

# THE STONEMAN SERIES™

BY:

**TERENCE MUNSEY**

SYNOPSIS:

BOOK 1	THE FLIGHT OF THE STONEMAN'S SON	PAGE 2
BOOK 2	THE KEEPER OF THREE	PAGE 3
BOOK 3	LABYRINTHS OF LIGHT	PAGE 5
BOOK 4	MARKS OF STONE	PAGE 6
BOOK 5	THEY OF OLD	PAGE 7
REVIEW	CANADIAN BOOK REVIEW ANNUAL	PAGE 8
	ST JAMES'S PALACE	PAGE 9

# THE FLIGHT OF THE STONEMAN'S SON

BOOK ONE — THE STONEMAN SERIES™

A NOVEL BY BEST-SELLING AUTHOR

TERENCE MUNSEY

## SYNOPSIS

This is a story of an awakening of an ancient knowledge in the main characters, how it changes them, sends them on a journey, and the evil that chases after them trying to stop them from finding a magical key that will unlock the ancient Passwords. The Passwords contain powerful talismans that can alter the balance between good and evil in the Worlds.

The first book in this series of five introduces the reader to the main characters: Julian, Eruinn, Thiunn and Princess Darla. We are introduced to the unusual powers that gradually awaken within them as they progress on their journey from their peaceful home of Jard in the Southlands, to the North, in search of the hiding place of the magical key and Passwords.

Unfortunately there is an ancient evil that has also become aware of the existence of these powerful items. The evil, Dorluc, wants the power of the talismans to release him from his ethereal prison. Dorluc was placed in this prison—a land of no form, as a punishment by the Old Ones—god-like beings who founded the worlds and first discovered the secrets of the Passwords. Dorluc is determined to get revenge on the Old Ones and return to the corporal worlds where he can then unleash an unchallenged reign of terror. He enlists the help of Lord Merm, the tyrannical leader of the Gotts.

The Gotts live in the north away from the peaceful inhabitants of the South. They are a barbaric waring tribe who have been looking for an opportunity to invade the Southlands and dominate the Worlds. Lord Merm willingly allies himself with the evil in hopes of gaining tremendous power.

The uncovering of the key and Passwords become essential to Lord Merm and Dorluc in order for them to realize their plans. A panic sets in to find their hiding place. After studying the ancient Forbidden Books of the Gotts, Lord Merm discovers three clues or warnings as to the location of the key and Passwords. He sets off to Norkleau in the northwest, the original seat of power of the Old Ones, to find them.

During this time Julian, Eruinn, Thiunn and Darla through an awakening within the magic of the Old Ones discover that they are protectors of the key and Passwords. They are the Chosen Ones who must lead Julian to finding the powerful items before the evil can find them.

The journey takes our heroes northward through secret passages and underground rivers to Norkleau Castle. It is an arduous journey but they manage to find the key and Passwords and escape just ahead of Lord Merm and his troops. Both Lord Merm and the evil are enraged and pursue them. In their flight from Lord Merm and the evil of Dorluc, Julian is separated from his companions in the dark secret passages.

The first book ends with Eruinn, Thiunn and Darla returning to Jard in hopes of being reunited with Julian, but they don't realize that he has already gone farther north without them to safely dispose of the key and Passwords.

As he flees, Julian does not yet realize that the evil and Lord Merm are not far behind.

# THE KEEPER OF THREE

BOOK TWO — THE STONEMAN SERIES™

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## SYNOPSIS

This second book in the series begins with Julian's escape northward with the magical key and Passwords into the Burning Forest. The forest is a foreboding place where those who enter are never seen again. Though nervous, Julian accepts that it is his only option –he must enter and risk whatever dangers therein lie.

Julian starts having visions in the Forest. He soon identifies and communicates with the spirit of his long dead father, who spurs him onward encouraging him to trust in the magic of the Balance. As Julian enters further into the Burning Forest he senses that he is not alone. Suddenly he discovers that he is able to communicate with the Moonfruit pine trees that surround him. He is led to one great lone pine and falls into a drug induced sleep.

The Moonfruit Pine are the protectors of the Burning Forest. They commune through the breeze and are able, by releasing their pollen, to cause intruders to fall into a deep sleep from which they never awaken. But this intruder is different. The Moonfruit are prevented from harming Julian and visited by his ancestors through 'communing' while Julian is under the Moonfruit's spell. The Moonfruit are directed to help Julian to find the Dwellers of the Forest and provide him with safe passage. The Moonfruit agree and they notify the Dwellers of the arrival of this special intruder –this 'one from before'.

The Dwellers are the people of the forest. They live in tree top homes well camouflaged deep within the north of the forest. Once they are told of the intruder's presence and his connection to the Old Ones, they come to meet and escort Julian to their secret community.

While Julian is being met and led to the Dwellers' home, Darla, Eruinn and Thiunn find their way back to Jard and Julian's cottage. Upon arriving there, they cross with the presence of the evil. Darla realizes through her growing connection within the magic of the Old Ones, that Julian has gone north to the Burning Forest and that the evil, leading Lord Merm, is chasing after him. Quickly they start upon a journey to catch up with Julian in order to assist him and protect him from Lord Merm and the evil.

Lord Merm is not far behind Julian. He is being given guidance by the evil to track him. Lord Merm enlists the aid of the Riders of the Ice Barrens – nomadic mercenaries who can track anything successfully. With them he travels north after Julian.

Julian manages to convince the Dwellers to help him find the mythical home, TIKA, of the Old Ones. The Dwellers guide Julian out of the Burning Forest ever more northward to the mighty Pass river and the grand canyons of TIKA.

It is not long before Julian is rejoined by his companions and together they cross into the zone of TIKA and into the secret underground passages that lead to the mythical city. Unbeknownst to them, Lord Merm is also close by and en route to TIKA.

Eventually Julian and his party find their way into TIKA and the Cavern of Three, where Julian must place the key and Passwords into the sarcophagus of the Keeper of Three. Julian places the Passwords safely into the

skeletal remains of the Keeper, but is unable to place the key. Lord Merm manages to ambush Julian and his party, forcing Julian to flee with the key lest Lord Merm and the evil retrieve it from the Keeper.

A fight ensues. Julian manages to break away and runs down a long tunnel that leads out from the cavern. There is light from the outside brightly shining. Julian comes to the end of the tunnel and discovers that he is trapped. There is an abyss before him and Lord Merm chasing up the tunnel behind him. He has nowhere to go. Suddenly Lord Merm, possessed by the evil, is upon Julian and they both topple out of the tunnel into the canyon abyss to a certain death.

# LABYRINTHS OF LIGHT

BOOK THREE — THE STONEMAN SERIES™

A NOVEL BY BEST-SELLING AUTHOR

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## SYNOPSIS

Labyrinths of Light is the bridging book to the series. The theme of this book covers the few seconds that Julian and Lord Merm are falling from the tunnel opening at the Cavern of Three through the abyss, to the mighty Pass River at the bottom of the abyss. It presents much more of the metaphysical, and philosophical content of the series. It is here that the reader is given an insight into the power of the magical key, the Passwords, and an unusual dimensional notion of time and space is explored.

Moments after falling from the canyon tunnel, Julian finds himself pulled through a portal into a timeless dimension, parallel to the universe he normally inhabits. He is bombarded with an array of non-linear experiences where every thought within his mind is instantly played out before him. There is no apparent order to these images and Julian begins to have a series of psychedelic SCI FI spiritual episodes. He is instantly reliving everything that he thinks about.

Julian is mentally thrown about as he is suspended in a marvelous shaft of light that, unbeknownst to him, travels between the threads of the universe. He struggles to comprehend what is happening. During this disorienting experience he is exposed to all of the memories of the Stonemen before him. Among these memories are his father and mother. They both appear to him in his mind. They help him to understand what is happening and the importance of completing his obligation to protect the key and Passwords from falling into the evil's control.

At the same time as Julian's experience, Lord Merm is also falling through the abyss. Merm observes Julian as he disappears through the portal and is left alone to his fate. He calls out for help. Dorluc, the evil, hears his plea. From his spirit world, Dorluc tries to save Merm from death.

Eventually Julian manages to muster enough strength and understanding to make his way out of the shaft and back through the portal to his own world. In doing so he drops the key into the river just before he falls into its torrid waters. The key drifts along and down to the riverbed. Moments later Lord Merm, saved, also plunges deep into the river.

Julian and Lord Merm do not perish. The combination of the water and the power of their magic softens their impact. The book ends with Julian, Lord Merm and the key, all swept away by the river. Above, at the mouth of the canyon tunnel, Darla, Eruinn and Thiunn search for some sign of Julian. Darla suddenly connects to him through the magic of the Balance and realizes what has happened to him and what she and the nephews must now do.

# MARKS OF STONE

BOOK FOUR — THE STONEMAN SERIES™

A NOVEL BY BEST-SELLING AUTHOR

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## SYNOPSIS

The story in this fourth book finds Lord Merm some time later with his troops trying to dam the Pass River in an attempt to search for the key on the riverbed. It is a gargantuan task, but Merm is able to accomplish it by the use of a hoard of slave labor.

Meanwhile Julian has survived his fall and found a way back into the city of TIKA, the mythological home of the Old Ones, by using a secret underwater passage from the river. He is reunited with his companions. By now all their awakenings within the magic are strong and they each clearly understand that they must retrieve the Passwords from within the city and take them to Aug to be placed inside a secret opening that lies hidden beneath the throne in the Great Hall. Unfortunately, Aug is the capital city of the Gotts and the journey will be dangerous.

With the Passwords in hand, Julian and his companions make their way back to the Burning Forest and the Dwellers, whom they warn of the approaching Gotts. They then use the northern routes and continue on to Aug.

Lord Merm finds the key and is advised by Dorluc of Julian's attempt to get back to Aug to dispose of the Passwords. Lord Merm requires the Passwords in order to use the magic of the key. He takes up pursuit. There is a cat and mouse adventure through the Burning Forest, Moonfruit Pine, and Lake of Choices, as both sides make their way to Aug.

Once in Aug, Julian and his party manage to get access to the Great Hall through the secret tunnels. They find the throne and access the hidden opening. Dorluc by now has taken over control of Lord Merm's person and in a panic directs Merm to Julian and his companions in the Great Hall. There is a skirmish. The Old Ones reveal themselves. The Passwords are placed into the throne. Lord Merm is killed by 'Jewel' —Darla's sword, and drops dead over the throne. The key falls from him into the throne opening.

The Balance is now protected. The key and Passwords are safe. The Old Ones appear in spirit form to our heroes and show them a portal back to their home in Jard. Julian, Eruinn, Thiunn and Darla having successfully completed their quest, enter through the portal and are transported back to the den of Julian's cottage. The circle is completed. They are all returned to where the story first began. The Worlds are once again secure. The evil has been thwarted.

# THEY OF OLD

BOOK FIVE — THE STONEMAN SERIES™

A NOVEL BY BEST-SELLING AUTHOR

TERENCE MUNSEY

## SYNOPSIS

This final book in the Stoneman series places Julian, Darla, Eruinn, Thiunn and Lenore on their last journey northward to the Jade Sea—a fabled location high up at the top of their worlds from which the power and magic of the Old Ones flows—to secure the Passwords of Promise and Key from the evil. Unbeknownst to them, Rmont has survived his ordeal at the Cavern of Three and now, after Lord Merm’s demise, has made a pact with the evil to accomplish what Merm failed to do. The Balance of the Worlds is again at peril.

Going as fast as they can Julian and his party return to the Burning Forest. The evil is not far behind. Julian is troubled and, connecting through his knowing within the Balance, foresees the future. He has to warn then enlist the aid of the Dwellers, and with Buold as his guide, attempt to complete his ancient quest—a journey that will take the party back to the seventh level of Tika where the Passwords are concealed, and then on through the majestic mountains of the north to the secret passages that will lead them to the shrine at the Jade Sea. It is here that their journey will end one way or another.

All along their way Julian and his party are pursued by Rmont and his evil allies. The journey is arduous and full of magical adventures. Rmont is trying to prevent the talismans from reaching the shrine at the Jade Sea where once deposited, will be lost to both he and the evil.

In the last phase of their journey, Rmont manages to catch up with and take Julian and his party captive. Julian tries to maneuver Rmont, now under the complete control of the evil, into entering the shrine at the Jade Sea. In his arrogance Rmont/the Evil acquiesce to Julian’s manipulation and they all enter the shrine together.

Once inside the shrine a powerful magic is released. Julian and his party cower to protect themselves from the onslaught of the Old Ones’ magic. There is a great struggle between the Old Ones and the evil followed by intense noise, screams, and blinding beams of light. When the battle ends, Julian and his party are the only ones left in the shrine. Rmont and the evil have disappeared. The Old Ones reveal themselves to the Chosen Ones and open a magical portal that will transport Julian and his party back to their peaceful homes.

The quest completed Julian, Darla, Eruinn, Thiunn, Lenore and Buold say their goodbyes and enter into the portal. They disappear from sight one by one. Soon they will be returned safe and sound to where they were when this adventure first started. Each privately understanding that they will not be returning to their same old selves or lives. They now clearly understand that they will never be the same again.

# REVIEW

## Canadian Book Review Annual

Fantasy readers ... will find the genre's familiar elements generally well executed in Munsey's first two volumes of a projected trilogy, The Stoneman Series. The books' central theme, the ongoing battle between good and evil, finds its specific expression in the quest of Julian, the Stoneman's son, who is accompanied on his journey by his two young nephews and Princess Darla, one of the Old Ones, (guardian beings charged with maintaining the balance between good and evil, power and magic). The peace that the Southlands had known since the Separation War is being threatened by Lord Merm, evil's physical presence and the leader of the bellicose Gotts, who is seeking the key that will unlock the Magic and allow him to enslave the three worlds. In *The Flight of the Stoneman's Son*, Julian must beat Lord Merm to the desired object. In *The Keeper of Three*, Julian, who is now being pursued by Lord Merm and his forces, must deliver the object to a designated place of safety.

Part of the strength of Munsey's writing is his ability to create visual settings and to populate them with well-developed and different peoples, such as the Gott's mercenaries, the nomadic Riders of the Ice barrens, and the Dwellers of the Burning Forest. The first volume, being essentially action driven, moves much more quickly than the second, which pauses frequently to explain and explore the ever-expanding levels of evil with which Julian must contend. Each book can be read on its own, though readers, desirous of a sense of completion, will want to finish the entire series.

...Recommended.

Dave Jenkinson



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From: The Lady-in-Waiting to Diana, Princess of Wales

6th December, 1996

Dear Mr Munsey,

The Princess of Wales has asked me to thank you for your letter of 14th November. The Princess much appreciates the trouble you took to write and also to send a copy of your book 'The Flight of the Stoneman's Son'.

The Princess of Wales has asked me to send you her sincere thanks together with her best wishes.

Yours sincerely  
Anne Beckwith-Smith

Miss Anne Beckwith-Smith, LVO

Mr. Terence Munsey