

*Axe of Iron: The Settlers* is a tale about a medieval people whose lives are surprisingly like ours. They have the same basic desires for happiness, love, food, and shelter that has dominated the thoughts of generations of cultures the world over.

On Greenland, Eirik the Red established Eiriksfjord in 986 and later Lysufjord, four hundred miles to the north. Just 22-years later, new settlers from the homelands found all the best land already occupied and the fragile Arctic environment strained by too many people and animals on too little arable land.

This first novel is a continuing, character-driven story of a company of men, women, and children whose wanderlust and yearning for adventure cause them to leave the two established settlements on Greenland and sail west, to the unexplored land later to be referred to as Vinland. Under the capable leadership of Halfdan Ingolfsson and his lieutenant, Gudbjartur Einarsson, these 315 adventuresome souls set sail from Greenland in the spring of 1008 determined to establish a new home across the western ocean.

Standing in their way are uncounted numbers of indigenous people, the pre-historical ancestors of the Cree (Naskapi), Ojibwa (Anishinabeg), and Iroquois (Haudenosaunee) Indians. From the outset, these native people strenuously resist the incursion of these tall, pale-skinned invaders.

Two calamitous events occur that pave the way for the hostile beginnings of an assimilation process to occur between these disparate peoples. The way is rocky and fraught with danger at every turn, but the acceptance and friendship that develops between the Northmen and the Naskapi over an affair of honor, the eventual acceptance of a young boy of the Northmen by his Haudenosaunee captors, and a scenario that seems ordained by the will of the gods, makes it all begin to fall into place, as it must for the Northmen to survive.