# Fighting Lessons

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Cover art by D. Moonfire

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This flash fiction contains no scenes of sexual assault.

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## Chapter 1

## Fighting Lessons

Larim landed on the ground. She whipped around and tried to concentrate.

Her sparring partner, the famous Naggergan Thut, had crossed the fighting ring in only seconds. Her curved blades flashed as she swung for Larim's throat.

Larim fell back.

"Don't dodge!"

Thut's body blurred as she covered the distance. "Focus!"

Larim gasped and tried to remember how the magic felt. Her body tingled.

The blade slammed into Larim's throat, parting through her now liquid body to hit the ground.

## About D. Moonfire

D. Moonfire is the remarkable intersection of a computer nerd and a scientist. He inherited a desire for learning, endless curiosity, and a talent for being a polymath from both of his parents. Instead of focusing on a single genre, he writes stories and novels in many different settings ranging from fantasy to science fiction. He also throws in the occasional romance or forensics murder mystery to mix things up.

In addition to having a borderline unhealthy obsession with the written word, he is also a developer who loves to code as much as he loves writing.

He lives near Cedar Rapids, Iowa with his wife, numerous pet computers, and a pair of highly mobile things of the male variety.

You can see more work by D. Moonfire at his website at https://d.moonfire.us/. His fantasy world, Fedran, can be found at https://fedran.com/.

## Fedran

Fedran is a world caught on the cusp of two great ages.

For centuries, the Crystal Age shaped society through the exploration of magic. Every creature had the ability to affect the world using talents and spells. The only limitation was imagination, will, and the inescapable rules of resonance. But as society grew more civilized, magic became less reliable and weaker.

When an unexpected epiphany seemingly breaks the laws of resonance, everything changed. Artifacts no longer exploded when exposed to spells, but only if they were wrapped in cocoons of steel and brass. The humble fire rune becomes the fuel for new devices, ones powered by steam and pressure. These machines herald the birth of a new age, the Industrial Age.

Now, the powers of the old age struggle against the onslaught of new technologies and an alien way of approaching magic. Either the world will adapt or it will be washed away in the relentless march of innovation.

To explore the world of Fedran, check out https://fedran.com/. There you'll find stories, novels, character write-ups and more.

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