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Sommario/riassunto	Champion of the Gods: Book TwoAfter defeating Meglar at Belsport, Farrell returns to Haven to recover from his injuries, but Khron, the God of War, has other ideas. He gives Farrell a new mission: free the survivors of the ancient dwarf realm of Trelham from their three-thousand-year banishment. To fulfill Khron's near impossible task, Farrell will need the help of his distance ancestor, the legendary wizard Kel. But Kel has been dead for a thousand years.Farrell finds information hinting that Kel is alive, so he moves his search to Dumbarten, Kel's birthplace. To reach Dumbarten unannounced, Farrell and Miceral disguise themselves as mercenaries on board a merchant vessel. Their journey is disrupted when pirates attack their ship. While attempting to subdue the attack, Farrell is struck down by one of Meglar's minions.Unconscious and trapped in his own mind, Farrell's only chance for survival rests with Miceral and the peregrine king Rothdin entering his thoughts and helping him sort fact from illusion. To reach Farrell, they will need to rely on an untested spell from one of Kel's spellbooks. If they succeed, Miceral can guide Farrell home safely. If not, Farrell will destroy not only himself, but Miceral, Rothdin, and everyone around him.