other countries. The series follows the adventures of Will, an orphan who is chosen as an apprentice Ranger, one of the skilled trackers, archers and warriors in the service of the King of Araluen. Will strives to keep the Kingdom of Araluen safe from invaders, traitors, and threats. He is joined on his adventures by his mentor Halt and his best friend Horace. The series originally consisted of twelve books, with the eleventh book being a collection of short stories and the twelfth being a follow-up novel set 16 years later. A prequel series, Ranger's Apprentice: The Early Years,[2] has released two titles, the first in 2015 and the second in 2016. A spin-off series, Brotherband, which is set in the same universe, though with new characters, started in 2011. The eighth book in the Brotherband series came out in October 2019. In 2018 the twelfth book of the Ranger's Apprentice series was renamed and made the first book in a sequel series, Ranger's Apprentice: The Royal Ranger. The series has sold over three million copies. The series was originally twenty short stories Flanagan wrote for his son to get him interested in reading. Ten years later, Flanagan found the stories again and decided to turn them into a book. BookPeople, a bookstore in Texas, helped promote the book through a five-day camp in 2010. The series is well praised by critics. Plot The Ruins of Gorlan Morgarath, the exiled baron, has been waiting fifteen years, carefully planning his revenge against the Kingdom of Araluen. He prepares to unleash his power and attempt once more to take control of the kingdom. In Araluen, in Redmont Fief, a special day has come for 15-year-old Will and his fellow wardmates (Horace, Alyss, George, and Jenny), called Choosing Day, where they all become an apprentice to a craftsman or have to work in the local farms. Will becomes apprenticed to Halt the Ranger. Rangers are the intelligence group of the country and specialize in long-range weapons and the art of staying unseen. Will begins to train in these skills. In the meantime, Will's wardmate Horace is in Battleschool. His life is harsh and he is bullied by three second-year Battleschool cadets. During a local holiday known as Harvest Day, Horace and Will fight, increasing their hatred for each other. Six weeks later, Will saves Horace's life during a boat hunt, cementing a friendship between the two boys. Later, the Battleschool bullies attack Will, leading to Halt intervening and having the bullies banished from the fief. Soon after, Halt and Will leave for the Ranger Gathering, where they receive a report that the Kalkara, vicious creatures under the control of Morgarath, have entered Araluen. Halt, Will and Gilan leave to track down and kill the Kalkara. Halt thinks that the Kalkara are headed to the ruins of Gorlan and tells Will to go back to Redmont, get backup, and rendezvous at the ruins. At Redmont, Baron Arald and Sir Rodney (Arald's battlemaster) head out to slay the Kalkara and to save Halt. Finding that Halt is battling the Kalkara alone (and not faring so well), Sir Rodney and Baron Arald manage to knock one into the fire, but are badly injured by the other. Will shoots the Kalkara fatally in the chest with a flaming arrow. Back at his fief, Will is considered a hero and receives his bronze oakleaf, which identifies him as a Ranger's apprentice. The Burning Bridge A war with Morgarath is approaching, and Will, Gilan (Halt's former apprentice), and Horace (Will's friend and a knight-in-training) are sent to Celtaica, a nearby country, to ask for reinforcements. Every town they find is deserted. A survivor named Evanyl explains that Wargals, mindless minions of Morgarath, have caused the destruction. Gilan travels to Araluen to report to the king. Meanwhile, Will, Horace, and Evanyl encounter Wargals. They follow them to the Fissure, a deep gorge, to discover that the Celtic miners were captured to complete a bridge across the Fissure and a tunnel through the cliffs above up to Morgarath's lair. This would allow Morgarath's army to attack the King's army from behind. It is revealed that Evanyl is in truth the missing crown princess Cassandra. Horace and Gilan manage to warn the king and his advisers of Morgarath's plan. The king dispatches an auxiliary force, led by Halt, to stop a force of Skandian warriors that have come up from the coast to outflank the king's army. This is done successfully, and Halt and his troops disguise themselves as Skandians, tricking Morgarath into ordering the Wargals to charge into the open plain. A cavalry charge demolishes the advancing Wargals, who are afraid only of horses. His army destroyed, Morgarath offers a flag of truce and prepares to challenge Halt to single combat to avenge his own defeat. Horace challenges Morgarath instead. Horace is outmatched by Morgarath, but Horace manages to kill Morgarath. Meanwhile, Will and Cassandra are captured by the Skandians and held as hostages. The Icebound Land Will and Cassandra are enslaved in Skandia, a country north-east across the Stormwindy Sea at the Araluen border. In Hallasholm, the Skandian capital, Will is forced to work outside in the bitter cold, while Cassandra is taken into the kitchens. Will quickly becomes addicted to warmedew, a drug that destroys the mind and body. Erak, the Skandian who captured Will and Cassandra, helps Cassandra escape with Will, and the two take refuge in a small log cabin for winter. Following Erak's advice, Cassandra weans Will off the warmedew and Will overcomes his addiction. Meanwhile, Horace and Halt set out to rescue Will and Cassandra, by crossing into Gallica and making their way north along the coast. Horace becomes known as "The Oakleaf Knight" as he defeats many Gallican knights in combat, thereby attracting the attention of Deparnieux, a famed knight. Deparnieux attempts to capture Halt and Horace but is tricked by Halt and killed. Oakleaf Bearers In Oakleaf Bearers, called The Battle for Skandia in the United States, Cassandra is captured by a Temujai warrior while scavenging for food. The Temujai are a fierce, nomadic tribe of horse warriors from the east and are masters of the recurve bow. Will struggles to rescue her until Horace and Halt arrive. Halt captures a Temujai and realizes the Temujai are attempting to take over the western world. Twenty years earlier, they almost succeeded. Halt agrees to help Skandia drive off the Temujai, since they pose a threat to Araluen as well. The Skandians make use of Halt's knowledge of the Temujai tactics, and Will trains a force of archers for the upcoming battle against the Temujai. During the battle, the Skandians surprise the Temujai with their archers, and the Temujai are forced to withdraw. The Skandian Oberjarl Ragnak (the supreme ruler) is killed in the battle, and Erak is elected to succeed him. Cassandra and Erak sign the Treaty of Hallasholm, which means the end of constant Skandian raids across the Araluen coast. Erak's Ransom Erak's Ransom takes place after Oakleaf Bearers and before The Sorcerer in the North, several months before Will receives his Silver Oakleaf, though it was released after The Siege of Macindaw. Skandian Oberjarl Erak goes on one final raid. However, he is captured and held for ransom while attempting to raid Al Shabah, a province of Arrida. Because Erak's first mate Sengol believes that he was betrayed by Toshak, a rival Skandian, the raiding party goes to Araluen, instead of Skandia, for the ransom money. Princess Cassandra goes to Arrida in her father's place to negotiate prices with Selethen, the Wakir (leader) of Al Shabah. Will, Gilan, Halt, Horace, and thirty of Erak's men go along for protection and to deliver the ransom. After the negotiation is over, Selethen reveals that Erak was being held in Mararoc, a fort in the desert, but as they are traveling there, Will loses his horse Tug during a sandstorm and goes off to find him. Will runs out of water and is saved by the nomadic Bedullin tribe. Meanwhile, Erak is captured by the Tualaghi, a merciless nomadic tribe of devil worshippers. The rescue party, with the help of the Bedullin tribe, defeat the leader of the Tualaghi and free Erak. Finally, Will is promoted to full Ranger and is awarded a silver oakleaf. The Sorcerer in the North After receiving his silver oakleaf and being assigned to Seacliff Fief, Will takes on his first mission as a full-fledged Ranger. A few weeks after arriving in the fief, a disguised Will is sent north to Castle Macindaw to investigate claims of sorcery. The lord of Castle Macindaw, Syron, is ill and many believe a sorcerer caused the illness. His friend Alyss, also in disguise, is sent to help Will, but is captured by the rogue knight Kern, responsible for poisoning Syron. Will escapes with allies of Syron, and enlists the help of the "sorcerer", who is a gifted healer called Malcolm. Orman, Syron's son, has been poisoned as well and is smuggled to Malcolm. Will attempts to rescue Alyss, but Keren walks through the door and Will barely escapes. The Siege of Macindaw Horace and Will devise a plan to take control of the castle and rescue Alyss with the help of a group of Skandians. They infiltrate the castle and Will reaches the tower where Alyss is held, but Keren hypnotises her to believe Will is the enemy and orders her to kill him. At the last moment, Will tells Alyss that he loves her, and the hypnosis is broken. As Keren attacks Will, Alyss defeats him while the Skandians, led by Horace, take control of the castle. Will returns to Seacliff Fief and receives a letter from Alyss with her own love, and confession. The Kings of Clommel Will, Halt, and Horace are on a mission to stop a cult called the Outsiders from taking power. The cult offers protection to villages from "bandits", who secretly other Outsiders, in exchange for gold. In this fashion, they have taken control of five of the six kingdoms of Hibernia. Halt, Will, and Horace are sent to Clommel, the last kingdom, to try to prevent the cult from expanding into Araluen. Halt, a Hibernian native, is a member of the royal family, and he tries to persuade his twin brother, King Ferris of Clommel, to use his troops to drive the cult out. The cult loses power in Clommel, but the leader, Tennyson, escapes. At the same time, King Ferris is killed by a Genovesan assassin hired by Tennyson, and Halt's nephew Sean becomes king. Will, Halt, and Horace leave Clommel to chase the false prophet, Tennyson. Halt's Peril After reaching a smuggler's port and managing to get information on Tennyson's whereabouts, the trio hire a ship to take them to Picta. The chase is on as the three pursue Tennyson through a dried forest, and finally, at an encounter with Tennyson's hired assassins, Halt is shot with a poisoned arrow and is incapacitated. 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