

Swords Of Good Men The Valhalla Saga Book I

"Why are we fighting this war? Because evil must be resisted, and sooner or later there comes a time when men of principle have to make a stand. Because war is good for business and it's better to die on our feet than live on our knees. Because they started it. But at this stage in the proceedings," he added, with a slightly lop-sided grin, "mostly from force of habit." A soldier with a gift for archery. A woman who kills without care. Two brothers, both unbeatable generals, now fighting for opposing armies. No one in the vast and once glorious United Empire remains untouched by the rift between East and West, and the war has been fought for as long as anyone can remember. Some still survive who know how it was started, but no one knows how it will end. This serial novel from the World Fantasy Award winning K. J. Parker is the story of a war on a grand scale, told through the eyes of its soldiers, politicians, victims and heroes. The first three parts of The Two of Swords will arrive in April 2015, with further installments to be released monthly. This is the first installment in the Two of Swords serialization.

"The Citadel of the Autarch brings The Book of the New sun to its harrowing conclusion, as Severiain clashes in a final reckoning with the dread Autarch, fulfilling an ancient prophesy that will alter forever the realm known as Urth." -- Back cover.

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles-until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J.

Sullivan self-published the first books of his Riyria Revelations, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. Theft of Swords was originally published as: The Crown Conspiracy and Avempartha. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepliquis)

Collects X of Swords: Creation (2020) #1, X of Swords: Stasis (2020) #1, X of Swords: Destruction (2020) #1, X-Men (2019) #12-15, Excalibur (2019) #13-15, Marauders (2019) #13-15, X-Force (2019) #13-14, New Mutants (2019) #13, Wolverine (2020) #6-7, Cable (2020) #5-6, Hellions (2020) #5-6, X-Factor (2020) #4. A tower. A mission.

A gathering of armies. Swords will be drawn in the first epic crossover of the astonishing Dawn of X! Wolverine, the X-Men, Cable, X-Force, Excalibur, X-Factor, the New Mutants, the Marauders, the Hellions and the rest of Krakoa's residents will all feel the effects — but which ten mutants will wield the blades? Weapons both new and familiar are drawn from their scabbards as the X-Men prepare to do mythic battle against a truly daunting foe! Jonathan Hickman and his fellow visionary creators — who have painstakingly put all the pieces into place during Dawn of X — join forces to smash the board!

Don't draw your blade in the City of Swords, unless you're willing to kill... or ready to die. Young and filled with idealistic fervor, Arturo packs his blade and travels to the fabled

City of Swords in the hopes of joining the dashing Bravadori. Yet upon arriving he discovers these masked vigilantes have more in common with brutal thugs than noble monster slayers. Disillusioned and mocked, he stubbornly refuses to give up his dreams. When an impending bandit attack threatens untold depravities upon a distant village, and no others will heed the call for help, Arturo joins forces with a worthless outcast and a walking legend to attempt the impossible, to traverse the demon-haunted wilderness and prove that in the City of Swords, true heroes can rise from the unlikeliest of places. Those Brave, Foolish Souls from the City of Swords is a gritty, action-packed standalone novel set in Benedict Patrick's Yarnsworld, a land where folktales and fantasy mix, where the monsters from stories are real. Start reading today to discover this epic tale of broken heroes and inspiring hope!

For Ulfar Thormodsson, the Viking town of Stenvik is the last stop on a two-year-long journey, before he goes home. But for other, larger powers, Stenvik is about to become the meeting ground in a great war: one that will see a clash of the old gods versus the new White Christ. One that will see blood wash the land. As Ulfar becomes ever-more involved in the politics of the town, and prepares to meet these armies in a battle for Stenvik's freedom, he is about to learn that not all his enemies stand outside the walls. Growing up in a colorful world peopled by knights in armor and fair damsels, foul monsters and evil witches, young Arthur slowly learns the code of the gentleman. Under the wise guidance of Merlin, the all-powerful magician for whom life progresses backward, the king-to-be becomes expert in falconry, jousting, hunting, and swordplay. He is transformed by his remarkable old tutor into various animals so that he may experience life from all points of view. In every conceivable way, he is readied for the day when he, alone among Englishmen, is destined to draw the marvelous sword from the magic stone and become the King of England. The first book from the collection *The Once and Future King*.

New epic fantasy in the grand tradition—including a never-before-published Song of Ice and Fire story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard's Conan the Barbarian, Michael Moorcock's Elric of Melniboné, Fritz Leiber's Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in *The Book of Swords*, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors' best-loved worlds. Join today's finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold steel.

FEATURING SIXTEEN ALL-NEW STORIES: "The Best Man Wins" by K. J. Parker "Her Father's Sword" by Robin Hobb "The Hidden Girl" by Ken Liu "The Sword of Destiny" by Matthew Hughes "I Am a Handsome Man," Said Apollo Crow" by Kate Elliott "The Triumph of Virtue" by Walter Jon Williams "The Mocking Tower" by Daniel Abraham "Hrunting" by C. J. Cherryh "A Long, Cold Trail" by Garth Nix "When I Was a Highwayman" by Ellen Kushner "The Smoke of Gold Is Glory" by Scott Lynch "The Colgrid Conundrum" by Rich Larson "The King's Evil" by Elizabeth Bear "Waterfalling" by Lavie Tidhar "The Sword Tyraste" by Cecelia Holland "The Sons of the Dragon" by George R. R. Martin And an introduction by Gardner

Dozois "When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year's essential anthologies."—Kirkus Reviews (starred review)

A trilogy of classic fantasy tales--the first three volumes of the Book of Swords--collected for the first time in one volume, begins the saga of the twelve Swords of Power that the gods have given to the world, leading to power struggles between men and gods. Original. 15,000 first printing.

The third and final novel in 'The Book of Swords' trilogy. More stories of the twelve Swords continue with The Lost Swords series. The gods, the creators of the twelve Swords, realize their error in giving powerful Swords to humans. The humans, both good and evil, are ready to fight to the death to acquire and retain the Swords. With the Swords, new ideas and new dreams have entered the world. A change is taking place that threatens the gods' very existence. The story of one man's triumph over a legendary monster, Beowulf marks the beginning of Anglo-Saxon literature as we know it today. This Enriched Classic includes: • A concise introduction that gives readers important background information • A timeline of significant events that provides the book's historical context • An outline of key themes and plot points to help readers form their own interpretations • Detailed explanatory notes • Critical analysis and modern perspectives on the work • Discussion questions to promote lively classroom and book group interaction • A list of recommended related books and films to broaden the reader's experience Enriched Classics offer readers affordable editions of great works of literature enhanced by helpful notes and insightful commentary. The scholarship provided in Enriched Classics enables readers to appreciate, understand, and enjoy the world's finest books to their full potential. Series edited by Cynthia Brantley Johnson

'For Vikings done right, come to Snorri Kristjansson' - Mark Lawrence 'Truly entertaining' - Yrsa Sigurðardóttir 'A dark mystery in a dark age brought vividly to life' - Robert Fabbri Everyone loves a family reunion. 970: For the first time since Helga was adopted, her family will be gathered in one place. But her siblings are coming with darkness in their hearts. Everyone knows their father, the Viking warlord Unnthor Reginsson, has a great chest of gold hidden somewhere on his land - and each of his heirs is determined to find it. Then one morning Helga is awakened by screams. Blood has been shed. Kin has been slain. All the clues point to one person - who cannot possibly be the murderer, at least in Helga's eyes. But if she's going to save an innocent from the axe, she's got to solve the mystery - fast . . . Lies. Manipulation. Murder. There's nothing quite like family . . .

The Helveti nation has endured a siege of dragons for fifteen bloody years. The ravenous beasts can only be taken down by teams of elite fighters, led by Sword Bearers wielding ancient weapons. Even with all they can do, the cost of human life has driven the Helveti to the brink of annihilation. As the people contemplate the possibility of ultimate defeat, tragedy strikes again. Artair, one of their greatest Sword Bearers, is taken in the night by new and powerful enemies. Carried to a foreign land, his battle for his life and his homeland reaches new levels of ferocity. With his true enemies revealed, he must fight men, dragons, and worse to gain a chance for his people... ...a chance to survive.

In "A Book of Five Rings," Miyamoto Musashi takes the reader into a world filled to the brim with devotion, self-respect, discipline, honesty and purity of thought. Written originally for warriors and samurai in a completely different time and culture, Musashi's book provides a remarkable source of inspiration for self-development today. His teachings are concise and to the point. He uses phrases like "you must understand this" and "you must practice diligently" and explains only general, but unquestionable and fundamental, concepts of the Way of the Warrior. While some of his guidelines are not directly applicable in our time and age, those about striving to achieve improvement on the inside as well as the outside couldn't be more on target. Taken literally this book is about how to become an efficient, albeit enlightened, killer. It's value comes from reading between the lines--lines which speak volumes.

"Swallow, daughter, pull them in, those words that sit upon your lips. Lock them deep inside your soul, hide them 'til they've time to grow. Close your mouth upon the power, curse not, cure not, 'til the hour. You won't speak and you won't tell, you won't call on heaven or hell. You will learn and you will thrive. Silence, daughter. Stay alive.' The day my mother was killed, she told my father I wouldn't speak again, and she told him if I died, he would die too. Then she predicted the king would trade his soul and lose his son to the sky. My father has a claim to the throne, and he is waiting in the shadows for all of my mother's words to come to pass. He wants desperately to be king, and I just want to be free. But freedom will require escape, and I'm a prisoner of my mother's curse and my father's greed. I can't speak or make a sound, and I can't wield a sword or beguile a king. In a land purged of enchantment, love might be the only magic left, and who could ever love ... a bird?"--Back cover.

Swords of Good Men--the first volume Snorri Kristjansson's Vhlhalla Saga--in is a raucous and gripping fantasy adventure set in Viking Norway, where plundering and pillaging are a way of life and creature comforts rarely exceed a mug of sour mead. To weary Viking Ulfar Thormodsson, the town of Stenvik is the penultimate stop on what has been a long and perilous journey. It has been particularly challenging for Thormodsson, who has been charged with protecting the life of his high-born cousin. Having travelled the world for two years, all he wants is to go home--but Stenvik awaits. After coming ashore, Thormodsson meets the beautiful and tragic Lilja, who immediately captures his heart. Stenvik is also home to solitary blacksmith Audun Arngrimsson, whose past hides many dark secrets. Soon, the conflict brewing between two factions of dangerous and determined men of the town threatens to sweep all of them, natives and visitors alike, into the jaws of war. As the Vikings learn, King Olav is marching on Stenvik from the east, determined to bring the White Christ to the masses at the point of his sword - even as a host of bloodthirsty raiders led by a mysterious woman sails from the north. Thormodsson and his companions will soon learn that in this conflict between the Old Gods and the new, there are enemies everywhere - outside the walls of Stenvik as well as within. Swords of Good Men features a memorable cast of original characters and is driven by non-stop action and a clever sense of humor. Kristjansson deftly and elegantly weaves Norse mythology and history with fantasy in a novel that offers not only a good dose of bloody Viking feuding, but intrigue and romance.

When the Vikings attack, a novice monk's life is changed forever in Matthew Harffy's new historical adventure. Lindisfarne, AD793. There had been portents – famine, whirlwinds, lightning from clear skies, serpents seen flying through the air. But when the raiders came, no one was prepared. They came from the North, their dragon-prowed longships gliding out of the dawn mist as they descended on the kingdom's most sacred site. It is 8th June AD793, and with the pillage of the monastery on Lindisfarne, the Viking Age has begun. While his fellow monks flee before the Norse onslaught, one young novice stands his ground. He has been

taught to turn the other cheek, but faced with the slaughter of his brothers and the pagan desecration of his church, forgiveness is impossible. Hunlaf soon learns that there is a time for faith and prayer... and there is a time for swords. Praise for Matthew Harffy: 'A breathtaking novel that sweeps the reader into a dark and dangerous world' Paul Fraser Collard 'Nothing less than superb ... The tale is fast paced and violence lurks on every page' Historical Novel Society 'Harffy's writing just gets better and better ... He is really proving himself the rightful heir to Gemmell's crown' Jemahl Evans 'Historical fiction doesn't get much better than this' Angus Donald 'I was gripped from the very first sentence ... I thoroughly recommend it for all historical fiction readers' Martin Lake 'A tale that rings like sword song in the reader's mind' Giles Kristian 'A terrific novel. It illuminates the Dark Ages like a bolt of lightning' Toby Clements 'Battles, treachery, revenge and a healthy dose of Dark Age adventure' Simon Turney 'Matthew Harffy tells a great story' Joanna Hickson

Two siblings. Outcasts for life.... together. What could possibly go wrong? Vocho and Kacha are champion duelists: a brother and sister known for the finest swordplay in the city of Reyes. Or at least they used to be-until they were thrown out of the Duelist's Guild. As a last resort, they turn reluctant highwaymen. But when they pick the wrong carriage to rob, their simple plans to win back fame and fortune go south fast. After barely besting three armed men and a powerful magician, Vocho and Kacha make off with an immense locked chest. But the contents will bring them much more than they've bargained for when they find themselves embroiled in a dangerous plot to return an angry king to power.... Swords and Scoundrels is the first book in The Duelist's Trilogy -- a tale of death, magic, and family loyalty.

This acclaimed fantasy classic of men, elves, and gods is at once breathtakingly exciting and heartbreakingly tragic. Published the same year as *The Fellowship of the Ring*, Poul Anderson's novel *The Broken Sword* draws on similar Scandinavian and Anglo-Saxon sources. In his greed for land and power, Orm the Strong slays the family of a Saxon witch—and for his sins, the Northman must pay with his newborn son. Stolen by elves and replaced by a changeling, Skafloc is raised to manhood unaware of his true heritage and treasured for his ability to handle the iron that the elven dare not touch. Meanwhile, the being who supplanted him as Orm's son grows up angry and embittered by the humanity he has been denied. A pawn in a witch's vengeance, the creature Valgard will never know love, and consumed by rage, he will commit a murderous act of unspeakable vileness. It is their destiny to finally meet on the field of battle—the man-elf and his dark twin, the monster—when the long-simmering war between elves and trolls finally erupts with a devastating fury. And only the mighty sword Tyrping, broken by Thor and presented to Skafloc in infancy, can turn the tide in a terrible clashing of faerie folk that will ultimately determine the fate of the old gods. Along with such notables as Isaac Asimov and Ray Bradbury, multiple Hugo and Nebula Award winner Poul Anderson is considered one of the masters

of speculative fiction. This edition contains the author's original text. Vulcan the god has a hard task to perform for his bored and restless colleagues — forge 12 magic Swords, quenched with human blood, and scatter them across the world. Each Sword possesses a different power. With them the gods will play a new, grand, and glorious Game. Mere humans foolishly striving for dominion, wealth and glory, are invited to risk their puny lives by joining in. (Later, the gods realize with horror that something has gone wrong in the forging, and with the Game. The Swords are much too powerful, controlling chance, enhancing fortune, changing destiny. And lethal even to their divine creators.) Jord the Smith, drafted to help Vulcan in his task, loses his right arm in the process (receiving the Sword Townsaver as pay). He is too weak to claim Mala, his bride-to-be, who joins a traditional fertility rite, where her partner might be the enigmatic Emperor, his face hidden by a leather mask. Nine months later, she gives birth to Mark. Thirteen years pass, then Townsaver wipes out a raiding party on orange-furred warbeasts, sent to Mark's village. It falls to Mark to carry the blade away to hide or destroy it.

#1 IN A NEW EPIC FANTASY SERIES from Monster Hunter series creator and New York Times best-selling author, Larry Correia! After the War of the Gods, the demons were cast out and fell to the world. Mankind was nearly eradicated by the seemingly unstoppable beasts, until the gods sent the great hero, Ramrowan, to save them. He united the tribes, gave them magic, and drove the demons into the sea. Ever since the land has belonged to man and the oceans have remained an uncrossable hell, leaving the continent of Lok isolated. It was prophesized that someday the demons would return, and only the descendants of Ramrowan would be able to defeat them. They became the first kings, and all men served those who were their only hope for survival. As centuries passed the descendants of the great hero grew in number and power. They became tyrannical and cruel, and their religion nothing but an excuse for greed. Gods and demons became myth and legend, and the people no longer believed. The castes created to serve the Sons of Ramrowan rose up and destroyed their rulers. All religion was banned and replaced by a code of unflinching law. The surviving royalty and their priests were made casteless, condemned to live as untouchables, and the Age of Law began. Ashok Vadal has been chosen by a powerful ancient weapon to be its bearer. He is a Protector, the elite militant order of roving law enforcers. No one is more merciless in rooting out those who secretly practice the old ways. Everything is black or white, good or evil, until he discovers his entire life is a fraud. Ashok isn't who he thinks he is, and when he finds himself on the wrong side of the law, the consequences lead to rebellion, war^¾and destruction. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Twelve swords are created as the playing pieces in a whimsical game of the gods. Imagine if the medieval times had police officers. Now they do, the BLUE SWORDS. The year is 1411; Jep, a wandering peasant, has journeyed to the south in

hope to break free from poverty. On arriving at the vibrant town of Stanford, Jep witnesses what he perceives to be a brutal crime and bravely intervenes. Coming into difficulty, he is aided by a Blue Sword, a prestigious warrior, sworn to uphold the law. Inspired by the Sword's abilities and social status, Jep goes to try-out and successfully passes to become a Blue Sword. His first investigation unites him with the Baroness, Lady Ivy, who is desperate to learn the true fate of her missing father, Isaak. Jep reignites the stale case, and the relationship between the Baroness and Jep begins to fall on dangerous ground. As the death toll rises, the clues dwindle. Jep will need to battle his self-doubt to discover the truth behind the corruption that plagues the town, and his fellow Blue Swords.

An unearthly adversary descends on an idyllic fantasy world, corrupting magic against good and slaughtering innocents, and only a single man can stop him.

Mark manages to enter the treasure trove of the Blue Temple in search of the 12 swords of power to aid Sir Andrew in his battle against magical foes. This is the sequel to *The First Book of Swords* (1983), and is followed by *The Third Book of Swords* (1984). The *Lost Swords* series (1986-1994) is a companion series.

Starburst magazine called Snorri Kristjansson's *Swords of Good Men*--the first volume in the *Valhalla Saga*--"A cracking yarn (one that would make a great movie), filled with enough to satisfy any fan of Vikings and their mythology." Now this raucous and gripping fantasy adventure set in Viking Norway continues with *Blood Will Follow*, where plundering and pillaging are a way of life and creature comforts rarely exceed a mug of sour mead. Ulfar Thormodsson and Audun Arngrimsson are battered, having barely survived the battle for Stenvik, waged between King Olav and the followers of the White Christ, and those whose allegiance remains to the gods of the Norse pantheon. Alas, the two Vikings' encounter with a mysterious witch just before escaping the town over the city's walls have left them without the one thing that made them human: their mortality. While Ulfar heads home to Sweden, hoping to find a safe haven where he can come to grips with his newfound inability to die, Audun travels by foot to the south, searching for answers on the open road. But both men are about to discover that they cannot run from their destiny. King Olav has left the conquered town of Stenvik in the hands of his lieutenant so he can journey north, following the advice of the scheming healer Valgard, to hunt for the source of the Vikings' power. Soon, Ulfar and Audun will realize they have important roles to play in the battle for supremacy between those seeking to spread the gospel of the White Christ and those who keep to the old ways of Odin, Thor, and Loki.

Bahzell Bahnakson, one of the Hradani, a race that is despised for their rages, thirst for blood, and generally uncivilized behavior, runs afoul of the War God and ends up in trouble involving sorcery, demons, and a great deal more. Reprint.

"As Davarus Cole and his former companions were quick to discover, the White Lady's victorious liberation of Dorminia has not resulted in the freedom they once imagined. Anyone perceived as a threat has been seized and imprisoned or exiled to darker regions leaving the White Lady's rule unchallenged and absolute. But the White Lady would be wiser not to spurn her former supporters, Eremul the Halfmage has learned of a race of immortals known as the Fade, and if he cannot convince the White Lady of their existence, all of humanity will be in danger. Far to the north, Brodar Kayne and Jerek the Wolf continue their odyssey to the High Fangs, only to find themselves caught

in a war between a demon horde and their enemy of old, the Shaman and in the wondrous city of Thelassa, Sasha must overcome demons of her own"--

Gladiator meets Fight Club in the Scottish Highlands in this thrilling Highlander romance series from USA Today bestselling author Kathryn Le Veque! Ashamed of a decision he made in battle that cost good men their lives, the dark Highlander Bane Morgan escapes to Edinburgh to forget his past. But the more time he spends away from his Highland home, the more he's filled with regret and despair. Lucia Symington knows something about despair. Forced to work off a family debt for a clan with little moral compass and a particular hatred for her, Lucia loses herself a little more each day. When a chance meeting with Bane gives them both a glimpse of what their future together could be, Bane pledges himself to the Ludus Caledonia, the warrior training club where he can reconnect to the fire for justice that still burns within him. The Highland Defender has returned...only to discover that his quest to free his lady could cost them both everything... "Gripping, impassioned romance."—Tanya Anne Crosby, New York Times bestselling author, for Highland Gladiator

Swords of Good MenJo Fletcher Books

List of members in each volume.

The #1 New York Times bestselling series! The electrifying second installment in the Red Queen series has all the drama, intrigue, and steamy romance that made it a #1 New York Times bestseller. Mare Barrow's blood is red—the color of common folk—but her Silver ability, the power to control lightning, has turned her into a weapon that the royal court tries to control. The crown calls her an impossibility, a fake, but as she makes her escape from Maven, the prince—the friend—who betrayed her, Mare uncovers something startling: she is not the only one of her kind. Pursued by Maven, now a vindictive king, Mare sets out to find and recruit other Red-and-Silver fighters to join in the struggle against her oppressors. But Mare finds herself on a deadly path, at risk of becoming exactly the kind of monster she is trying to defeat. Will she shatter under the weight of the lives that are the cost of rebellion? Or have treachery and betrayal hardened her forever? Perfect for fans of George R.R. Martin's Game of Thrones series, Glass Sword is the high-stakes follow up to the #1 New York Times bestselling Red Queen. And don't miss War Storm, the thrilling final book in the bestselling Red Queen series! HIGH ADVENTURE ON THE SWORD EDGE OF DESTINY A Cavern of Black Ice is the first book in J.V. Jones's Sword of Shadow series As a newborn Ash March was abandoned--left for dead at the foot of a frozen mountain. Found and raised by the Penthero Iss, the mighty Surlord of Spire Vanis, she has always known she is different. Terrible dreams plague her and sometimes in the darkness she hears dread voices from another world. Iss watches her as she grows to womanhood, eager to discover what powers his ward might possess. As his interest quickens, he sends his living blade, Marafice Eye, to guard her night and day. Raif Sevrance, a young man of Clan Blackhail, also knows he is different, with uncanny abilities that distance him from the clan. But when he and his brother survive an ambush that plunges the entire Northern Territories into war, he yet seeks justice for his own . . . even if means he must forsake clan and kin. Ash and Raif must learn to master their powers and accept their joint fate if they are to defeat an ancient prophecy and prevent the release of the pure evil known as the End Lords. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In 2076 AD, Earth has been conquered and humanity brutally enslaved under the cruel tyranny of the Kalkar invaders whose evil was spawned from Va-nah, the Moon's hollow interior. Julian 7th, descendant of the great hero who led the

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