BLOOD DAWN

A novel by John Robin

Blood Dawn is set in Gholheim, the once-mighty seat of Azzadul, a god-king who united the world then vanished mysteriously. Gholheim has fallen into disarray under the regime of King Fyrian, a tyrannical ruler bent on the suppression of art. Despite his apparent grasp of power, the seeds of revolution stir and soon ignite into a war.

[Whose story is it + what does she want?]

Rena, a seamstress of nearly twenty winters who has been adopted into wealthy House Arwelle, wants desperately to forget her past crimes as a child assassin and lead a life of peace and obscurity. However, she has an uncanny gift for weaving, which attracts the interest of people eager to exploit her, which soon pulls her into the center of the revolution.

[What's standing in her way?]

Rena's greedy uncle, Kurt Estelle, reveals her ability to weave before Gholheim's royal officials. Convincing them that Rena's skill might be a benefit to the lucrative foreign cloth trade market, Estelle's actions lead Rena to the royal palace, where she is forced to abandon her old life as a seamstress and become Mistress of Cloth to King Fyrian – a job which means she is in control of cloth production for export, and a reality which makes her feel exposed and uncertain.

[This happened and BECAUSE OF THAT this happened + why it matters]

While in the palace, Rena encounters conspirators who seek to use her gifts for their own gain. One of them, Villiar, once the Chief Councillor to Azzadul, tells Rena she is the god-king's long-lost daughter and insists that she must master her power for the good of Gholheim's people. Another, a villain in Gholheim's Underworld called Zavram, has strong ties to the royal court, and his goal is the opposite: to steal Rena's inherited power using arcane blood rites so that with it he might become more powerful even than the former god-king. Rena is a pawn in their game, and in her moment of greatest need she calls upon the power of colors and patterns that has always comforted her and weaves a grand tapestry of dragons – and in this she gets a glimmer of her full potential.

[This happened and BECAUSE OF THAT this happened + why it matters]

War breaks out around Gholheim. While this is happening, Rena not only begins to believe in her power, she also begins a secret love affair with King Fyrian, discovering that he is just a figurehead – and an ordinary, fearful person just like her. Compelled by the power she's just discovered and her new love, Rena seeks to master her power, not only so she can rise above the conspirators who want to use both her and the King as their puppet, but to show her new lover that it is possible to rule without fear. Rekindling the deadly gifts of her past as a child assassin, she creates magical drawings that unleash fire and destruction on her enemies, killing hundreds.

Writers Workshop

[This happened and BECAUSE OF THAT this happened + why it matters]

In her torn and singed gown, she sits on Azzadul's throne, trusting that her power is indeed a sign of her birthright as Azzadul's long-lost daughter, claiming victory for her and for Fyrian, and believing that she will bring a new age of hope to Gholheim. Rena and Fyrian quickly marry to cement their power, but their celebration is short lived, for House Trwl, a rogue house that has sworn false loyalty to King Fyrian rises up and murders the king. Rena is caught off guard, and finds that though she's prepared magical drawings as wards to protect herself, they are useless to her now in her desperate time of need. She is taken prisoner where she awaits a death sentence.

[This happened and BECAUSE OF THAT this happened + why it matters]

Alone in captivity -- the place where she first resolved to abandon her drawings so she could rebuild a life of peace in a new life with Jane Arwelle -- Rena finds new resolve to become more than a timid girl. She vows that if she manages to survive this time, she will not rest until she has reclaimed the throne and restored hope to Gholheim's people.

[This happened and BECAUSE OF THAT this happened + why it matters]

Meanwhile, Rena's brother, Manwen, her mother, Jane, Granduncle Lantis, and a new ally, Venton, plot her rescue. They steal Rena away, replace her with a look-alike, and fake her death. Zavram, realizing the betrayal, blames his apprentice, Din Dellion, another master of the dark arts, and in an epic battle the two men pit their greatest powers against one another – a fight which ends with Zavram fleeing and Din Dellion rising up as the new king of Gholheim.

[Resolution]

Rena, who in exile has been rising to her full strength, begins her campaign to win back Gholheim. Using the tapestry Rena made as a blueprint, her rescuers are able to decode an ancient device that becomes a master weapon for Rena. With it, she conquers Gholheim and reclaims the throne and forges a permanent connection to her magic. She rules with force and confidence, defining for her people a new era of light and hope – her father's dream restored to dark Gholheim and the vast world beyond.

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