

Book #1 - Ashes of the Past

Book blurb: More than a millennium from the present day humanity has regressed to a feudal state. Unexplained phenomena and eldritch creatures plague the lower classes of the Illini Empire already chafing under the tyrannical rule of the nobility. When the mysterious Lydia falls from the sky the members of the Adventurer's Guild must confront the mysteries which surround the state of their world. Ash, holder of the mysterious sight that gives him insight into the world of old must embark on a quest to save Lydia from the jaws of an unknown enemy. Injustice, danger, and mystery peer around every corner down the perilous road ahead but with his friends and fellow wanderers Asas and Baine by his side just maybe Ash will have a chance to uncover the mysteries that define their strange world.

"The grass withereth, the flower fadeth: but the word of our God shall stand for ever." - Isaiah 40:8

The prologue opens with the timestamp 3209 Anno Domini before taking a third-person limited perspective of 7-year-old boy [Ash](#). Ash plays in a small river with several other village children while being watched over by a village woman who are all described as similar to medieval serfs though from Ash's perspective, this mode of ancient life is normal despite it being 1200 years in the future. In the river bed, Ash notices a glimmering object which upon pulling it out is a small metal box. When he opens it a purple object flies out of it and into his eye and after a second of searing pain Ash is able to see again. Ash is now able to see in an altered state, seeing text everywhere around various objects, text which he is unable to decipher but implied to be English. The village woman brings Ash back to their village exclaiming his left iris has turned completely purple. In the village, Ash causes a stir and the villagers begin to call for his execution claiming he has been possessed and given the devil's sight. A visiting Wanderer of the Adventurer's Guild named [Baine](#) saves Ash claiming he knows a fellow Wanderer named [Arcin](#) with the same gift. After giving his parents 30 silver coins Ash's parents abandon custody and Baine takes Ash back with him to the Imperial Capital of the Middle City. The first chapter also begins with a timestamp, 3219 Anno Domini indicating it has been 10 years. Arcin and his daughter [Asas](#) are introduced as fellow Wanderers to Ash at the Adventure's Hall in the Middle City. Ash has been raised in this hall alongside Asas, Arcin's daughter, mostly by Arcin himself and Baine. When word arrives at the hall of a mysterious metal object that has fallen from the sky the Wanderers call for Arcin to go to investigate for his "sight" but Arcin, growing older and more feeble, instead sends Ash who brings along with him Baine and Asas. The hall is located outside the inner walls of the city in the sprawling slums. The city is described as a dirty medieval town with townsmen hauling goods and goats down the narrow streets. Attempting to leave the outer walls the three are stopped at the gate by Bishop Green and a crowd of peasants calling for an end to the Guild's heretical adventures into the cursed world of old. Despite this, the three press on and are allowed out past the gate into the sprawling fields of an America reclaimed by nature. [Aorion](#) d'Croitte is a noble 16-year-old living within the inner walls of the Middle City. Aorion attends a feast at the palace with his grandfather Heorion d'Petre, and cousins Aos and Lincos d'Petre. The feast is being held in honor of the crown prince Aurelos V d'Tartare's fortieth birthday. Aorion enters the crowd of nobles with Aos and Lincos and comes

across [Valarion](#) d'Valke whose Aorion's feelings for become quickly clear. Aos and Lincos leave the two alone and Valarion mentions that Ash and Asas have left on a mission to retrieve a fallen star. Valarion is pulled away by her father Mitorion d'Valke and Aorion goes to sit with his family. Crown Prince Aurelos V gives a speech and toast to his father Emperor Aurelos IV. Aorion's inner monologue reveals his contempt for the Tartares and the way in which the poor of the Empire are treated. After the feast, a dance begins and Aorion finds himself at the edge of the room where he is approached by the Emperor's Sword Zleos Tiran who makes small talk and inquires why Aorion has not yet enlisted in the legions, questions which Aorion dodges. Aorion watches solemnly as Aos dances with a smiling Valarion, his inner thoughts revealing the two's betrothal to the reader. Aorion makes his way home to the Petre manor with his family and it quickly becomes evident from his grandfather's treatment of him that Aorion is a pariah in his own home. Aorion's mother Lilas married his now-dead father Glyos d'Croitte, a lowly merchant, as a result, Heorion treats Aorion and his sisters Abalas and Sonas as lesser members of the family while also shunning his own daughter Lilas. Despite their grandfather, Aos and Lincos try to be their kindest to Aorion, at least when Heorion isn't around. Ash, Asas, and Baine arrive at the fallen metal object which is described similarly to a spaceship in a crater. Local village folk gather as the Wanderers approach the object. Ash's sight tells him the object is an escape pod of the "Sisyphus Expedition", the sight having adapted since Ash picked it up to now display text in his language. Using his sight Ash locates a door on the object. Ash calls over Baine whose axe is unable to brute force open the door. Stepping back the two are surprised when the door opens and a girl, also of similar age to Ash and Asas, emerges brandishing an object described as a gun but Ash and the others seem unphased by the potential danger. She speaks in a tongue foreign to them but Ash quickly notices her left eye gleaming blue. Ash approaches her but backs off when she releases a warning shot blast of energy from the gun, leaving a patch of grass smoldering. Ash's sight recognizes the girl's and forms a connection with it and all of a sudden he is able to see the subtitled speech of the girl in his vision. The girl seems to be able to see similar things as she quickly calms down as Ash begs her to do so. Ash pleads for her to lower the weapon and she does so, Baine quickly comes up from behind and knocks her out. The villagers quickly call for the swift death of the girl, calling her a fallen angel, but Asas gets them to back off by wielding the girl's weapon. With the girl on Baine's horse, the three mount their horses once more and begin their return to the Middle City. Baine tells the other two to hurry or else they not make it into the walls before dusk and they'll have to deal with Shadows. Asas, now back in the Middle City Asas thinks about the girl whom only Ash can speak to as she goes by the room she is staying in at the Adventurer's Hall as she leaves the building. She doesn't trust the girl and finds Ash's strange connection to her concerning. Arriving at the marketplace as dusk arrives she trades scavenged items for coins which she then uses to buy an herbal remedy from another vendor. She makes her way into the city and arrives at a small house which she enters. She is greeted by a peasant girl, Evras, who brings her to her father who appears extremely ill. Evras gives her father the medicine. The two retreat to a corner of the small one-room home Where Evras thanks her but explains the illness has not gotten any better when Asas asks. Asas tells Evras the story of the girl and complains about Ash spending many hours in the room with the girl trying to get her to speak when she clearly will never say a thing. Evras says she too would be curious like Ash of a girl who fell from the sky but Asas dismisses this. The two continue to talk until Asas asks if Evras' father is asleep, Evras says yes

and Asas kisses her. The two continue to kiss until Asas remarks she has to get home to the lodge. Asas leaves and Evras watches from the doorway as she makes her way back into the dark city. When she returns to the hall Asas sees someone on the roof and curious makes her way up. She sees Baine and the two begin to talk, Asas asks why Baine never married or had children. Baine explains he never found the right woman and that his work with the guild was more important. Asas asks if forbidden love is worth pursuing to which Baine chuckles and makes a comment implying he believes her to be talking about Ash. Baine tells her to not make the same mistake he did and to choose love no matter the cost. The two gaze into the stars. Ash continues to try and speak to the girl who has identified herself as [Lydia](#). While Lydia has warmed to Ash and talks to him she still refuses to speak about where she came from only telling him that someone shot them out of the sky though Ash has very little idea what this means. Having figured out that her family died in whatever attack she was talking about Ash decides she is simply traumatized and decides to give her some space from the past before continuing to try and figure out what happened. Ash stands by Arcin as he has an important meeting with the Emperor's Justice Heorion d'Petre (Aorion's grandpa) over the fate of Lydia at the Adventure's Hall. Bishop Green, in attendance at the meeting, advocates for the swift death of the "fallen angel". Arcin defends her claiming the discovery of important knowledge is the very reason the crown continues to charter the Adventurer's Guild and that the girl could hold such important knowledge. Heorion ultimately decides, seeing as the Pope himself has no strong feelings on the matter, that the girl shall not receive the official protection of the crown nor a call for her execution. Bishop Green leaves in anger and Heorion soon does as well. Relieved Ash returns to Lydia and invites her to his and Asas' escapade into the inner city that night, an invitation which Lydia accepts. Aorion, cloaked in black, waits outside the Valke mansion where he eventually assists Valarion, also cloaked in black, out of the window. She asks if it'll be a risky night, stating that he knows what will happen if she is caught outside again. Aorion says he doesn't know but that they want to meet at the tree. In an empty courtyard with a lone tree in the middle the 'they' is revealed to be Ash, Asas, and Lydia. Ash introduces Lydia to Aorion and Valarion who are both more friendly with her than Asas despite also being unable to speak with her. Asas explains a plan to steal some medicine from the Emperor's Physician, Asas tells Valarion that she can go home if it sounds too risky in case she is caught out again but Valarion elects to go on with them anyway. The plan goes off without a hitch at first with Asas successfully obtaining the medicine with the five successfully sneaking into the physician's quarters and obtaining the rare old-world medicine. However, while escaping the five are caught by a retinue of guards led by Haren d'Valke, Valarion's brother and a captain in the city guard. Furious Haren has all five detained and begins to haul them off to the Valke manor. Haren asks in a huff who the peasants they're with are, questions which Valarion and Aorion stay silent to, Haren seemingly not noticing Ash's purple eye in the night. Before reaching the manor the retinue is interrupted by the approach of a cloaked man. Haren steps forward demanding to know why the man is out past curfew. The man ignores his question and points to Lydia, demanding that he hands her over. Confused and already angry Haren promptly refuses, drawing his blade. The man takes off his cloak revealing futuristic clothes, a blue left eye, and a light blue shimmer around his whole body. Lydia shrieks and begins to run away, with a few guards going after her the cloaked man begins to chase after her, cutting down several guardsmen also chasing after Lydia with a blade which appears seemingly out of nowhere and

cuts right through the retinue's armor. The retinue breaks ranks, with some fleeing, some moving to keep the other four captured, and others chasing after Lydia and the man. Haren orders the men not to pursue and protect Valarion but begins to chase after the man himself. Ash, breaking free also joins the pursuit, Asas also quickly frees herself as she chases after Ash. Aorion and Valarion however remain restrained by the guards. Ash and Asas quickly lose sight of the pursuit but Ash's sight allows him to trace the two's energy signature following into a dark alleyway. The pursuit leads to a courtyard where the cloaked figure has backed Lydia into a corner and either killed or maimed every guard including Haren who came after him. Ash, catching a better glimpse of the man's face under the cloak sees he too processes the sight though his eye like Lydia is blue, he sees a bit of information about the man seeing his name is 'Liam van Sturm'. Ash is about to jump into a confrontation but hears a mysterious voice in his ear not to engage or else he surely die. Ash hesitates however is about to ignore the advice when he is suddenly held back by Asas. The two watch as Liam approaches Lydia and the two speak in English. Liam asks if there are any other survivors and frightened Lydia continues to fall back into the corner, refusing to answer Liam. Liam laughs sadistically and calls her stubborn, saying it's actually lucky one of you survived so now they can figure out from her just what exactly those on the Sisyphus have been up to for the last 1000 years. He grabs her and after a brief struggle flies away into the night with her. Distraught Ash yells out after her, to no reaction from Liam.

Book #2 - The Lion and the Mouse

Book blurb: Lydia may be safe but the true scale of the Guild's enemy is beginning to emerge. Having bested him Liam van Sturm is more determined than ever to capture and extract Ash's sight, an ability only beginning to manifest its true importance. Meanwhile, the Empire hurdles towards collapse as the foundations that hold up the Tartaran Dynasty begin to unravel. With a more powerful than ever Liam closing in Ash and his friends must move quickly in an intense game of cat and mouse. In the second installment of the series, many mysteries remain unsolved, Liam's master remains in the shadows while Lydia learns what brought her society crashing to the ground. With a final confrontation imminent Ash must quickly master his abilities or less Goliath slay David.

"So David prevailed over the Philistine with a sling and with a stone, and smote the Philistine, and slew him; but there was no sword in the hand of David." - 1 Samuel 17:50

Book #3 - The Reaper's Call

Book blurb: The drums of war beat loudly. Heorion d'Petre sits upon a throne of corpses while his grandson Aorion and his gang of four plot a final face-off with the old guard. Just over the border, the Materialists united by enigmatic war chief Thomas prepare for an invasion of the Imperium. Across the Rocky Mountains Ash and Asas embark on a perilous path home with an imprisoned Liam through the Great Basin running dangerously low on water, food, and friends. The threat of Trey may have temporarily passed but danger continues to loom large over the world. Will Ash and Asas survive their odyssey home? Can Lydia find and save her friends

before it's too late? Will Aorion free his people from the monsters that rule them or will he become the monster in the process? For when you gaze into the abyss, the abyss gazes also back into you.

“And when the Lord thy God shall deliver them before thee; thou shalt smite them, and utterly destroy them; thou shalt make no covenant with them, nor shew mercy unto them” - Deuteronomy 7:2

Book #4 - After the End

Book blurb: One year since the destruction of the Middle City the world stands on a precipice. Ash is yet to find and unite the remaining pieces needed to fully restore the Oracle's powers and Trey's return seems imminent. Instead of looking for the remaining piece to the Oracle as Lydia suggests Ash instead continues to hunt in vain for Asas, still yet to reappear nearly a year after her disappearance during the Battle of the Middle City. Ruling over the ruins of the Imperium Aorion begins his own quest determined to find a way to save his people and friends from an inevitable second cataclysm even if it means aiding the cataclysm's commencement. Just out of reach of Aorion's control, a vengeful Zleos lies waiting, vowing to avenge the old Imperium and bring Aorion's gang of four to justice. Long-standing questions are answered in the penultimate novel of the series as the characters begin to align for the series' climatic showdown.

“For that which I do I allow not: for what I would, that do I not; but what I hate, that do I.” - Romans 7:15

Book #5 - The Lone Soldier

Book blurb: *The world must burn.* Regardless of where it all began Aorion commits to his path of destruction. Typhon has begun it's march raining down chaos and destruction across it's entire path. The shadows have begun hunting in packs targeting and destroying entire villages overnight. Trey Wright's final plan reaches its completion, a second cataclysm seems near inevitable. Hope is not lost however, the Oracle has been fully restored giving Ash, Lydia, and Asas a fighting chance but the battle ahead remains tough. The group all wonders and dreads the same thing, if it becomes necessary will they have what it takes to strike Aorion down? As the remaining pieces fall into place the series barrels towards its epic conclusion, can a lowly peasant boy, abandoned by his family, with nothing inherently special about him, save the world?

“But the Lord said unto Samuel, Look not on his countenance, or on the height of his stature; because I have refused him: for the Lord seeth not as man seeth; for man looketh on the outward appearance, but the Lord looketh on the heart.” - 1 Samuel 16:7