

Call of Kings series

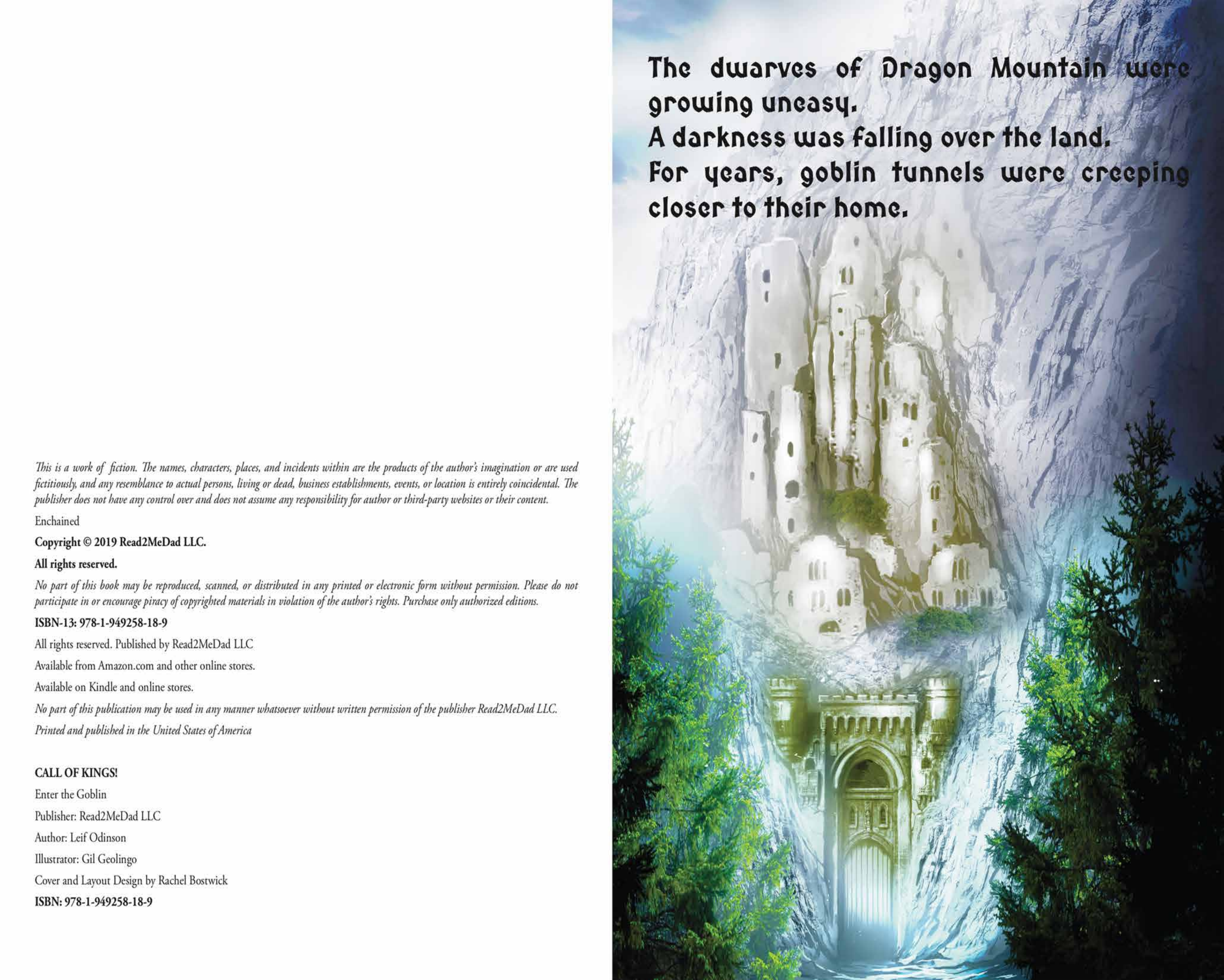
Enter the GOBLIN

Book One



by Leif Odinson
Illustrated by
Gil Geolingo





The dwarves of Dragon Mountain were
growing uneasy.
A darkness was falling over the land.
For years, goblin tunnels were creeping
closer to their home.

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Enchained

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CALL OF KINGS!

Enter the Goblin

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A dark, misty forest at night. In the foreground, a dwarf scout with a large horned helmet and a shield with a yellow star is looking towards the viewer. To the left, another dwarf scout is holding a glowing yellow torch. In the background, several goblin figures with red eyes are visible in the mist. The scene is dimly lit, with the torch providing a primary light source.

Goblin figures were often spotted at night.

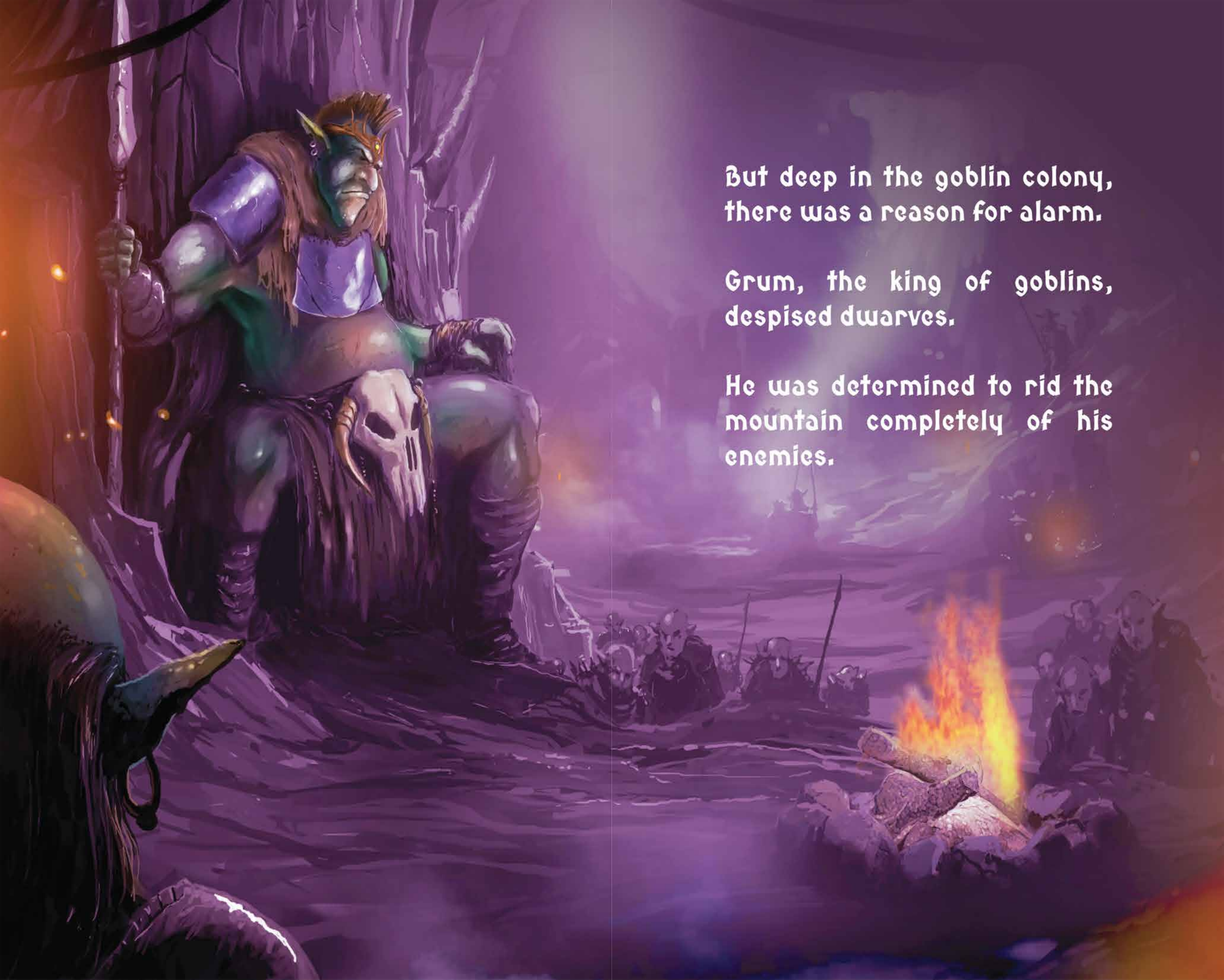
Dwarf scouts were sent out, but none ever returned.

But the dwarves were no strangers to war.

King Giantbeard of the dwarves
sat snug on his throne.

"Goblins? We do not fear
goblins!" he told his army.





But deep in the goblin colony,
there was a reason for alarm.

Grum, the king of goblins,
despised dwarves.

He was determined to rid the
mountain completely of his
enemies.

“No more shall we live beneath the dwarves!” Grum shouted. “We are goblins! We won’t hide! We! Will! Take! This! Mountain!”

He thrust his spear into the air with each word he spoke.

His goblins cheered and chattered in excitement for goblins loved trouble and dissent.

