

THE LEGACY SERIES

An ornate, dark, swirling frame with intricate scrollwork and floral motifs, resembling a decorative wreath or a stylized flower. It is set against a dark, textured background with scattered white and gold specks. The frame is surrounded by large, white, multi-petaled flowers and smaller, dried, brownish-gold flowers and leaves.

RAIN
of
SHADOWS
and
ENDINGS

MELISSA K. ROEHRICH

RAIN OF SHADOWS AND ENDINGS

THE LEGACY SERIES

BOOK ONE

MELISSA K. ROEHRICH



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Rain of Shadows and Endings- 1st Ed.

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Cover Design: Covers by Jules (www.coversbyjules.crd.co)

ISBN:

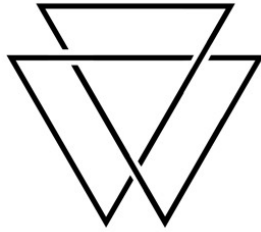
978-1-960923-06-6 (*Hardcover*)

978-1-960923-05-9 (*Paperback*)

Created with Vellum



A COUPLE THINGS & CONTENT WARNINGS



Before we dive into what is to come, I need to cover a few things. The Legacy Series takes place in the same universe as the Lady of Darkness series, but this is an entirely new world with brand new characters. You do NOT need to read the Darkness series to understand The Legacy Series. This series can be read separately. Theon and Tessa's story will have its own conclusion by the end; however, you will come across spoilers for the Darkness series along the way, even if you don't recognize them as spoilers at the time.

Now that we've covered that, this series is a different vibe from Darkness. I cannot stress enough that Tessa is not Scarlett and Theon is not Sorin. Do not go into this expecting a similar story. Am I still going to rip your heart out? Yep. Are you probably going to HATE some characters for a while? I can almost guarantee it. The world is more advanced. The Legacy rule, and the Fae are there to serve. The themes and writing are darker. Both Tessa and Theon have major trauma. As always, trust the process, but more importantly, remember this is fiction. In no way am I condoning the actions and behaviors in this book. If dark romance is not for you, that's ok! Please don't go into this, and then pretend you were blindsided. This is me telling you.

The book contains heavy themes of severe depression, anxiety, threats of sexual abuse/assault (not between the FMC/MMC), and physical abuse, both

on page and memories (not between the FMC/MMC). You can find a complete list of content warnings on my website at www.melissakroehrich.com/trigger-warnings. Many are the same as Darkness, but there are some new ones to be aware of.

Finally, family and friends, I adore you. I love that you want to support me, but this book is very possibly not for you. Please don't force yourself to read it. I promise I would much rather you live in blissful ignorance than have to discuss some of the things in this book the next time I see you. Papa, please don't read this book.

If, after all that, you're still in, grab the wine! In true fashion, there will be Chaos. Welcome to Devram.

XO- Melissa



PLAYLIST

I adore when books come with playlists that follow along with the story. You feel everything more. It immerses you more. It brings everything to life. If you find this to be true for you too, here you go! Enjoy!



If you don't have Spotify, the full Playlist can also be found on my website:
<https://www.melissakroehrich.com> under Book Extras!

*For Sara Abel, Tracey Goodson, and Brittney Irvin, who have been feral for
this book from the very beginning.*

LEGACY SERIES REFERENCE GUIDE

I know. There's a lot to remember and keep straight as you dive into Devram.
So here's a little reference guide to help you out!
See the next page for a Kingdom Breakdown.

OUR MAIN PLAYERS

Tessalyn Ausra:

Tes-uh-lin Ah-sruh
Fae, Source of the Arius Heir,
A little (or a lot) wild and impulsive

Luka Mors:

Loo-kuh Morz
Legacy, Theon's best friend and
advisor

Theon St. Orcas:

Thee-on Sānt Or-kus
Legacy, Heir to the Arius Kingdom,
probably not what you're expecting

Axel St. Orcas:

Ax-ul Sānt Or-kus
Legacy, Second-in-Line for the Arius
Kingdom, Theon's brother

OTHERS OF NOTE

Dex: Dex

Fae, Tessa's best friend

Corbin: Kor-bin

Fae, Tessa's friend, involved with
Lange

Brecken: Brek-in

Fae, Tessa's friend

Tristyn Blackheart:

Tris-tin Blak-hārt
Mortal

Cressida St. Orcas:

Cres-ee-duh Sānt Or-kus
Legacy, Theon & Axel's mother

Felicity Davers: Fel-i-sit-ee Dav-ers

Legacy, Theon's prospective Match

Oralia: Or-āl-eeuh

Fae, Tessa's Friend

Lange: Lāng

Fae, Tessa's friend, involved with
Corbin

Katya: Kat-ya

Fae, Tessa's friend

Penelope: Pen-el-ō-pee

Fae, personal servant of Theon & Axel

Eviana: Eve-ee-on-uh

Fae, Source of the Arius Lord

LEGACY SERIES REFERENCE GUIDE

THE KINGDOMS

ACHAZ KINGDOM

- Ruling Lord: Rordan Jove (Ror-dan Jō-vā)
- Heir: Dagian Jove (Dāj-ee-un Jō-vā)
- Heir's Source: Sasha (Sah-shuh)
- Responsibilities: upholding Devram's laws and accords, ruling the realm
- Loyal Lesser Bloodlines: Zinta and Sirana

SERAFINA KINGDOM

- Ruling Lady: Maya Isleen (My-uh Iz-lēn)
- Heir: Lealla Isleen (Lee-all-uh Iz-lēn)
- Heir's Source: Maxson (Max-sun)
- Responsibilities: artists and architects
- Loyal Lesser Bloodlines: Anahita and Nith

ANALA KINGDOM

- Ruling Lady: Kyra Aithne (Kī-ruh Āth-nee)
- Heir: Tana Aithne (Tan-uh Āth-nee)
- Heir's Source: Gatlan (Gat-lan)
- Responsibilities: food and agriculture
- Loyal Lesser Bloodlines: Silas and Rai

ARIUS KINGDOM

- Ruling Lord: Valter St. Orcas (Vall-tār Sānt Or-kus)
- Heir: Theon St. Orcas. (Thee-on Sānt Or-kus)
- Heir's Source: Tessa (Tes-uh)
- Responsibilities: ???
- Loyal Lesser Bloodlines: None

FALEIN KINGDOM

- Ruling Lady: Raye Farhan (Rā Far-han)
- Heir: Prudence Farhan (Prū-dens Far-han)
- Heir's Source: Dade (Dād)
- Responsibilities: scholars and healers
- Loyal Lesser Bloodlines: Reselda and Pax

CELESTE KINGDOM

- Ruling Lady: Luna Candra (Lū-nuh Can-druh)
- Heir: Mahina Candra (Muh-he-nuh Can-druh)
- Heir's Source: Jasper (Jas-per)
- Responsibilities: running the Selection
- Loyal Lesser Bloodlines: Sefarina and Gracil

LEGACY SERIES REFERENCE GUIDE

THE GODS

THE FIRSTS

Achaz (Ā-kaz)
God of light and beginnings

Serafina (Sār-uh-fee-nuh)
Goddess of dreams and stars

Anala (Uh-nall-uh)
Goddess of sun, day, and fire

Arius (Ar-ee-us)
God of death and endings

Falein (Fā-leen)
Goddess of wisdom/cleverness

Celeste (Sel-est)
Goddess of moon and sky

THE LESSERS

Zinta (Zēn-tuh)
Goddess of magic and sorcery

Sirana (Seer-an-uh)
Goddess of love and fertility

Sargon (Sar-gon)
God of war and courage

Pax (Pax)
God of peace and serenity

Silas (Sī-lus)
God of earth and land

Rai (Rā)
God of seasons

Nith (Neeth)
God of creativity

Anahita (On-uh-hee-tuh)
God of sea, water, and ice

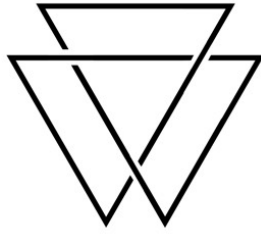
Reselda (Rez-el-duh)
Goddess healing

Sefarina (Sef-uh-ree-nuh)
Goddess of winds and air

Gracil (Grah-sil)
God of empathy



THE BEGINNING



n all things there must be balance.

Beginnings and endings.

Light and dark.

Fire and shadows.

I *The sky, the sea, the realms.*

The worlds are no different. Beings emerged from the Chaos to create such a thing.

Among those to emerge were six Firsts: Falein, goddess of wisdom and cleverness; Celeste, goddess of the sky and moon; Anala, goddess of day, fire, and the sun; Serafina, goddess of the stars and dreams; Achaz, god of beginnings; and Arius, god of endings.

Achaz and Arius emerged first. They became the most powerful of the gods, working together to maintain the balance. Beginning created. Ending judged.

The First gods created the Lesser gods. They went to various parts of the stars, setting up their own kingdoms among the realms and maintaining balance, and from them, worlds grew and prospered. Some grew faster than others. Some were favored more than others. Some were lost, and some were forgotten.

New beings were created and scattered among the realms. Other beings were created and kept close. But as more and more came into existence, tension bloomed among the gods. Power balances began to shift, and the

gods began to create beings with mortals— demigods, whose descendants became their Legacy. Fear took root that one of those bloodlines would become more powerful than the rest, so an accord was struck. There would be no more demigods created, and the Legacy across the realms were to be brought to one world. A realm created solely for them to grow and prosper and thrive. The Legacy were gifted mortals in their world to do the mundane tasks required for survival. They were also gifted the technologies from the most advanced of the worlds.

And they were gifted the Fae.

Beings created to balance out the power of the gods that ran in the veins of the Legacy. Power that was too great to let go unchecked. The magic flowing in the blood of the Fae fed the power of the Legacy, forcing them to rely on the Fae. In exchange for being this source of power for the Legacy, the Fae were given their own gifts—one of four elements. They were granted enhanced senses and an extended lifespan. All of these were given by the gods so that the Fae could watch over their Legacy and keep their bloodlines safe.

Then the gods left that world, agreeing to never interfere there again.

Over time, Chaos descended among the stars. Wars raged, and the balance tipped. Some worlds were ended. Some were abandoned. Some were reborn.

But gods are fickle beings, and things meant to be forgotten never remain so.