

more than some are willing to give. Welcome back to the world of Myrrah and meet the Elementals of Fire, Earth, Water, Air, and Spirit who shape it. Pick up book 2 of the Games of Fire trilogy, the Gates of Fire & Earth, today! Q & A Should you read the Rise of the Fifth Order trilogy before reading Games of Fire? You should definitely read Spark of Defiance, book 1 of Games of Fire, before reading the Gates of Fire & Earth. I did my best to lightly explain some of the pertinent events from the first trilogy, the Rise of the Fifth Order, in this new epic fantasy trilogy, Games of Fire so that you could start with Spark of Defiance. But a few readers have said they got a lot more depth for having read the Rise of the Fifth Order first. They suggest you start there! It is certainly a great introduction to the world of Myrrah and the characters by starting with Born of Water, which is free to pick up. But I won't say you absolutely have to. Is Games of Fire a continuation of the Rise of the Fifth Order trilogy? The Games of Fire and the Rise of the Fifth Order trilogies are related in that they are set in the same world of Myrrah, utilize many of the same characters, and are full of elemental magic. Games of Fire begins with Spark of Defiance, which is set six months after the final book, Spirit of Life, of the Rise of the Fifth Order trilogy ends. New problems have developed, so the Games of Fire story line is stand alone trilogy with the same heroes from the first story. However a few events that happened in the Rise of the Fifth Order are the cause of the new challenges rising in Games of Fire. So the two series are linked, but each consists of a different set of adventures and issues to solve. I've only ever heard of four elements, but these books have five even though it is based on elemental magic? This is true! Five elements, air, earth, water, fire, and spirit is actually an eastern philosophy. I wish I could say I invented it. Lol. The difference really comes with the element of earth. Only dead things and soil can be controlled by an Earth Elemental, while plants or anything living (like the ability to change into another living creature) is something that a Spirit Elemental controls. Spirit Elementals are also able to control the other four elements, at least to some degree. Part of the discovery in the Rise of the Fifth Order series is that the ability to control one element might indicate latent gifts in any element. However, it is always difficult to learn to control the element opposing your own. So a Water Elemental might learn to control fire, but only with difficulty! AND a few of the heroes have discovered that if you can learn to control fire, earth, air, and water then no matter what element you are born with, you can unlock some of the gifts of spirit.

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Gates of Fire: An Epic Novel of the Battle of Thermopylae." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

Success will destroy elemental magic. Failure condemns this world and the next. Six months after a tragic war, the world of Myrrah has found peace. But many of the heroes have not. When Zhao's reluctant homecoming sparks a battle over the fate of Elementals among his people, he calls on his friends for help only to find they are busy with new problems of their own. And one has the potential to end all magic. For nearly destroying the world in an ancient war, the Ashanti were cursed by the Goddess Mhyrah with lifespans of less than a decade. To regain normal lives for his people, Beh'sah, will defy the traditions handed down since the dawn of time even if that means rekindling an ancient feud - one that nearly destroyed the world before it fully began. Lavinia did not seek to be named Guardian of the Spheres when she touched each to gain control of elemental power. But now that choice has propelled her to being the key to stop the Ashanti. She controls the gates that allow magic into the world. And she must close them or the Ashanti will cross into the spirit realm and gain power beyond imagination, enough to enslave or destroy the world they once sought to rule. But with the closure of each gate, an elemental power is lost and those who stand against the Ashanti are less able to fight a threat that seeks control over life and death. Welcome BACK to the world of Myrrah full of elemental magic and epic fantasy adventure! The fate of the world hangs in the balance and the sacrifice to save it might be elemental magic. Discover this exhilarating tale that has received praise such as "It is the sort of read that reminds us how great fantasy can be." and, "Strong characters and a beautiful world hold up a fine story. We love Ms Birt's work, we only wish we'd found her sooner." The Games of Fire Trilogy bundle contains all three books: Spark of Defiance, Fantasia Reviews 2017 nominated book of the Year Gates of Fire & Earth, and A New Goddess PLUS the Born of Water Novel Companion that gives detailed information on the world of Myrrah begun in the Rise of the Fifth Order trilogy. Q & A Should you read the Rise of the Fifth Order trilogy before reading Games of Fire? A few readers have said they got a lot more depth for having read the Rise of the Fifth Order first. They suggest you start there! It is certainly a great introduction to the world of Myrrah and the characters by starting with Born of Water, which is free to pick up. But I won't say you absolutely have to. And, even if you read the first trilogy but it has been a long time, I've added a brief synopsis of the first trilogy at the beginning of this one so you can refresh your memory to the big events! Is Games of Fire a continuation of the Rise of the Fifth Order trilogy? The Games of Fire and the Rise of the Fifth Order trilogies are related in that they are set in the same world of Myrrah, utilize many of the same characters, and are full of elemental magic. Games of Fire begins with Spark of Defiance, which is set six months after the final book, Spirit of Life, of the Rise of the Fifth Order trilogy ends. New problems have developed, so the Games of Fire story line is stand alone trilogy with the same heroes from the first story. However a few events that happened in the Rise of the Fifth Order are the cause of the new challenges rising in Games of Fire. So the two series are linked, but each consists of a different set of adventures and issues to solve.

"The Spartan king smiled grimly at a steady human river overflowing, observing its ominous glare as it darkly descended. The Immortals flowed ceaselessly before his eyes. Leonidas saw his life's days lunging at him like a spear. The Spartans stood undaunted and untrammelled against the Persian multitudes, flanked by time and timeless necessity. The moon glowed silver above the scene of imminent bloodshed. He shouted with a voice near-silent and near-seismic in its depth. Fists of fury came from all sides, and he brushed aside the looming shadow of quick, undignified defeat. Leonidas' mind soared above a factory of fear, letting his memory resume the endless toil of telling his life's tale. But he felt it. The end was drawing near. The Immortals rushed at him as his memory continued to wade the abysmal calm of battle. Everything unfolded in slow motion around him, and memory only allowed half-voices to break through the bruised silence. The Persian hordes moved in a stream unrelenting, their king, Xerxes, casting a wide, fleeting gaze that, to the Spartan king, remained beyond shattering. For a moment, Leonidas' eyes moved swiftly upon the ghostly stream, becoming interlocked with Xerxes' darkly smiling eyes. In that moment, memory retreated into its own separate stream, flowing back into blind caverns now half-white with longing. The soundless dance of the Spartan king's memory ceased, ceding its space to the valiant effort of briefly bringing about undying death's repose. The near-silence of memory once again yielded to blood-filled sounds. The Spartans felt arrows of fear fall in an inconsequential torrent, for their hearts remained fierce and unbroken in death's steady approach. They fought off the fear, shielding themselves with their courage.

He is ready to return to the garden. When the Ruling Junta mandates that sensors be implanted into the hand of every citizen, Flash repudiates. He seeks out his roots, those from his youth who cultivated and molded his once unshakable faith. Amid the apparent muck and mire of a shantytown, among the fringes of society, the Force of Five is reunited and together they determine to bring good back into the world. Don't miss the third and paramount volume in this riveting series, Through Gates of Fire: Lifting Breeze."

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