

Demon in White

Book summary from [Goodreads](#):

The third novel of the galaxy-spanning Sun Eater series merges the best of space opera and epic fantasy, as Hadrian Marlowe continues down a path that can only end in fire.

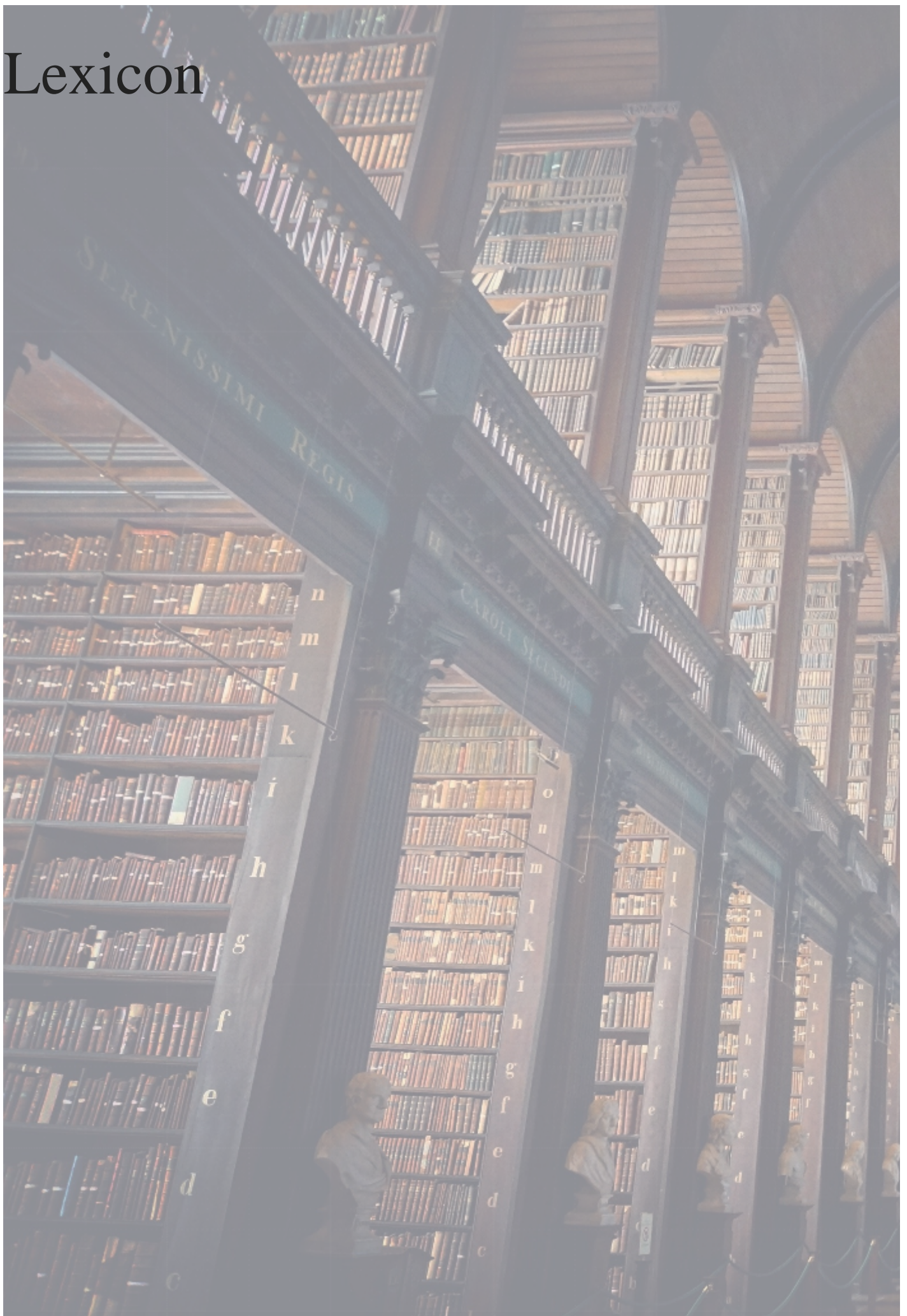
Hadrian has been serving the Empire in military engagements against the Cielcin, the vicious alien civilization bent on humanity's destruction. After Hadrian and his Red Company achieve a great victory, a cult-like fervor builds around him. However, pressures within the Imperial government scared of his rise to prominence result in an assassination attempt, luckily thwarted.

With the Empire too dangerous to stay, Hadrian and his crew leave for a massive library on a distant world. There, he finds the next key to unlocking the secrets of the Quiet: a set of coordinates for their origin planet, unnamed and now lifeless. Hadrian's true purpose in serving in the military was to aid his search of a rumored connection between the first Emperor and the Quiet, the ancient, seemingly long-dead race linked to so many of Hadrian's extraordinary experiences.

Will this mysterious lost planet have the answers?

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Lexicon



A Note on Translation

“ HEREIN IS INCLUDED AN index of those terms appearing in this third volume of Lord Marlowe’s manuscript which are not easily translated into the Classical English or which bear a specific cultural or technical definition. For a more complete explanation of the methodology I employed in devising these coinages in translating from the Galstani in which the original was written, please refer to the appendices in volume one of this translation.

—Tor Paulos of Nov Belgaer



Glossary

adamant: Any of the various long-chain carbon materials used for starship hulls and body armor.

adorator: A member of any antique religious cult maintained by the Empire and tolerated by the Chantry.

Aeta: A Cielcin prince-chieftain. Appears to have ownership rights over its subjects and their property.

Aeta Ba-Aetane: The Cielcin Prince of Princes. A rare title reserved for those Aeta who conquer and subordinate another Aeta without killing it.

akaranta: The dominant Cielcin sexual role.

androgyn: A homunculus exhibiting either neither or both male and female sex characteristics.

annuid: In the scholiast order, a practitioner who has sworn him or herself to the order for a standard year.

apatheia: The emotionless state pursued by the scholiasts to facilitate their computation function. Has roots in classical Stoicism.

aquilarius: A fighter pilot.

Arch-Builders: Extinct species of coloni xenobite native to the planet Ozymandias. So called for the massive structures built above the plains of their home.

Archprior: Within the Chantry clergy, a senior prior, usually one entrenched in the Chantry bureaucracy.

armsman: Any individual—usually patrician—sworn to serve the person of a palatine lord or his/her house in perpetuity.

auctor: An office appointed by the Emperor to serve as his proxy, to speak with his voice and authority in matters where the Emperor cannot be present.

auxilia: A soldier or unit of soldiers—usually volunteered—attached to the Legions without being a formal part of the Legion structure. Often, auxiliary units are non-citizens looking to obtain citizenship.

azhdarch: A xenobite predator common in the Colosso, like a lizard with a long neck open from top to bottom in a fanged mouth.

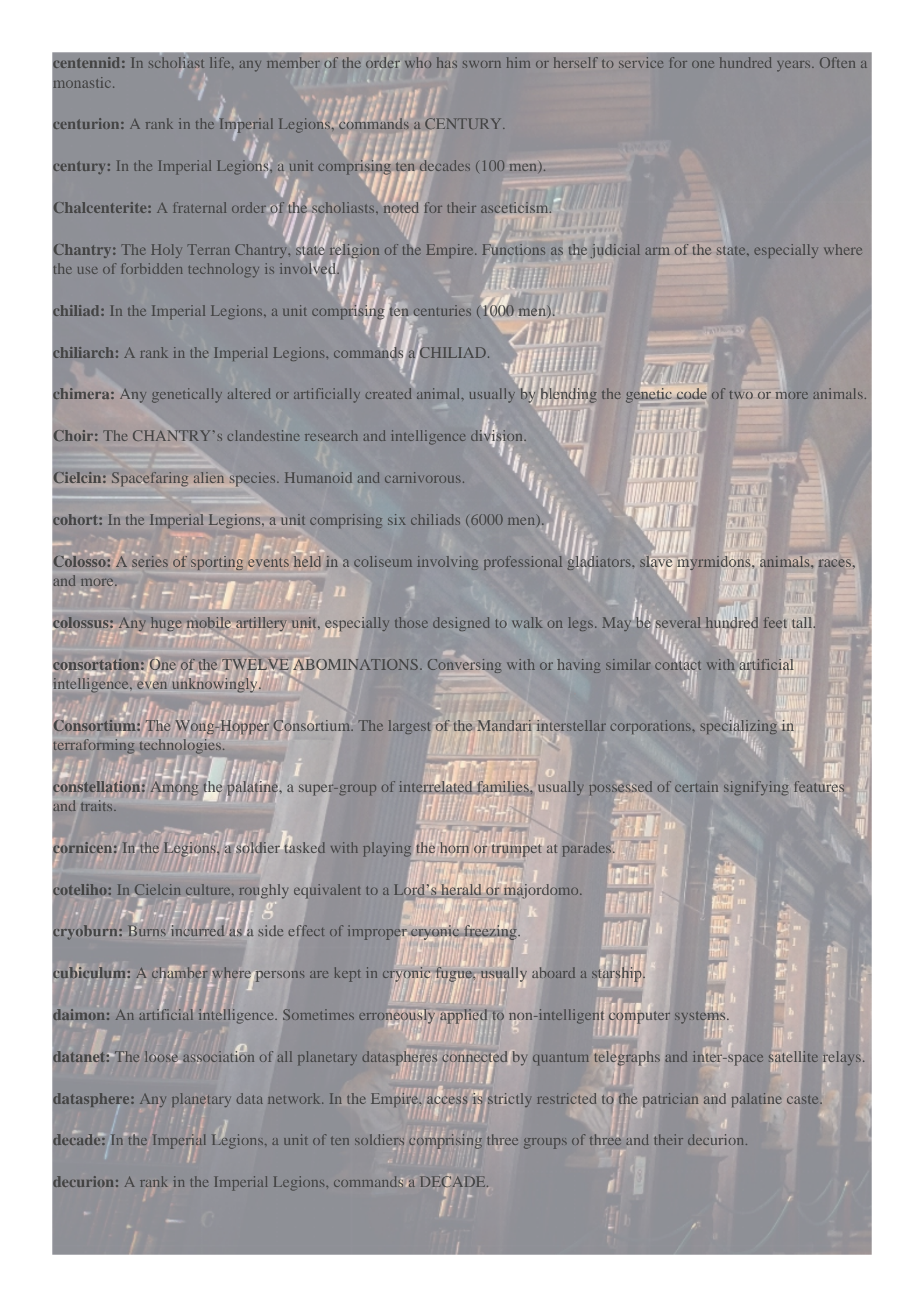
baetan: In Cielcin culture, a sort of priest-historian of the scianda.

bastille: Any Chantry judicial and penal center, usually attached to a temple sanctum.

bromos: A protein-rich strain of engineered hyper-oat that serves as the basis for ration bars and as protein base for artificial meat production.

castellan: The chief military officer on a nobile estate, tasked with the defense of the castle and holdings. Usually a knight.

cathar: A surgeon-torturer employed by the Holy Terran Chantry.



centennid: In scholias life, any member of the order who has sworn him or herself to service for one hundred years. Often a monastic.

centurion: A rank in the Imperial Legions, commands a CENTURY.

century: In the Imperial Legions, a unit comprising ten decades (100 men).

Chalcenterite: A fraternal order of the scholiasts, noted for their asceticism.

Chantry: The Holy Terran Chantry, state religion of the Empire. Functions as the judicial arm of the state, especially where the use of forbidden technology is involved.

chiliad: In the Imperial Legions, a unit comprising ten centuries (1000 men).

chiliarch: A rank in the Imperial Legions, commands a CHILIAD.

chimera: Any genetically altered or artificially created animal, usually by blending the genetic code of two or more animals.

Choir: The CHANTRY's clandestine research and intelligence division.

Cielcin: Spacefaring alien species. Humanoid and carnivorous.

cohort: In the Imperial Legions, a unit comprising six chiliads (6000 men).

Colosso: A series of sporting events held in a coliseum involving professional gladiators, slave myrmidons, animals, races, and more.

colossus: Any huge mobile artillery unit, especially those designed to walk on legs. May be several hundred feet tall.

consortation: One of the TWELVE ABOMINATIONS. Conversing with or having similar contact with artificial intelligence, even unknowingly.

Consortium: The Wong-Hopper Consortium. The largest of the Mandari interstellar corporations, specializing in terraforming technologies.

constellation: Among the palatine, a super-group of interrelated families, usually possessed of certain signifying features and traits.

cornicen: In the Legions, a soldier tasked with playing the horn or trumpet at parades.

coteliho: In Cielcin culture, roughly equivalent to a Lord's herald or majordomo.

cryoburn: Burns incurred as a side effect of improper cryonic freezing.

cubiculum: A chamber where persons are kept in cryonic fugue, usually aboard a starship.

daimon: An artificial intelligence. Sometimes erroneously applied to non-intelligent computer systems.

datanet: The loose association of all planetary dataspheres connected by quantum telegraphs and inter-space satellite relays.

datasphere: Any planetary data network. In the Empire, access is strictly restricted to the patrician and palatine caste.

decade: In the Imperial Legions, a unit of ten soldiers comprising three groups of three and their decurion.

decurion: A rank in the Imperial Legions, commands a DECADE.

Demarchy of Tavros: A small interstellar polity found in the Wisp. Radically open to technology, the people vote on all measures using neural lace implants.

demoniac: A person who has incorporated machines into their body, particularly with the intent of altering their cognitive processes.

dispholide: A rare hemotoxic poison, likely of Chantry design and manufacture, that disables the coagulation process and dissolves collagen and even bone at an astonishing rate, effectively liquefying the victim.

Druaja: A board game, sometimes called labyrinth chess.

dryad: Any of a species of green-skinned homunculi capable of photosynthesis, designed for work in outer space.

duplication: One of the TWELVE ABOMINATIONS. The copying of an individual's genetics, likeness, personality, or memories through cloning or related practices.

Durantine Republic: An interstellar republic of some three thousand worlds. Pays tribute to the Empire.

Eali: The Jaddian ruling caste, product of intense eugenic development. Practically superhuman.

Emperor: The supreme ruler of the Sollan Empire, considered a god and the reincarnation of his/her predecessor. Holds absolute power.

energy-lance: A bladed spear with a high-energy laser built into the shaft. Used as formal weapons by guards, especially in the Imperium.

entoptics: Augmented reality device where images are projected directly onto the retina.

eolderman: The elected head of a plebeian community. Typically seen in more rural regions on Imperial planets.

Eudoran: Any of the spacefaring bands claiming descent from the failed colony on Europa in Old Earth's system. An ethnic group known for their interstellar wanderings.

Exalted: A faction among the Extrasolarians noted for their extreme cybernetic augmentations.

Excubitor: The innermost circle of the Emperor's guard, comprising 108 of the finest knights and fighters in the Empire.

Exodus: The expansionist period following the environmental collapse of Earth. The Peregrinations from Old Earth System before the Foundation War.

Expeditionary Corps: Branch of the Imperial Legions tasked with exploring the galaxy and with laying the groundwork for colonization.

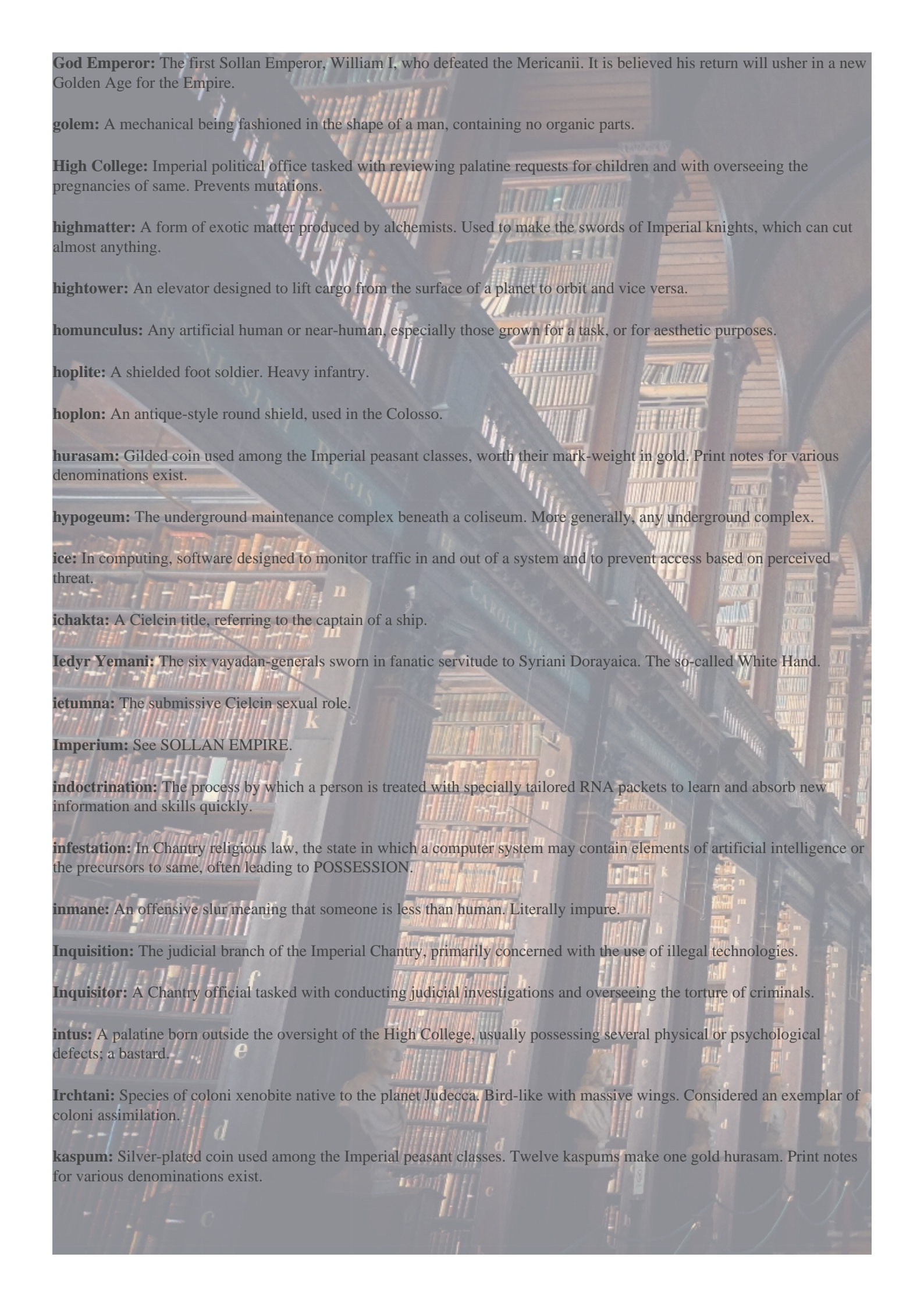
Extrasolarian: Any of the barbarians living outside Imperial control, often possessing illegal praxis.

extraterranic: In terraforming and ecology, refers to any organism not of Old Earth extraction. Extraterrestrial.

Foundation War: The war between the early Empire and the Mericanii, in which the Mericanii were destroyed and the Sollan Empire founded.

Galstani: The common language of the Sollan Empire, descended from Classical English, with heavy Hindi and Franco-Germanic influences.

glowsphere: A spherical, bright light source floating on Royse repulsors, battery- or chemically powered.



God Emperor: The first Sollan Emperor, William I, who defeated the Mericanii. It is believed his return will usher in a new Golden Age for the Empire.

golem: A mechanical being fashioned in the shape of a man, containing no organic parts.

High College: Imperial political office tasked with reviewing palatine requests for children and with overseeing the pregnancies of same. Prevents mutations.

highmatter: A form of exotic matter produced by alchemists. Used to make the swords of Imperial knights, which can cut almost anything.

hightower: An elevator designed to lift cargo from the surface of a planet to orbit and vice versa.

homunculus: Any artificial human or near-human, especially those grown for a task, or for aesthetic purposes.

hoplite: A shielded foot soldier. Heavy infantry.

hoplon: An antique-style round shield, used in the Colosso.

hurasam: Gilded coin used among the Imperial peasant classes, worth their mark-weight in gold. Print notes for various denominations exist.

hypogeum: The underground maintenance complex beneath a coliseum. More generally, any underground complex.

ice: In computing, software designed to monitor traffic in and out of a system and to prevent access based on perceived threat.

ichakta: A Cielcin title, referring to the captain of a ship.

Iedyr Yemani: The six vayadan-generals sworn in fanatic servitude to Syriani Dorayaica. The so-called White Hand.

ietumna: The submissive Cielcin sexual role.

Imperium: See SOLLAN EMPIRE.

indoctrination: The process by which a person is treated with specially tailored RNA packets to learn and absorb new information and skills quickly.

infestation: In Chantry religious law, the state in which a computer system may contain elements of artificial intelligence or the precursors to same, often leading to POSSESSION.

inmane: An offensive slur meaning that someone is less than human. Literally impure.

Inquisition: The judicial branch of the Imperial Chantry, primarily concerned with the use of illegal technologies.

Inquisitor: A Chantry official tasked with conducting judicial investigations and overseeing the torture of criminals.

intus: A palatine born outside the oversight of the High College, usually possessing several physical or psychological defects; a bastard.

Irchtani: Species of coloni xenobite native to the planet Judecca. Bird-like with massive wings. Considered an exemplar of coloni assimilation.

kaspum: Silver-plated coin used among the Imperial peasant classes. Twelve kaspums make one gold hurasam. Print notes for various denominations exist.



kithuun: In Irchtani culture, a tribal chieftain or military commander.

knife-missile: A kind of drone, little more than a remote-controlled flying knife. A favorite of assassins.

knight: Sollan military honor conferred by the nobility for services rendered; usually includes a small fief. May carry highmatter weapons.

legate: A rank in the Imperial Legions, commands an entire Legion.

Legions: The military branch of the Sollan Empire, loyal directly to the Emperor and Imperial house, comprising naval and ground forces.

Legion Intelligence Office: The Empire's military intelligence, espionage, and foreign intervention agency.

legionnaire: Any soldier in the Imperial Legions, especially the common foot soldier.

lictor: A bodyguard for a nobile or other dignitary. Usually a knight.

light-probe: Any of a class of very small, ultralight reconnaissance devices propelled by shipboard laser to nearly the speed of light.

lighter: Any starship small enough to make landfall on a planet.

Lions: An unofficial political party in the Sollan Empire, comprising the more conservative royalist houses.

logothete: A minister in any of the governmental agencies of any palatine house, used colloquially of any civil servant.

Lothrian Commonwealth: The second largest human polity in the galaxy, a totalitarian collectivist state. Longtime antagonist of the Empire.

Maeskolos: One of the legendary Swordmasters of Jadd, drawn exclusively from the eali caste. Credited with superhuman speed and skill.

Magnarch: The chief Imperial Viceroy in each arm of the galaxy: Orion, Sagittarius, Perseus, and Centaurus. Essentially co-Emperors.

Makers: A pantheon of gods worshiped by the Cielcin, possibly the same as the WATCHERS.

mamluk: Any homunculus slave-soldier of the Jaddian Principalities.

Mandari: An ethnic group semi-detached from Imperial society, most commonly found staffing the massive interstellar trading corporations.

mandyas: Traditional garment of the Maeskoloi. Half a robe with one flowing sleeve worn over the left shoulder, cinched at the waist.

Martian Guard: The Emperor's palace guard, an elite corp of soldiers raised from the population on Earth's nearest neighbor, Mars.

medica: A hospital, typically aboard a starship.

megathere: A massive, three-eyed amphibious predator native to the planet Epidamnus.

Mericaniii: The ancient first interstellar colonists. A hyper-advanced technologic civilization run by artificial intelligences. Destroyed by the Empire.

Messer/Madam: Polite address in the Empire, used of anyone without formal title.

Museum Catholic Church: An adorator cult centered on the planet Caritas, believed to have existed since the Golden Age of Earth and protected on reservations by Imperial decree.

myrmidon: In the Colosso, any contract or slave fighter not a professionally trained gladiator.

nahute: A Cielcin weapon. Resembles a flying metal snake. Seeks out targets and drills into them.

natalist: A specialist practiced in the art of growing and gene-crafting living organisms, human or otherwise.

nobile: Blanket term referring to any member of the palatine and patrician castes in the Sollan Empire.

Nordei: The principle language of the Demarchy. A patois of Nordic and Thai with some Slavic influences.

Norman Expanse: The frontier of human settlement in the Norma Arm of the Milky Way, near to the galactic core.

novice: A student initiated into the rites and curricula of the scholiasts with the intention of becoming one.

nuncius: In Imperial society, an announcer or herald.

Orbital Defense Force: The fleet maintained by any palatine lord for the defense of his or her planet or system.

outcaste: In Imperial society, any former member of the palatine or patrician castes stripped of their station. May also refer to similar persons in Jadd.

palatine: The Imperial aristocracy, descended from those free humans who opposed the Mericanii. Genetically enhanced, they may live for several centuries.

Pale: The Cielcin. Slang, considered offensive by xenophiles.

panegyrist: A Chantry priest tasked with performing the call to prayer at sundown.

Panthai: A Tavrosi language descended from the Thai, Lao, and Khmer-speaking peoples who settled the Wisp alongside the Nordei.

patrician: Any plebeian or plutocrat awarded with genetic augmentations at the behest of the palatine caste as a reward for services rendered.

Peregrination: Any of the historical evacuations from Earth's system for the extrasolar colonies.

phase disruptor: A sort of firearm that attacks the nervous system. Can stun on lower settings.

phylactery: A device for storing the genetic and epigenetic information of an individual for the purposes of artificial reproduction.

plasma burner: A firearm which uses a strong loop of magnetic force to project an arc of super-heated plasma across short to moderate distances.

plebeian: The Imperial peasantry, descended from unaltered human stock seeded on the oldest colony ships. Forbidden to use high technology.

poine: A structured, small-scale war carried out between imperial palatine houses. Subject to the scrutiny of the Inquisition.

possession: One of the TWELVE ABOMINATIONS. The state in which an individual or computer system is under the sway of an artificial intelligence.

praxis: High technology, usually of the sort forbidden by Chantry law.

primate: The highest administrative office of a scholiasts' athenaeum, akin to a university chancellor.

profanation: One of the TWELVE ABOMINATIONS. The mingling of human flesh with machine implants or prostheses, especially in cases where such modifications transcend ordinary human function.

Protocols: The strict guidelines outlining the behaviors of the Chantry's INQUISITION in carrying out an investigation.

Quiet: The hypothetical first civilization in the galaxy, allegedly responsible for several ancient sites, including those on Emesh, Judecca, Sadal Suud, and Ozymandias.

repulsor: A device which makes use of the Royse Effect to allow objects to float without disturbing the air or environment.

satrap: A planetary governor in the Principalities of Jadd, subordinate to one of the regional Princes.

sahari: In Cielcin culture, the warrior caste.

scholiast: Any member of the monastic order of researchers, academics, and theoreticians tracing their origins to the Mericanii scientists captured at the end of the Foundation War.

scianda: Pl. sciandane. A Cielcin migratory fleet, comprising several itanimn and presided over by a single Aeta.

sirrah: An honorific used to refer to one's social inferiors, usually males.

Sojourner: Any of a class of massive Extrasolarian starship, often hundreds of miles long, especially those crewed by the EXALTED.

Sollan Empire: The largest and oldest single polity in human-controlled space, comprising some half a billion habitable planets

SOM: The lobotomized shell of a human being animated by machines, used for slave labor and as soldiers by the Extrasolarians.

strategos: An admiral in the Imperial Legions, responsible for the command of an entire fleet, comprising several legions.

Stricture: The formal rules governing the lifestyle and behavior of those members of the scholiast order as outlined in The Book of the Mind and the rest of Imore's writings.

sulshawar: In Jaddian culture, a warrior who serves as bodyguard to a prince, satrap, or other important personage. May also represent that person in legal duels. Comparable to a lictor.

Summerfair: A common midsummer holiday celebrated throughout the Imperium. Its date varies from world to world, depending on the local calendar.

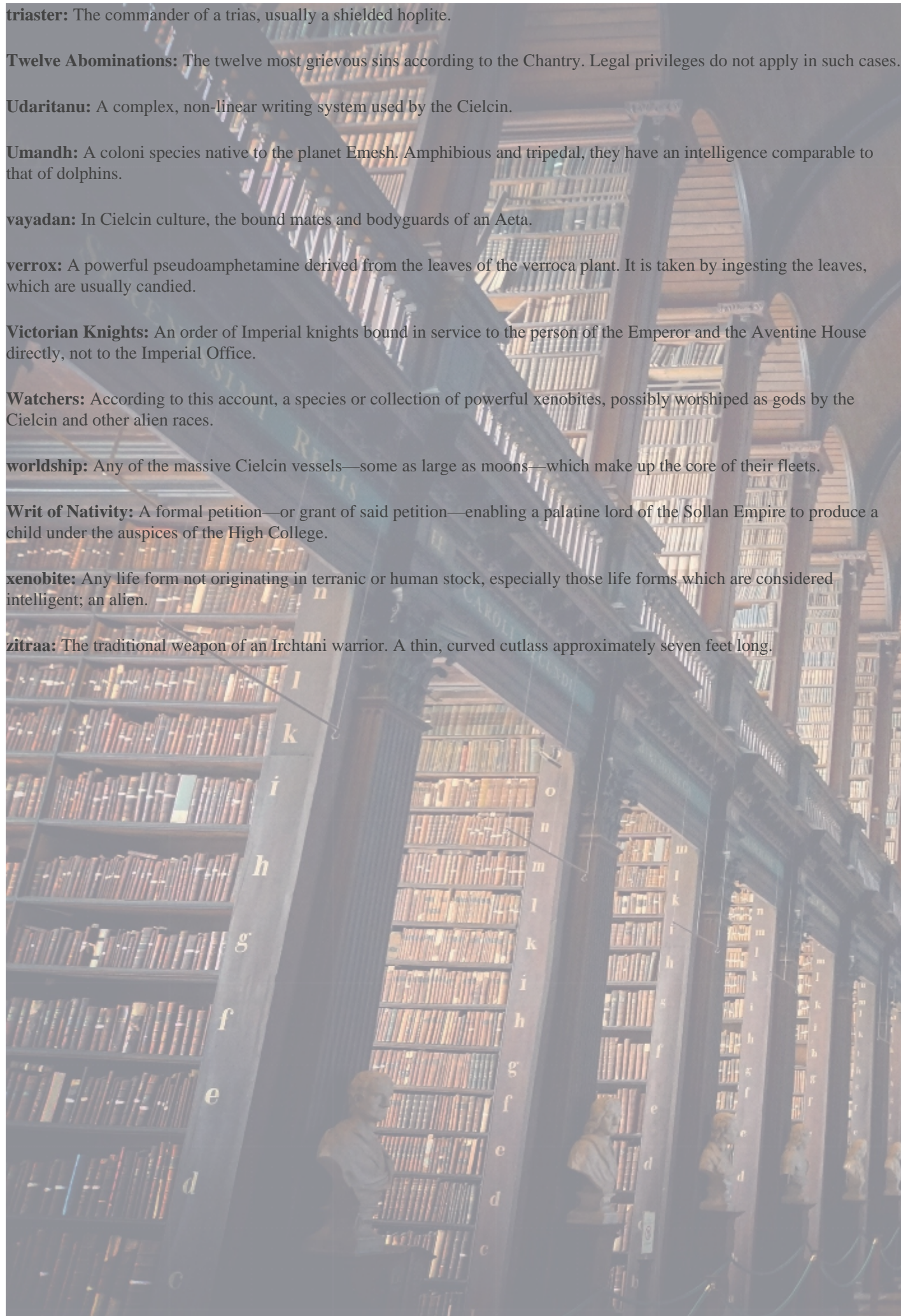
suppression field: A Royse Effect field designed to simulate gravity.

Synarch: The highest ecclesiastic office of the Imperial Chantry. Their most important function is the coronation of new Emperors.

Tavrosi: Any of the languages from the Demarchy of Tavros. Typically refers to Nordei.

terrantic: In terraforming and ecology, refers to any organism of Old Earth extraction. Not extraterrestrial.

trias: A unit of three legionnaires, usually two peltasts and one hoplite.



triaster: The commander of a trias, usually a shielded hoplite.

Twelve Abominations: The twelve most grievous sins according to the Chantry. Legal privileges do not apply in such cases.

Udaritanu: A complex, non-linear writing system used by the Cielcin.

Umandh: A coloni species native to the planet Emesh. Amphibious and tripedal, they have an intelligence comparable to that of dolphins.

vayadan: In Cielcin culture, the bound mates and bodyguards of an Aeta.

verrox: A powerful pseudoamphetamine derived from the leaves of the verroca plant. It is taken by ingesting the leaves, which are usually candied.

Victorian Knights: An order of Imperial knights bound in service to the person of the Emperor and the Aventine House directly, not to the Imperial Office.

Watchers: According to this account, a species or collection of powerful xenobites, possibly worshiped as gods by the Cielcin and other alien races.

worldship: Any of the massive Cielcin vessels—some as large as moons—which make up the core of their fleets.

Writ of Nativity: A formal petition—or grant of said petition—enabling a palatine lord of the Sollan Empire to produce a child under the auspices of the High College.

xenobite: Any life form not originating in terranic or human stock, especially those life forms which are considered intelligent; an alien.

zitraa: The traditional weapon of an Irchtani warrior. A thin, curved cutlass approximately seven feet long.

Publications (Demon in White)

Demon in White, US Edition (AD 2020)



- ISBNs:
 - 9780756413064 (US HC ISBN-13)
 - 0756413060 (US HC ISBN-10)
- Publisher: DAW Books
- Publication Date: July 28, 2020
- Cover Artist: Kieran Yanner <https://www.kieranyanner.com/>
- Word Count: 286,000 words
- Notes:
 - 1st editions will feature a full number line, i.e. 1 2 3 4 5 6 7 8 9
 - 1st edition, 2nd printings (1st/2nd) issued AD 2024
 - Changes to this edition include revised pricing to interior dust jacket flap and revisions to the spine; spine art now matches the format of *Empire of Silence* and the second printing of *Howling Dark*

Demon in White, UK Edition (AD 2020)



- ISBNs:
 - 9781473233065 (UK HC ISBN-13)
 - 1473233062 (UK HC ISBN-10)
- Publisher: Gollancz
- Cover Artist: Patrick Knowles <https://reedsy.com/patrick-knowles>
- Notes:
 - 1st editions will feature a full number line, i.e. 1 3 5 7 9 10 8 6 4 2
 - Limited print run of 300 signed editions, scarce
 - No hardcover reprints of this edition as of AD 2024

Der Thron der Sonne, German Edition (AD 2020)



- Translation by Kirsten Borchardt
- ISBNs:
 - 9783453318304 (German PB ISBN-13)
 - 3453318307 (German PB ISBN-10)
- Publisher: Wilhelm Heyne Verlag, München
- Cover Artist: uncredited

Le Démon blanc, French Edition (AD 2022)





- Translation by Olivier Debernard & Nenad Savic
- ISBNs:
 - 9791028118952 (French PB ISBN-13)
- Publisher: Bragelonne
- Cover Artist: uncredited

Demon in White, Broken Binding Edition (AD 2024)



- ISBNs:
 - TBD (HC ISBN-13)
- Publisher: The Broken Binding in Assc. w/ Gollancz
- Cover Artist: Rene Aigner <https://www.artstation.com/reneaigner>
- Reversible Cover Artist: Peng Lu <https://www.artstation.com/lu-peng>
- Endpaper Artist: Rene Aigner
- PLC Board Artist: Peng Lu
- Notes:
 - Limited Numbered Edition, First Print 3,000 Signed Copies
 - Features include: Wraparound dust jacket art, reversible dust jacket art, illustrated PLC boards, illustrated endpapers, sprayed edges with thematic motif, cover typography by Jeff Brown <https://www.jeffbrowngraphics.com/>
 - Potential for a second print run via Broken Binding

Publications Quick Links:

- Previous Book: [Publications \(Howling Dark\)](#)
- Next Book: [Publications \(Kingdoms of Death\)](#)



Chapter Summaries (Demon in White)

Spoilers ahead, proceed with caution

Chapter 1: Behold a Pale Horse

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > The Sun King's Hall

Plot Summary

Chapter 2: The Firstborn Son of Earth

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > The Cloud Gardens

Plot Summary

Chapter 3: The Empire of the Clouds

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > Legion Intelligence Offices
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Flier Shuttle above the Campus Raphael

Plot Summary

Chapter 4: Children of the Sun

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Tramcar
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Glass Dome Solarium overlooking the Cloud Gardens
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Steps entering the Palace beneath the Galath Trees

Plot Summary

Chapter 5: Tamerlane

Locations

Spur of Orion > [Forum](#) > Orbit > Legion Fueling Station > On Board the [Tamerlane](#)

Plot Summary

Chapter 6: Alone

Locations

Spur of Orion > [Forum](#) > Orbit > Legion Fueling Station > On Board the [Tamerlane](#)

Plot Summary

Chapter 7: Before the Sun Fell

Locations

Centaurus Arm > [Gododdin](#) > Orbit > On Board the [Tamerlane](#)

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 8: Dream Evil

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 9: The Devil's Cohort

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 10: Pinion and Claw

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 11: Decimation

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 12: Udash

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 13: Too Close to the Sun

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din



Plot Summary

Chapter 14: Request and Require

Locations

Centaurus Arm > [Gododdin](#) > Catraeth Prefecture > Catraeth > Fort Din

Plot Summary

Chapter 15: The Shadows of Arae

Locations

Centaurus Arm > [Gododdin](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 16: Other Devils

Locations

Centaurus Arm > [Gododdin](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 17: Lorian

Locations

Centaurus Arm > At Warp between [Gododdin](#) and [Nemavand](#) > On Board the [Tamerlane](#)

Plot Summary

Chapter 18: Night Journeys

Locations

Centaurus Arm > At Warp between [Gododdin](#) and [Nemavand](#) > On Board the [Tamerlane](#)

Plot Summary

Chapter 19: The Jaws are Closed

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board the [Tamerlane](#)

Plot Summary

Chapter 20: The Aquilarii

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board the [Tamerlane](#)

Plot Summary

Chapter 21: Demon in Black

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board the [Tamerlane](#) > On Board the [Mistral](#)

Plot Summary

Chapter 22: Into the Maw

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship

Plot Summary

Chapter 23: Kingdoms of Death

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship

Plot Summary

Chapter 24: Beyond the Doors of the Dark

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship > On Board the [ISV Merciless](#)

Plot Summary

Chapter 25: In the Belly of the Whale

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship > On Board the [ISV Merciless](#)

Plot Summary

Chapter 26: The Vayadan

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship > On Board the [ISV Merciless](#)

Plot Summary

Chapter 27: The Battle of the Beast

Locations

Centaurus Arm > Empty Space between [Gododdin](#) and [Nemavand](#) > On Board [Iubalu](#)'s Worldship > On Board the [ISV Merciless](#)

Plot Summary

Chapter 28: The Devil Triumphant

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Arch of Peace

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Last Stair

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace

Plot Summary

Chapter 29: Far Beyond the Sun

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Colonnade overlooking the Cloud Gardens and the Galath Tree

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Ballroom

Plot Summary

Chapter 30: Selene

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Ballroom

Plot Summary

Chapter 31: The Cloud Gardens

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > The Cloud Gardens

Plot Summary

Chapter 32: Lions

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > Legion Intelligence Offices

Plot Summary

Chapter 33: There are Endings

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 34: Majesty, Monarch, Prophet, Princess

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > Imperial Study in the White Tower

Plot Summary

Chapter 35: Those Things You Thought Unreal

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 36: The First Steps

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > The Royal Forest > Hunting Zone
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > The Royal Forest > The Arch of Titus
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > The Royal Forest > Gatehouse

Plot Summary

Chapter 37: Blade Without a Handle

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 38: Valka Awakes

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 39: The Council of Ghosts

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 40: The Plan

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

[Plot Summary](#)

Chapter 41: The Good Soldier

[Locations](#)

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

[Plot Summary](#)

Chapter 42: Impossible Tasks

[Locations](#)

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

[Plot Summary](#)

Chapter 43: Purgatory

[Locations](#)

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

[Plot Summary](#)

Chapter 44: Along Comes a Spider

[Locations](#)

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > The Sun King's Hall > Council Chamber

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > The Sun King's Hall > Open-air Colonnade

[Plot Summary](#)

Chapter 45: Visitation

[Locations](#)

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

[Plot Summary](#)

Chapter 46: Shadows of the Past

[Locations](#)

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Grand Colosseum > Royal Suite

[Plot Summary](#)

Chapter 47: Once a Myrmidon

[Locations](#)

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Grand Colosseum > Landing Shuttle

[Plot Summary](#)

Chapter 48: Halfmortal

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Grand Colosseum > Floating Barge in the Flooded Arena
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Grand Colosseum > Hypogeum
Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Grand Colosseum > Royal Strand for Landing Shuttles

Plot Summary

Chapter 49: Regeneration

Locations

Spur of Orion > [Forum](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 50: Evil Eyes

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > The Peronine Palace > The Cloud Gardens

Plot Summary

Chapter 51: The Merchant of Death

Locations

Spur of Orion > [Forum](#) > ??? Prefecture > The Eternal City > Campus Raphael > Shuttle outside The Sun King's Hall

Plot Summary

Chapter 52: Falling off the Edge of the World

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Aea > Shuttle above the City
Centaurus Arm > [Colchis](#) > Aea Prefecture > Aea > Landing Field
Centaurus Arm > [Colchis](#) > Aea Prefecture > Aea > Governor-General's Mansion
Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > The Gate

Plot Summary

Chapter 53: The Golden Age

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > [Primate](#)'s Quarters
Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Scriptorium Annex > Room 113

Plot Summary

Chapter 54: Unlooked-For

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Dormitories

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Scriptorium Annex

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Archivists' Grotto

Plot Summary

Chapter 55: Reunion

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Archivists' Grotto

Plot Summary

Chapter 56: Meeting of the Minds

Locations

Centaurus Arm > [Colchis](#) > Orbit > On Board the [Tamerlane](#)

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Archivists' Grotto

Plot Summary

Chapter 57: Gabriel's Archive

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > [Primate](#)'s Quarters

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Gabriel's Archive

Plot Summary

Chapter 58: Island in Time

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Gabriel's Archive

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > On Top of the Outer Wall

Plot Summary

Chapter 59: Island in the Sun

Locations

Centaurus Arm > [Colchis](#) > ??? Prefecture > Sevrast Islands > Thessa > [Red Company](#) Camp

Centaurus Arm > [Colchis](#) > ??? Prefecture > Sevrast Islands > Thessa > Beach

Centaurus Arm > [Colchis](#) > ??? Prefecture > Sevrast Islands > Thessa > Clifftop overlooking the Sea

Plot Summary

Chapter 60: The Library Again

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Gabriel's Archive

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Archivists' Grotto

Plot Summary

Chapter 61: Horizon

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Gabriel's Archive

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Gabriel's Archive > *U.S.S. Horizon*

Plot Summary

Chapter 62: Computer God

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > Imperial Library > Gabriel's Archive > *U.S.S. Horizon*

Plot Summary

Chapter 63: Late Goodbye

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Nov Belgaer > The Gate

Plot Summary

Chapter 64: The Last Command

Locations

Centaurus Arm > [Colchis](#) > Aea Prefecture > Aea > Landing Field

Plot Summary

Chapter 65: The Lone and Level Sands

Locations

Norma Arm > [Annica](#) > Orbit > On Board the *Tamerlane*

Norma Arm > [Annica](#) > On Board a Sparrowhawk conducting a Flyover

Plot Summary

Chapter 66: Empire of Silence

Locations

Norma Arm > [Annica](#) > The Mountain > The Buried Arches at the Base of the Mountain

Norma Arm > [Annica](#) > The Mountain > The Cave Ruins

Norma Arm > [Annica](#) > The Mountain > The Mountain Slope

Plot Summary

Chapter 67: The Summons

Locations

Norma Arm > [Annica](#) > The Mountain > The [Red Company](#) Camp

Plot Summary

Chapter 68: Annica

Locations

Norma Arm > [Annica](#) > The Mountain > The Cave Ruins

Plot Summary

Chapter 69: The Highest Place

Locations

Norma Arm > [Annica](#) > The Mountain > The Cave Ruins

Norma Arm > [Annica](#) > The Mountain > The Bridge

Norma Arm > [Annica](#) > The Mountain > The Summit

Plot Summary

Chapter 70: The Agony

Locations

Norma Arm > [Annica](#) > The Mountain > The Summit

Norma Arm > [Annica](#) > The Mountain > The Cave Ruins

Norma Arm > [Annica](#) > The Mountain > The [Red Company](#) Camp

Plot Summary

Chapter 71: Whispers

Locations

Norma Arm > [Annica](#) > The Mountain > The [Red Company](#) Camp

Norma Arm > [Annica](#) > Orbit > On Board the [Tamerlane](#)

Plot Summary

Chapter 72: Between the Hammer and the Anvil

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Express Lift

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Legion Headquarters in the Storm Wall

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Tram to the Industrial District

Plot Summary

Chapter 73: Berenike

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Tram to the Industrial District

Centaurus Arm > [Berenike](#) > Orbit > On Board the [Tamerlane](#)



Plot Summary

Chapter 74: Phylacteries

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Atop the Storm Wall

Plot Summary

Chapter 75: The Noise of Thunder

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Mouth of Storm Wall Tunnel overlooking the City

Plot Summary

Chapter 76: The Giant

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Mouth of Storm Wall Tunnel overlooking the City

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Base of the Inner Wall

Plot Summary

Chapter 77: Upon the Ramparts

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Command Post atop the Inner Wall

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Mouth of Storm Wall Tunnel overlooking the City

Plot Summary

Chapter 78: Of Rats and Falcons

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The Storm Wall > Command Center

Plot Summary

Chapter 79: The Dismal Night

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The Storm Wall > Command Center

Plot Summary

Chapter 80: Black Sun

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The Storm Wall > Command Center

Plot Summary

Chapter 81: The Labyrinth Again

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Tramway Tunnels

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Starport Atrium

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Terminal Chamber

Plot Summary

Chapter 82: The Depths Below

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Terminal Chamber

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The *Kupari's* Landing Pit

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Starport Access Corridors

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Collapsed Tunnel

Plot Summary

Chapter 83: No Man's Land

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Starport Tarmac near Fallen Colossus

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > No Man's Land between the Fallen Colossus and the Storm Wall

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Cielcin Siege Crawler

Plot Summary

Chapter 84: The Crawler

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Cielcin Siege Crawler

Plot Summary

Chapter 85: The Winged Centurion

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > Cielcin Siege Crawler

Plot Summary

Chapter 86: The Scourge of Earth

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The Storm Wall Gate

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > No Man's Land in front of the Storm Wall

Plot Summary

Chapter 87: No Sword Can Cut

Locations

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The Storm Wall

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > No Man's Land in front of the Storm Wall

Centaurus Arm > [Berenike](#) > Valles Merguli > Deira > The Storm Wall Gate

Plot Summary

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