



## Synopsis

Audie Award Finalist, Fantasy, 2016 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 - and destruction.

## Book Information

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## Customer Reviews

I don't normally review books I've read on -- why guild the lily, and add to what others have already done far better than I could? But given the relatively few reviews for this so far, I figured that I'd chime in for a change. I've enjoyed Larry Correia's other series (Grimnoir and MHI), which were entertaining and well-written (if nothing incredibly deep and a bit on the "pulpy" side but very enjoyably so), so I decided to give this a try. I'm quite glad that I did. This is unequivocally Larry Correia's best work yet. While the prose in his prior series can be workman-like at times (and the focus on some of the details of action sequences can detract slightly from the narrative), the quality of writing here is a clear improvement beyond the solid efforts of Larry's previous series. The characterization is also Larry's best work, with the protagonist significantly more nuanced and complex than in prior series (with the possible exception of Franks in MHI), while still being heroic and sympathetic and acting rationally, given his outlook, knowledge, and constraints. The plotting is extremely well-done and well-paced, and the periodic flashbacks (especially in the early going) were well-placed and of well-tailored length to slake the reader's thirst for backstory and worldbuilding without giving away the whole game or detracting from the overall narrative arc. Overall, the world is close enough to ours to be recognizable and not so different that it and its characters are unrelatable. Their motivations are well-established, and even having read Larry's two other fantasy-ish series, the plot twists and events were not the least bit predictable, other than insofar as characters in novels should act in a manner true to who they are.

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