

Two exiled princesses, Lernea and Parcifal, happen upon the roguish Winceham. After a quick chase, they witness the murder of a local innkeeper, Ned's father.

Pledging their sword, shield and bow to cleansing the local lands of the tyrannical pirate lord Hobb and avenging the death of Ned's father.

They meet with a strange elven sorcerer by the name of Hanultheofodor, Theo for short, and his pet magical bunny. When they reach his village, the villagers are all gone and the village has turned into a heap of smouldering ruins.

The quest for vengeance has turned into a rescue mission that will take them across space, have them face abyssal alien terrors and learn so much more about themselves and everything they have taken for granted.

In the grand chessboard of life, they slowly turn from unwitting pawns into grandmasters themselves.

And they manage a good laugh in the process as well.

\*\*\*\*\*  
This book contains Parts I to III of the Party of Five fantasy novella series.  
\*\*\*\*\*

A  
G  
A  
M  
E  
O  
F  
P  
O

VASILEIOS  
KALAMPAKAS

# A GAME OF PO



a PARTY OF FIVE NOVEL

**VASILEIOS KALAMPAKAS**