

Sold To The Gladiators

Studienarbeit aus dem Jahr 2004 im Fachbereich Filmwissenschaft, Note: 1, Universität Wien (Institut für Theater- Film- und Medienwissenschaft), 6 Quellen im Literaturverzeichnis, Sprache: Deutsch, Abstract: Diese musikwissenschaftliche Forschungsarbeit soll einen kurzen Einblick in den Film, "Gladiator" von Ridley Scott, geben. Wie der Titel der Arbeit schon verrät, handelt es sich dabei nicht um den ganzen Film, sondern nur um einen Teil. Das Hauptaugenmerk der Analyse liegt bei der Filmmusik von Hans Zimmer sowie bei Grundparametern der Filmwissenschaft. Eine Behandlung des ganzen Filmes, aus filmtechnischer und musikwissenschaftlicher Perspektive, wäre viel zu komplex und zu umfangreich; deshalb beschränkt sich die Arbeit auf Filmmusik und Filmtechniken der Schlacht Szenen zu Beginn des Filmes. Ein kurzer Einblick in das Leben von Hans Zimmer, sowie die wichtigsten Fakten über den Film sollen aber jedoch auch nicht fehlen. Diese Arbeit soll keine Literaturliste sein, in der ein Zitat an das andere gereiht wird, sondern es soll eine Forschungs- und Untersuchungsarbeit sein."

This is the first book to analyse urban social relations in the eastern Roman Empire through the perspective of one elite family. From the late first to the mid-third century CE, the Vedii and their descendants were magistrates, priests and priestesses of local and imperial cults, and presided over Ephesos' many religious festivals. They were also public benefactors, paying for the construction of public buildings for the pleasure of fellow citizens. This study examines the material evidence of their activities - the buildings with their epigraphic and decorative programs - to show how members of the family created monuments to enhance their own and their family's prestige. It also discusses the inscriptions of the honorific statue monuments raised by the city and its sub-groups for the family in return for their benefactions, arguing that these reflect the community's values and interests as much as they commemorate the benefactors and their families.

Meet Felix, captured in Gaul in 180 CE and taken to Rome to train as a gladiator. He'll show you what it takes to survive these harsh, epic times as he introduces you to: ? gladiator school ? the Coliseum—the largest-ever amphitheater ? battles against lions ? hand-to-hand combat in the arena Do you have the skills and guts to be a Roman gladiator?

The Soviet Union won the Cold War. The Russians were a little smarter than they were in our own world, and the United States was a little dumber and a lot less resolute. Now, more than a century later, the world's gone Communist, and capitalism is a bad word. For Gianfranco and his friend Annarita, a couple of teenagers growing up in Milan, life in a heavily regimented, surveillance-rich command economy is just plain dreary. The eventual withering-away of the state doesn't look like it's going to happen anytime soon. Annarita's a hard-working student and a member of the Young Socialists' League. Gianfranco is a lot less motivated--but on the other hand, his father's a Party apparatchik. The biggest excitement in their lives is a wargame shop called The Gladiator, which runs tournaments, and stocks marvelous complex games you can't find anywhere else. Then, abruptly, the shop is shut down. Someone's figured out that The Gladiator's games are teaching counterrevolutionary capitalist principles. The Security Police are searching high and low for the shop's proprietors, who've not only vanished into thin air, but have left behind sets of fingerprints that aren't in the records of any government on earth. Only one staffer is left: Gianfranco and Annarita's friend Eduardo. He's on the run, and he comes to them in secret with an astonishing story: he's a time trader from our own timeline, accidentally left behind when the store was evacuated. The only way Eduardo can get home to his own timeline is if Gianfranco and Annarita can help him reach one of the other time trader sites in this world - and the Security Police will be on their tails all the way there...

Of all aspects of Roman culture, the gladiatorial contests for which the Romans built their amphitheatres are at once the most fascinating and the most difficult for us to come to terms with. They have been seen variously as sacrifices to the gods or, at funerals, to the souls of the deceased; as a mechanism for introducing young Romans to the horrors of fighting; and as a direct substitute for warfare after the imposition of peace. In this original and authoritative study, Thomas Wiedemann argues that gladiators were part of the mythical struggle of order and civilisation against the forces of nature, barbarism and law breaking, representing the possibility of a return to new life from the point of death; that Christian Romans rejected gladiatorial games not on humanitarian grounds, but because they were a rival representation of a possible resurrection.

Rome killed many thousands of people & animals in elaborate public spectacles. This provocative book asks not only who the victims were, and why they were killed in such a brutal fashion, but what happened to their bodies.

Sold to the Gladiators Stormy Night Publications

A lively set of English workbooks for 7-11 year olds featuring stories about a cat's travels. Each book contains a series of graded English exercises to help spelling, punctuation and grammar. Featuring a cute character, Horace, this series enables the reader to travel back in time using Horace's latest technology, the i-collar. In this series, Horace visits Ancient Rome; exploring a Roman Villa, a Roman Town and the Roman Army. The stories are brimming over with fascinating facts about life in Roman times and also include Horace's opinions as he sees life through a cat's eyes. A series guaranteed to stretch the imagination; they will also challenge fluent readers with new vocabulary and give him or her practice in exercises featuring grammar, punctuation, spelling and basic comprehension. The text is illustrated throughout with bold, dynamic, cartoon style illustrations that will capture the child's imagination.

Illustrated with striking Pompeian depictions of these ancient combatants, Gladiators at Pompeii presents a complete picture of the gladiators of the Roman Empire and the highly

organized and regulated tournaments in which they competed. Luciana Jabobelli reveals the latest evidence on the best-documented categories of gladiators, their origins, social status, equipment, and training. Originally staged for the funeral rights of prominent Roman citizens, gladiatorial games eventually became a tool for career politicians to both gain popularity and appease the often turbulent masses. While most gladiators were slaves or prisoners of war forced into a career of battle, others were criminals or free men from prominent families who aspired to fame and fortune. Surprisingly, there are even records of women gladiators.

Around 180 CE, in the lavish amphitheatres of the Roman Empire, trained gladiators entertained vast audiences by fighting to the death. Armed with a sword, a lance or a harpoon, the gladiator faced his opponent: a wild animal ready to strike, or a condemned criminal looking to save his own life. When the duel began, bloodthirsty spectators cheered, applauding every severed limb and spurt of blood. Ultimately, there could be only one outcome in the gladiatorial arena – one dead body, and one victorious champion. From the Samurai in Japan to Muhammad Ali in the boxing ring, *Gladiators* traces the evolution of one-to-one combat through the ages. Contents includes Emperors and Gladiators, Tiberius, Caligula, Claudius, Nero, Who Were the Gladiators? The Colosseum, Spartacus Samurai : The Way of the Warrior, Wandering Swordsmen, The First Samurai, The Last Samurai Medieval Tournaments: A Day at the Melee, Bohort, Pas d'armes, The Jousts, Armour Duelling: The Duel of Honour, Sword Duels, Pistol Duels, Duellists and Duels Also includes Boxing, Gunmen and Fighter Pilots

When Captain Nova Ardis acquires the services of a dangerous, tattooed gladiator, she knows she's taking a risk—but she would do anything for family. Kove has survived most of his life in the gladiator arena and now, on the eve of winning his freedom, he is sold once again. At least being the captain's bodyguard shouldn't be too hard compared to the bloody life he's lived. But when she takes him to the forbidden planet and embarks on a mission to rescue her brother, Kove will have to call upon all his skills to keep himself—and the woman he's falling for—alive.

The Romans who fearlessly fought in the Colosseum had varied backgrounds. Some were slaves and criminals forced to fight to the death. Others trained and volunteered for the task. Their goal was clear from the first step in the arena: the floor was sandy, so blood would be easy to clean up. Gladiator combat is a common topic when discussing the Roman Empire. Readers of this volume, however, will discover all the incredible details of gladiator life from the porridge they ate to the muscle massages they received! A glossary of gladiator terms and a timeline complement the main content.

We will claim her. She looks at my triad with disgust and hatred. We stare at her with pure hunger. Captured and forced to battle in the blood-soaked arenas of Bugra, my triad will live and die under the scorching sun. The only thing that moves our weary muscles and overcomes the pain of our wounds is the obsession of claiming our fated mate. She is brought to us humiliated and disheveled, and yet still her eyes burn with defiance. We are born to battle. We are born to blood and violence. Aurelians have no master, and when we break our shackles there will be a reckoning. She will be ours, even if I have to level empires and plunge the universe into war. I would kill for her, die for her, even as her hatred burns me to the core. She will be ours. Look inside to preview the book!

This engaging book is an excellent resource for classes on Roman art, architecture, history, civilization, and sport and spectacle.

First published in 1973, *Arena* discusses the Year AD 80, when the Colosseum opened with quite the longest and most nauseating organized mass orgy in history. It was a mammoth celebration on the grandest scale, a fitting inauguration for an arena built to epitomize all the majesty and power of the Roman Empire, a building which also held the seeds of that Empire's decay and destruction. As well as his vivid account of the erection of the Colosseum, Mr Pearson discusses the origins of death spectacles and their evolution into highly organized games intended to enhance imperial prestige and provide the populace with an effective substitute for politics and war. 'Butchered to make a Roman holiday', the victims of this lust for slaughter were slaves and criminals, the human surplus of their day, coached for an almost certain death. One chapter highlights the perverted death-wish of many early would-be martyrs and decisively establishes that there is no evidence for the death of a single Christian martyr in the Colosseum. The book concludes with a brief survey of the building's subsequent history; looted and despoiled yet still the embodiment of Rome's spirit and greatness, it became a sublime romantic ruin, now exposed by slum-clearance as a gigantic traffic island. Mr Pearson is acutely aware of the violence that was endemic in Roman society, and in his shrewd analysis he draws disturbing parallels with the twentieth-century situation.

Experience at first hand the spectacular, brutal life and savage death of the most iconic figure of ancient Rome. This manual will take the reader from the first faltering steps over the threshold of gladiator school, and through training to become a man of the sword. Find out how to get thousands to idolize you as the strongest, meanest fighter in the Roman empire. Learn why you should become a gladiator, how to join the profession, who will try to kill you (and what with), which arena of the empire is right for you, when and how often you will fight and what happens before, during and after the bout.

She will fight for her freedom. He will fight for her life. Mila might be slaveborn, but she has no intention of remaining a slave. Impatient for her freedom, the nineteen-year-old takes matters into her own hands. Armed with the combat skills her half-brother taught her, Mila ignores the pleas of her family and takes to the arena. She is prepared to do whatever is necessary, prepared for anything—except Remus Latinius. Raised inside the greatest gladiator school in Rome, Remus fought hard for his freedom. He earned it the only way he knew how—in the arena. Now he is content training others to do the fighting—or so he thought. Something changes the night he meets a slave girl desperate to prove herself. He should walk away, but the gods have other plans. This is the first book in the historical action romance series *Roman Hearts*. If you enjoy a moving love story with

strong female characters, then you will love *A Gladiator's Oath*.

Volume 1. From the Minoan bull-leaping to the ancient Olympics and the enigmas of their contests, this first volume of *Sport in the Greek and Roman Worlds* contains nine articles and chapters of enduring importance to the study of sport in ancient Greece, a field located at a crucial intersection of social history, archaeology, literature, and other aspects of Greek culture. The studies have been updated with addenda by the original authors, and two of the articles that were originally published in German or French have been translated into English here for the first time. The studies, selected for breadth and importance of historical topics, include: Greek sport in its epic, heroic, and Bronze Age origins; the ancient Olympics in its relation to religion, politics, and diversity of competitors; Greek events in track and field and equestrian events.

? Chariot races. Gladiatorial combat. Fishing. Hunting. Swimming. The ancient Romans enjoyed these sports--sometimes with fanatical enthusiasm. This reference book contains more than 100 entries covering sporting events and activities of the era, and the Romans who sponsored, competed in and attended them. Charioteer Appuleius Diocles, in a career spanning 24 years, competed in 4,257 races, winning an astounding 1,462 of them. Alypius, the young friend of St. Augustine, was both drawn to and repulsed by gladiatorial battles and struggled to shake his mania for the spectacle of blood sport. Brief abstracts of the entries are included for quick reference, along with an expansive glossary and biographical notes on the ancient authors cited.

The games comprised gladiatorial fights, staged animal hunts (venationes) and the executions of convicted criminals and prisoners of war. Besides entertaining the crowd, the games delivered a powerful message of Roman power: as a reminder of the wars in which Rome had acquired its empire, the distant regions of its far-flung empire (from where they had obtained wild beasts for the venatio), and the inevitability of Roman justice for criminals and those foreigners who had dared to challenge the empire's authority. Though we might see these games as bloodthirsty, cruel and reprehensible condemning any alien culture out of hand for a sport that offends our sensibilities smacks of cultural chauvinism. Instead one should judge an ancient sport by the standards of its contemporary cultural context. This book offers a fascinating, and fair historical appraisal of gladiatorial combat, which will bring the games alive to the reader and help them see them through the eyes of the ancient Romans. It will answer questions about gladiatorial combat such as: What were its origins? Why did it disappear? Who were gladiators? How did they become gladiators? What was their training like? How did the Romans view gladiators? How were gladiator shows produced and advertised? What were the different styles of gladiatorial fighting? Did gladiator matches have referees? Did every match end in the death of at least one gladiator? Were gladiator games mere entertainment or did they play a larger role in Roman society? What was their political significance?

Wishing to ingratiate himself with Rome, Herod the Great built theaters, amphitheaters, and hippodromes to bring pagan entertainments of all sorts to Palestine. Zeev Weiss explores how the indigenous Jewish and Christian populations responded, as both spectators and performers, to these cultural imports, which left a lasting imprint on the region. His promise of freedom was a double edged sword The rattle of chains and the bite of the whip are all Arria has known. Condemned and sold to former Gladiator, Celer Marcus, Arria is torn. Once before she'd put her heart in his hands only to have it broken. His whispers of freedom are an elusive and deadly treasure she has no hope of claiming. There are no illusions. Failing Celer, Arria will return to her former mistress - and certain death. Rudus in hand, Celer no longer spends his days training for the sands and his nights dreaming of freedom. Seeing Arria again awakens an old flame he thought long dead. Determined to win Arria's heart, Celer must find the strength and the patience to prove his promise of freedom can be trusted. Can Arria trust her heart to her Gladiator's Promise or will their love fall beneath the shadows of their pasts?

Condemned and yet feared by emperors, almost certain to be slaughtered and yet adored by the masses, the gladiator was the superstar of his day. His existence was invariably short and violent, improved only faintly by the prospect of honor, wealth, and public attention. Yet men gave up their freedom to become gladiators, noblewomen gave up their positions to elope with them, and Emperors risked death to fight them. This thrilling popular history of ancient Rome's gladiators charts the evolution of the games; introduces us to the legendary fighters, trainers, and emperors who participated in the violent sport; and re-creates in gripping detail a day at the bloody games. Alan Baker reveals the techniques of the training school, then sets us ringside to witness the torturous battles between bulls, lions, jaguars, and battle-hardened human beings. With each breathtaking scene, the complex culture of world that created and adored these bloody games between man and beast comes into clear focus. A work of history that reads like fiction, *The Gladiator* brings to life Spartacus, Commodus, Caligula, and all of the other memorable players of the nearly thousand-year-long gladiatorial era.

Gladiators were the superstars of the Roman Empire. However, their lives were bloody, dangerous, and short. Learn more about these fighters in *Gladiators*. Curriculum Connections: - Presents fighters in historical context, including the culture, mores, and socioeconomic climate of the time - Action verbs, vivid descriptions, and other reading cues are used in the text to stimulate the reader, particularly the experiential and/or kinesthetic learner (differentiated instruction)

The Victor's Crown brings to vivid life the signal role of sport in the classical world. Ranging over a dozen centuries--from Archaic Greece through to the late Roman and early Byzantine empires--David Potter's lively narrative shows how sport, to the ancients, was not just a dim reflection of religion and politics but a potent social force in its own right. The passion for sport among the participants and fans of antiquity has been matched in history only by our own time. Potter first charts the origins of competitive athletics in Greece during the eighth century BC and the emergence of the Olympics as a preeminent cultural event. He focuses especially on the experiences of spectators and athletes, especially in violent sports such as boxing and wrestling, and describes the physiology of conditioning, training techniques, and sport's role in education. Throughout, we meet the great athletes of the past and learn what made them great. The rise of the Roman Empire transformed the sporting world by popularizing new entertainments, particularly gladiatorial combat, a specialized form of chariot racing, and beast hunts. Here, too, Potter examines sport from the perspectives of both athlete and spectator, as he vividly describes competitions held in such famous arenas as the Roman Coliseum and the Circus Maximus. The Roman government promoted and organized sport as a central feature of the Empire, making it a

sort of common cultural currency to the diverse inhabitants of its vast territory. While linking ancient sport to events such as religious ceremonies and aristocratic displays, Potter emphasizes above all that it was the thrill of competition--to those who competed and those who watched--that ensured sport's central place in the Greco-Roman world. "Vivid and authoritative. Potter skillfully reveals how the gymnasium lay at the heart of Greek life and culture, but his passion is clearly for the Olympics. When Potter moves on to Roman sport, things get livelier still. He meticulously traces the origins, careers and lifestyles of athletes, gladiators and charioteers alike, and demolished some cherished myths along the way. Most gladiatorial combats apparently ended in surrender, not death, although a crowd might well call out "ingula!" (kill!), running their thousands of thumbs under their throats in the original 'thumbs up' gesture. Fascinating and impressive." --James McConnachie, Sunday Times

This book is a study of the city and urban life in Roman Palestine during the Talmudic period, 100-400 B.C. Rather than focus on a specific city, Daniel Sperber synthesizes what is known about city life in Talmudic Palestine to create a paradigmatic hypothetical Palestinian city. Drawing on numerous literary records for his information, he describes the structure and use of many physical aspects of the city, such as its markets, pubs, streets, bathhouses, roads, walls, toilets, and water supply. Rounding out the study is a chapter describing the archeological evidence, written by Sperber's colleague, Professor Joshua Schwartz. With the recent upsurge of interest in urbanization in the Greco-Roman world, *The City in Roman Palestine* will attract not only scholars of Judaic literature and history, but also classicists and ancient historians.

Johnson, Allan Chester, Paul Robinson Coleman-Norton and Frank Card Bourne. Clyde Pharr, General Editor. *Ancient Roman Statutes: A Translation with Introduction, Commentary, Glossary, and Index*. Austin: University of Texas Press, 1961. xxxi, 290 pp. 9" x 12." Reprinted 2003 by The Lawbook Exchange, Ltd. ISBN 1-58477-291-3. Cloth. \$150. * A collection of documents in translation based on a collation of Roman laws collected from the editions of Bruns, Girard and Riccobono. Laws gathered from other secondary sources, such as ancient authors' writings and from modern scholars' editions of inscriptions and of papyri, are also included. This volume is Volume II of *The Corpus of Roman Law (Corpus Juris Romani)*, General Editor, Clyde Pharr. (Volume I: *The Theodosian Code* is also published in reprint by The Lawbook Exchange, Ltd.)

Throughout history—and even today—the head honchos usually like things the way they are. Rocking the boat does not make them happy—not one bit. They may even want your head for going against the grain. But that threat didn't stop the characters spotlighted in *Fantastic Fugitives* from changing history. They founded countries, won wars, and even ended empires—all while on the run! History's Most Wanted covered in this book include: Spartacus Martin Luther Harriet Tubman John Dillinger Emmeline Pankhurst Nelson Mandela And six more! The exciting second book in the *Changed History* series, *Fantastic Fugitives* lets you follow these historical figures' fast-paced stories to learn how anyone can change the world. Even you! Just make sure you have your running shoes on. This book is ideal for kids ages 8 and up, and is especially good for reluctant readers and those kids who think history reading is simply dry and boring. There are many color illustrations, photographs, and maps included through the book and sidebars with fascinating facts break up larger chunks of text in each chapter. Teachers, librarians, and parents will like that this can be used as a good go-to book to inspire kids to become interested in history.

Im Jahr 73 vor Christus flieht Spartakus mit siebzig Gefährten aus der römischen Gladiatorenschule in Capua und stürzt halb Italien in einen Krieg der Sklaven gegen ihre Herren. Beeindruckend und spannend analysiert Arthur Koestler die Macht, die Spartakus "als Anführer" erlangt - die er nach bestem Gewissen einsetzt, um dann grandios zu scheitern. Koestlers erster Roman erzählt die Geschichte einer aus Gewalt geborenen Rebellion. Der Roman belegt wunderbar, wie aus dem talentierten Journalisten und Essayisten der große Romanautor Arthur Koestler wurde.

Bethan has served multiple masters since she was captured by a rival clan and sold to the Romans, but nothing could have prepared her for Felix and Rufus. After purchasing Bethan, the two handsome, battle-hardened former gladiators quickly make it clear that she will be shared between them, taken hard and often by them both, and punished sternly for any disobedience. Having been told by a seer that he must claim a woman from among his own people in order to appease the goddess of fertility, Felix is delighted to stumble upon a girl as beautiful as Bethan, and he is determined to use her as thoroughly as needed to bring blessing on his new estate. Rufus, on the other hand, was never much of a believer in fate, but the moment he sets eyes on Bethan he wants her in his arms... and in his bed. Will she surrender willingly to her new owners' dominance or spend her days with a bright-red, well-spanked bottom? Publisher's Note: *Sold to the Gladiators* includes spankings and sexual scenes. If such material offends you, please don't buy this book.

Gladiators have been the subject of fascination and legend for centuries, whether they were fighting fellow gladiators, exotic animals, or participating in hunts. Readers will be engrossed in the history of this potentially deadly sport, its development, and its rise and fall. This tell-all text covers the wide variety of warriors who took part in this vicious combat, their armor, weapons, and their lives including their stardom, the less-than-glamorous, and the gruesome. This enlightening resource also features the equipment, weapons, and armor that made for the most grisly entertainment, bringing crowds to their feet, in both horror and delight.

'It is settled. The boy is in your charge. You will train him to fight. He must be able to use the dagger, throwing-knife, staves and his bare hands. One day young Marcus may well become a gladiator in the arena. But you must also teach him the ways of the street.' Now a member of Julius Caesar's palace, Marcus's training continues in the city of Rome. The city streets are plagued by vicious gang war attacks, and Caesar must employ his own gang leader, who learns of a plot to murder him. Only Marcus can go in undercover. But he's in terrible danger. If the rival gang discover him the price will be fatal. Julius Caesar's isn't the only life at risk . . .

Die Feinde des Imperiums dürsten nach Rache Die Krieger Macro und Cato sind auf dem Weg nach Rom, als ihr schwer beschädigtes Schiff vor Kreta anlegen muss. Dort tobt ein Aufstand – die Revolte unter der Führung des brutalen Gladiators Ajax droht die Mittelmeerinsel ins Chaos zu stürzen. Ajax steht dem römischen Reich mit unversöhnlichem Hass gegenüber, und auch gegen die beiden Centurionen hegt er tiefen Groll ...

Countering the traditional belief that Jews in antiquity were predominantly disinterested in the popular entertainments of the Greek and Roman world, Loren R. Spielman maps the varieties of Jewish engagement with theater, athletics, horse racing, gladiatorial, and beast shows in antiquity. The author argues that Jews from Hellenistic Alexandria to late antique Sepphoris enjoyed and exploited, or alternatively resisted and scorned, popular forms of public entertainment as they adapted to the political, social, and religious realities of imperial rule. Including references to ancient Jewish actors, athletes, promoters, and plays alongside analysis of rabbinic and other early Jewish critique of sport and spectacle, Loren R. Spielman describes the different ways that attitudes towards entertainment might have played a role in shaping ancient Jewish identity.

In this work of historical fiction, Ben Witherington III provides a one-of-a-kind window into the social and cultural context of Paul's ministry.

Creating Television brings television and its creators to life, presenting fascinating in-depth interviews with the creators of American TV. Having interviewed more than 100 television professionals over the course of his 15 years of research, Professor Robert Kubey presents here the 40 conversations that provide the most illuminating insights about the industry and the people working in it. These interviews

bring television's creators to life, revealing their backgrounds, work, and thoughts about the audience and the television programs they create. Each interview tells a compelling tale of an individual's struggles and successes within a complex collaborative and highly commercial medium, offering readers rare insights on the human component in television's development. Featured in this volume are actors, agents, writers, directors, producers, and executives, representing television's earliest days through to the present day. Spanning shows from I Love Lucy and The Tonight Show through to Seinfeld, The Simpsons, and The Sopranos, these creators share the stories of how they gained entry to the industry and built their careers, offering readers a rare opportunity to meet, up close, the people involved in creating many of the most famous and successful programs in the medium's history, and linking the creators' personal histories to the television programs they create. With its unique insights on the people responsible for making television, this volume will be of interest to scholars and researchers in television history, sociology of culture, human creativity, television production, media studies, and mass media ethics. It will also be a popular reader for undergraduate and graduate students in courses addressing television, mass culture, media and society, American Studies, creativity, television history, and media ethics.

Luke Hart a seemingly normal, everyday guy heads off to college with McKenna Parker, his best friend and one true love. While at school Luke stumbles on to a discreet world unlike anything he has experienced before. The world of Legacy, an institution that has been thriving since the decline of the Roman empire. Legacy has maintained the gladiator style of the fighting since the reign of Emperor Numerian. Becoming immersed in Legacy, Luke discovers he is a Bloodborn. A warrior, whose bloodline traces back to one of histories most storied legends. While finding a home in Legacy, Luke begins his transformation from seemingly normal guy into a God. The closer Luke gets to his fulfilling his destiny, the more he puts his and McKennas lives in danger. Ancient Rivalry, and blood lust spell death at every opportunity for Luke. Only time will tell if he will be able to survive Legacy.

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