

Chapter 1 : Welcome to PUAO! - Home

United As One is the seventh and final book in The Loric Legacies series. It was published on June 28, United As One is preceded by the sixth book in the series, The Fate of Ten, and succeeded by Generation One, the first novel in the The Loric Legacies Reborn series.

It introduces readers to the Loric, an almost extinct race of extraterrestrials represented by nine teenagers and their corresponding guardians living on Earth. Another alien race, the Mogadorians, wiped out the majority of the Loric, except those who escaped to Earth. Now the Mogadorians have come to finish the job. The book is told from the perspective of Number Four, also known as John Smith. John is the next target for the Mogadorians, who must kill the Loric in the order of their numbers. He and his guardian Henri move from place to place, changing their identities to keep hidden. Numbers 1, 2, and 3 have already died, proven by the circular brands that appear on the ankles of the Loric when one of their kind is killed. John begins inheriting Legacies, the ancestral right of some Loric and must learn to keep his powers hidden from his human friends. John befriends a young man named Sam Goode, whose father helped the Loric when they first arrived has since then mysteriously disappeared. John goes home to find the website and sees a few pictures of him disappear with a deleted status. John and Sarah soon begin dating and forming a very close bond. Later on, John and Sarah return to the high school to find out that the Mogs have found them. Together they work their way through the school, killing the Mog commander sent after John. However, Henri is lost in the process, telling John of a secret letter he has hidden for years. The school is half destroyed, reduced to a massive pile of rubble and the football field has a massive crater in the center. Because of social media and police officers, John, Six, and Sam are possible hostages. The three escape in a truck, leaving Sarah behind. The Power Of Six[edit] Main article: The Power of Six The story is told by two members of the Garde: While John, Six and Sam try to stay ahead of the Mogadorians while searching for the other surviving Loric, Marina searches for news of John after his heroic battle at the school that came at the end of I Am Number Four. The plot begins by showing what life is like for Marina in the convent. Marina starts to suspect the Mogadorians have discovered her but believes the charm is what keeps them from attacking her. She keeps seeing the same Mogadorian watching her in various circumstances. A new 7-year-old girl named Ella comes to the orphanage and Marina befriends her. Meanwhile, she tries to convince her Cegan Adelina to open her Loric Chest and take responsibility for her role as Cegan, but to no avail. Ella finds the hidden Chest, and she and Marina retrieve it after a scuffle with four women from the convent. In this fight, Ella breaks her arm, and Marina discovers her healing legacy. Later, Marina drugs Adelina and opens her Chest. After a particularly bad chase one night, John finally decides to open his Chest, which he has kept with him all his life and contains special Loric items. However, by opening the chest, they notify the Mogadorians of their location and prompt an attack on the house, which they narrowly escape. Sam remembers his father telling him of a secret Loric base in his backyard, and they set off to find it. Upon finding it, they are interrupted by Mogadorians, and the party splits up: They suspect Sarah had notified the FBI while they met. Meanwhile, Marina activates a communication device in her Chest, which alerts both the Mogadorians and the members of the Garde of her location. As Mogadorians catch up to John and Sam in prison, Six helps them escape, though she is very angry they left her during the battle in Paradise. After escaping, she shows them on the internet that someone has burned the same symbols on their ankles onto a mountain in Spain in giant letters and they decide on a plan: Meanwhile, the Mogadorians catch up with Marina and Adelina as they try to escape the convent. Adelina is murdered while trying to help Marina. He explains that Ella is the tenth member of the Garde, who escaped on a second ship, and has disguised herself through her legacy of age-shifting. As they battle the Mogadorians at the lake, Six arrives at the scene and helps them win the battle. They run out of invisibility, but manage to free Nine and escape the mountain with everyone but Sam, who was caught and had to be left behind. A battle commences between the Garde and the Mogadorians. Crayton dies and Eight teleports himself and the girls away from the Loric cave. However, Six ends up separated from the others, landing at a military base in New Mexico. From there, the military finds her and drugs her. She discovers that the government is working with

the Mogadorians. Nine and Four arrive at the penthouse and attempt to contact the other Garde, where they meet up with Number Eight and Setrakus Ra in a dream. Four proclaims to be Pittacus Lore, angering Nine. Upon entering the base, they find Sarah and rush to aid Six in battle. Setrakus Ra takes the form of Six, tricking the Garde and stabbing Eight. Four develops a healing legacy in battle, allowing him to heal a burned Sarah and Ella after being shot by a Mogadorian blaster. Ella develops a new Legacy that gives her the ability to block the Legacies of other Garde. Setrakus Ra, who has the same Legacy, uses his to block the powers of the other Garde. Ella, in turn, uses her Legacy to block his; as a result, the other Garde regain their Legacies. Sam is being held incommunicado except for Mogadorian guards and fed a daily diet of stale cheese sandwiches and dirty water. Through a flashback, we learn that Sam was transported to New Mexico by human co-conspirators of the Mogadorians shortly after the battle in West Virginia. After the flashback, the base is attacked by the Garde, as related at the end of the third book. However, it is not the Garde that discover Sam, but surprisingly his long-missing father. In a further twist, we discover that Malcolm Goode is accompanied by Adam, a good Mog teenager with Legacies. Apparently, Malcolm and Adam, having learned where Sam was being kept, decided to attack at the same time as the Garde. Adam stays behind to cover their exit. Sam and Malcolm sneak out during the chaos unnoticed by both the Mogs and the Garde. Initially aimless while healing, John is struggling to determine what next step to take. Ten Ella has been having nightmares, similar to the nightmares shared by John and Nine prior to going to New Mexico. John discusses the dreams with Ella. He attempts to get her to practice, but she resists, declaring it "wrong. She tells John she knows of no letter and the conversation ends. Five next leaves a message on the Internet, in spite of the fact that the Mogadorians regularly monitor it. Marina Seven takes over narration duties after the away team departs. Scolded by Nine on their return, they agree to train with him and thereby sharpen their skills. It reveals that unlike the other Loric, she is not to become one of the Elders. Instead, her father comes from the family that once held the position of the tenth elder, but had since had it taken away. He stayed with her mother, who was a Garde, to defend the planet, and fell with it. John takes over narration as the away team is driving to retrieve Five. On the way, John and Six resolve their tension over the kiss they shared in book two. After this, they go on to meet Five, who is waiting to meet them. On arrival, they discover Five is ignorant of the danger he created with the crop circle and the Internet message. Five wishes he could meet all of the Garde together and his mind is "officially blown" when he meets Sarah, their human ally. Just then they are attacked by the Mogadorians, who arrive in a cloaked ship. Five does not participate in the battle, and appears shell-shocked at what he says is his first time to see Mogadorians. Five demonstrates his Legacy, Externa, that allows him to take on the properties of things he touches. Six uses her weather powers to cause the ship to crash, and Sarah, Four and Six mop up the Mogadorians. Just as they think they have won, a new monster—much larger than the piken—appears, chasing Six. It is a centipede the size of a tanker truck, covered in a cracked and leathery skin with hundreds of tin arms. John remembers creatures like this caged in West Virginia. Five then demonstrates his power of flight, and John climbs on his back above the monster and uses his lumen-powered fireballs to attack the creature. John falls off of Five and lands in front of the creature. Just as he is about to be eaten, a red dot appears on the creature's massive single eye and then a rifle shot blows that orb apart in a grisly fashion. John kills the creature and turns to discover he has been rescued by Malcolm, with Sam in tow. Sam takes narration duties just in time to be hugged by Six and overwhelmed by it. Five continues to be both clueless and churlish, culminating in an evening where each of the Garde tells their stories. After this story, Malcolm tells his own, about meeting Pittacus Lore. Struggling to undo the effects of the Mogadorian torture that left holes in his memory, Malcolm reveals that each chest holds a key to contact Lorien again. Malcolm also reveals that there are two kinds of Mogadorians—the disposable vat-born, and the more rare trueborn that form the ruling class. John declares that they will seek out Adam if he is still alive. Five expresses suspicion about the humans, given how many stories of human collaborators he has heard and their recent contacts with the Mogadorians, but John talks him down. Bernie Kosar goes nuts over an antler artifact from a chest, trying to use it to call the other chimera. A capture the flag game ensues in the newly restored training room where Marina wins the day. John and Sarah go out on a date to the zoo and discover three Mogadorian spies collecting an envelope, filled with notes unhelpfully written in Mogadorian.

Chapter 2 : 11 Top Unity Bible Verses - Scriptures About Being United

Make your way to the Sanctum of Light to speak with Lady Liadrin, and hear the council of war. A level Quest. Rewards. Added in World of Warcraft: Legion.

Edit He is described to be tan, "with his square jaw, shaggy dark blond hair, and blue eyes," for most of the series. Like all of the Nine, he has four scars around his right ankle from the four deceased Garde. He looks slightly different in The Loric Legacies Reborn series. It is implied that he has a good heart as he is always risking his life to save the ones he loves as when he saved Henri from Athens and Sarah from a house fire. However John can be foolish at times and is told by Number Six that he can be selfish, her example being when he left her to fight Mogadorians on her own so he could see Sarah in The Power of Six , and when he refuses to join her going to Spain so he can retrieve his Loric Chest. All Loric possess enhanced physical strength, speed, senses, reflexes, and endurance. The ability to communicate with animals using his mind. While this is the third Legacy he discovers, it is the first he develops, unknowingly feeling the pull of this power before fleeing the Florida Keys when he is feeding a small herd of Key deer. This Legacy enables John to produce light and fire. This ability can also give him invulnerability to heat and flames. It is the first Legacy John develops and his main power in combat. The ability to move objects with his mind. This should be the first Legacy every Garde develops when they come of age; however, John took about a month and a half to develop it after his Lumen, having developed his Lumen in September and his telekinesis in late November. The rarest and most powerful of Legacies. With it, John can duplicate the Legacy of another Garde simply from having previously seen someone using the ability. A Legacy that allows a Garde to heal the injuries and ailments of others. When fully developed, one could even use it on himself. John mimicked this Legacy from Marina. John mimicked this Legacy from Six. This Legacy enables Garde to turn anything or anyone into stone that they focus their gaze upon. It must be used with great caution. John mimicked this Legacy from Daniela. The ability to fly through the air. John mimicked this Legacy from Five. With this incredibly rare ability, John can temporarily cancel out the Legacies of other Garde. John mimicked this Legacy from Ella. The ability to freeze water molecules to create ice seemingly out of nowhere. Each Chest contains the Inheritances of the Loric Elders, and occasionally endowments from the parents of the Garde. As of yet, John only has knowledge of how less than half the relics work. There were over seventeen pieces of Inheritance in his Chest, but several of them were destroyed. Contents of known usage Edit Loric Crystal: The smoke seems to be connected to Loralite , as the pendants will heat up as well. This is part of the communication system the Garde are supposed to use when they unite; the Macrocosm works as the receiver of the Red Crystal, which works as the transmitter. This causes an error in the story line as Henri told John this item was not part of his inheritance and that he had slipped it in the last time they opened the Chest for safekeeping. However, it only works on other Loric. However, it must be used promptly after infliction and causes double the original pain while healing. The stone works on both humans and Loric. He jumps off a boat after saying goodbye to a local girl named Tara and swims back to his beach house, where his Keeper Henri is already waiting. They pack up their belongings and burn their old identities, leaving early that morning. Four reflects on how much he will miss Florida. Before they go, he feeds celery to a small group of Key deer, and feels a strange sensation when one of them looks directly at him. They move into a house on the outskirts of town and John meets Annie Hart, the realtor. She tells him to look for her daughter at Paradise High School. John chooses to go to school the next day, rather than help Henri settle in. He meets Sarah Hart, a junior whose hobby is taking pictures around the school. A dog approaches John that morning, but it only watches him go to school from a distance. In his astronomy class, John confronts Mark James, the local football star and bully of the high school. Henri comes to the school to pick him up in response to a text, but John left his backpack in the classroom. He realizes that Mark probably stole his phone. They open the Loric Chest together and use a Loric crystal to spread the Lumen throughout the rest of his body. As the crystal spreads the Legacy, John sees visions of his home world Lorien. He watches it get invaded shortly before a dog shows up on their doorstep and he wakes up. John and Henri decide to adopt the dog and they call him Bernie Kosar. In the mornings, BK begins to do

a sort of patrol routine, which John dismisses. Henri leaves that following morning to withdraw money from Columbus, Ohio, leaving John to go to school by himself. John stands up for Sam when they throw meatballs at them, but can do little to defend Sam when he comes to learn that Mr. Both outsiders, John and Sam slowly start to bond. John also bonds with Sarah in their home economics class, where she tells him her two-year period of dating Mark and how detrimental that was to her life. Sarah asks John to come with her to the Halloween festival, to which he does. During the festival, Sam and Henri exchange their theories about aliens until Sam mentions the Mogadorians. Henri tells John to look into that. John goes on a themed haunted hayride with Sarah, her friend Emily Knapp, and Sam. They get attacked in the woods by Mark and his football players, but John overpowers all of them easily in a fight. After saving Sarah from the football players, they kiss and slowly begin to form a relationship. Sam starts to avoid John after that, and when John comes to his house to ask about *They Walk Among Us*, the magazine Sam heard about the Mogs from, he even holds John at gunpoint, believing he is an alien. John says he sounds crazy and forgives Sam, and the two spend the day together. Sam finally tells John the reason he is so interested in aliens: When he leaves back for his house, he checks the Chest to make sure it stays locked when he tries to open it, confirming that Henri is alive. Finding no other options, John calls Sam and asks him for help to get to Athens. After using his telekinesis to save Sam from being pushed down the stairs and explaining to Sam who they really are, they interrogate one of the editors, finding notes about the Garde. The three Mogs the editor mentioned arrive in the basement, and John uses his strength to carry Sam and Henri and leap away from the house before the Mogs can see them. Arriving back in Paradise, Sam swears he will be an ally to the Garde. Henri tells John they need to move because the Mogs are too close by, but John refuses to leave Sarah and Sam, even using his telekinesis to pin Henri to a wall. Henri is actually amazed and proud of John for fighting so hard to stay, but insists that he has to take training more seriously and that if anything else comes up, they will leave with no argument. Over winter break, John and Sarah spend more time together. Henri explains one night that the Loric fall in love for life, and tells John to be wary of that happening with him and Sarah. John begins to have more visions of Lorien, and sees a second, much older ship take off. John also goes on more runs, and finds himself always falling behind Bernie Kosar, who disappears into the bushes and reappears right in front of him. At the party, John gets Sam to finally make a move on Emily. This causes Sam to accidentally knock over a candle when he tries to kiss Emily, and they are forced to flee the house. John goes back in to save Sarah, immune to the fire but still getting injured from debris. When he gets her safely to the school, John explains his origins to Sarah, and she accepts him. Back at the house, John gets questioned by a nosy journalist named Baines, and he even lies to Henri about going back in to save Sarah. They also find a news story about a girl in Argentina named Sofia Garcia disappearing after saving a man from a slab of concrete. Henri figures it out anyway that next school week when John gets a fax asking: *Are You Number 4?* Knowing the Mogs are coming to the school, John goes back to save Sarah. They find themselves surrounded and trapped by the Mogadorians, but are saved when Number Six arrives; the fax was from her. They try to escape from the school through a tunnel beneath the gym, but the Mogadorian soldiers arrive just before they get to the exit. Six reveals her Major Legacy Sturma and creates a series of aggressive, sentient storms to fight the Mogs—faces literally form in some of the clouds she creates. He fights and kills a Mog soldier in the woods, and is saved by Sam, who reveals he drove to the school when he saw them come down the street with their trucks full of beasts. Sam goes to save Six. John and Henri kill the creature and save BK. All of the Loric—including Six—injured by the magical Mog daggers, BK severely mauled by the Mog beast, and Sarah and Mark somewhere hidden in the school, John and Henri are forced to retreat onto the football field, where the rest of the Mogs are waiting. John uses his Legacy of Anima to communicate with the Mogadorian beast on the field and gets it to fight the abusive Mogs. As the Mogs fire on their own war beast, Henri is hit fatally in the crossfire. He tells John that he is so proud of him for the brave Garde he has grown up to be. Henri tells him that all he needs to know is in his Inheritance and letter, that they can win the war, and he would not have traded the time they spent together for anything in the world. Sarah kills a surviving Mog scout to save John.

Chapter 3 : United as One (Lorien Legacies, #7) by Pittacus Lore

United as One picks up after the even I CAN'T EVEN RIGHT NOW. I'm going to begin with a mini review of United as One, the conclusion to the series, then review the series as a whole.

A dark chasm opens up in front of her, and a few pebbles dislodge beneath her feet and fall away, disappearing deep, deep down, into the shadows. She stares down into the bottomless hole before her, and, somehow, she knows this place was once important. She wants to step back from the steep drop-off. It is dangerous, teetering here on the edge of nothingness. Yet she finds herself unable to move. Her feet are rooted to the spot. She feels the rocky ground shifting and crumbling beneath her feet. The pit before her is spreading. Would that be so bad? She rubs her hands over her face and tries to focus. She vaguely remembers being thrown down on the craggy ground. Over and over again, swung by her ankle with a force too powerful to resist, her head smashing and rattling on the unforgiving rocks. The memory, just like the pain, seems so far away. Something pulls her back. She should charge back towards it. She needs to keep fighting. Her heart flutters at the sight. Soon it expands and zooms upwards, a comet coming right for her. She wavers on the edge of the chasm. His curly black hair a perfect mess, his emerald-green eyes fixed on her—he is exactly how she remembers him. He smiles at her, that devil-may-care smile, and holds out a hand. She lets one of her feet dangle over the abyss. The pain inside her head seems even more diminished now. She looks away from his eyes, his smile, and sees the scar. A thick band of upraised purple tissue that wraps all the way around his neck. She jerks her hand back and nearly stumbles over the edge. She gets both her feet planted firmly on the rocky ground and pushes away from the darkness. She locks eyes with him. And then I will come for you. I was offering you mercy. His words float back to her. The one-eyed boy sits on his backside in his prison of pillows. He hugs himself—not by choice; his arms are secured inside a straitjacket. His one eye stares dully at the white walls, everything padded and soft. The door has no handle, no discernible way to escape. His nose itches, and he buries his face in his shoulder to scratch it.

Chapter 4 : Unity Quotes (quotes)

Doing this quest, United As One, early in Patch as a Retribution Paladin, I had to speak to and hand in the quest to Lord Maxwell Tyrosus and NOT Delas Moonfang. I was then offered A New Path by Delas Moonfang as well as being offered Champion: Aponi Brightmane by Aponi Brightmane.

You will also receive: Completion I believe you have chosen well, Highlord. We will help defend Netherlight Temple and lay a trap for Balnazzar. The priests of the Conclave are formidable allies. With our combined strength, we may just have a chance against Balnazzar. What is your message, Priestess? Netherlight Temple is in danger. Together, Knights of the Silver Hand , we can make our final stand against Balnazzar. You would trust the words of that stranger? The one who looked like a dreadlord himself? What if the stranger does not arrive as he promises? Can we count on his word? It is a risk, but the Temple will be vulnerable regardless. We should stand together. It could be our chance to slay him once and for all. They will not suspect our united force. We will have the upper hand. Highlord, it seems we are all in agreement, but yours is the final word. What should we do? It is decided, then. The Order of the Silver Hand will stand with the Conclave. Beyond that, nothing is certain. Let us simply have faith that the Light will answer.

Chapter 5 : United As One (paladin) - Wowpedia - Your wiki guide to the World of Warcraft

The seventh and final book in the #1 New York Times bestselling I Am Number Four series brings the Garde's story to a breathtaking conclusion.. The Garde didn't start this war, but they'll do whatever it takes to end it once and for all.

It was published on June 28, Summary of United as One Edit The Mogadorian invasion has come to Earth, and they have all but won the battle for our planet. Their warships loom over our most populous cities—like New York City, Tokyo, Moscow, Beijing, and New Delhi—and no army will risk making a move against them. The Garde are all that stand in their way. The Garde have always known there is power in numbers. If they can find these new allies and join forces with them, they just might be able to win this war. The time has come for the Garde to make their final stand. Ra tries to get her to follow him into it by taking on the form of Number Eight, but she refuses. Ra appears to him as a professor at school, and apologizes for the death of Sarah Hart, and offers a deal to Mark in order to revive her. When they walk through the halls of the bunker to reach the surface, where they will meet the survivors of the battle in Calakmul, Sam complains about the lighting, and surprisingly, the bulbs dim upon his dismay. John declares that no one else dies in the war, and that they will kill until they win. She later argues with Lexa about how she should feel in the current situation. Bernie Kosar feels responsible until John reassures him that it was only his own fault. After John accidentally uses his Lumen on her corpse, unable to use his mimicked healing power, Mark is furious when he sees that John cannot revive her. He punches him, but John does not appear to react. Sam and Six share a room while in the bunker. They have an intimate moment before getting interrupted by Caleb and Christian, twin LANEs, which is the current term adopted by the United Nations to describe a human augmented or afflicted with Legacies. Sam shows signs of developing a Legacy to communicate with technology before they are called to a meeting in the war room. The head of the meeting is Clarence Lawson, a general pulled from retirement to help with the war. Lawson also reveals that they have retrieved much of their information from Adam, whom they are treating as a prisoner. John makes a show of force freeing him, and later agrees to steal cloaking devices from the Mogadorian warships. Six thinks the group juvenile and untrained, while Ella believes that some of them have already been through much. Five teaches John how to fly through unorthodox and violent methods, John almost killing Five in the process out of anger. A now awake Marina interrupts, threatening to kill Five, due to a promise she made when she gouged out his eye. John convinces her otherwise, explaining that he healed her. Ella is later seen writing down all fifty-odd locations of the Loralite outcroppings, and she admits that she knew Sarah would die through her Legacy of Precognition. John inadvertently develops her Telepathy out of anger. That night, Lawson commends Adam for his words, to which Adam agrees with dismay. He and John listen to the radio for a while, but John falls asleep. He slips into a dream where he is back inside the Hawks Nest mountain base. He finds Ra in his younger Loric form, who states that he intends to keep his promise to make John watch the world burn. John wakes up and vows that he will not sleep until the end of the war. He carries them aboard with his mimicked Legacy of Avex and makes it through the defensive shield with a makeshift cloaking vest. He stops back at Patience Creek to get another cloaking vest, but is confronted by Mark James, whose veins are noticeably dark. It absorbs the Legacies of its victim. Phiri and a trio of other Augments infiltrate and massacre Patience Creek. The test is violent—the car is nearly destroyed and the phone with the code overheats—but successful. Six calls Sam to let him know that his code worked. However, he alerts them that Patience Creek is under attack. The Mogadorians rampage through Patience Creek, led by the Augments—the Thin Mog has the ability control the minds of its victims by releasing spores from its mouth, the Shadow Mog can literally teleport itself and other Mogadorians through shadows and darkness, and the Piken-Mog is a massive juggernaut with enhanced strength and an insane temper to match. Nigel and Ran fight back, killing hijacked human soldiers in self-defense. John uses his Telepathy, which cannot be stolen as it is not a physical Legacy, to communicate with Sam, telling him that the base is under attack. Phiri and Five duel, with Five taking pleasure in mutilating her Augmentation. Caleb reveals that Christian is not his twin brother, but a Duplication created by his Legacy. They attempt to fight the Piken-Mog with his power, but it is ultimately defeated by Daniela, who turns it to stone. John,

Five—who survived the Augments—and Sam watch the destruction on the news. The Loric then go to Niagara Falls to teleport the cloaking devices to all surviving militaries for the counterattack. Six and Sam go to five different drop-offs and spare one minute in each location, as they may never see such beauty again. Malcolm Goode and Five are in charge of the energy turrets, Rex keeps maintenance, and Six conjures a storm to shield the Delta, while she forces her Legacy of Sturma underneath the shields of the Anubis. Sam accidentally shuts down power to the Delta while ordering all its energy to the shields, and Adam allows it to keep falling so they can ram the Anubis. They bring the flagship of the Mogadorian fleet to heel, proving victorious. Sam, Rex, Malcolm and Ella stay aboard the Anubis; Ella will deliver telekinetic orders to all of them if need be. Lexa uses her cloaked ship to allow John, Marina, and Nine into the cave, where they fight through the vanguard until Adam and Six, who were flown into the control room of the bunker by Five, bring down the shields. They make it to the main section of the complex, where they find a ghastly flying Augment with acid breath. Five is unsettled after killing it, realizing that is what Ra promised he would do for him. John mimics Dreyne out of fury when he sees the dehydrated corpses of the LANEs who were captured piled high. Five attacks, but gets his face clawed off and is thrown into a vat, injuring him gravely. In the control room, Six keeps Adam and herself invisible as the Trueborn aim their weapons at each other because of a disagreement about Setrakus Ra. She fires their weapons telekinetically and they all end up shooting each other. Six gets stabbed in the back by Phiri Dun-Ra. Adam reassures Phiri that he is like the Garde, but he is also like a Mogadorian, meaning his body is also susceptible to Augmentations. He plunges his hands into her tentacle, and the Augmentation is torn between the two genetically natural-born Mogs. Adam opens up a massive chasm and throws himself and Phiri into it, while a bleeding-out Six watches in horror before passing out. Back in the main chamber, the Garde fail to bring down Ra. He is able to deflect all of their attacks and assaults them with an array of brutality. However, this allows for Ra to absorb the life from his arm, oddly amputating it and rendering it useless to healing. While she is trying to heal Nine, she touches Ra defensively and it is revealed to cause him pain. She tells John that she was still using her Recupero when she touched him. Unable to get in contact with Ella, Six, and with BK trapped in the vat, John decides to stay behind while Marina escapes with Nine—he still manages to transfer his Fortem to Marina so she can carry him. John starts pouring his healing energy into Ra, melting away the toxic Augmentations. Before she can understand, Marina appears with an injured Nine and tells Six that Five is dead, and that John is staying behind to kill Ra while Sam destroys the cavern. Six orders Marina to heal her immediately and tells Ella to keep Sam from continuing to bomb the cave so she can save John. Six takes the Voron dagger and decapitates Ra, who finally disintegrates. She finds BK, who manages to escape the vat. John slowly begins to regenerate and Six kisses him out of joy and shock. BK transforms into a griffin and they escape the cavern as the sun starts to rise.

Chapter 6 : United As One | The Lorien Legacies Wiki | FANDOM powered by Wikia

United as One is the twelfth episode of Power Rangers Super Megaforce, the sequel to Power Rangers Megaforce. It is also the debut of the Legendary Q-Rex Megazord. This episode is a tribute to Power Rangers Dino Thunder.

Chapter 7 : United as One | RangerWiki | FANDOM powered by Wikia

United As One, The Seventh installment in the Lorien Legacies series was released on 28th June It was previously thought that the sixth would be the final novel before an announcement was made by James Frey via the iamnumberfourfans Facebook page on 23rd January

Chapter 8 : Lorien Legacies - Wikipedia

The seventh and final book in the #1 New York Times bestselling I Am Number Four series! With United as One, this action-packed series comes to a surprising, breathtaking, and utterly satisfying conclusion.

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