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Dark sword series books

NEW YORK TIMES AND USA TODAY BESTSELLING AUTHOR Buy the Book: KindleApple BooksNookKobo Title: The Dark Sword Series Complete Collections: Dark World BundlesRelease Date: April 28, 2015 Review Into the Award-Winning Dark Sword Series, the darkest, fiery warriors of Scottish legend finally met their match-in the brave, fiery hearts The Dark Sword series. The Complete Collection features: Dangerous Highlander Forbidden Highlander Wicked Highlander Untamed Highlander Shadow Highlander Darkest Highlander Also in this series : Copyright © 2020 Donna Grant. Website by AuthorBytes. The bold and passionate Lucan MacLeod - one of the thirst... Skip to main content Get free shipping with Amazon Prime Prime members enjoy FREE Delivery and exclusive access to music, movies, TV shows, original audio series and Kindle books. The Dark Sword series by Donna Grant contains a series of six books, the Dangerous Highlander, the Forbidden Highlander, Wicked Highlander, Untamed Highlander, Shadow Highlander, and the Darkest Highlander. The books were released in that order, with the Dangerous Highlander being the first in the series, as well as the Darkest Highlander being the last. This article will highlight what the books are all about, as well as some of the interesting features, including the characters. Dangerous Highlander The Dangerous Highlander released on 29 December 2009 is the first book in this series by Donna Grant. It involves a lot of passion and love as one man Lucan MacLeod who is among the three brothers who were forever floored by a dark magic. He is passionate and courageous almost any woman's dream man. Lucan is so strong and Donna portrays him as a dangerous character as well as very seductive man. In addition, he is a warrior and one of the most respected and worshiping in his tribe. In fact, he's referred to as a legend among warriors. Grant makes him as dangerous as possible and almost every man and woman gets the cold fever just from his presence and mention of his name. In other words, he instills fearing both men and women. Just as in every love or romance book, his deepest desires are awakened by the salvation of a young woman, Cara despite having nothing to do with the outside world for three hundred years. His reason for that and hid from the vengeful god in his soul. Letting the games start, Lucan is driven by strong desires for Cara, but fights his deepest desires to own her. Alternatively, Cara is swept like a storm in Lucan's world. A world filled with magic and dord. He looks like a fiery vision in the storm, pulling her into his arms. However, as the battle between good and evil intensifies, Lucan is caught in a dilemma. Either, he keeps fighting his strong desires for Cara or is consumed with the flood of evil and impossible love that will destroy them. Banned Highlander Once again Donna Grant involves you this second book of her popular Dark Sword. This book released on May 25, 2010, involves readers in epics of events as tension, suspension, and drama all wrapped up in the world of dark magic. Three brothers, Fallon MacLeod, Quinn MacLeod, and Lucan MacLeod fight an evil hoping to overcome an ancient curse and consequently find women they are destined to be with. The story takes a twist though as Fallon has a great secret. He has super power, unmatched skill, and he's immortal. However, his gifts come at a price that ultimately puts his loved ones at greater risk. He leaves his Highland home to seek the King's help when his brother, Quinn, is captured. And just like the first book, his deepest desires are awakened by Larena Monroe, a beautiful woman he meets at the king's court. Caught in a world of desire, both Fallon and Larena are set on the same path as both of them want to defeat evil that is about to unleash terror on Earth. Wicked Highlander released on November 2, 2010, this book unlike the first and second books, is about Quinn MacLeod , the most reckless and fierce of the MacLeod brothers. He is held captive to the god within him as he is haunted by guilt of his inability to save his family from the carnage. He is driven by anger and he gets almost everyday susceptible to evil. However, he has his desires to be with a woman. He meets a beautiful woman, Marcial. She catches the attention of Quinn as he believes she is the most out of beautiful woman he has ever seen. He doesn't know, though, that it's his weakness and his enemies like Deirdre, it's a perfect bait. Untamed Highlander Donna Grant released another addition to her collection of the series Dark Sword on April 26, 2011. This book involves Isla, a dull-born and magic-blessed woman and among one of the deadliest woman to ever serve dark forces. Hayden Campbell, an immoral Highland warrior, must destroy Isla and her kind. Isla, however, is a big temptation for Hayden. Nevertheless, he imprisons her, hoping to accomplish his kind who died on Isla's hands. Passion and deep desire set as great temptations take over Hayden, who falls deeply for her and he believes they can beat the dark forces that conspire against them. Shadow Highlander This fifth book in the collection of Donna Grant's Dark Sword features a warrior sent out on a dangerous mission in the world of magic and Droid. Galen, the warrior, is faced with the task of finding a powerful ancient remnant to defeat the enemies of MacLeod Castle. However, he meets a more dangerous and powerful force, Reaghan, a woman with powerful magic. Galen is overwhelmed by such beauty. He can't believe his eyes. Nevertheless, Reaghan is immune to Galen's mind reading qualities. Alternatively, Reaghan feels something to him. She feels safe with Galen. However, it's the secret she keeps that is a threat to both of them. Therefore, Galen must defeat the dark forces that tile them when he joins wanting to be. Darkest Highlander This is the last book in this series. Released on January January 2012, the book offers a secret relationship involving Broc, a warrior. He had been watching and protecting Sonya for years. She's beautiful and nothing like anything Broc has ever seen. However, she gets caught up in a difficult situation that has delivered her hopelessly. Broc saves her but is captured by his enemy, Sonya set to save him from his imprisonment involving pain. Broc is intended by a powerful dark magic. Sonya hopes to also use her magic to save him, but her magic is slowly fading. However, she seeks help from great power to save Broc. Bottom line The series, the Dark Sword contains books that involve, among other things, intense passion, love, temptation, magic, power, dark magic and Droid, warriors, beautiful women. The storyline is based on three legendary brothers who are cursed by fate but bound by desire for the women they love. Quite interesting. Book series Alright » Characters » Dark Sword The Dark Sword Series is a series of historical/paranormal novels by American author Donna Grant. This Celtic-themed series follows the MacLeod brothers as they combat Deirdre, a drough who has found a hidden role and is looking to rule the world. The series has two spin-off series – Dark Warriors and Dark Kings. Donna Grant started her Dark Sword series in 2009 with the novel Dangerous Highlander. The series barked six novels and concluded with Darkest Highlander in 2012. The books do not need to be read in order, although they are recommended. The series continues with the Dark Warriors series. Below is a list of Donna Grant's Dark Sword books in order of when they were originally published (which is also their chronological order): Publication Order of Dark Sword Books Druid's Glen Dark Warriors Dark Kings Dark Sword Synopsis: Dangerous Highlander by Donna Grant is the first book in the Dark Sword series. Described as both passionate and courageous, Lucan MacLeod is one of three brothers cursed by dark magic for eternity and is driven by desire for the one woman he dares not possess himself.. Lucan is also very strong and seductive. He is a legend among warriors and can inspire fear in anyone with whom he crosses paths. For centuries, he shut himself away from the world, hiding the vengeful god in his soul. But then, a young lass caught in a raging storm awakens his deepest impulses... and darkest desires. Cara doesn't believe the rumors about the MacLeod Castle — until the majestic Highland warrior appears like a fiery vision in the storm, pulling her into his powerful arms, and into his world of magic and Droid. An epic war between good and evil is brewing. And Lucan must put his all-consuming attraction to Cara or surrender to the flames of a reckless, impossible love that could be the end of both of them. This article has several issues. Please help improve this or discuss these issues on the talking page, how and when to remove these template messages) This article needs additional quotes for authentication. Verification helps improve this article by adding quotes to trusted sources. Un sources of material can be challenged and removed. Find sources: Darksword – news · newspapers · books · 1.1 Films JSTOR (September 2010) (Learn how and when to remove this template message) This article consists almost entirely of a plot summary. It needs to be expanded to provide more balanced coverage that includes real context. Please edit the article to focus on discussing the work rather than simply approaching the plot. (July 2009) (Learn how and when to remove this template message) (Learn how and when to remove this template message) Darksword Forge the Dark Word (1987) Doom of the Dark Word (1988) Triumph of the Dark Word (1988) Legacy of the Darksword (1998) WriterMargaret Weis and Tracy HickmanCover artistLarry ElmoreCountryUnited StatesLanguageEnglishGenreFantasy, Role-playing gamePublisher Bantam Books Random House Published1987-1988, 1998Media typePrintNo. of books4Preceded byDragonlance Chronicles Websitespenguinrandomhouse.com The Darksword series consists of the initial three books of The Darksword Trilogy, a complementary role-playing volume and a single-volume sequel. It was written by Margaret Weis and Tracy Hickman with cover art by Larry Elmore. This is the story of a young man born without magic in a society where magic is alive, prophesied to destroy the world. The books are publishers by Bantam Spectra, the science fiction section of Random House. [1] Every book of the trilogy reached the New York Times best seller list. Review The Darksword Trilogy consists of The Forging of the Dark Word (1 December 1987), Doom of the Dark Word (May 1988), and Triumph of the Dark Word (September 1988). A fourth book is a sequel, Legacy of the Darksword (June 1998). The scroll game is Darksword Adventures (December 1988). Characters This article's plot summary may be too long or excessively detailed. Please help improve this by removing unnecessary details and making it more concise. (September 2009) (Learn how and when to remove this template message) Chief characters Joram The son of Emperor and Emperor of Merilon, and heir to the throne, Joram was born completely dead (without magical power) in a society where magic is considered life. He's left to die, but a distraught woman named Anja finds him and takes him to replace her own stillborn child. Anja teaches Joram slight-of-hand tricks and non-magical illusions to conceal the fact that he has no magic of his own. Joram's lack of magical ability is discovered and he flees to the Outland as Anja dies trying to protect him. In the wilds of the Outland, Joram joins the abandoned Technologists who practice the long forbidden Mystery of Death, Technology. There he plans to forge the Darksword, a blade that can absorb magic. His plans are delay because forging such a sword requires a Catalyst (special magicians who have little personal magic but are required to use the powers of all the others). Saryon is sent by Bishop Vanya, ostent on capturing Joram. The two are opposed to the tyranny displayed by Blachloch, and Joram convinces Saryon to help him forge the Darksword. Then, along with Simkin and Mosiah, they leave the village for Merilon so Joram can claim his inheritance. Joram and Gwendolyn live Beyond - the technological Planet Earth - for ten years (but only one year in Thimhallan time), and Gwendolyn goes crazy. Joram meets Meniju, a magi from Thimhallan. Simkin turned into a copy of the Darksword and put on Merlyn's grave by Joram. Merlyn's spirit was awakened, transporting humanity and the Magi to a new world, allowing men to make a new beginning. With that, Joram fulfilled the prophecy: He was born dead and Meniju, by Smythe's poison and raised by Simkin, and held his hand in the destruction of the world (by the Hch'nyv) or its salvation (by merlin that saved mankind). Father Saryon Saryon is a scholarly catalyst with a natural talent for mathematics. An offence in his youth, as well as traumatizing the execution of the tests that proved the Emperor's son was dead, led him to question the principles of his faith more than others of his order. He is sent by Bishop Vanya to locate Joram in the Technologists village so That Joram can be captured. However, Saryon ended up with Joram and became something of a father figure to the younger man. When Joram had to undergo the Turnaroon (to be turned into stone while he was still alive and therefore experienced eternal

suffering), Saryon took his place so Joram could escape. After Joram introduces the magic of Thimhallan, Saryon leaves for earth with the other survivors. Mosiah Mosiah is a field force who grew up with Joram in the village of Walren. He befriended Joram with Joram despite the other's taciturn nature, proving to be a trusted friend and ally of Joram's. Mosiah is naturally gifted on magic, though he's never formally trained in its use. He has one of the Duuk tsarath on earth under the charge of King Garald Simkin Simkin is one of Joram's companions, a powerful magus who seems to have no cedes or regard for human life. He is well known in all the royal courts in Thimhallan and often regales his friends with scandalous tales and gossips about the nobility. As many characters in the novels remark, Simkin has a game of his own to play, though he chooses not to reveal his true motivations to anyone, preferring to put people in various alarming situations to see how they react. Not much is known about Simkin's age, he can be 100 years old or as old as time itself. However, Simkin can look anything from 14 to 75. In Legacy of the Darksword, Simkin reveals that he's truly Magic. Bishop Vanya As the Bishop of the Empire, he is one of the only people of the Duuk tsarath who is aware of the Prophecy. He fears that Joram will bring the Prophecy to fruition and do everything he can ensure that Joram is captured — though out of concern for the good of the area, or to protect his own political power, is debatable. Blachloch Blachloch is a Duuk tsarath spy in the Technologist Village. He overthrown the true leader Andon by claiming he left the order of the Duuk tsarath and tidalized the technologists in the fight against Merlin, thus make himself more popular than the pacifist Andon. He even went so far as to make an alliance with Sharakan. His true plan was to start a war between Sharakan and Merlin and help Merlin behind the scenes. Before he could make his plan reality, he was murdered by Joram and Saryon who had just finished the Darksword. When he ordered Saryon to channel magic at him for use in attacking Joram, Saryon instead did the illegal and draining magic of him, helpless him. Afterwards it was revealed he worked for Vanya instead of being a renegade. Prince/Emperor Xavier Xavier is Joram's uncle and second in line to the throne of Merlin. (Joram is the first.) He is a D'karn-Duuk (a warmaster). The right to rule in Thimhallan is determined by the family of the Queen, thus if the Queen dies, her closest relative takes over the throne, in this case Xavier. His only problem was that because the emperor kept his wife alive using illusions, Xavier could do nothing but wait until the people realized the truth. But when the truth came, and Joram was sentenced to the Turn, Xavier quickly took the chance and crowned himself Emperor. Garald challenged him to do battle, which he gladly took. However, when both armies collided, a third army came, made up of Dead people using Iron Creatures and people with Iron Skin (which in fact was tanks and infantry of future earth). Because he couldn't defeat this threat, he became mentally unstable and was later killed by a shot from one of the tanks. Kevon Smythe Kevon Smythe is the leader of the Technomancers in Legacy of the Darksword. Smythe tries to get a hold of the second darksword forged by Joram to trade it to an alien race known as the Hch'nyv. The Hch'nyv is an extremely violent alien race bent on destroying all human life. The diviners of the Hch'nyv prophesied that the dark sword could be their great undoing. Smythe agrees to deliver them the dark word and allow them to take over the earth if the Hch'nyv will allow him and his people to take over Thimhallan. The Hch'nyv agree to this, but they have no intention of keeping their bargain. Plot The Prophecy In the Chaotic Times after the Iron Wars (in which the Technologists sought to take over the world), the Bishop of the Empire decided to try a vision of the future, in order to calm the fears of the population. In the leading to the effort, he secluded himself in a small room, fasting to purify himself. The spell succeeded, but the strain was too much for the Bishop's frail body. He died before the prophecy in and the surgery that assisted him was delivered cataractically. Since the therapist was the last of his profession in the world, no further attempts to see the future could be undertaken. The Prophecy begins There will be born to the Royal House one who is still dead, will live, who will die again and live again. And when he returns, he'll hold the destruction of the world in his hand — it's revealed in Triumph of the Dark Word that the broken-down sentence would have ended with or its salvation. It is also revealed that The Prophecy was only supposed to be a warning. The Nine Mysteries Fire After testing, a magus powerful in the mystery of fire is taken to a place known only as the Mountain to begin training as one of the Duuk-tsarith (warlocks and witches). Those showing greater potential are held for three additional years of training to become a 'D'karn duuk (warmaster). Water Those born to the mystery of water are called dhumidity. There are three types of d'ruins: Veldroe, Fihanih, which helps the field clean the soil for farming. D'ruins of minor healing, Mannanish, which deals with cuts and scrapes. D'ruins of great healing, Theldara, which deals with broken bones. Earth Those born to the secret of earth were born either: Mon-alban, the alchemists, who turn metals into more useful metals. Quin-alban, the conjurers, who use life as the only material in their work. Pron-alban, the shapers, which can change materials and produce chairs of a single piece of wood or a forth end of a mountain. Albana, the noble magi born to rule, which possesses skills in all parts of the earth mystery. Air Any magus born to this mystery is either a Can-hanar, a gate keeper, or a Sif-hanar, a weather change. It is the Sieve leaf that keeps the city of Merlin in perpetual spring; when most of the Sieve leaf was killed in the battle on the Field of Glory, Merlin went over from spring to winter, much to the horror of the city's inhabitants. Shadowy This mystery's practitioners are called illusionists. Illusionists are the artists of Thimhallan. They use life to create plays, music and images of dragons and other creatures. Life The rare magi born to this mystery is known as catalysts or thaumaturgists. A catalyst does not own magic to a large extent themselves; However, he possesses the unique ability to channel life. A catalyst takes magical energy from its environment and, by assimilating it within its own body, is able to improve it and transfer it to magi that can wield it. Catalysts are recruited into the clergy of Thimhallan. Spirit This mystery allows magi to communicate with the dead, but its practitioners were reportedly wiped out during the Iron Wars and have since been suppressed by the Church. Devotees of this mystery are Called. Also born to this mystery are mesmerists, who change the desires of people, and surgery, which can communicate directly with the Almin (God). Time This mystery deals with the future and the past. The magi of Known as Diviners, the Corridors have also created, holes in time and space that take a person from one place to another. The Corridors became the main form of transport for all magi. When the Diviners were wiped out during the Iron Wars, the Corridors were maintained by the Can-Hanar's Life while the church took control of the use of the Corridors. It is set in Darksword Adventures that for a person to be a divine, one parent must also be a divine. Death (Technology) This mystery is believed to have been banned from the world. This mystery gives life to what is dead, an unparsable sin. The magi of Death is known as Magicians, and they make and use magical devices (wands, rolls, drunks and similar items). These nine mysteries were known as the Mysteries of Light. Before the Great Portion of The Earth after Thimhallan, there were four Mysteries of Darkness driven out, as its members wanted revenge against the Mundane for the persecution they suffered. These mysteries were the negative aspects of Earth, Sky, Fire and Water: War, Famine, Pestilent and Spirit-Death. Reception Forge the Darksword reached 15 on the New York Times best-seller list on December 27, 1987. Doom of the Darksword reached 9 on the New York Times bestseller list on May 1, 1988. [4] Triumph of the Darksword reached 12 on the New York Times bestseller list on August 21, 1988. [5] References ^ ^ Weis, Margaret; Hickman, Tracy (December 1, 1987). Forge the Darksword. The Darksword Trilogy. 1. Toronto: Bantam Books. In 1994, Die Burger and Die Burger called for Die Burger and the Burger in 1994, Die Burger and die Burger in 19 OCLC 1100994418. Retrieved 24 May 2020. ^ Paperback Best Sellers: December 27, 1987. New York Times. December 27, 1987. Retrieved 2015-03-16. ^ Paperback Best Sellers: May 1, 1988. New York Times. May 1, 1988. Retrieved 2015-03-16. ^ Paperback Best Sellers: August 21, 1988. New York Times. August 21, 1988. Retrieved 2015-03-16. Retrieved from

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