

MICHAEL J. SULLIVAN

NEW YORK TIMES BESTSELLING AUTHOR OF AGE OF WAR

AGE OF LEGEND

BOOK FOUR OF
THE LEGENDS OF
THE FIRST EMPIRE



PRAISE FOR SULLIVAN'S WORK

“Riyria has everything you could possibly wish for: the characters are some of the best I’ve ever encountered in fantasy literature, the writing is top notch, and the plotting is so tight you’d be hard-pressed to find a mouse hole in it.” — *B&N Sci-fi & Fantasy Blog*

“This epic fantasy showcases the arrival of a master storyteller.” — *Library Journal on Theft of Swords*

“A delightful, entertaining and page-turning read that reminds us just how enjoyable, and how good The Riyria Revelations series is. A must-buy for all fantasy lovers.” — *The Founding Fields on Rise of Empire*

“Heir of Novron is the conclusion to the Riyria Revelations, cementing it in a position as a new classic of modern fantasy: traditional in setting, but extremely unconventional in, well, everything else.” — *Drying Ink on Heir of Novron*

“Snappy banter, desperate stakes, pulse pounding sword play, and good old fashioned heroics are all on full display here.” — *52 Book Reviews on The Crown Tower*

“With less gore and a smaller cast of characters than George R.R. Martin’s “Song of Ice & Fire” but equally satisfying, Sullivan’s epic fantasy will be gaining fans at exponential rates.” — *Library Journal on The Rose and the Thorn*

“No question about it, this book is another winner, bringing back everything I love about Riyria: great characters, great setting, great story. I really couldn’t have asked for more.” — *The Speculative Herald on The Death of*

Dulgath

“Another tale full of twists, turns and that brand of humour only Royce and Hadrian can provide. The absolute best literary duo ever - EVER.” — Scott Vout, beta reader on *The Disappearance of Winter’s Daughter*

“Age of Myth bears the hallmark storytelling genius that we have all come to love of Michael’s work. It’s fast-paced, intimate, and beautifully cultivated.” — *Fantasy Book Review* on *Age of Myth*

“Sullivan’s ability to craft an engaging and captivating fantasy world surpasses most any other fantasy author out there, and puts him alongside names like Sanderson and Jordan.” — *Fantasy Book Review* on *Age of Swords*

“In this powerful third book (after Age of Swords) of a projected six-book series, Sullivan continues providing excellent worldbuilding and character development . . . Sullivan also gifts readers with complex lives for his characters, filled with tests, triumphs, and tragedies . . . Sullivan’s fans will be delighted.” — *Publisher’s Weekly* on *Age of War*

ABOUT THE BOOK

(From the Back Cover)

**EACH CULTURE HAS THEIR OWN MYTHS AND LEGENDS, BUT
ONLY ONE IS SHARED, AND IT IS FEARED BY ALL.**

Each culture has its own myths and legends, but only one is shared, and it is feared by all. With *Age of Myth*, *Age of Swords*, and New York Times Bestselling *Age of War*, fantasy master Michael J. Sullivan riveted readers with a tale of unlikely heroes locked in a desperate battle to save mankind. After years of warfare, humanity has gained the upper hand and has pushed the Fhrey to the edge of their homeland, but no farther. Now comes the pivotal moment. Persephone's plan to use the stalemate to seek peace is destroyed by an unexpected betrayal that threatens to hand victory to the Fhrey and leaves a dear friend in peril. Humanity's only hope lies in the legend of a witch, a forgotten song, and a simple garden door.

WORKS BY MICHAEL J. SULLIVAN

NOVELS

The Legends of the First Empire

Age of Myth • Age of Swords • Age of War • Age of Legend

Forthcoming: Age of Death

Age of Empyre

The Riyria Revelations

Theft of Swords (contains *The Crown Conspiracy* and *Avempartha*)

Rise of Empire (contains *Nyphron Rising* and *The Emerald Storm*)

Heir of Nouvron (contains *Wintertide* and *Percepliquis*)

The Riyria Chronicles

The Crown Tower

The Rose and the Thorn

The Death of Dulgath

The Disappearance of Winter's Daughter

Blood of Thieves (contains *The Crown Tower* and *The Rose and the Thorn*)

Standalone Novels

Hollow World

SHORT STORY ANTHOLOGIES

Unfettered: The Jester (Fantasy: The Riyria Chronicles)

Unfettered II: Little Wren and the Big Forest (Fantasy: The Legends of the First Empire)

Unbound: The Game (Urban Fantasy)

Blackguards: Professional Integrity (Fantasy: The Riyria Chronicles)

The End: Visions of the Apocalypse: Burning Alexandria (Dystopian Science

Fiction)

Triumph Over Tragedy: Traditions (Fantasy: Tales from Elan)

The Fantasy Faction Anthology: Autumn Mists (Fantasy: Contemporary)

Help Fund My Robot Army: Be Careful What You Wish For (Fantasy)

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To contact Michael, email him at michael@michaelsullivan-author.com

Michael's Novels Include:

The First Empire Series: Age of Myth • Age of Swords • Age of War • Age of Legend • Age of Death • Age of Empyre

The Riyria Revelations: Theft of Swords • Rise of Empire • Heir of Novron

The Riyria Chronicles: The Crown Tower • The Rose and the Thorn • The

Death of Dulgath • The Disappearance of Winter's Daughter
Standalone Titles: Hollow World

*This book is dedicated to Shawn Speakman for creating Grim Oak Press
and making a habit out of beating the odds.*

AUTHOR'S NOTE

If you're reading this, I'm going to assume you've finished *Age of Myth*, *Age of Swords*, and *Age of War*. If you haven't, please stop now, go back, and do so. Otherwise, the story will not be nearly as entertaining. If you have read them but need a refresher on those books, you can find recaps for each at www.firstempireseries.com/book-recaps. You can also take a gander at the Glossary of Terms and Names section in the back of this book. It's written to be spoiler free, and updated after each book to provide more detail when events change.

Okay, what can I tell you about this book? One of my goals for this series was to provide insight about the foundations of the world of Elan, and much of that has been explored in the first three books. But one day as I was just writing away, a character—who shall remain nameless—made a morbidly funny joke. They do that sometimes, but in this case I had an epiphany.

I stopped typing, and my jaw dropped. *What if it wasn't a joke?* Just as the Big Bang was said to have given birth to the universe in less than an instant, a whole new direction for the story exploded in my head. "Can I really do that?" I thought excitedly. The answer was, "I have to at least try." And that is how the second half of the series was born. In doing so, I went even deeper to the bedrock of Elan to create something I feel is truly special, and unusual, and I hope you will agree.

Now, there are a few things in this second half that I've done differently than my other books, and I want to warn you about them in advance. The first involves the span of time. The war between elves and men lasted six years, but revealing all the events that occurred during this period is both unnecessary as well as counter-productive to the plot of the story being told. When I originally wrote *Age of Legend*, I had it starting a full six years after *Age of War*. But when my alpha-reader wife, Robin, read the novel, she found I'd made a leap that was too far. Relationships had matured,

discussions that should have taken place years before were only now being brought up, and there was too much of a gap between *Age of War* and *Age of Legend* to easily follow the events. In order to fix these problems, *Age of Legend* is now presented in three parts. The book opens immediately following *Age of War*. Part two occurs a year later, and part three jumps another five years into the future. Some readers, like those who'd prefer to see all the significant events in the lives of their beloved characters, will be disappointed with me skipping ahead, and for that I'm sorry. But I believe I owe you the best story I can produce, and doing otherwise would have resulted in a meandering plot that would likely drag the story off focus. The best way to solve this was to cut out the fluff and touch only on those events needed to move the plot, so that's what I did.

Okay, so that's the first thing. The second is that this book is not self-contained like all my previous works have been. Yes, it does have a beginning, middle, and end, but when you get to the last page you really have only completed act one of a three act play. The fact of the matter is the entire second half of the series takes us in a whole new direction, and it'll require three full-length novels to tell the story the way it needs to be told, and each of those tales have a very defined climax that wraps each book. Bottom line, this book ends much in the same way Tolkien's *The Fellowship of the Ring* concluded the "fellowship" portion of that tale, and like with that book, when you finish, you will find the story is far from over.

Now, I know this will cause some distress for some readers. Few alive today were forced to wait for Tolkien to publish the second book in his series, and while I regret the delay you will face, the good news is this series is complete, and we'll have an accelerated release schedule for the next two volumes. For those wondering why I don't just release them all at once, there are two reasons. First, a completed manuscript does not a final book make. While almost all of my work is finished (barring some minor rewrites), my editors, beta readers, gamma readers, publicists, cover artists, designers, and so on have to do their magic to make the novels the best they can be, and that takes time. Rest assured, we'll get the books out just as soon as possible,

and we'll even offer early copies to Kickstarter backers just as we did with this book.

That's really all you need to know going into the start of the second half of the series. So, I'll mention what I've said in some of my other author's notes which is I have greatly appreciated receiving all the amazing emails, so please keep them coming to: michael@michaelsullivan-author.com. As I've said before, it's never a bother hearing from readers—it's an honor and a privilege.

Now, as this preamble is over, let's all gather in a circle around the lodge's cozy eternal flame and listen as I invite you back to an age of myths and legends, to a time when mankind was known as Rhunes and elves were once believed to be gods. In this particular case, allow me to take you to the *Age of Legend*.

— *Michael J. Sullivan*

April 2019

WORLD MAP

Maps are problematic on many ereaders that don't have adequate resolution to display them, and for this reason you can access [a high-resolution map online](#).



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Age OF *Legend*

BOOK FOUR OF

The Legends of the First Empire

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ENTERPRISES



