

# halo first strike book

**halo first strike book** is a captivating novel that has captivated fans of the Halo universe since its release. As part of the extensive Halo franchise, this book offers a thrilling narrative filled with action, intrigue, and deep lore that expands upon the universe created by Bungie and 343 Industries. Whether you're a seasoned Halo veteran or a newcomer eager to explore the lore, understanding the significance of the "First Strike" book can enrich your appreciation of the franchise's storytelling depth.

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## Introduction to Halo First Strike Book

The Halo First Strike book is a science fiction novel written by author Eric Nylund, published in 2003. It serves as a direct sequel to the original "Halo: The Fall of Reach" novel and bridges the events between the first Halo game and Halo 2. The book delves into the aftermath of the Human-Covenant war's initial battles and sets the stage for the conflict that unfolds in Halo 2.

This novel is part of the expanded universe (or "Legends" universe) of Halo, providing fans with a richer understanding of the characters, military strategies, and alien technologies involved in the conflict. The narrative is driven by intense combat sequences, political intrigue, and the development of iconic characters such as Master Chief and Captain Jacob Keyes.

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## Plot Summary of Halo First Strike Book

### Setting the Scene

The story picks up immediately after the events of "The Fall of Reach." Humanity's Spartan-II super-soldiers, including Master Chief, have successfully thwarted the Covenant invasion of Reach but at great cost. The UNSC (United Nations Space Command) is regrouping and strategizing for the next phase of the war.

### Main Plot Points

- The Fall of Reach: The book recounts the destruction of the human colony Reach, a pivotal event in Halo lore, emphasizing the heroism and sacrifices

of the Spartans.

- **Operation: First Strike:** The novel's core revolves around the UNSC's daring mission to strike back against the Covenant, particularly targeting high-value enemies and securing vital technology.
- **Master Chief's Mission:** As humanity faces its darkest hour, Master Chief and a small team undertake covert operations behind enemy lines, including a critical assault on a Covenant ship to retrieve crucial intelligence.
- **Covenant Politics and Alien Threats:** The novel explores Covenant hierarchies, their technological advancements, and their relentless pursuit of humanity.
- **Introduction of the Flood:** While not the central focus, the terrifying Flood parasite begins to seep into the narrative, hinting at future threats.

## Climax and Resolution

The story culminates in a daring assault on the Covenant flagship, the Truth and Reconciliation, which is pivotal in disrupting Covenant plans and providing the human fleet with a strategic advantage. The victory is bittersweet, as the war continues, but the resilience and heroism of the human forces shine through.

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## Key Characters in Halo First Strike Book

- **Master Chief (John-117):** The iconic Spartan-II super-soldier, central to the Halo franchise, known for his leadership, combat skills, and resilience.
- **Captain Jacob Keyes:** A seasoned UNSC officer whose leadership and diplomatic skills are crucial during the conflict.
- **Sergeant Johnson:** The tough, no-nonsense Marine known for his humor and bravery in battles.
- **The Arbiter (Thel 'Vadam):** Although more prominent in Halo 2, the Arbiter's role begins to take shape in the expanded universe, including First Strike.
- **Covenant Leaders:** Including high-ranking elites and prophets, whose strategic decisions influence the war's progression.

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# The Significance of Halo First Strike Book in the Franchise

## Expanding the Halo Lore

The "First Strike" novel provides essential background information that enriches the Halo universe. It offers insights into:

- The origins and motivations of the Covenant.
- The development of Spartan-II soldiers and their training.
- The technological advancements of human and alien species.
- The political and military strategies employed during the war.

## Bridging the Gap Between Games

As a bridge between Halo: Combat Evolved and Halo 2, the book helps fans understand the continuity of events, character arcs, and the escalating conflict. It clarifies mysteries raised in the games and introduces elements that become pivotal later.

## Character Development

Readers gain a deeper understanding of Master Chief's character, his leadership qualities, and his experiences in combat. The novel also explores the relationships between soldiers, officers, and alien adversaries.

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## Themes Explored in Halo First Strike Book

- **Heroism and Sacrifice:** The bravery of soldiers facing insurmountable odds highlights themes of heroism.
- **War and Strategy:** The tactical decisions and military operations showcase the complexity of warfare.
- **Unity and Leadership:** The importance of leadership in uniting disparate forces against a common enemy.
- **Survival and Resilience:** Humanity's determination to survive despite devastating losses.
- **Alien Threats and Technology:** The mysteries surrounding Covenant technology and the Flood parasite.

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## Why Read Halo First Strike Book?

### For Fans of the Franchise

- Gain a deeper understanding of the Halo universe.
- Discover behind-the-scenes details about key characters and battles.
- Enhance your gaming experience with lore knowledge.

### For Science Fiction Enthusiasts

- Experience a compelling story set in a richly developed universe.
- Enjoy intense military science fiction with themes of heroism and survival.
- Appreciate detailed world-building and alien technology.

### For Collectors and Novel Enthusiasts

- The book is a valuable addition to any Halo or sci-fi collection.
- Its narrative style and character development make it a memorable read.

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## Where to Buy Halo First Strike Book

You can find "Halo: First Strike" in various formats:

- Paperback and Hardcover: Available at major bookstores like Amazon, Barnes & Noble, and local retailers.
- E-book: Digital versions are available for Kindle, Apple Books, and other e-reader platforms.
- Audiobook: For those who prefer listening, audiobook versions are available on services like Audible.

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## Conclusion

The Halo First Strike book remains a cornerstone of Halo literature, offering fans an in-depth look at the early years of humanity's war against the Covenant. Its compelling storytelling, rich character development, and detailed depiction of battles make it a must-read for anyone interested in

the Halo universe. Whether you're exploring the lore for the first time or revisiting it to deepen your understanding, "First Strike" provides a vital piece of the Halo puzzle that enhances the overall narrative experience.

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## **Additional Resources**

- Official Halo Website and Lore Pages
- Halo Novels and Extended Universe Guides
- Fan Communities and Discussion Forums

By immersing yourself in the story of "First Strike," you'll gain a greater appreciation for the epic saga of Halo—a universe where heroism, technology, and humanity's resilience collide in the face of extraterrestrial threats.

## **Frequently Asked Questions**

### **What is the main storyline of 'Halo: First Strike'?**

'Halo: First Strike' continues the story after the events of 'Halo: Combat Evolved,' focusing on Master Chief's efforts to regroup with human forces, confront the Flood threat, and prevent the Covenant from retrieving the Halo ring. The novel explores key battles and alliances during the Human-Covenant war.

### **Who are the main characters in 'Halo: First Strike'?**

The primary characters include Master Chief John-117, Sergeant Major Avery Johnson, Cortana, and new characters like Captain Jacob Keyes and other UNSC personnel. The book also features Covenant leaders and soldiers involved in the ongoing conflict.

### **How does 'Halo: First Strike' fit into the Halo universe timeline?**

'Halo: First Strike' is set immediately after the events of 'Halo: Combat Evolved' and before 'Halo 2,' bridging the gap in the story and providing background on the aftermath of the original game's ending.

### **Is 'Halo: First Strike' suitable for new Halo fans?**

Yes, 'Halo: First Strike' is accessible for new fans as it provides essential context and expands on the Halo universe's story, though it also offers depth for longtime fans familiar with the series.

## Are there any major plot twists in 'Halo: First Strike'?

Yes, the novel features several plot twists, including unexpected alliances and revelations about the Flood and Covenant plans, which significantly impact the overall story direction.

## How does 'Halo: First Strike' compare to other Halo novels?

'Halo: First Strike' is considered one of the more action-packed and pivotal novels in the series, offering detailed battles and character development that enrich the overall Halo lore.

## Where can I purchase 'Halo: First Strike'?

'Halo: First Strike' is available in bookstores, online retailers like Amazon, and digital platforms such as Kindle and eBook stores. It is also available in libraries and audiobook formats.

## Additional Resources

Halo First Strike Book: An Epic Continuation in the Halo Universe

The Halo First Strike Book stands as a pivotal installment in the expansive Halo universe, captivating fans with its compelling narrative, rich character development, and meticulous world-building. Written by renowned author Eric Nylund, this novel bridges the gap between the original Halo game and its subsequent sequels, providing readers with an immersive experience that deepens their understanding of the saga's complex lore. Whether you're a seasoned Halo veteran or a newcomer eager to explore the universe's depths, First Strike offers a compelling blend of action, strategy, and emotional resonance that makes it a must-read.

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## Overview of the Book

### Plot Summary

First Strike picks up immediately following the events of the original Halo: Combat Evolved, focusing on the aftermath of the Human-Covenant war's pivotal battles. The story chronicles the efforts of the UNSC to regroup and retaliate after the catastrophic fall of Reach, the human colony and military hub. Central to the narrative are notable characters such as Master Chief

Petty Officer John-117, Cortana, and new figures like Staff Sergeant Avery Johnson and the Arbiter. The novel vividly depicts the strategic military campaigns, covert operations, and personal sacrifices made by individuals fighting against the Covenant forces.

The plot intricately weaves themes of heroism, sacrifice, and diplomacy, culminating in a daring mission to secure a foothold on a Covenant-controlled planet. As the humans struggle to reclaim lost ground, they encounter unexpected alliances and betrayals, adding layers of complexity to the ongoing conflict.

## Themes and Motifs

- Resilience in the face of adversity: The characters demonstrate unwavering determination despite overwhelming odds.
- The cost of war: Personal stories highlight the sacrifices made by soldiers and civilians alike.
- Loyalty and betrayal: Alliances are tested as trust becomes a scarce commodity amidst chaos.
- The nature of heroism: The novel explores what it truly means to be a hero in war, emphasizing courage over glory.

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## Character Development

### Master Chief

As the protagonist, Master Chief's character is portrayed with depth and nuance. His unwavering resolve and tactical brilliance are complemented by moments of vulnerability, especially when confronting the moral ambiguities of war. The novel delves into his leadership style, showcasing his ability to inspire others even in the darkest moments.

### Cortana

Cortana remains a vital companion to Master Chief, providing both strategic insights and emotional support. Her characterization emphasizes her evolution from an AI assistant to a trusted partner, grappling with her own identity and purpose.

### Supporting Characters

- Avery Johnson: A gritty, no-nonsense Marine whose bravery under fire exemplifies human spirit.

- The Arbiter: A conflicted Covenant Elite whose perspective shifts from enemy to ally, adding depth to the narrative's exploration of morality.
- New Characters: The novel introduces new figures like Captain Jacob Keyes' successor and various soldiers, enriching the story's tapestry.

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## **World-Building and Setting**

### **Locations**

The novel vividly describes a variety of settings, from the ruined landscapes of Reach to the alien worlds of the Covenant. Each environment is meticulously crafted to evoke a sense of realism and danger, immersing readers into the chaos of interstellar warfare.

### **Cultural and Political Context**

Beyond battles, the book explores the political tensions between human factions and the Covenant's religious zealotry. The portrayal of Covenant hierarchy and alien civilizations adds depth to the universe, highlighting the complexity of the conflict.

### **Technology and Warfare**

Nylund's descriptions of advanced weaponry, spacecraft, and combat tactics enhance the realism of the story. The innovative depiction of human ingenuity, such as the deployment of new vehicles and armor, makes the battles visceral and authentic.

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## **Writing Style and Narrative Structure**

### **Author's Approach**

Eric Nylund employs a clear, engaging writing style that balances technical details with emotional storytelling. His prose is accessible yet detailed, appealing to both casual readers and hardcore fans.

## **Narrative Pacing**

The novel maintains a brisk pace, with well-timed action sequences interspersed with character-driven moments. This balance ensures sustained engagement and emotional investment.

## **Point of View**

Primarily told from the perspectives of Master Chief and Cortana, the narrative provides insight into their thoughts and motivations. Multiple viewpoints enrich the story, offering a comprehensive understanding of the unfolding events.

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## **Pros and Cons**

Pros:

- Rich, immersive storytelling that expands the Halo lore.
- Well-developed characters with emotional depth.
- Exciting action sequences balanced with strategic planning.
- Detailed descriptions of alien worlds and technology.
- Bridges the gap between Halo: Combat Evolved and subsequent games, providing context for new fans.

Cons:

- Some readers may find the technical jargon overwhelming.
- The fast-paced action might overshadow character development for some.
- Certain plot points rely heavily on prior knowledge of the Halo universe.
- The book's tone may feel darker and more serious than the original game, which might not appeal to all fans.

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## **Impact and Significance**

### **For Fans of the Halo Franchise**

First Strike is considered an essential read for fans wanting to deepen their understanding of the Halo universe. It provides crucial backstory, enriches character arcs, and sets the stage for future stories, including the Halo 2 game.

## In Literary Terms

The book showcases Nylund's talent in blending science fiction with military drama, making it a standout in the genre. Its success helped cement the Halo novels as a vital part of expanded universe storytelling.

## Influence on Other Media

The novel's portrayal of key events and characters influenced subsequent games, comics, and other media, helping to maintain continuity and deepen fan engagement.

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## Conclusion

The Halo First Strike Book is a compelling addition to the Halo franchise, offering a rich tapestry of action, character development, and world-building. It captures the chaos and heroism of interstellar war while exploring themes of loyalty, sacrifice, and morality. Whether you're a dedicated Halo fan or a newcomer to the universe, First Strike provides an engaging and thought-provoking narrative that enhances the overall lore. Its detailed storytelling and memorable characters make it a highly recommended read for anyone interested in science fiction and military adventure stories.

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Final Verdict:

If you're seeking a well-crafted novel that expands on the Halo universe's depth and complexity, First Strike is an excellent choice. Its blend of thrilling combat, emotional moments, and intricate world-building ensures an immersive experience that will resonate long after you turn the last page.

## [Halo First Strike Book](#)

**halo first strike book:** *Halo: First Strike* Eric S. Nylund, 2005

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John-117—the Master Chief. Together with his AI companion Cortana and the last remaining Spartans, the galaxy-spanning fight rages on two fronts following the destruction of the human military stronghold Reach by Covenant forces and the mysterious artificial ringworld known as “Halo” at the hands of the Master Chief. One faction—a squad of Spartans lead by Blue Team’s Fred-104 and Kelly-087—is trapped on the glassed surface of Reach, the only planet they’ve ever known as home. And beneath this ruined world, Dr. Catherine Halsey has discovered an ancient secret...one that could alter the course of the war. Meanwhile, the Master Chief and Cortana lead a second group toward a gathering of Covenant warships, as the United Nations Space Command’s worst nightmare has finally come true: the Covenant has discovered the location of Earth and is forming a massive fleet to utterly destroy it, as well as all who oppose the indomitable will of the Prophets...

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**halo first strike book:** *Halo: The Flood* William C. Dietz, 2019-01-01 The bestselling adaptation of the iconic video game Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as the Covenant, the crew of the Pillar of Autumn, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew’s only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this “Halo” is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret and true purpose—even as a monstrous and far more vicious enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

**halo first strike book:** *Halo: Shadow of Intent* Joseph Staten, 2015-12-07 An original digital-first e-novella set in the Halo Universe and based on the New York Times bestselling video game series! After decades of grim combat against the humans and then the traitorous Covenant Prophets, the Sangheili warrior Rtas ‘Vadum—the Half-Jaw—has earned a long rest. But not all of the Prophets perished in their holy city, High Charity, and now one of their fearsome Prelates has

sworn his vengeance. This powerful threat has set a cataclysmic plan in motion—a plan to lure the Half-Jaw into a trap that will herald the utter destruction of the entire Sangheili race...

**halo first strike book: Halo (Book 3) First Strike a Bc** Eric Nylund, 2005-02-01

**halo first strike book: Crash Course in Gaming** Suellen S. Adams, 2013-11-25 Video games aren't just for kids anymore. This book will describe the why and how to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons. Gaming supplies more than just visual stimulation and empty entertainment; it can also promote socialization as well as the learning of both traditional and new literacies required to succeed in the modern world. Problem-solving, multi-tasking, complex decision-making on the fly, and reading the combination of words and graphics are vital skills for the 21st century—all of which are required to play video games. Crash Course in Gaming discusses the pros and cons of gaming, the types of games and game systems, circulating collections, and game programs. It explains how a library's video game program can—and should—do much more than simply draw younger users to the library, providing examples of how everyone from parents to senior citizens can benefit from a patron-oriented computer gaming program. The appendices also include specific games, programs, review sources, and sources for further information.

**halo first strike book: Between the Lines** Michael Anthony, Joan F. Kaywell, 2016-09-23 Michael Anthony, 20-year reading workshop practitioner at the secondary level, and Joan Kaywell, acclaimed author and advocate for young adult literature in learning, present Between the Lines, a creative paradigm shift for the English Language Arts workshop classroom. In contrast to the traditional sustained silent reading and individual conferencing model, an impractical commitment for most teachers, BtL invites collaborative engagement and active inquiry among students as well as on-demand writing and integrated YA literature, all designed to support existing middle and secondary level ELA classroom curriculum instruction and national academic learning standards while empowering English educators toward improved student literacy achievement and the creation of lifelong readers. The classroom activities, with student-friendly names like Book Chat Check and Pop Goes the Question, promote animated discussions in social learning contexts and produce writings supported by textual evidence from student selected texts. Clear step by step directions for facilitation and authentic models of resulting student writing are shared along with a standards-based lesson plan suitable for grades 6-12. Ongoing teacher/student journal conversations validate independent reader thought processes and provoke differentiated learning experiences. The book includes Common Core State Standards-based strategies for responding to students meaningfully and for inviting extensions beyond the book, motivating increasingly complex and connective writings. Sample dialogue journal entries are shared along with insightful commentary and practical analysis. Everything needed for implementing Between the Lines is contained within these pages, including a user friendly appendix filled with fully reproduceable classroom workshop materials, tips for reducing the teacher reading and writing loads, and suggestions for building an enviable classroom library stocked with award-winning adolescent literature.

**halo first strike book: Halo: Silentium** Greg Bear, 2013-03-19 The final installment in the New York Times bestselling series In the last years of the Forerunner empire, chaos rules. The Flood—a horrifying shape-changing parasite—has arrived in force, aided by unexpected allies. Internal strife within the ecumene has desperately weakened Forerunner defenses. Too little, too late, the legal rate of Juridicals is only now investigating possible crimes by the Master Builder and others. Evidence-gathering agents known collectively as Catalog have been dispatched to collect testimony from the Librarian and both Didacts: the Ur-Didact, treacherously abandoned in a Flood-infested system, and the Bornstellar Didact, who accompanies the Librarian as she preserves specimens against the dire possibility of Halo extermination. Facing the imminent collapse of their civilization, the Librarian and the Ur-Didact reveal what they know about the relationship between the long-vanished Precursors and the Flood. The Precursors created many technological species, including humanity and the Forerunners. But the roots of the Flood may be found in an act of enormous barbarity, carried out beyond our galaxy ten million years before. Because of that

barbarism, a greater evil looms. Only the Ur-Didact and the Librarian - husband and wife pushed into desperate conflict - hold the keys to a solution. Facing the consequences of a mythic tragedy, one of them must now commit the greatest atrocity of all time-to prevent an insane evil from dominating the entire universe.

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**halo first strike book: Halo: The Fall of Reach** Eric Nylund, 2011-06-28 Before the Human-Covenant War engulfed Halo, the planet-colony Reach came under attack by the Covenant, and Earth's specially trained and augmented warriors, code-named SPARTANs, stood alone to fight for humanity's survival.

**halo first strike book: Halo** Eric S. Nylund, William C. Dietz, 2004-09-28 A compilation of three paperback novels in the Halo series, which is based on a mature-rated video game, includes The Fall of Reach, The Flood, and First Strike.

**halo first strike book: Halo: The Thursday War** Karen Traviss, 2019-01-01 The second novel of the Kilo-Five Trilogy by #1 New York Times bestselling author Karen Traviss—part of the expanded universe based on the award-winning video game series Halo! 2553. Welcome to humanity's new war: silent, high stakes, and unseen. This is a life-or-death mission for the Office of Naval Intelligence's black-ops team, Kilo-Five, which is tasked with preventing the ruthless Sangheili, once the military leaders of the alien alliance known as the Covenant, from regrouping and threatening humankind again. What began as a routine dirty-tricks operation—keeping the Sangheili occupied with their own insurrection—turns into a desperate bid to extract one member of Kilo-Five from the seething heart of a brutal civil war. But troubles never come singly for Kilo-Five. Colonial terrorism is once again surfacing on one of the human worlds that survived the war against the Covenant, and the man behind it is much more than just a name to Spartan Naomi-010. Meanwhile, the treasure trove of Forerunner technology recovered from the Forerunner shield world of Onyx is being put to work, even as a kidnapped Sangheili plots vengeance on the humans he fears will bring his people to the brink of destruction...

**halo first strike book: Halo: Contact Harvest** Joseph Staten, 2007-10-30 Based on the universe and characters from the multimillion selling Xbox video games Halo and Halo 2, Halo: Contact Harvest continues the story of humanity's next great battle in their ongoing wars against the seemingly infinite alien factions who consider the human race heathens. This is how it began... It is the year 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But we have trespassed on holy ground--strayed into the path of an aggressive alien empire known as the Covenant. What begins as a chance encounter between an alien privateer and a human freighter catapults mankind into a struggle for its very existence. But humanity is also locked in a bitter civil war known as the Insurrection. So the survival of Harvest's

citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one stands above the rest...a young Marine staff sergeant named Avery Johnson. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**halo first strike book: Mortal Coils** Eric Nylund, 2009-02-03 Nothing interesting ever happened to fifteen-year-old orphans Eliot and Fiona while they've lived in the strict, oppressive household of their grandmother. A chance visit, however, reveals that there is much more to the twins. They are the offspring of a goddess and Lucifer, Prince of Darkness. Now, to settle the epic custody battle between these two families, the fallen angels create three diabolical temptations, and the gods fashion three heroic trials to test Eliot and Fiona. More than ever they need to stick together to survive and to learn how to use their budding supernatural abilities . . . for family allegiances are ever-shifting in the ancient, secret world they have entered. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**halo first strike book: All That Lives Must Die** Eric Nylund, 2010-07-20 Eliot and Fiona Post are twins caught up in an epic custody battle between their mother's and father's families. Their mother is the immortal goddess Atropos, the eldest Fate, and their father is Lucifer, Lord of the infernals, a diabolical fallen angel. The families have put them through rigorous, life-threatening challenges, and together they've risen to combat them in amazing ways. But now they are facing the greatest trial of all—high school. Paxington University is no normal high school—it's a place where gods and goddesses, warriors and soccerers learn to harness their power, where a debate in class can end in a duel, and your classmates aren't simply friends or enemies, but allies in battle or threats to your life. To flunk is to die—only the toughest graduate. As Fiona and Eliot struggle to keep up their grades by surviving the rigorous training, both families are watching. High school is bad enough, but imagine being caught in the midst of an immortal/infernal war... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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