

Writing Blurbs That Sizzle--And Sell!

3D Fiction Fundamentals Collection, Volume 7

BONUS COMPANION BOOKLET

by Karen S. Wiesner

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3D Fiction Fundamentals Collection, Volume 7: Writing Blurbs That Sizzle--And Sell! Bonus Companion Booklet

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Note from the Author

Dear Reader,

Frequently I'm asked whether the worksheets, checklists, charts, examples, exercises, and/or other aids from my writing reference titles are available in a usable download format. While the original publisher of the main book did offer free copies of some of these in PDF format on their website, naturally these were only "usable" if they were printed out and written on by hand.

My publisher and I wanted to offer a download of all of these that were in a usable format, which allows for cross-platform document exchange that most word processors are able to read or write to. In other words, the file allows you to type right into the document and use it over and over as needed.

Writing Blurbs That Sizzle--And Sell! Bonus Companion Booklet contains all the blank worksheets from the main book along with in-depth exercises and examples. These are free to download from the Writers Exchange E-Publishing website. Follow the link to the collection in the back of this booklet. Please be aware that this file is provided as a supplemental to *Writing Blurbs That Sizzle--And Sell!*. The assumption is that you purchased a copy of that book and therefore have a working knowledge of the methods discussed in that book. For those who prefer print, a paperback equivalent is available for purchase.

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Happy writing!

Karen S. Wiesner

Blurb Writing Aids

Worksheet 1: High-Concept, Back Cover, and Series Blurb
Worksheet

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High-Concept, Back Cover, and Series Blurb Worksheet

High-Concept Blurb

Fill out as completely as possible for the two components that make up this blurb. Remember, the "who" can be a person, a thing, or simply a concept--your main theme.

Who:

What:

Back Cover Blurb

Basic Story Information: Fill out as completely as possible, keeping in mind that you may not use all, much or any of this in your final blurb.

Title of Book:

Genre(s):

Time Period(s):

Main Setting(s):

Basic Character and Plot Information: Fill out as completely as possible for the major characters in your story (usually no more than two or three main and one villain).

Main Character Role (specify hero, heroine, villain, etc.):

First and Last Name:

Age and Job:

Description of the character's personality/hobbies/
physical appearance/traumas or hang-ups that factor into his or
her story conflicts:

Internal Conflict (i.e., character crisis or what's in jeopardy
or at stake):

External Conflict (i.e., plot crisis):

Goals and motivations (i.e., what and why character is
compelled to act):

Once you've filled out the form above completely, you can inject
your story specifics into this formula (note: fill out one for *each*
major character):

Who _____ (*name of character*)
wants to _____ (*goal to be achieved*)
because _____ (*motivation for acting*)
but who faces _____ (*conflict standing in the way*).

Series Blurb

Basic Series Information: *Fill out as completely as possible, keeping in mind that you may not use all, much or any of this in your final blurb.*

Series Title:

Genre(s):

[Who] Series Tie(s):

Recurring or Cast of Characters Series

Premise/Plot Series

Setting Series

Basic Series Arcs:

[What] Conflict or crisis that sets the series in motion:

[Why] What's the worst case resolution scenario to the crisis situation?

Once you've filled out the form above completely, you can inject your series specifics into this formula:

Who _____ (*Series Tie*)

What _____ (*Conflict or Crisis*)

Why _____ (*Worst Case Resolution Scenario*)

Blurb Order

Use and utilize the separate parts of every blurb, together always, everywhere, every single time!

1. Series Blurb
2. High-Concept Blurb
3. Back Cover Blurb

Blurb Evaluation Checklist

Pros

On the "Pro" Blurb Evaluation Checklist, we only want to see checks in the "Yes" column. Any checks in the "No" column should send you back to the blurb to fix the problem pinpointed.

Pro	Yes	No	Comments
Are the main characters actually named in the back cover blurb?			
Are there short, concise "descriptor punches" included in the blurb for the main characters?			
Is there a simple, descriptive inference of time and place in the blurb?			
Is the blurb written in present tense?			
Is the blurb written in third-person POV?			
Is the genre evident in the blurb (preferably without actually saying what it is)?			
Does the blurb capture the mood/tone/language inside the book?			
Are the stakes made clear with just enough hyperbole to induce excitement?			
Is the reason for the title of the book evident or inferred in the blurb?			
Are strong, compelling,			

impacting words and short sentences used in the blurb?			
Does the blurb make sense?			
Are hints of three elements of good fiction--character, plot (internal and external) and setting--included in a blurb?			
Are the characters goals and motivations clear and concise in the blurb?			
Does the blurb give just enough information/intrigue to make the reader want to continue the journey by reading the book?			
Is a series installment blurb written as if it's the only book in the series? Can it stand alone and make sense of the story inside separate from the other books in the series?			
If the book is part of a series, are all story arcs kept within the individual back cover blurbs while the series arc is clearly defined in the series blurb?			
Is the back cover blurb of a series book written so that book and the series itself are accessible and <i>welcome</i> new readers, regardless of where they're starting from?			
Has the blurb been revised multiple times so it's as tight and impacting as possible? Is it available in a variety of sizes,			

preferably 150, 100, and 75 words?			
If the book is part of a series, does it have a series blurb, a high-concept blurb, and a back cover blurb that are used in every promotion, at every distributor's website?			
If the book is a single-title, does it have a high-concept blurb and a back cover blurb that are used in every promotion, at every distributor's website?			
Has the blurb gotten feedback from critique partners, readers or beta-testers?			
Has the blurb raised intriguing questions in reader's mind that can only be answered by reading the book?			
Is the blurb effectively good (i.e., not just well-written but capable of convincing readers to part with hard-earned dollars to read)?			

Cons

On the "Con" Blurb Evaluation Checklist, we only want to see checks in the "No" column. Any checks in the "Yes" column should send you back to the blurb to fix the problem pinpointed.

Con	Yes	No	Comments
Are there more than 3 characters mentioned in the back cover blurb?			

Is the blurb in any way misleading?			
Are there any unimportant, unexplained, overblown details mentioned needlessly in the blurb?			
Are there provocative questions asked in the blurb that you already know the answer to?			
Are there more than two questions in a row in the blurb?			
Do any of the sentences in the blurb read as if the author was asked: "What is your story about? Tell me in a single sentence."			
Are there long, hard-to-digest sentences used in the blurb?			
Is dialogue (or dialogue tags) used in the blurb?			
Is the blurb, in whole or part, actually an excerpt from the book?			
Are you struggling to find the conflict in the blurb because maybe it's a mirror of what's lacking in the story?			
Is the blurb overburdened by too much information or complicated concepts? Is there an assumption that everyone knows what something in the blurb means when they might not?			

Would you have to read the <i>book</i> to understand the <i>blurb</i> ?			
Is the blurb so lean on details, it fails to draw interest?			
Is there anything in the blurb that could be confusing?			
Does the blurb read more like a synopsis than a brief summary?			
Does the blurb include colloquialisms or clichés?			
If the blurb isn't for a nonfiction title, does it contain a bullet list of events in place of actual summary?			
Does the blurb contain any author review-slanted phrases (basically reviews of the work written by the author of it himself)?			
Is the back cover blurb of a series book written so that book and the series itself are terrifyingly intimidating and off-putting--not at all welcoming to a new reader?			
Does the back cover blurb give away or deflate a twist, the ending, a surprise inside the pages?			
Does the last sentence of the blurb fizzle instead of sizzle? Is there a hook that has the reader champing at the bit to read the story?			

Blurb Crafting, Revision, and Whittling Worksheet

First Pass

High-Concept Blurb

Fill out as completely as possible for the two components that make up this blurb. Remember, the "who" can be a person, a thing, or simply a concept--your main theme.

Who:

What:

Blurb:

[__ words]

Back Cover Blurb

Basic Story Information: Fill out as completely as possible, keeping in mind that you may not use all, much or any of this in your final blurb.

Title of Book:

Genre(s):

Time Period(s):

Main Setting(s):

Basic Character and Plot Information: Fill out as completely as possible for the major characters in your story (usually no more than two or three main and one villain).

Main Character Role (specify hero, heroine, villain, etc.):

First and Last Name:

Age and Job:

Description of the character's personality/hobbies/physical appearance/traumas or hang-ups that factor into his or her story conflicts:

Internal Conflict (i.e., character crisis or what's in jeopardy or at stake):

External Conflict (i.e., plot crisis):

Goals and motivations (i.e., what and why character is compelled to act):

Once you've filled out the form above completely, you can inject your story specifics into this formula (note: fill out one for *each* major character):

Character 1:

Who _____ (*name of character*)
wants to _____ (*goal to be achieved*)
because _____ (*motivation for acting*)
but who faces _____ (*conflict standing in the way*).

Character 2:

Who _____ (*name of character*)
wants to _____ (*goal to be achieved*)
because _____ (*motivation for acting*)
but who faces _____ (*conflict standing in the way*).

Character 3:

Who _____ (*name of character*)
wants to _____ (*goal to be achieved*)
because _____ (*motivation for acting*)
but who faces _____ (*conflict standing in the way*).

Blurb:

[_ words]

Series Blurb

Basic Series Information: *Fill out as completely as possible, keeping in mind that you may not use all, much or any of this in your final blurb.*

Series Title:

Genre(s):

[Who] Series Tie(s): *(circle any or all that apply)*

Recurring or Cast of Characters Series

Premise/Plot Series

Setting Series

Basic Series Arcs:

[What] Conflict or crisis that sets the series in motion:

[Why] What's the worst case resolution scenario to the crisis situation?

Once you've filled out the form above completely, you can inject your series specifics into this formula:

Who _____ *(Series Tie)*

What _____ *(Conflict or Crisis)*

Why _____ *(Worst Case Resolution Scenario)*

Blurb:

[_ words]

First Revision

Series Blurb

Step 1: Drop your first pass at a series blurb here with the word count listed.

[_ words]

Your first Revision (*try to get it down to four lines or less, if you didn't before*):

[_ words]

High-Concept Blurb

Step 2: Drop your first pass at a high-concept blurb here with the word count listed.

[_ words]

Your first Revision (*try to get it down to two lines, if you didn't before*):

[_ words]

Back Cover Blurb

Step 3: Drop your first pass at a back cover blurb here with the word count listed.

[_ words]

Your First Revision (*try to get it down to 300 words or less*):

[_ words]

Second Revision

Series Blurb

Step 4: Drop your revised series blurb here with the word count listed.

[_ words]

Your Second Revision (*try to get it down to three lines or less, if you didn't before*):

[_ words]

High-Concept Blurb

Step 5: Drop your revised high-concept blurb here with the word count listed.

[_ words]

Your Second Revision (*try to get it down to one line, if you didn't before*):

[_ words]

Back Cover Blurb

Step 6: Drop your revised back cover blurb here with the word count listed.

[_ words]

Your Second Revision (*try to get it down to 150 words or less*):

[__ words]

Third Revision

Series Blurb

Step 7: Drop your 2nd revised series blurb here with the word count listed.

[__ words]

Your Third Revision (*try to get it down to two lines, if you didn't before*):

[__ words]

High-Concept Blurb

Step 8: Drop your 2nd revised high-concept blurb here with the word count listed.

[_ words]

Your Third Revision *(try to get it down to one line, if you didn't before)*:

[_ words]

Back Cover Blurb

Step 9: Drop your 2nd revised back cover blurb here with the word count listed.

[_ words]

Your Third Revision (*try to get it down to 100 words or less*):

[__ words]

Fourth Revision

Series Blurb

Step 10: Drop your 3rd revised series blurb here with the word count listed.

[__ words]

Your Fourth Revision (*try to get it down to one line, if you didn't before*):

[__ words]

High-Concept Blurb

Step 11: Drop your 3rd revised high-concept blurb here with the word count listed.

[_ words]

Your Fourth Revision (*try to tighten it a little more, if possible*):

[_ words]

Back Cover Blurb

Step 12: Drop your 3rd revised back cover blurb here with the word count listed.

[__ words]

Your Fourth Revision (*try to get it down to 75 words or less*):

[__ words]

All-in-One High-Concept and Series Blurb Crafting, Blurb Revision, and Blurb Sizing Exercise

Okay, let's have some blurb whittling fun, as well as crafting series and high concept blurbs, and finally revising back cover blurbs--all in one exercise! On the pages that follow, include the back cover blurb of a popular book (this is set up as if the book is part of a series but if the book isn't, just skip the first page). If you can't find a series blurb, you'll have to write your own.

The worksheet for exercise is a little different than the one you'd use for your own blurb crafting and whittling previously since some of the work was already done for us by the authors/publishers. Other than trying to come up with a high-concept blurb (if there wasn't one already written for it) you'll just cut and paste what you find on the internet on publisher or distributor's websites for a blurb.

This is all about practice. Keep that in mind. If you're just reading this and not doing the exercises, it can get repetitious, but the intention with this worksheet is to learn how to shave blurbs into the optimal sizes needed. It's not meant for simple reading and, if you were only reading, you would likely find it annoying to have the original blurb included so many times with each exercise. Because you're doing this as an exercise, though, you need that blurb close by for an easy reference during each pass, and that's why it's included for every single step in the whittling.

Find the book blurb and include it on the worksheet exactly as it is from distributor or publisher websites--complete with errors, if any, including any series or high-concept blurb that's there. If you can't find one already written, read the original back cover blurb and try to think of a series (if the book is part of one) and high-concept blurb for the story yourself (you can usually find it right there, buried in the back cover blurb). After that, try to crop the back cover blurb four times, separately (following the instructions and worksheet template included) in order to achieve the ideal sizes necessary.

Because this is about practice, work in stages as you tighten and whittle and potentially bring more impact each time. (Note, you'll probably find that the series and high-concept blurbs usually reach the optimal point much sooner, so this is mainly for the back cover blurb.) Sometimes it may seem like you're not doing much, but even shaving a handful of sentences off is progress. The steady removal of excess words and trying to meet the three optimal word counts you may need is an art that you only learn by performing the stages, even incremental ones, so don't give up even if it feels like you're not doing much.

Take a break between passes. Honestly, your eyes will glaze over during this process and probably multiple times. You want to go away from the blurb so you can come back to it later and get a fresh perspective on it.

One other thing to note is that you might not have actually read the book you're using for this exercise. Conceivably, you could make assumptions that might be incorrect and you would only discover that after reading the book. For the purposes of this exercise, it doesn't really matter whether the assumptions you make in revising and whittling are incorrect. The exercises are mere practice, with the point being to eventually write, revise and whittle your own blurbs--and who knows your own story better than you do? So making presumptions won't be a factor for your own blurbs.

When you're done going over each pass (including my examples), take a wide view of all of them. While our goal here is to practice crafting various types of blurbs as well as whittling them down, you might want to ask yourself: Which of the blurb passes do you feel is the most effectively good? Original, first, second, third, or fourth pass? Evaluate your own work and evaluate that. There's no right or wrong here--just preference, something you need to be aware of in any case when it comes to a reader's eclectic tastes.

Exercise:

_____ Series by
_____ (author)

Step 1: Find the series blurb from a publisher or distributor website. If you can't find one, try to write one yourself. Once you come up with one, put it in the section for it below. Fill in the blanks for how many words it is.

Series Blurb (taken from the internet, if any):

[Number of words: _____]

Write and/or revise the blurb:

[_ words]

_____ (Book title),
Book _____ (number in series)

First Pass

Step 2: Find the back cover blurb from a publisher or distributor website, including a potential high-concept blurb. If you can't find a high-concept blurb, write one yourself. Note: You can usually find one within the back cover blurb. Fill in the blanks for how many words it is.

Back Cover Blurb: (taken from the internet, if any):

(Potential) High-Concept Blurb:

[_ words]

Write or revise both blurbs:

High-Concept Blurb:

Back Cover Blurb:

[_ words]

Second Pass

Step 3: Now try to revise the back cover blurb so it ends up about 300 words. When you're done, fill in the blanks for how many words you end up with. Leave it alone after that and come back later for your next pass. Note: Feel free to revise your series and/or high-concept blurb again here as well.

Your Revised High- Back Cover Blurb (i.e., what you came up with previously--for now, don't include the series or high-concept blurb):

[_ words]

Write or revise the back cover blurb until it's no longer than 300 words in length.

Back Cover Blurb:

[_ words]

Third Pass

Step 4: Now that you've had some time away from the revised blurb, let's revise and crop it into something even tighter with more impact. Fill in the blank for the word count when you're done. Note: Feel free to revise your series and/or high-concept blurb again here as well.

Your Revised Back Cover Blurb (i.e., what you came up with previously--sans series and high-concept blurb):

[_ words]

Write or revise the blurb until it's no more than 150 words in length:

Back Cover Blurb:

[_ words]

Fourth Pass

Step 5: Take some time away after the last pass. Focus on getting the back cover blurb down to 75 words or less here. Fill in the blank for the word count when you're done. Note: Feel free to revise your series and/or high-concept blurb again here as well.

Your Revised Back Cover Blurb (i.e., what you came up with previously--sans series and high-concept blurb):

[__ words]

Write or revise the blurb until it's no more than 75 words in length:

Back Cover Blurb:

[__ words]

Blurb Evaluation

Below, include the final versions of the blurbs as specified.

Full-length original blurb, including series, high-concept, and back cover blurb:

Series, high-concept, and 300 word back cover blurb:

Series, high-concept, and 150 word back cover blurb:

Series, high-concept, and 75 word back cover blurb:

Your evaluation:

Which pass (1st, 2nd, 3rd, or 4th) do you believe is the most effectively good?

Do you believe any of those passes made the blurb more effectively good than the original blurb(s) constructed by the author or publisher?

Which one most made you most want to read the book?

Example Blurbs

On the pages that follow, I'll show examples from all genres of back cover blurbs I've revised to help you see the process. What you'll see on these pages are in no specific order. The original blurb is included first, followed by my revision. Also, series blurbs I wrote are included with the books that are part of a series. These blurbs were used with the permission of the authors/publisher.

Please note that these numerous examples that comprise the rest of this booklet are not intended to be read back-to-back like a novel. They're included as examples for those trying to learn or teach themselves how to write effectively good blurbs. Go through them at your own pace so you don't get bogged down and do this over time rather than all at once. They're meant to be studied, not read, and, in this manner, I believe you'll find that example is the best teacher.

Another way to utilize these blurbs is as exercises: Try revising the original blurbs on your own and then compare your outcome with my revision of that blurb to see which you find most effective. The more you study blurbs (whether they're well written or not), the easier it is to see which ones truly stand out. Those are the books that beg to be read.

TIES That Blind
by Dee Lloyd
Romantic Mystery

Original blurb:

A body in a garage. A revolver in a locked car. A chance meeting of two old friends on a plane. Is this a happy reunion or a devious frame up for murder?

The Risa Vitale that Adam Taggart remembers as a skinny daredevil kid who trailed him around the ski club didn't show any signs she would become the attractive woman who greeted him as he lined up to get off a plane. His uncomplicated happiness at their reunion, however, ends shortly after she offers him a ride. Finding a revolver under his seat and a pool of blood in the back of her van doesn't encourage romance. Then he discovers his stepsister's dead body in Risa's parents' garage!

Revised blurb:

A body in a garage. A revolver in a locked car. A chance meeting of two old friends on a plane. Is this a happy reunion...or a devious frame-up for murder?

The Risa Vitale that Adam Taggart remembers as a skinny daredevil kid trailing him around the ski club never showed any signs of becoming the attractive woman who greets him as he disembarks from a flight. His uncomplicated happiness at their reunion, however, ends shortly after she offers him a ride. Finding a revolver under his seat and a pool of blood in the back of her van quashes any hope of attraction. The biggest romance killer of all: The dead body of his stepsister in Risa's parents' garage!

Mine
by Dee Lloyd
Romantic Suspense

Original blurb:

Inheriting Pop's property brought Cadie unexpected complications: a devastating, antisocial tenant; a potential gold mine; a silent, deadly enemy; and, when she least expected, love.

Revised blurb:

Inheriting Pop's property brings Cadie unexpected complications ranging from a devastating, antisocial tenant to a potential gold mine, a silent, deadly enemy, and, as if that isn't enough, love when and where she least expects it.

Captain Angus, the Lighthouse Ghost

by Wendy Laing
Paranormal Mid-grade Reader

Original blurb:

'Captain Angus, the Lighthouse Ghost' is about two children holidaying at the Cape Otway Lighthouse Station, Victoria Australia--they meet the ghost of an old Scottish Sea Captain who roams the world helping the 'spirits' of lighthouses and helping 'conserve' the towers.

He befriends the children and takes them on virtual reality trips via a magic time tunnel when they experience sailing on an old sailing ship--see a ship wreck rescue--see the tower being built--and even see one of their ancestors! A fun read and at the same time, readers will discover a little about their heritage of pioneers in Australia.

Revised blurb:

Two children holidaying at the Cape Otway Lighthouse Station in Victoria Australia meet the ghost of an old Scottish sea captain who roams the world helping the 'spirits' of lighthouses and helping 'conserve' the towers. Captain Angus befriends the children and takes them on virtual reality trips via a magic time tunnel. Together, they experience sailing on an old sailor's vessel, see a shipwreck rescue, witness the tower being built, and even meet one of their own ancestors!

Sir Henry, the Knight in Space
by Wendy Laing
Science Fiction Mid-grade Reader

Original blurb:

Twin boys accidentally beam up the ghost of Sir Henry de Bohun from the 14th century into their father's spaceship in 3000AD--that's when the fun begins.... They even take a virtual trip back in time and visit Sir Henry's English castle!

Revised blurb:

Twin boys accidentally beam the ghost of 14th century Sir Henry de Bohun into their father's spaceship in 3000 AD. Let the fun begin as they take a virtual trip back in time to visit Sir Henry's English castle!

Cock of the Walk
by Wendy Laing
Murder Mystery

Original blurb:

When Sir Peter Percival, owner of the Woodburne Wine Estate and former member of Parliament, is found dead--Detective Inspector Andy McNab, Detective Sergeant Sarah Sedgewick and Detective Constable Vincent Ng embark upon a baffling investigation--You see, it appears as though everyone has a motive...

This intriguing mystery is set in Wendy's home town of Sunbury, Victoria, Australia, amongst the surrounding vineyards of the Sunbury Wine region.

Revised blurb:

When Sir Peter Percival, owner of the Woodburne Wine Estate and former member of Parliament, is found dead, three Australian detectives embark on a baffling investigation in which it appears *everyone* has a motive...

**Under the Coolabah Tree: A Collection of Australian Poetry
by Wendy Laing
Australian Poetry**

Original blurb:

Fun, sometimes rowdy and always delightfully full of Australian colour, this collection of Australian Bush poems by Wendy Laing is sure to amuse. Read 'em aloud if you dare to try an Aussie accent!

Revised blurb:

Fun, amusing, sometimes rowdy and always delightfully full of Australian colour, this collection of Australian Bush poems is best read out loud--if you dare to try an Aussie accent!

**Tarmac Tales
by Wendy and Dave Laing
Humour**

Original blurb:

Wendy & Dave Laing have a total of 52 years' experience with Airlines, in Passenger, Cargo, and dealing with Cargo Agents, Passenger Agents, Crew, Catering, and all the less obvious elements that make up the Airline Industry. They have changed names of the characters involved to keep their anonymity.

All the tales are based on fact. People who know them personally will know the names of the airlines for which they worked. This is a collection of experiences, both funny, sad and entertaining, giving you an enlightening behind

the scenes peep of this amazing industry!

Revised blurb:

In this fact-based collection of experiences in the airline and travel industries gathered by authors with a combined fifty-two years working in all capacities of the business, you'll be given a behind-the-scenes look at the inner operations of this sometimes funny, sometimes sad, but always entertaining trade.

Mirror, Mirror
by Dalziel Laing
Mystery/Thriller

Original blurb:

"Mirror, Mirror" is a mystery story with two parallel tales. One tale covers a century. It is the history of the Tremble's, Roger's family. It gives a graphic insight into the psyche of 'Roger' the serial killer. The other tale covers the timeframe of a week. It follows Inspector Georgina Borg's pursuit of a serial killer. She has been unable to crack the killer's identity. The murders have been over a period of ten years. She has followed the trail from Sydney to Melbourne. All of the victims have been loners or with distant family and without husband and especially kids. Cate, the last victim, however has a different profile entirely. Borg knows it is the same killer, but why this change of modus operandi? She feels that this will be the killer's downfall.

Borg is convinced that latest victim may complete and solve the serial killers puzzle and reveal his identity. In the meantime Borg's life is an emotional mess. She is unable to commit herself to a permanent relationship with Professor Richard Thompson, but is madly in love with him. During her investigations into the latest killing, Richard becomes a prime suspect!

The two stories reflect upon each other and finally, in a macabre twist, come together. Georgina is then faced with a race against time to try and stop her now 'revealed' killer from leaving her precinct, and perhaps eluding the clutches of the law forever.

Revised blurb:

Inspector Georgina Borg's life is an emotional rollercoaster. She's deeply in love with Professor Richard Thompson yet can't get herself to commit to a permanent relationship--a puzzle even she can't explain adequately. At work, she's in charge of a case pursuing a serial killer who's remained a mystery for ten long years. She's followed his distinctive but maddeningly elusive trail from Sydney to Melbourne. Now suddenly the killer targets a victim with an entirely new profile. Despite the change in modus operandi, Borg is certain it's the same

killer. Just when she thinks she's close to solving the puzzle and revealing his identity at last, her should-be, would-be fiancé becomes the prime suspect!

Milward Chronicles
by Robert Lee Beers
Fantasy

Series blurb:

The barrier between the world of men and the world of shadow begins to thin. In the tiny village of Beri, brother and sister twins find themselves thrust into the ongoing war between magik and sorcery. The freedom of all those populating the world depends on their ability to survive...

Book 1: Birthright

Original blurb:

Heroes become legend. Legend becomes myth and empires decay as most men fail in their oaths. Sorcerers never forgive. Adam and Charity are about to find themselves in the middle of events that will shake the foundations of the empire. Moreover, if Labad's prophecy is right, the twins are the only ones with the power to save the world from annihilation. Milward has read the prophecy... he thinks. He has a copy, but the original has been lost for over a thousand years. That one remains hidden with the dwarves, a people who would not share a secret if their lives depended on it— and it does. Through the dwarves, the original is given to the twins, along with Labad's weapons, and, though they don't know it yet, his abilities. Gilgafed is aware of this. It was partly due to his machinations that the empire crumbled. He plans to complete that destruction at all costs. The twins have to live if the empire is to survive. For the barrier between this world and the shadow is beginning to thin, and Adam and Charity must face all the terrors the Sorcerer can bring to bear while Milward is forbidden to interfere.

Revised blurb:

Heroes become legend, legend becomes myth, and empires decay as ordinary men fail in their oaths. Above all, sorcerers never forgive and forget. Twin siblings Adam and Charity, the last hidden scions of the house of Labad are about to find themselves in the middle of events that are already in motion, threatening to shake the foundations of the empire. Moreover, if the prophecy made by Labad is right, the twins are the only ones with the power to save the world from annihilation. Milward the wizard has read the prophecy--at least he has a copy though the original has been lost for over a thousand years, hidden with the dwarves, a tight-lipped people unwilling to share a secret if their lives

depended on it. And it does...

Through the dwarves, the original prophecy is given to the twins, along with Labad's weapons, and, though they don't know it yet, his abilities. The evil sorcerer Gilgafed has watched all this take place and he's made his plans carefully. Due in part to his previous machinations, the empire crumbled yet didn't fall. He intends to complete the full extent of his destruction at all costs.

If the empire is to survive, the twins must stay alive at all cost. For the barrier between this world and the shadow is beginning to thin, and Adam and Charity will face all the terrors the Sorcerer can bring to bear while Milward is forbidden to interfere.

Book 2: Discovery

Original blurb:

It is said that the dragons once ruled the world, but retreated to their mountain fastness in ages past to leave the younger races to their own devices. The magik war came and the dragons were forced to intervene to prevent the world's destruction. They succeeded, but an emperor died and an empire began to slowly collapse into decay. Rifts in the fabric of reality were formed in the cataclysmic violence of that war, rifts that magik could penetrate, if the wielder were either insane...or arrogant enough.

Adam and Charity have been separated by an unnecessary war. Charity believes her brother slain and has begun to seek her own way. Adam, torn by grief, seeks out the wizard Milward. Together, the two begin their search...and Adam his apprenticeship.

Revised blurb:

Dragons were said to once rule the world, but in ages past the powerful creatures retreated to their mountain fastness to leave the younger races to their own devices. Then the magik war came and the dragons were forced to intervene to prevent the world's destruction. They succeeded but an emperor died and an empire began to slowly collapse into decay. Rifts in the fabric of reality were formed in the cataclysmic violence of that war--rifts that magik could penetrate if the wielder were either arrogant enough...or insane.

With the barrier between the world of men and shadow rapidly thinning, Adam and Charity have been separated by an unnecessary war. Believing her brother has been slain, Charity begins to seek her own way in the world and finds two very unusual friends. Adam, torn by grief, seeks out the wizard Milward. Together, the two begin their search for Charity...and Adam begins his apprenticeship at a time when magik and sorcery are in vehement conflict.

Book 3: Whispers of War

Original blurb:

War is in the wind. Charity and Adam, unaware that the other is alive, the last scions of the house of Labad, face the oncoming strife filling the land on opposite sides of the conflict. The Wizard Milward, who parted from Adam during an angry row does his best to guide the siblings unawares as the wall between the worlds weakens. Adam has become the officer of the guard under Captain Bilardi, son of the mad Duke of the city-state Grisham, and joins the army as they begin fighting the soldiers from the south, while Charity continues her search for Adam with Flynn and Neely. The trio join the Southern army, befriend Circumstance a half elf lad and march upon the city of Grisham. Watching from afar are the inhabitants of Dragonglade. Shealauch, a young dragon, has had a discouraging meeting with men resulting in his being pierced with arrows. This action by man is something the Dragons must consider carefully. Many of the dragons believe they must withdraw from man, others of their group believe a watch and see attitude is needed. Behind all of this sits the Sorcerer, Gilgafed who watches as the creature he created works its way north toward his citadel in the mountain called Pestilence.

Revised blurb:

War is in the wind. Twins and the last scions of the House of Labad, Charity and Adam--each unaware that the other is alive--face the oncoming strife filling the land on opposite sides of the conflict. The wizard Milward, parted from Adam during an angry row yet continues to do his best to guide the siblings unawares as the wall between the worlds weakens. Adam has become the officer of the guard under the son of the mad Duke of the city-state Grisham, and joins the army as they begin fighting the soldiers from the south.

Charity, with her companions Flynn and Neely joins the Southern army, befriend the strange half-elf lad Circumstance, and march upon the city of Grisham.

After saving the world from the magik war in ages past, the dragons of Dragonglade are ever vigilant though reluctant to involve themselves in the affairs of younger races. Shealauch, a young dragon, has had a discouraging meeting with men. As a result, his tough hide has been pierced with arrows, and many of the dragons believe they must withdraw altogether from world of men. While the wall between the worlds weakens, the sorcerer Gilgafed watches as the creature he created and infused with all the power of hell works its way north toward his citadel in the mountain called Pestilence. With the southern empire marching to war against the northern kingdom, can the twins survive to fulfill the prophecy?

Book 4: Patriarch of Pestilence

Original blurb:

In a fit of desperate arrogance, Gilgafed the Sorcerer opened a rift between the worlds and released a Seeker. Combined with the soul of a thief named McCabe it became the one the prophecies called The Destroyer. Gilgafed knows he must seek help in order to prevent his death but the only one capable of helping is his ancient enemy, Milward, last of the Wizards, but Milward has his hands full in the Southern Empire. Charity and Adam, twin scions of the ancient house of Labad, have now found each other after being separated for years. They and their companions have joined together to try to capture Bilardi, the mad Duke of Grisham, in order to stop a war that could decimate the countryside. Duke Bilardi, on the other hand has become seduced by the same dark sorcery that has kept Mallien, Magister of the Grisham Church, in power. With the rift weakening and the ancient prophecies coming to fruition, Milward, the companions, and Gilgafed are forced to combine forces to survive. That is, if they can keep from killing each other in the process.

Revised blurb:

In a fit of desperate arrogance, Gilgafed the Sorcerer opens a rift between the worlds and releases a horror of old, a Seeker. Combined with the soul of a thief named McCabe, the creation becomes the one prophecies call The Destroyer. Aware now of his mistake and regretting his impulsive action, Gilgafed knows he must seek help to rid the world of this monstrous evil, but the only one capable of aiding him is his ancient enemy, Milward, last of the Wizards.

Milward has his hands full with the conflicts raging through the Southern Empire. Charity and Adam, twin scions of the ancient House of Labad, have been reunited after being separated for years. They and their companions attempt to capture Bilardi, the mad Duke of Grisham, in order to stop a war that could decimate the countryside. Duke Bilardi, on the other hand has become seduced by the same dark sorcery that has kept Mallien, Magister of the Grisham Church, in power. With the rift weakening and ancient prophecies coming to fruition, Milward, the companions, and Gilgafed are forced to combine forces to survive--if they can keep from killing each other in the process.

Book 5: The Witch of Angbar

Original blurb:

The fifth book in the Milward chronicles is an epic within itself. Several stories were begun but unfinished through the previous 4 volumes. In *The Witch of Angbar* we finally discover the mystery of the boy called Circumstance, the true power of Labad's legacy concerning the twins, the power behind Magister Mallien and many other discoveries await the reader within the final tale of the Milward Chronicles.

Revised blurb:

The author offered this blurb when I requested a revision:

Thinking that the world is, at last at peace with the evil of The Seeker finally destroyed and the City State of Grisham and the Empire once again trading partners, the wizard Milward finds his own peace disturbed by news from the south; an invasion is happening.

Milward discovers that far more than mere politics is at hand behind the events stirring in the world. An ancient evil has arisen, one that not even the last of the wizards has the power to oppose. Milward must use all of his guile and personality to bring together the ones who were central to the saving of the world before, but life has a way of complicating things, and on top of that, Adam is going to be a brand new father.

Revised blurb:

The world at last is at peace with the evil of The Seeker destroyed and the city-state of Grisham and the Empire once again trading partners. While apprentice Adam is going to be brand new father, the wizard Milward finds his own peace disturbed by news from the south. An invasion is taking place.

Milward discovers that far more than mere politics are behind the events stirring in the world. An ancient evil has arisen, one that not even the last of the wizards have the power to oppose. Milward must use all of his guile and personality to bring together the ones who were central to saving the world before...but life has a way of complicating the best-laid plans.

Tony Mandolin Mystery
by Robert Lee Beers
Noir Fantasy (Vampire)/Mystery

Series blurb:

Original:

Tony Mandolin, a private eye living and working in modern day San Francisco, California takes on a case that mixes him up into the affairs of mob bosses, bureaucrats, pixies and aristocratic vampires. From then on, his life is changed and the City By The Bay is never the same.

Revision:

Tony Mandolin is a private eye living and working in modern day San Francisco, California. When Mandolin takes on a case that mixes him up into the affairs of mob bosses, bureaucrats, pixies and aristocratic vampires, life as he knows it radically changes...and the City by the Bay will never be the same.

Book 1: A Slight Case of Death

Original blurb:

Vampires don't exist, do they? That is a question Private Detective Tony Mandolin finds himself pondering as the evidence piles up in a case involving a string of dead redheads and the usual dose of weirdness San Francisco has to offer. To complicate things, Mandolin has to deal with the perception that he has become the latest golden boy of the fog city's crime boss. Then there's his cross-dressing friend Frankie...Just another day in San Francisco.

Dive into an exhilarating new noir fantasy series where nothing is as it seems.

Revised blurb:

Nothing is at it seems...

Vampires don't exist, do they? That's a question Private Detective Tony Mandolin finds himself pondering as the evidence piles up pointing to just that in a case involving a string of dead redheads and the usual dose of weirdness San Francisco has to offer.

To complicate things, Mandolin doesn't appreciate the perception of those around him that he's become the latest golden boy of Fog City's crime boss. And then there is his NFL-sized black cross-dressing friend Frankie... Ahh, just another day in San Francisco.

Book 2: One Last Quiche

Original blurb:

Someone is poisoning San Francisco's foodies. Tony Mandolin, the fog city's only Private Eye with a view into the supernatural, has been retained to find out whom and why. Unfortunately this brings him to the attention of Medb, the Queen of the Unseelie Court and it seems that Tony's only hope of survival lies in the hands of Landau Bain, the alcoholic wizard, and Bain is cranky.

This is the second volume of the Tony Mandolin noir fantasy series.

Revised blurb:

Who's poisoning San Francisco's foodies? Tony Mandolin, Fog City's only private eye with a view into the supernatural, has been retained to find out why gourmands are turning up dead all around the city. Unfortunately this brings him to the attention of Medb, the Queen of the Unseelie Court. Tony's only hope of survival against the powerful fairy lies in the hands of an alcoholic wizard whose only mood setting is cranky.

Book 3: What the Puck?

Original blurb:

San Francisco's only PI with an eye into the supernatural, is having one of those months. His bad mood drives him to his local pub where he encounters his latest client, a Leprechaun who's lost his adopted niece, a runaway Dryad, and that's where the problems begin.

Some days it pours and when Landau Bain, the city's crankiest wizard arrives on Tony's doorstep he knows what's coming down isn't rain.

Revised blurb:

San Francisco's only gumshoe with an eye into the supernatural, Tony Mandolin, is having one of those months. His bad mood drives him to a local pub where he encounters his latest client, a Leprechaun who's lost his adopted niece who's a runaway Dryad. Tony's problems are only just beginning. Some days it pours and when Landau Bain, the city's crankiest wizard, arrives on Tony's doorstep, the super sleuth knows what's comin' down ain't rain.

Book 4: Hair of the Dog

Original blurb:

Families sometimes have problems, but when the family is a clan of Eastern European vampires led by an extremely wealthy viscount with his own imported castle, only Tony can solve the problem.

In his last case, Tony Mandolin, San Francisco's only PI with an eye into the weird, ran into trouble with a pregnant werewolf. Now someone is burning the city's more corrupt citizen alive from the inside out and the city fathers are not pleased.

Taking on a case involving the vampire Viscount seemed piece of cake easy, compared to other gigs, but when a wealthy guest of the Viscount goes poof in the middle of a costume ball, things heat up really fast.

Revised blurb:

All families come with their own unique problems, but when that family is a clan of Eastern European vampires led by an extremely wealthy viscount living it up in a luxurious, imported castle, only Tony Mandolin can solve the problem. San Francisco's only flatfoot with an eye into the weird runs into trouble with a pregnant werewolf. Tony swears he never laid a hand on her. Now someone's burning the city's more corrupt citizens alive from the inside out. Needless to say, the city fathers are not pleased. Compared to that, Tony figures taking on a gig involving a vampire viscount's gotta be a piece of cake. But, when a wealthy

guest of the Viscount goes poof in the middle of a costume ball, Tony's dealing with a different kind of fire he's not sure he can put out.

Book 5: Lucky Stiff

Original blurb:

Someone is messing around with luck, and in a city with some of the largest underground gambling mobs in the world, it isn't long before Tony finds himself neck deep in Cartels, Triads and Russians, oh my. Soon our hero winds up in a card game where the loser gives up a whole lot more than just his chips.

Revised blurb:

Someone is messing around with Luck. In a city with some of the largest underground gambling mobs in the world, Tony Mandolin, San Francisco's sole supernatural shamus, finds himself neck deep in Cartels, Triads and Russians, oh my! Soon our world-weary, cynical p.i. winds up in a card game where the loser has to give up a whole lot more than just his chips.

Book 6: The Clone in the Closet

Original blurb:

Does a clone share a soul? That's a question Tony has to figure out when he is suddenly confronted with reports of his partner Frankie committing violent crimes all over the city.

Someone is making Frankie copies, and it may take a literal trip to hell for a slightly worn PI to figure out who.

Revised blurb:

Does a clone share a soul? That's a question Tony Mandolin, San Francisco's gumshoe of the supernatural, has to figure out when he's suddenly confronted with reports that his cross-dressing partner Frankie's been committing violent crimes all over the city. Who the hell's making "Frankie" copies? Tony wants to know. Taking a literal trip to Hell may be the only way for a slightly worn sleuth to figure this case out.

Book 7: Stake and Eggs

Original blurb:

Sometimes it simply doesn't pay to crawl out of bed. That's Tony's feeling when he has to deal with the original Count Dracula and a massive hangover at

the same time.

What does a rumpled Private Eye do when the original bloodsucker wants to reunite with his estranged tea-totaling vampire family, and he figures Tony is the only one to solve the problem?

Revised blurb:

Some day's it just don't pay to crawl outta bed. That's San Francisco supernatural shoofly Tony Mandolin's feeling when he has to deal with the original Count Dracula...and a massive hangover...at the same time. What does a rumpled private investigator do when the original Badass Bloodsucker wants to reunite with his estranged, "teetotalling" vampire family and figures Tony's just the guy to solve all his problems?

Bandoor's Dilemma
by Robert Lee Beers
Fantasy

Original blurb:

There are many magical gems in the world. Some bring luck and long life and some bring death and despair. A rare few are so powerful they are even sought after by the gods. One such jewel is even said to be able to remove the curse of the vampire from its victim.

The wise consider the men who seek such gems as fools or worse. For the adventurer known as Bandoor, the wise are idiots.

Revised blurb:

Many magical gems exist in the world. Some bring luck and long life, others death and despair. A rare few are so powerful they're even sought after by the gods. One such jewel is even said to be able to remove the curse of a vampire from its victim or to return a weyre back to human form. The wise consider those who seek such gems fools or mad-men. For the adventurer known as Bandoor, the wise are idiots...

Down in the Dungeon
by A.J. Walker
Fantasy (Short Story Anthology)

Original blurb:

The orcs of Grimwood summon an ancient evil...

A mountaineering expedition to retrieve a griffin's egg goes horribly wrong, at least for most of the climbers...

A soldier begins to believe his commander is not what he seems...

A dungeon door poses a problem for an experienced party of adventurers...

A unique trap appears to be inescapable, but for one desperate plan...

Here are five tales set in the good old days of fantasy gaming, when friends sat around the kitchen table late into the night rolling dice and sharing adventures. Relive the spirit of the past (or even the present!) with stories of epic combat and base trickery, stories that any adventurer would be proud to tell over a mug of ale at the local tavern. Includes the short story *The Trap*, co-written by special guest author Tony Rudzki.

Revised blurb:

Five exciting stories set in the glory days of fantasy role-playing gaming when friends sat around the kitchen table late into the night rolling dice and sharing adventures. Relive the spirit of the past or even the present with tales of epic combat and base trickery, yarns that any adventurer would be proud to spin out over a mug of ale at the local tavern, including:

Orcs of Grimwood summoning an ancient evil...

A mountaineering expedition to retrieve a griffin's egg going horribly awry--at least for *most* of the climbers...

A soldier beginning to believe his commander is not exactly what he seems...

A dungeon door posing an all-but-insurmountable problem for an experienced party of adventurers...

A unique trap appearing to be inescapable save for one desperate strategy...

As a bonus, the thrilling short story "*The Trap*", co-written by special guest author Tony Rudzki, is among the collected tales.

Five Key Skills **by Alan Strickland** **Self-Help**

Original blurb:

The human race is made up of all sorts of people. Some are naturally outgoing and seem to get on well with everyone they meet. Others are quieter, keep themselves to themselves and are fairly passive in their social interactions.

A few lucky individuals can speak confidently to a hall full of people or in a one to one discussion. Others have trouble in stringing a few words together in a conversation and their worst nightmare would be to stand up and address a large gathering.

Some people seem to be really organised. Their lives run like clockwork, they finish everything they embark on, they decide what they want to do then just do it. The rest of us suffer from occasional bouts of indecision, lack of

motivation, inability to set priorities and a tendency to start a new task before completing the first.

This book explains in easily understandable and practical terms, how you can improve five key personal skills and lead a more fulfilled and balanced life.

Revised blurb:

Are you someone who has trouble stringing together a few words in nearly every conversation and your idea of an absolute nightmare is standing in the front of a room and addressing a large gathering? Do you suffer from occasional or frequent bouts of indecision, lack of motivation, the inability to set priorities and a tendency to start new tasks before completing others?

Few are lucky enough to be able to speak easily and confidently, taking command of a hall full of people in various degrees of alertness, or simply finessing a one-on-one discussion into a memorably lively chat. The organized few run their lives like clockwork, finishing everything they embark on. When they decide what they do, they do it and beautiful memories are made.

In easily understandable and practical terms, this book endeavors to improve five key personal skills that may lead to a more fulfilled and balanced life for anyone who suffers from common maladies like social awkwardness and disorganization.

Imp-Probable Journeys
by Aleksandra Zajackowski
Mid-grade Reader/Fantasy

Original blurb:

An oddly paired duo, Pete, a computer "junkie" and class nerd, and Lilly find themselves trapped in a time warp. As they travel through time and space they have to solve numerous mysteries of the past or rescue some unusual characters they meet along the way.

Their missions are as exciting as they are dangerous, but the children are helped by a mischievous clay imp and his magical powers.

However, they soon realize that the wacky little mascot offers more than the simple thrill of adventure and breaking away from his dominance will become their greatest challenge.

Revised blurb:

A smarty-pants duo, Pete is a computer junkie and the class nerd; Lilly a skinny, awkward girl spouting factoids she learned from countless books--including the dictionary she reads with as much enjoyment as a novel. When Pete and Lilly find themselves trapped in a time warp both dangerous and exciting, they travel through space and time to solve mysteries of the past. Along

the way, they rescue unusual characters including a mischievous clay imp with magical powers. It isn't long before Pete and Lilly realize their wacky little mascot may not intend to offer them friendship and loyalty. Breaking away from his dominance may become their greatest challenge to getting home again.

Brain Man and Double Trouble Ditto Box
by Betty Jo Schuler
Mid-grade Reader

Original blurb:

DOUBLE TROUBLE DITO BOX: Randy O'Rourke invents a "Ditto Box", a machine that copies whatever he puts inside. When he wants a ball glove like his friend Jake's, he puts in the glove, and Zap--a duplicate for himself. If Randy and Jake want pizza, he orders one, makes a copy, and they eat two. Randy copies homework, games, and even Asthma, Jake's furry mutt. Everything is going great until his little sister wants a playmate. Twozy, as Suzy names her "twin," looks and whines just like Suzy. Mom and Dad are mad at Randy for doubling their trouble, and he has to baby-sit more girls more often. Two sisters are twice as bad! How can he get rid of the new one?

BRAIN MAN: Randy O'Rourke wants the robot he built to be as "Super Colossal" as those at Future World, an amusement park where robots do all the work. Brain doesn't disappoint him. He does Randy's homework and chores--plus some things he wasn't programmed to do. His red heart glows in response to compliments. He blinks when touched. He uses "mind talk" to communicate with Randy. However, some of Brain's unprogrammed actions are less endearing. From minor glitch to major, the robot presents a series of escalating problems. He's out of control, but Brain is almost human and Randy loves the big pest.

Revised blurb:

BRAIN MAN: Randy O'Rourke wants the robot he built named Brain to be as "Super Colossal" as those at Future World, an amusement park where robots do all the work. Brain doesn't disappoint him. He does Randy's homework and chores--plus some things he wasn't intended to do. His red heart glows in response to compliments. He blinks when touched. He uses "mind talk" to communicate with Randy. However, some of Brain's unprogrammed actions are less endearing. From minor glitch to major disaster, the robot provokes a series of escalating problems. Although Brain is out of control, Randy can't escape that the robot is almost human...and he loves the big pest.

DOUBLE TROUBLE DITTO BOX: Randy O'Rourke invents a "Ditto Box", a machine that copies whatever he puts inside. When he wants a premium baseball glove like his friend Jake's, he puts his friend's glove in, and--*voila!*--a duplicate comes out. If Randy and Jake want pizza, he orders one, makes a copy,

and they eat two. Randy copies homework, games and even Asthma, Jake's furry mutt. Everything is going great until his little sister wants a playmate. Twozy, as Suzy names her "twin", looks and whines just like Suzy. Mom and Dad are mad at Randy for doubling their trouble, and he has to babysit more girls more often. Two sisters are twice as bad as one! How can he get rid of the new one?

Dani Pepper and the Spelling Bee
by Cathan
Mid-grade Reader

Original blurb:

The State Spelling Bee Championship. Wow!

Dani Pepper, self-proclaimed and second-best speller at Fisher Pitt Junior School takes us on the journey to the finals of the state championship. With her best friend Danny and her nemesis--the stuckup Mary Ellen--they get ready for the big day.

The whole class takes a bus trip to the library to work on essays and learn new words. Meanwhile, the word 'catastrophe' causes a great kerfuffle between Dani and Mary Ellen. Sometimes words can be so confusing.

The big day is almost here. Dani is excited because she's going to wear her wonderful MTV- inspired outfit: a yellow jumper, red- and green-striped stockings, and green ponytail scrunchies. Mary Ellen says that outfit isn't lady-like.

Who will win the coveted championship trophy?

Revised blurb:

Dani Pepper is the second-best speller at Fisher Pitt Junior School. When she's chosen for the State Spelling Bee Championship finals, she's thrilled. She and her nemesis--the stuck-up, first-best-speller Mary Ellen--prepare for the tournament. The whole class takes a bus trip to the library to work on essays and learn new words. In the spirit of competition, Dani and Mary Ellen are caught in a kerfuffle over the word 'catastrophe'. Finally, the big day is upon them. Who will win the coveted spelling championship trophy?

George and His Magic Mirror
by Debra M. Scatasti
Mid-grade Reader/Young Adult

Original blurb:

George is a smart, nice boy in the sixth grade, with two siblings and a loving home. His life is about to change dramatically with the death of his Grandfather.

He has been left a Mirror in his Grandfather's Will. This is not just any mirror, it is an extraordinary mirror which will take George on trips into fantasy lands and lead to many great adventures. These all happen without any time passing on earth.

So now George has a double life: the intrepid explorer, never knowing what land awaits on the other side of the mirror and the school boy growing up into adulthood.

Revised blurb:

George is a smart, nice boy in the sixth grade with two siblings and loving parents. When his grandfather dies, his life is dramatically changed. Unexpectedly, George has inherited a mirror--and not just any mirror. This extraordinary looking glass takes George on trips into fantasy lands he's only dreamed of, where he can have his own adventures. When he returns to his regular life, nothing has changed and no time has passed there. George becomes a boy with a double life: An ordinary school boy who will grow up into adulthood...and the intrepid explorer who never knows what awaits him on the other side of the mirror.

Worlds of the Timestream: The Interregnum Series
by Richard J. Sutcliffe
Irish Science Fiction Fantasy/Christian

Series Blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth arranged in hexagonal fashion. Each has different histories and societies, some different geologies, but all share the same physical laws and chronology. At critical historical points on one of the planets, crucial decisions result in two Earths with the same prior history but differing subsequent ones. Major events on neighbouring planets in the Timestream affect each other strongly...though not necessarily symmetrically. The Interregnum is principally concerned with events of 1941-2001. Welcome to the Worlds of the Timestream.

Book 1: The Peace

Original blurb:

The Peace is alternate-history Irish-flavoured Christian science fiction. James IV, High King of Ireland and the worlds he rules, is deposed at the height of the Three Worlds' War (1941). Banned from the throne by his corrupt nobles for 60 years, he struggles to survive and maintain the Pax Hibernia despite clan MacCarthy's genocidal high-tech schemes. Characters from our earth struggle

with their own religious and political loyalties as they are drawn into Greater Hibernia's intrigues. Remote Edwardstown (Calgary) becomes the stage on which three interwoven tales of romance and tragedy converge, launching reborn lives and new hopes.

Revised blurb:

James IV, High King of Ireland and the worlds he rules, is deposed at the height of the Three Worlds' War in 1941. Banned from the throne by his corrupt nobles for sixty years, he struggles to survive and maintain the Pax Hibernia (Ireland's enforced peace over the nation) despite clan MacCarthy's genocidal high-tech schemes. The population struggles with religious and political loyalties as all are drawn into Greater Hibernia's intrigues. Romance and tragedy converge on the stage in remote Edwardstown, launching reborn lives and new hopes.

Book 2: The Friends

Original blurb:

In the decades following the deposition of James IV, his descendants and relatives continue the struggle to survive clan MacCarthy's plots. Katherina Rourke loses everything except her close-knit group of friends when first her mother, Iron Kate, then her father Matthew (formerly Donal IV) are murdered. Later her friendships disintegrate, and a subsequent donal uses Sean Reilly to kill Katherina, Jack, and their infant Mara. Or, does he?

We follow Lady Katherina to and through the battle of Glenmorgan. An intertwined story tells of Sean Reilly (the man she once loved but now hates) and his allies in their quest to depose the corrupt donal.

A third and later sequence relates the coming to age of Katherina's daughter, as she builds The Friends of the Day, dedicated to restoring Tara's true throne. London, Moody, Tara, and Penal City are the stages on which these stories play out toward the 2000 nexus and the 2001 culmination of the ban on the throne.

Revised blurb:

In the decades following the deposition of James IV, High King of Ireland and the worlds he rules, his descendants and relatives continue their struggle to survive clan MacCarthy's genocidal high-tech schemes plots. Katherina Rourke loses everything except her close-knit group of friends when first her mother and then her father are murdered. Sean Reilly, the man she once loved but now hates, and his allies seek to depose a corrupt donal. Katherina's daughter comes of age as she builds The Friends of the Day dedicated to restoring Tara's true throne. While Katherina's friendships disintegrate around her, a subsequent

ruler uses Sean in a coup attempt to kill Katherina, Jack, and their infant Mara. Will he succeed?

Book 3: The Exile

Original blurb:

This third book in the series tells of Mara's further adventures, climbing the military ranks of Tara on her way to a confrontation with Donal XII, the former Sean Reilly. Meanwhile, Angus and Day McAllister, exiled to our earth in one of Hibernia's many palace coups, have their own scores to settle with Mara's McCarthy enemies and their allies. So do Lady Katherina and her adoptive daughter Sheana. Others also have reason to be present in court when the ban on the throne expires. Their lives intertwine with Mara's and each other as they struggle spiritually while facing well-financed high-tech conspiracies to turn Hibernia and the other earths into ethnically cleansed MacCarthy family dictatorships. This story cycle takes us to Afghanistan, Rome, Glenfinnan, Prison City, and the Gulf Islands of British Columbia.

Revised blurb:

Mara Meathe, mysterious survivor of the battle of Glenmorgan as an infant, struggles with her own identity as she climbs the military ranks of Tara on her way to a confrontation with Donal XII, the former Sean Reilly.

Meanwhile, Angus and Day McAllister, exiled to our earth in one of Hibernia's many palace coups, have their own scores to settle with Mara's clan McCarthy enemies and their allies, as do Lady Katherina and her adopted daughter Sheana. Others also have reason to be present in court when the ban on the throne expires. Their lives intertwine with Mara's and each other as they struggle spiritually while facing well-financed high-tech conspiracies to turn Hibernia and the other earths into ethnically-cleansed MacCarthy family dictatorships.

Book 4: The General

Original blurb:

The General is alternate-history Irish-flavoured Christian science fiction and is the sequel to *The Peace*, *The Friends*, and *The Exile* (Volumes One to Three of *The Interregnum*).

The General recounts Tadgh O'Kelly's life from his 1987 graduation as Kilkarney's top cadet to his career as an army forensic investigator. As the years go by, he gradually knits the threads of evidence from numerous kidnappings of women and children into a noose, but finding the guilty neck to tie it around takes all his skill, and not a little help.

A second arc of the story cycle follows Mara Meathe from her arrival at Tara's court.

The third arc takes place on Tirdia, near the BC Fraser Valley's Chilliwack. Nellie goes to Tirdia to assist Day MacAllister with some court appointed espionage.

Events of The General play out on Hibernia at Tara, Edenderry, Luna City, Toronto, South Africa, India, Afghanistan, Centralia, West China, and Japan of Hibernia as well as in Chilliwack and Aldergrove on the West Coast of British Columbia, Canada (Tirdia).

Revised blurb:

In 1987, Tadgh O'Kelly's graduates as Kilkarney's top cadet in his career as an army forensic investigator. As the years go by, he gradually knits the threads of evidence from numerous kidnappings of women and children into a noose. But finding the guilty neck to tie it around will require all his skill, and not a little help.

Royal Army General Mara Meath returns to Tara after numerous troubleshooting tasks around the world to face her biggest and deadliest challenges yet. A friend of Mara's, Nellie Hacker arrives from Tara to her home Earth of Tirdia to assist Day MacAllister with some court-appointed espionage.

Book 5: The Nexus

Original blurb:

The Nexus is alternate-history Irish-flavoured Christian science fiction and is the sequel to The Peace, The Friends, The Exile and The General (Volumes One to Four of The Interregnum).

The Nexus continues Mara's story from the conclusion of the trial over which Tad O'Kelly presided as Senchus in The General, through new foreign assignments, then back to Tara to await the coming nexus and the crisis it will bring to Hibernia's capital. There she battles pirates, gun runners, kidnappers, and a host of plots against the realm.

Elbon the Builder of Meta (John Dominic on Tirdia) returns from a meeting of the Metan elders to Tirdia and the orphanage at Berea, unaware that his daughter Eider has followed him. She encounters Lucas and the two have a narrow brush with two of gangster Al Marcotti's thugs. In the aftermath, Lucas eavesdrops on Eider's conversation with her father and hears of their relationship and of the other earths. His loyalties now torn, Lucas leaves that afternoon's creation debate to strike out on his own. But Eider follows, and the two are caught up in both the nexus and Marcotti's ongoing violence.

Maeve Derry sends one of her Centralia cadets out on a training mission, only to have to pull his body from the bottom of a river several hours later. What she learns next necessitates the reappointment of Tad as Senchus, and another

sensational hearing at Tara, one punctuated by a shocking and cowardly attack. After Maeve's return to Centralia, she is lured to the St. Charles islands, and there disappears.

We experience the nexus with Lucas, Eider, Catherine, Mara, Margaret, and Maeve, then hear the account of the aftermath at Tara's court the next day, when MacCarthy forces mount an all-out attack, but find themselves under pressure from the Friends at other locations.

Events of *The Nexus* play out on Hibernia at Tara, Dublin, Afghanistan, India, Berlin, Moscow, Mergui, the St. Charles Islands, and Centralia well as in Chilliwack and Vancouver on the West Coast of British Columbia, Canada (Tirdia) and in the Builder's City and home on Meta.

Revised blurb:

The sensational trial over which Tad O'Kelly presided as Senchus is now over. Mara Meathe tackles a multitude of foreign assignments, battling pirates, gun runners, kidnappers, and a host of plots against the realm.

Elbon the Builder of Meta returns from a meeting of the elders to Tirdia and the orphanage at Berea, unaware his daughter Eider has followed him. She encounters Lucas and the two have a narrow brush with two of gangster Al Marcotti's thugs. In the aftermath, Lucas eavesdrops on Eider's conversation with her father and hears of their relationship and of the other earths. His loyalties now torn, Lucas leaves that afternoon's creation debate to strike out on his own. But Eider follows, and the two are caught up in both a world-dividing nexus and a Marcotti kidnapping.

Royal Army officer Maeve Derry sends one of her Centralia cadets out on a training mission only to have to pull his body from the bottom of a river several hours later. What she learns next necessitates the reappointment of Tad as Senchus. Another sensational hearing at Tara ensues and is punctuated by a shocking and cowardly attack. After Maeve's return to Centralia, she finds herself lured to the St. Charles islands, where she disappears.

Clan MacCarthy forces mount an all-out attack only to come under pressure themselves from the Friends at other locations.

Book 6: The Builder

Original blurb:

The Builder is alternate-history Irish-flavoured Christian science fiction, that further develops the legacy of the first five books in the series.

The Builder continues Mara's story following the street battle in Tara through her engagement, her disgrace at court, her defection to the MacCarthy's, the unravelling of the MacCarthy plot to destroy Tara, and her discovery of the truth about her father's death.

Truth also comes to John Dominic's children, albeit too late, and the new

Earth where he relocates is lost in the Timestream. It does not come to Roger Hyland (the Builder of Tara), the CRAE CCC who constructs railways on land, underwater, and in space, but rejects spiritual realities, despite his friends' earnest pleas. From Metan MS, we learn of the initial three Nexi, of the first Builder, and of his age-old nemesis who plots time and again to either rule the earths or destroy them. As this sixth story cycle concludes, the stage is set for the definitive second battle of Glenmorgan, whose outcome will determine who next will sit on Tara's fabled throne.

Revised blurb:

Mara Meathe's engagement is the first domino in a string of events leading to her disgrace at court, her defection to the clan MacCarthy, the unravelling of the MacCarthy plot to destroy Tara, and her discovery of the truth about her father's death.

Elbon, known as The Builder on Meta but goes by the name John Dominic on Tirdia, relocates to the Earth generated in the latest nexus, but it becomes lost in the Timestream.

Roger Hyland, the engineer responsible for rebuilding modern Tara rejects spiritual realities, despite his friends' earnest pleas. From Metan Manuscript, the initial three critical historical points are revealed, as are details of the first Builder and of age-old nemesis who plots time and again to either rule the earths...or destroy them.

Worlds of the Timestream: The Throne by Richard J. Sutcliffe

Series blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth arranged in hexagonal fashion. Each has different histories and societies, some different geologies, but all share the same physical laws and chronology. At critical historical points on one of the planets, crucial decisions result in two Earths with the same prior history but differing subsequent ones. Major events on neighbouring planets in the Timestream affect each other strongly...though not necessarily symmetrically. The Throne deals with the history of the Irish throne from 1014 to the present. Welcome to the Worlds of the Timestream.

Book 1: Culmanic Parts

Original blurb:

Culmanic Parts is a small part of the alternate history story of two long-lived and hard-to-kill men, Samadeya-Qayin and Pelik-Qayin, the alternate

continuations of the repentant and unrepentant Cain respectively, always deadly enemies, once Thor and Odin, but in the last millenium duelling over the High Kingship of Ireland.

The prologue tells the early eleventh century story of Brian Boru's rescue by Cormac Meathe and Catherine Neal at Clontarf, and the subsequent elevation of Cormac and Catherine to the throne.

All the King's Horses tells of a fourteenth century horse girl descendent of Catherine--Kate the Culmanic, who likewise becomes High Queen.

Mother's Girl tells the early life of fifteenth mystery woman, prodigy, and national heroine Amy Rea, adopted daughter of super-spy Carlan Rea, who renames the Culmanic "Science" and makes it her own, who with nine unlikely friends takes the Royal Academy at Tara by storm, suffers profound betrayals, then joins the Royal Army Naval Corps. Who is she, why is she The Mother's Girl, and why have the Assassin's Guild accepted three contracts on her life?

Revised blurb:

Two long-lived and hard-to-kill men, Samadeya-Qayin and Pelik-Qayin--the alternate continuations of the repentant and unrepentant Cain respectively--have always been deadly enemies. For the last millennium they have duelled over the High Kingship of Ireland in three stories:

The Prologue: In the early eleventh century, Brian Boru is rescued by Cormac Meathe and Catherine Neal at Clontarf. Cormac and Catherine are subsequently elevated to the throne.

All the King's Horses: Kate the Culmanic, a fourteenth century, horse girl descendent of Catherine, becomes High Queen.

Mother's Girl: Mystery woman, prodigy, and national heroine Amy Rea is the adopted daughter of super-spy Carlan Rea, who renames the Culmanic "Science" and makes it her own. With nine unlikely friends, Amy takes the Royal Academy at Tara by storm, suffers profound betrayals, then joins the Royal Army Naval Corps. Who is she, why is she The Mother's Girl, and why have the Assassin's Guild accepted three contracts on her life?

Book 2: Rea's Blood (or Navy Girl)

Original blurb:

Rea's Blood continues the alternate history enmity of the long-lived two Qayins, and of Amy Rea, adopted daughter of Samadeya-Qayin, the ally of the Almighty. It follows Amy's career from her post-Academy appointment as second officer to the Royal Army Naval Corps frigate *Boudicca*, her rapid promotion to commodore, then Vice-Admiral, and finally Admiral of the Orange aboard *Victory*.

Her novel tactics and ways of dealing with her shipmates become Royal Navy doctrine. Rea cultivates a band of fellow officers who will follow her "to hell

and back" and most of them do so for her last battle against enemy nations Spain and France off Trafalgar Point, where she is shot down by snipers as she resolutely stands in full uniform on Victory's quarterdeck. But who was Amy Rae, what was her great secret, and why does she have so many look-alikes?

Revised blurb:

Samadeya-Qayin and Pelik-Qayin--the alternate continuations of the repentant and unrepentant Cain respectively--continue their perpetual dual.

Amy Rea is the adopted daughter of Samadeya-Qayin, the ally of the Almighty. From Amy's post-Academy appointment as second officer to the Royal Army Naval Corps frigate *Boudicca*, she's rapidly promoted to commodore, then Vice-Admiral, and finally Admiral of the Orange aboard *Victory*. Her novel tactics and how she deals with her shipmates become Royal Navy doctrine. Rea cultivates a band of fellow officers who will follow her to hell and back. Many do so for her last battle against enemy nations Spain and France off Trafalgar Point, where she's shot down by snipers in a resolute stand on Victory's quarterdeck. But who is Amy Rae, what is her great secret, and why does she have so many look-alikes?

Book 3: Tara's Mother

Original blurb:

Tara's Mother is the sequel to *Culmanic Parts* and *Rae's Blood*, and continues the alternate history enmity of the long-lived Samadeya-Qayin, ally of the Almighty and check against Pelik-Qayin, who is something more than evil twin.

In *Rea's Blood*, Amy Rea, Samadeya's adopted daughter, and First Lord of the Admiralty, was shot down aboard her flagship *Victory* at Trafalgar. But two powerful look-alike women do emerge from the smoke and blood--Amy's flag officer Joane O'Donnell, and the mysterious Amethyst Meathe, who both play a vital part in Thomas Rourke's battle against the French despot at Mount Sainte Jean, near Waterloo.

Joane takes on prominent military role in now allied new France. But Amethyst still has battles to fight--first with lead enemy nation Spain, then with Ireland's own King Frederick and his would-be replacements back home. She takes over from her mentor as "The Mother"--High Queen of Low Tara, queen maker for several nations, and continues Amy Rea's battle against God's enemies.

Who are she and Joane, really, and will Amethyst and the band of brothers and sisters she inherited from Amy Rea live to see a new, better, and peaceful Ireland emerge from the ashes of war?

Revised blurb:

The long-lived Samadeya-Qayin, ally of the Almighty and check against Pelik-Qayin, who is something more than evil twin, clash once more.

Amy Rea, Samadeya's adopted daughter and First Lord of the Admiralty, was shot down aboard her flagship *Victory* at Trafalgar. But two powerful lookalike women emerge from the smoke and blood--Amy's flag officer Joane O'Donnell and the mysterious Amethyst Meathe. Both play a vital role in Thomas Rourke's battle against the French despot at Mount Sainte Jean, near Waterloo.

Joane takes on prominent military role in now-allied new France. But Amethyst still has battles to fight--first with lead enemy nation Spain, then with Ireland's own King Frederick and his would-be replacements back home. She takes over from her mentor as "The Mother"--High Queen of Low Tara, queen maker for several nations, and continues Amy Rea's battle against God's enemies.

Who are she and Joane, really, and will Amethyst and the band of brothers and sisters she inherited from Amy Rea live to see a new, better, and peaceful Ireland emerge from the ashes of war?

Paladin (or Time Out of Heart)

Series blurb:

The Timestream is a medium existing in both space and time and providing access to at least six known versions of Planet Earth arranged in hexagonal fashion. Each has different histories and societies, some different geologies, but all share the same physical laws and chronology. At critical historical points on one of the planets, crucial decisions result in two Earths with the same prior history but differing subsequent ones. Major events on neighbouring planets in the Timestream affect each other strongly...though not necessarily symmetrically. The Interregnum is principally concerned with events of 1941-2001. The Throne deals with the history of the Irish throne from 1014 to the present. Welcome to the Worlds of the Timestream.

Original blurb:

Paladin or Time Out Of Heart is the fourth book of *The Throne*, continuing its account of Hibernia's royalty from 1473 to date.

Lilian Morgan, who later becomes Ireland's Paladin of Justice comes to light being discharged, half-burned and lacking memories, into Dublin City Dump. She knows only that she must keep Samadeya on task with his millennia-old assignment of thwarting Pelik's agenda of death and destruction. She is disciplined whenever she departs from mission, and also shares one of the Cain curses. After death, each returns to some reorganized portion of their body--in extreme cases, as a child or infant who recovers prior memories when apparently aged mid-twenties.

Paladin is simultaneously the seventh and concluding book in *The Interregnum*, re-telling in interleaved chapters the First Battle of Glenmorgan

and the destruction of Manse Devereaux by another player. It also follows *Interregnum* characters Lucas, Nellie, Catherine, Ruel, and Friends of the Day as they approach a new battle at Glenmorgan to decide Tara's civil war with racist and religion-hating Philip Desmond and his allies. Philip is also allied with Pelik and his mob cronies on Tirdia who kidnapped Lucas, and killed Lacey Johnson's RCMP partner.

Meanwhile, the Paladin's memory awakens as dreams shared by several women.

The civil war and treachery at Tara threaten one Earth's civilization with extinction. Pelik schemes for power over two others. Meanwhile, the Paladin's learning which dreamer she now is, why her pre-1492 identity evaporated, and how she was reset after 1970, could render her insane.

Lucas is key to all three. A two-year-old pleads with him to trust in Christ after one plotter overreaches. His second crisis unfolds when Mara assigns him to Tirdia-1 to determine what Pelik, his father by rape, provided Desmond to tip the war's balance. But Pelik springs a trap. Could Mara and Nellie survive without him?

Revised blurb:

Paladin is the conclusion of The Interregnum Series (Book 7), continuing its account of Hibernia's royalty from 1473 to date. After being discharged, half-burned and lacking memories, Lilian Morgan emerges into Dublin City Dump. She knows only that she must keep the repentant Cain (Samadeya) on task with his millennia-old assignment of thwarting the enemy Pelik--alternate and unrepentant continuation of Cain--in his agenda of death and destruction. Discipline is swift and brutal whenever she departs from the mission. Lilian also shares one of the Cain curses: Returning after death to some reorganized portion of her body.

Paladin also completes The Throne Series (Book 4), re-telling in interleaved chapters the First Battle of Glenmorgan and the destruction of Manse Devereaux. *Interregnum* characters approach a new battle at Glenmorgan that will decide the outcome of Tara's civil war. Conflict and treachery at Tara threaten one Earth civilization with extinction. Pelik schemes for power over two others...and springs a trap.

Alien Thought
by Dan Donoghue
Science Fiction/Young Adult

Original blurb:

An ordinary Saturday morning turns extraordinary for seventeen year old Dave Duggan when a couple of girls from his school ask for help to find their way into the mountains beyond the town.

The jaunt is at first uneventful, but when they get into the mountains and enter an area of rainforest, without warning things began to die around them. Dave almost dies in an attack from an unknown source. At first they believe that they have come in contact with poison from misdirected aerial spraying, but that theory soon becomes untenable and far more sinister possibilities take shape. Dave must grow up very quickly as he finds himself losing his heart while in very real danger of losing his life.

Revised blurb:

An ordinary Saturday morning turns extraordinary for seventeen-year-old Dave Duggan when a couple of girls from his school ask for help in finding their way into the mountains beyond their town. At first the jaunt is uneventful but holds the promise of adventure and possibly romance. After entering a dark area of rainforest, birds, bugs and small animals inexplicably begin to die around them. Dave's life is threatened and no reasonable explanation fits. Only far sinister possibilities make sense. Forced to take responsibility for three lives, Dave finds himself losing his heart while in very real danger of losing his life.

Dead by the Sea
by Dan Donoghue
Murder Mystery

Original blurb:

Jim Groggan was bored. He was so bored that when a brutal murder occurred on the beach where he was staying, he took too great an interest in it. He even volunteered to drive a police officer down along the beach to interview Hippies in a seaside camp. There he met a girl, and unwisely went to her aid. Then events spun out of control and he was mixed up in turmoil of drugs, guns, and murder. Suddenly, boredom seemed a very desirable state indeed as he and the girl became the target of ruthless gangsters, while the police seemed more interested in using them as bait than in protecting them.

When a police officer told Jim not to shoot as it was becoming a massacre, he wasn't fooling, and he knew only the half of it.

Revised blurb:

When a brutal murder occurs on the beach where he's staying, Jim Groggan's bored enough to start checking things out for himself. He even agrees to drive a police officer down along the beach to interview Hippies in a seaside camp. There he meets a girl he finds himself aiding even when it means getting mixed up with drugs, guns, and murder. Suddenly, boredom seemed a very desirable state to be in...

The Cull Chronicles
by Daniel Devine
Science Fiction

Series blurb:

When Earth is conquered by a technologically superior race called the Grath, humanity is forced to work--and fight--for them. But not all humans are content to submit to their masters...

Book 1: The Next Best Thing to Heroes

Original blurb:

Jason Cull is one of the best and the brightest that the human race has to offer. At least, that's what it tells him in all of the Academy's brochures.

The Earth has been conquered by a technologically superior race called the Grath, and while the rest of humanity toils away their lives in dank factories building equipment for the alien war machine, Jason and a select few are training to help fight their masters' battles directly.

The only problem is that among the world's finest, Jason seems decidedly average.

Then, just as graduation and the trials of war grow near, Jason and his closest friends find themselves kidnapped by forces who have other plans. Thrown into the midst of a resistance movement that wants him to fight against the Grath instead of alongside them, Jason must prove himself all over again.

Revised blurb:

While the rest of humanity is forced to toil away their lives in dank factories building equipment for the alien war machine of the technologically superior race the Grath, Jason Cull and a select few are being trained to help fight battles in place of their masters. According to the Academy's brochures, Jason should be one of the best and the brightest the human race has to offer. So why does he feel decidedly average?

As graduation and the impending trials of war close in, Jason and his closest friends find themselves kidnapped by forces with radically different plans. Thrown into the midst of a resistance movement that demands him to fight *against* the Grath instead of alongside them, Jason begins the process of proving himself all over again.

Book 2: The Enemy of My Enemy

Original blurb:

Captain, a title Jason Cull had never really imagined he'd own.

The *Freedom's* launch may have been a disaster, but Mr. Lucas had still been there to keep the crew focused and tell them all what to do. Well one single botched mission had taken care of that, and now the others had voted to put Jason in charge.

Great. Now all he had to do was literally figure out how to save the world.

At least Lucas had left him with a vague idea of what to do next- find the Bettarians, the aliens who they already knew were at war with the Grath, and strike a deal with them to win back the Earth. If only Jason knew where to find them. The Bettarian's empire may be huge, but the universe was turning out to be one pretty infinite haystack.

And as simple as Lucas' plan sounded, it glossed over the one question that soon made it clear to Jason how much of a fool's errand this entire mission really was. What could one ship full of refugees from a backwards planet possibly offer a vast and ancient alien empire in exchange for their assistance?

Especially when it turned out that empire had much bigger problems than the Grath.

Revised blurb:

Jason Cull has never really imagined he'd carry the title of captain. But when the resistance movement *Freedom's* launch is botched and their leader is killed, Jason ends up the man in charge. Since the technologically superior race called the Grath conquered the Earth and started putting humans to work, Jason has struggled to believe he's special despite being one of the select few chosen to help fight battles in place of humanity's new masters. Being kidnapped by the resistance movement and made their leader has put him in the uncomfortable position of being the one to figure out how to literally save the world.

His only consolation is that the *Freedom's* former leader at least left him with a vague idea what to do next: Find the alien race, the Bettarians, who are already at war with the Grath and strike a deal with them to help win back Earth. The Bettarian's empire may be rumoured to be vast, but Jason's seemingly fruitless ferreting from one end of the galaxy to the other has him concluding the universe is one pretty enormous haystack. Beyond that, the mission to scour outer space for allies gives Jason lots of time to mull over the former leader's ill-conceived plan. He's left with a question he has no answer to by the time his search is successful: What can one ship full of refugees from a backwards planet possibly offer a sweeping and ancient alien empire in exchange for their assistance? Especially when it turns out that they all have much bigger problems than the Grath...

Dead Certain
by Forrest Barriger
Mystery

Original blurb:

Conned into kidnapping a young woman, Burke Thomas, free-wheeling private investigator of things from the long past and part-time treasure hunter, has to free her. Before he can do so he finds the client who hired him dead.

Then a gang is after him, the local sheriff is asking embarrassing questions, and worse, he was only vacationing in the area in hopes of finding a long-buried, massive hoard of ingot gold.

A novel set in the foothills of the Sierra Nevada Mountains of Northern California, an unstated few years ago.

Revised blurb:

Burke Thomas is a free-wheeling private investigator of valuables from long past and a part-time treasure hunter. Conned into kidnapping a young woman, Burke discovers that the client who hired him is dead before he gets a chance to free her. Now he's got a gang pursuing him, the local sheriff asking embarrassing questions, and, worst of all, he was only vacationing in the foothills of the Sierra Nevada Mountains of Northern California in hopes of finding a long-buried, massive hoard of ingot gold. About the only thing he's dead certain of is that this trouble is far more than he bargained for.

Mischief in Moonstone Series
by Christine DeSmet
Contemporary Romance Novellas

Series blurb (written by Karen):

Silkie chickens—those fluffy clucks that make good pets and look like they wear fuzzy hats—strut through every Mischief in Moonstone Mystery Series story set in a small northern Wisconsin town. For “murder most fowl”, join the flock of fine folks in Moonstone for romance and mayhem.

Book 3: Mrs. Claus and the Moonstone Murders

Original blurb:

On her second day of duty, new county deputy Lily Schuster finds herself smack dab in the middle of Moonstone, Wisconsin, trouble. She arrests archeologist Marcus Linden for trespassing, then finds she needs his help in solving the murder of a pie contest judge. The suspects involve none other than the town's Santa, Henri LeBarron, an eighty-four-year-old man now cavorting with the sexy, mysterious newcomer, Felicity Starr, twenty-seven. But can Lily trust her trespassing prisoner, Marcus, who seems to be willing to exchange kisses for clemency?

Revised blurb:

On her second day of duty, new county deputy Lily Schuster finds herself smack-dab in the middle of Moonstone, Wisconsin trouble. She arrests archaeologist Marcus Linden for trespassing, then finds she needs his help in solving the murder of a pie contest judge. The suspects involve none other than the town's Santa, Henri LeBarron, an eighty-four-year-old man now cavorting with the sexy, mysterious newcomer, Felicity Starr, twenty-seven. But can Lily trust her trespassing prisoner, Marcus, who seems to be willing to exchange kisses for clemency?

Book 4: When the Dead People Brought a Dish-to-Pass

Original blurb:

Three days before Halloween, Alyssa Swain finds a man dead in his car in a ditch. She runs for help, but when she returns, the body is gone. When scruffy, tall dead man, John Christopherson, shows up alive on her doorstep, he insists she called him to help her with the house she's refurbishing-to get it ready for a traditional Halloween party to celebrate the lives of her loved ones who have died. A party for dead people?! To her chagrin, the crazy man won't leave her house or her heart. But how can she keep him from his destiny of crossing over in the afterlife at midnight on Halloween?

Revised blurb:

Three days before Halloween, Alyssa Swain finds a man dead in his car in a ditch. She runs for help, but when she returns the body is gone. When scruffy, tall dead man, John Christopherson, shows up alive on her doorstep, he insists she called him to help her with the house she's refurbishing--to get it ready for a traditional Halloween party to celebrate the lives of her loved ones who have died. A party for dead people?! To her chagrin, the crazy man won't leave her house or her heart. But how can she keep him from his destiny of crossing over into the afterlife at midnight on Halloween?

Destiny's Designs
by Regina Andrews
Christian Romance

Original blurb:

From the chintz window treatments to the plush carpeting, Lisa Machon has carefully designed every detail of Innovations, her Newport, Rhode Island interior design firm. Control has been the objective in her personal life, too. Until she meets the dashing sailor Neil Lamont who doesn't seem to have a care in the

world.

Little does she know that he is not as fancy-free as he appears. They are united only by their mutual affection for Countess Lamont, Neil's mother, and destined to go to great lengths to bring her happiness. Through faith, will they see that Lord is really in control of our lives? And will faith open their hearts to their love for each other?

Revised blurb:

From the chintz window treatments to the plush carpeting, Lisa Machon has carefully designed every detail of Innovations, her Newport, Rhode Island interior design firm. Control has been the objective in her personal life as well...until she meets a dashing sailor, Neil Lamont, who doesn't seem to have a care in the world.

Little does she know he's nowhere near as footloose and fancy-free as he appears to be. Lisa and Neil are united only by their mutual affection for Countess Lamont, Neil's mother. Can these two tightly-reined individuals accept that the Lord they serve is really the one in control of their lives? Only through faith will they open their hearts to change...and to one another.

Sherry Sharples
by Margaret Pearce
Young Adult

Original blurb:

Sherry is a single parent streetwise kid, upset at being dumped on her father, his pregnant second wife and her twin half brothers for the holidays.

Her efforts to try to be helpful end as disasters until the last disaster. Sherry comes into her own as a quick thinking heroine. Her stepmother then assures Sherry she is not a bit disappointed at having another son as she already has a daughter – Sherry. So Sherry returns home feeling that she has grown a lot over the holidays.

Revised blurb:

Sherry is a single parent streetwise kid, upset at being dumped on her father, his pregnant second wife and her twin half brothers for the holidays.

Her efforts to try to be helpful end as disasters until the last disaster. Sherry comes into her own as a quick thinking heroine. Her stepmother then assures Sherry she is not a bit disappointed at having another son as she already has a daughter – Sherry. So Sherry returns home feeling that she has grown a lot over the holidays.

Fall of the House of Ramesses

by Max Overton

Historical: Ancient Egypt

Series blurb:

Egypt was at the height of its powers in the days of Ramesses the Great, a young king who confidently predicted his House would last for a Thousand Years. Sixty years later, he was still on the throne. One by one, his heirs had died and the survivors had become old men. When Ramesses at last died, he left a stagnant kingdom and his throne to an old man--Merenptah. What followed laid the groundwork for a nation ripped apart by civil war.

Book 1: Merenptah

Original blurb:

Egypt was at the height of its powers in the days of Ramesses the Great and the young king confidently predicted that his House would last for a Thousand Years. Sixty years later he was still on the throne and one by one his heirs had died and the survivors had become old men. When he at last died, he left a stagnant kingdom and his throne to an old man--Merenptah. What followed laid the groundwork for a nation ripped apart by civil war.

The northern tribes rebelled and joined forces with the Sea Peoples, invading from the north; while in the south the king's eldest son, angered at being passed over in favour of the younger son, plotted to rid himself of his father and brother. An ageing king takes to the field to fight for the House of Ramesses.

Revised blurb:

Northern tribes in Egypt rebel and join forces with the Sea Peoples, invading from the north. In the south, the king's eldest son, angered at being passed over in favour of the younger son, plots to rid himself of his father and brother.

Book 2: Seti

Original blurb:

Merenptah is dead after only nine years on the throne and his son Seti is king in his place. He rules from the northern city of Men-nefer, while his elder brother Messuwy, convinced the throne is his by right, plots rebellion in the south.

The kingdoms are tipped into bloody civil war, with brother fighting against brother for the throne of a united Egypt. On one side is Messuwy, now

crowned as King Amenmesse and his ruthless General Sethi; on the other, young King Seti and his wife Tausret. But other men are weighing up the chances of wresting the throne from both brothers and becoming king in their place. The House of Ramesses crumbles under the onslaught.

Revised blurb:

After only nine years on the throne, Merenptah is dead and his son Seti is king in his place. He rules from the northern city of Men-nefer, while his elder brother Messuwy, convinced the throne is his by right, plots rebellion in the south.

The kingdoms are tipped into bloody civil war, with brother fighting against brother for the throne of a united Egypt. On one side is Messuwy, now crowned as King Amenmesse and his ruthless General Sethi; on the other, young King Seti and his wife Tausret. But other men are weighing up the chances of wresting the throne from both brothers and becoming king in their place. Under the onslaught of conflict, the House of Ramesses begins to crumble...

Book 3: Tausret

Original blurb:

The House of Ramesses falters as Tausret relinquishes the throne upon the death of her husband, King Seti. Amenmesse's young son Siptah will become king until her infant son is old enough to rule. Tausret, as Regent, and the king's uncle, Chancellor Bay, hold tight to the reins of power, and vie for complete control of the kingdoms. Assassination changes the balance of power and Chancellor Bay attempts a coup...

Tausret's troubles mount as she also faces a challenge from Setnakhte, an aging son of the Great Ramesses who believes Seti was the last legitimate king. If Setnakhte gets his way, he will destroy the House of Ramesses and set up his own dynasty of kings.

Revised blurb:

The House of Ramesses falters as Tausret relinquishes the throne upon the death of her husband, King Seti. Amenmesse's young son Siptah will become king until her infant son is old enough to rule. Tausret, as Regent, and the king's uncle, Chancellor Bay, hold tight to the reins of power and vie for complete control of the kingdoms. Assassination changes the balance of power, and, seeing his chance, Chancellor Bay attempts a coup...

Tausret's troubles mount as she also faces a challenge from Setnakhte, an aging son of the Great Ramesses who believes Seti was the last legitimate king. If Setnakhte gets his way, he will destroy the House of Ramesses and set up his own dynasty of kings.

We Came From Königsberg
by Max Overton
Historical: World War

Original blurb:

January 1945, and the Soviet Army is poised for the final push through East Prussia and Poland to Berlin. Elisabeth Daeker and her five young sons are in Königsberg, East Prussia, and have heard the stories of Russian atrocities. They seek to escape to the perceived safety of Germany.

This is the story of their struggle to survive, of the hardships endured at the hands of Nazi hardliners, of Soviet troops bent on rape, pillage and murder, and of Allied cruelty in the Occupied Zones of post-war Germany. 'We Came From Königsberg' is based on a true story gleaned from the memories of family members sixty years after the events, from photographs and documents, and from published works of non-fiction describing the times and events that are described in the narrative.

Elisabeth Daeker's sons, and subsequent daughters, all have families of their own, and have carved out meaningful lives for themselves in far-flung parts of the world. One thing they all claim, though, is--we came from Königsberg.

Revised blurb:

Based on a true story gleaned from the memories of family members sixty years after the events, from photographs and documents, and from published works of nonfiction describing the times and events described in the narrative, *We Came From Königsberg* is set in January 1945.

The Soviet Army is poised for the final push through East Prussia and Poland to Berlin. Elisabeth Daeker and her five young sons are in Königsberg, East Prussia and have heard the shocking stories of Russian atrocities. They're desperate to escape to the perceived safety of Germany. To survive, Elisabeth faces hardships endured at the hands of Nazi hardliners, of Soviet troops bent on rape, pillage and murder, and of Allied cruelty in the Occupied Zones of post-war Germany.

A Cry of Shadows
by Max Overton
Mystery: Paranormal

Original blurb:

Australian Professor Ian Delaney is single-minded in his determination to prove his theory that one can discover the moment that the life force leaves the body. After succumbing to the temptation to kill a girl under scientifically controlled conditions, he takes an offer of work in St Louis, hoping to leave the

undiscovered crime behind him.

In America, Wayne Richardson seeks revenge by killing his ex-girlfriend, believing it will give him the upper hand, a means to seize control following their breakup. Wayne quickly discovers that he enjoys killing and begins to seek out young women who resemble his dead ex-girlfriend.

Ian and Wayne meet, and when Ian recognizes the symptoms of violent delusion he employs Wayne to help him further his research. Despite the police closing in, the two killers manage to evade identification as the death toll rises.

John Barnes, the detective in charge of the case, is frantic, willing to try anything to catch his killer. With time running out, he looks desperately for answers. Will John get them before it's too late?

Revised blurb:

Australian Professor Ian Delaney is single-minded in his determination to prove his theory that one can discover the moment that the life force leaves the body. After succumbing to the temptation to kill a girl under scientifically controlled conditions, he takes an offer of work in St Louis, hoping to leave the undiscovered crime behind him.

In America, Wayne Richardson seeks revenge by killing his ex-girlfriend, believing it will give him the upper hand, a means to seize control following their breakup. Wayne quickly discovers that he enjoys killing and begins to seek out young women who resemble his dead ex-girlfriend.

Ian and Wayne meet and, when Ian recognizes the symptoms of violent delusion, he employs Wayne to help him further his research. Despite the police closing in, the two killers manage to evade identification time and time again as the death toll rises in their wake.

The detective in charge of the case, John Barnes, is frantic, willing to try anything to catch his killer. With time running out, he searches desperately for answers before another body is found...or the culprit slips into the woodwork for good.

Haunted Trail A Tale of Wickedness & Moral Turpitude

by Max Overton

Western: Paranormal

Original blurb:

Ned Abernathy is a hot-tempered young cowboy in the small town of Hammond's Bluff in the Dakota Territories in 1876. In a drunken argument with his best friend Billy over a girl, he guns him down. He flees, and wanders the plains, forests and hills of the Dakota Territories, certain that every man's hand is against him.

Horse rustlers, marauding Indians, killers, gold prospectors and French trappers cross his path and lead to complications, as do persistent apparitions of

what Ned believes is the ghost of his friend Billy, come to accuse him of murder. He finds love and loses it, he finds gold in the Black Hills and must defend his new-found wealth against greedy men. Finally, he comes to terms with who he is and what he has done. Ned confronts the ghosts of his past and returns to Hammond's Bluff, where a shocking surprise awaits him at the end of the haunted trail.

Revised blurb:

Ned Abernathy is a hot-tempered young cowboy in the small town of Hammond's Bluff in 1876. In a drunken argument with his best friend Billy over a girl, he guns him down. Ned flees and wanders the plains, forests and hills of the Dakota Territories, certain that every man's hand is against him.

Horse rustlers, marauding Indians, killers, gold prospectors and French trappers cross his path and lead to complications, as do persistent apparitions of what Ned believes is the ghost of his friend Billy, come to accuse him of murder. He finds love and loses it. Determined not to do the same when he discovers gold in the Black Hills, he ruthlessly defends his newfound wealth against greedy men. In the process, he comes to terms with who he is and what he's done. But there are other ghosts in his past that he needs to confront. Returning to Hammond's Bluff, Ned stumbles into a shocking surprise awaiting him at the end of his haunted trail.

Tulpa
by Max Overton
Paranormal Mystery

Original blurb:

From the rainforests of tropical Australia to the cane fields and communities of the North Queensland coastal strip comes a tale of the horror than can be unleashed by playing with unknown forces.

It starts with a fairy story to amuse small children, but when four bored teenagers and a young university student in a North Queensland town become interested in an ancient Tibetan technique for creating a life form; all hell breaks loose - literally. A seemingly harmless experiment unleashes terror and death and soon the teenagers are fighting to contain a menace that grows exponentially.

The police are helpless to end the horror, and it is left to the teenagers to find a way of destroying the menace, aided by two old big game hunters, a student of the paranormal and a few small children. But how do you destroy beings that can escape into an alternate reality when threatened?

Revised blurb:

From the rainforests of tropical Australia to the cane fields and communities of the North Queensland coastal strip, a horror is unleashed by those foolishly playing with unknown forces...

A fairy story to amuse small children leads four bored teenagers and a young university student in a North Queensland town to becoming interested in an ancient Tibetan technique for creating a life form. When their seemingly harmless experiment sets free terror and death, the teenagers are soon fighting to contain a menace that reproduces exponentially.

The police are helpless to end the horror. Aided by two old game hunters, a student of the paranormal and a few small children, the teenagers must find a way of destroying what they unintentionally released. But how can they stop beings that can escape into an alternate reality when threatened?

Adventures of a Small Game Hunter in Jamaica
by Max Overton
Autobiography

Original blurb:

An eleven-year-old boy is plucked from boarding school in England and transported to the tropical paradise of Jamaica. A shy and dreamy boy, he has one great love in his life--butterflies. He discovers that Jamaica has a wealth of these wonderful insects and sets about making a collection of as many as he can find. Along the way, he has adventures with many other creatures, from hummingbirds to vultures, from iguanas to black widow spiders, and through it all runs the promise of the legendary Homerus swallowtail, Jamaica's national butterfly.

Other activities intrude, like school, boxing and swimming lessons, but he manages to inveigle his parents into taking him to strange and sometimes dangerous places, all in the name of butterfly collecting. He meets scientists and Rastafarians, teachers, small boys and the ordinary people of this tropical isle, and even discovers butterflies that should not exist in Jamaica.

I was that young boy. I count myself fortunate to have lived in Jamaica in an age very different from our present one. I still have some of the butterflies I collected half a century or more ago, and each one releases a flood of memories every time I open the box and gaze at their tattered and fading wings. These memories have become stories--stories of the Adventures of a Small Game Hunter in Jamaica.

Revised blurb:

An eleven-year-old boy is plucked from boarding school in England and transported to the tropical paradise of Jamaica where he's free to study his one great love--butterflies. He discovers that Jamaica has a wealth of these wonderful insects and sets about making a collection of as many as he can find. Along the

way, he has adventures with other creatures, from hummingbirds to vultures, from iguanas to black widow spiders. Through it all runs the promise of the legendary Homerus swallowtail, Jamaica's national butterfly.

Other activities intrude, like school, boxing and swimming lessons, but he manages to inveigle his parents into taking him to strange and sometimes dangerous places, all in the name of butterfly collecting. He meets scientists and Rastafarians, teachers, small boys and the ordinary people living on the tropical isle, and even discovers butterflies that shouldn't exist in Jamaica.

Author Max Overton was that young boy. He counted himself fortunate to have lived in Jamaica in an age very different from the present one. Max still has some of the butterflies he collected half a century or more ago, and each one releases a flood of memories whenever he opens the box and gazes at their tattered and fading wings. These memories have become stories--stories of the Adventures of a Small Game Hunter in Jamaica.

Sequestered
by Max Overton and Jim Darley
Action/Thriller

Original blurb:

Storing carbon dioxide underground as a means of removing a greenhouse gas responsible for global warming has made James Matternicht a fabulously wealthy man. For 15 years, the Carbon Capture and Sequestration Facility at Rushing River in Oregon's hinterland has been operating without a problem--or so it seems.

Annaliese Winton is a reporter, and when mysterious documents arrive on her desk that purport to show the Facility is leaking, she investigates. Together with a government geologist, Matt Morrison, she uncovers a morass of corruption and deceit that now threatens the safety of her community and the whole northwest coast of America.

Liquid carbon dioxide, stored at the critical point under great pressure, is a tremendously dangerous substance, and millions of tonnes of it are sequestered in the rock strata below Rushing River. All it takes is a crack in the overlying rock and the whole pressurized mass could erupt with disastrous consequences. And that crack has always been there...

Revised blurb:

Storing carbon dioxide underground as a means of removing a greenhouse gas responsible for global warming has made James Matternicht a fabulously wealthy man. For 15 years, the Carbon Capture and Sequestration Facility at Rushing River in Oregon's hinterland has been operating without a problem...or has it?

When mysterious documents arrive on her desk that purport to show the

Facility is leaking, reporter Annaliese Winton investigates. Together with a government geologist, Matt Morrison, she uncovers a morass of corruption and deceit that now threatens the safety of her community and the entire northwest coast of America.

Liquid carbon dioxide, stored at the critical point under great pressure, is a tremendously dangerous substance, and millions of tonnes of it are sequestered in the rock strata below Rushing River. All it would take is a crack in the overlying rock and the whole pressurized mass could erupt with disastrous consequences. And that crack has always existed there...

Glass Trilogy
by Max Overton and Ariana Overton
Paranormal Thriller

Series blurb:

Delve deep into the mysteries of Aboriginal mythology, present day UFO activity and pure science that surround the continent of Australia, from its barren deserts to the depths of its rainforest and even deeper into its mysterious mountains. Along the way, love, greed, murder, and mystery abound while the secrets of mankind and the ultimate answer to 'what happens now?' just might be answered.

Book 1: Glass House

Original blurb:

The mysteries of Australia may just hold the answers mankind has been searching for millennium to find. When Doctor James Hay, a university scientist who studies the paranormal mysteries in Australia, finds an obelisk of carved volcanic rock on sacred Aboriginal land in northern Queensland, he knows it may hold the answers he has been seeking. And when a respected elder of the Aboriginal people instructs him to take up the gauntlet and follow his heart, James, Spencer, an old friend and an award-winning writer, Samantha Louis, along with her cameraman and two of James' Aboriginal students, start their quest for the truth.

Glass House will take you deep into the mysteries that surround the continent of Australia, from its barren deserts to the depths of its rainforest and even deeper into its mysterious mountains. Along the way, the secrets of mankind and the ultimate answer to 'what happens now?' just might be answered. Love, greed, murder, and mystery abound in this action-packed paranormal/thriller.

Revised blurb:

The mysteries of Australia may just hold the answers mankind has been searching for millennium to find. When Doctor James Hay, a university scientist who studies the paranormal mysteries in Australia, finds an obelisk of carved volcanic rock on sacred Aboriginal land in northern Queensland, he realizes it may hold the answers he's been seeking. A respected elder of the Aboriginal people instructs James to take up the gauntlet and follow his heart. Along with his old friend and award-winning writer Spencer, Samantha Louis, her cameraman, and two of James' Aboriginal students, James embarks on a life-changing quest for the truth.

Book 2: A Glass Darkly

Original blurb:

A dead volcano called Glass Mountain in Northern California seems harmless--or is it?

This is the fascinating setting of this mesmerising epic, the second book of the Glass Trilogy. Andromeda Jones, a physicist, knows her missing sister Samantha is somehow tied up with the new job she has been offered. Federal forces are aware that something is amiss, so Andromeda agrees to go on a dangerous mission and soon finds herself entangled in a web of professional jealousy, political betrayal and greed.

She helps construct Vox Dei, a machine that ostensibly is built to eliminate wars. But what is its true nature? Who is pulling the strings?

The experiment gets out of control, dark powers are unleashed and the danger to mankind unfolds relentlessly. Strange, evil shadows are using the Vox Dei and Samantha to try to get through to our world, knowing the time is near when Earth's final destiny will be decided.

Revised blurb:

A dead volcano called Glass Mountain in Northern California seems harmless...but is it really?

Andromeda Jones, a physicist, knows her missing sister Samantha is somehow tied up with the new job Andromeda herself has been offered to work with a team in constructing Vox Dei, a machine that's been ostensibly built to eliminate wars. But what is its true nature, and who's pulling the strings?

When the experiment spins out of control, dark powers are unleashed and the danger to mankind unfolds relentlessly. Strange, evil shadows are using the Vox Dei and Andromeda's sister Samantha to get through to our world, knowing the time is near when Earth's final destiny will be decided.

Federal forces are aware of something amiss, so, to rescue her sibling, Andromeda agrees to go on a dangerous mission and soon finds herself entangled in a web of professional jealousy, political betrayal, and flat-out greed.

Book 3: Looking Glass

Original blurb:

Samantha and James Hay have been advised that their missing daughter Gaia and Yowie nursemaid Cindy have been located in ancient Australia. Dr. Xanatu, an alien scientist who, along with a lost tribe of Neanderthals and other beings who are working to help mankind, has discovered a way to send them back in time to be reunited with Gaia. Ernie, the old Aboriginal tracker and Garagh, leader of the Neanderthals, along with friends Ratana and Nathan, all characters from the first two books of the trilogy, will accompany them.

This team of intrepid adventurers have another mission for the journey along with aiding the Hayes' quest, which is paramount to changing a terrible wrong which exists in the present time. Lauded as the 'Australian Jurassic Park' *Looking Glass* is a mixture of Aboriginal mythology, present day UFO activity and pure science. It guarantees to please any reader who enjoys well researched, action packed and mind blowing events.

Revised blurb:

Samantha and James Hay have been advised that their missing daughter Gaia have been located in ancient Australia. Dr. Xanatu, an alien scientist who, along with a lost tribe of Neanderthals and other beings working to help mankind, has discovered a way to send them back in time to be reunited with Gaia. Ernie, the old Aboriginal tracker and leader of the Neanderthals, along with friends Ratana and Nathan and characters from the first two books of the trilogy, will accompany them. This team of intrepid adventurers have another mission for the journey, along with aiding the Hayes' quest, which is paramount to changing a terrible wrong which exists in the present time.

The Devil is in the Details by Ariana Overton Murder Mystery: Serial Killer

Original blurb:

Jake Daniels is a man haunted by nightmares and events that won't seem to leave him in peace. His job with the FBI is hanging by a thread and now he has another serial killer on his hands, something he thought he had escaped from when he left the 'big city'.

In a small northern California town, someone is killing women in a bizarre fashion. Holidays are supposed to be a special time of year, but the holidays in this town are turning into nightmares. Jake gathers his team: a high-brow psychiatrist from San Francisco, an Aussie cop on loan, an ex-cop who did time for murder and an ex-pro football player who has something to prove.

This team is determined to find the killer, in spite of the local sheriff and the coroner, who view the FBI's intrusion as a challenge.

Revised blurb:

Jake Daniels is a man haunted by nightmares and events that won't seem to leave him in peace. His job with the FBI is hanging by a thread and now he has another serial killer on his hands, something he'd hoped to escape from when he left the big city.

In a small northern California town, someone is killing women in a bizarre fashion. Holidays are supposed to be a special time of year, but the holidays in this town are turning into nightmares. Jake gathers his team including a high-brow psychiatrist from San Francisco, an Aussie cop on loan, an ex-cop who did time for murder, along with an ex-pro football player with something to prove. In spite of the local sheriff and the coroner, who view the FBI's intrusion as a challenge, Jake and his team are determined to find the devil destroying holiday festivities.

Trapdoor

by Ariana Overton

Thriller: Serial Killer

Original blurb:

How do you hide from a serial killer who knows where you live, who you are and has the Internet to help him track you, get to know you and move into your life?

When Briana Kilmer decides to change her life and write a novel about a serial killer in St. Louis, Missouri, she has no idea the monster really exists. She sends her story to an internet group of writers only to have the real killer read her work and decide she knows too much of the truth. He comes for her, sending gruesome body parts as presents to prove he is real and can get to her.

Briana calls on the talents of her Internet friend, Hank, a retired cop, her son the computer hacker and her daughter-in-law to help her find out who the killer is, what he wants and how to stop him. The group finds themselves on a hot trail littered with bodies from the Arch of St. Louis to the ancient burial mounds of the Cahok Indians in Illinois. When they do catch up, the killer is waiting for them and he has more than a few surprises left for them when they get there.

Trapdoor will launch you into a world where no sane person can survive. Murder, insanity and terror await you below the trapdoor.

Revised blurb:

No sane person can survive below the trapdoor...

How do you hide from a serial killer who knows who you are, where you

live and just how to insinuate himself into your life?

When Briana Kilmer decides to change her life and write a novel about a serial killer in St. Louis, Missouri, she has no idea the monster in her fiction really exists. She sends her story to an internet group of writers only to have the real killer read her work and decide she knows too much of the truth. He comes after her, sending gruesome body parts as presents to prove he's real and can get to her anywhere she tries to hide.

Briana calls on the talents of her Internet friend, Hank, a retired cop, her son the computer hacker, and her daughter-in-law to help her find out who the killer is and how to stop him. The group finds itself hot on a trail littered with bodies from the Arch of St. Louis to the ancient burial mounds of the Cahok Indians in Illinois. When they do catch up, the killer's waiting for them with more than a few surprises left to spring in honor of their arrival...

Tapestry
by Ariana Overton
Time Travel Thriller

Original blurb:

There's not a person alive who doesn't wish for the opportunity to go back into their past and change the way things ended up. In *Tapestry* the dream comes true.

Katherine Hurston, obsessed with changing the past so her married lover will be free, agrees to participate in a revolutionary time travel project. It uses a combination of biofeedback into the human brain, the use of psychotropic drugs and psychic ability to open the doorway to the past, an untried experimental program that could prove fatal. None of this stops her from trying.

Matt Martin, the scientist in charge and a close friend to Kat's best friends, Chuck and Callie Barnes, has his own reasons for wanting the project to succeed, as do Chuck and Callie.

Matt's brother had just found the lost scrolls of Egypt, containing the secrets to eliminating major diseases. He was murdered for that find and his murder was never solved. Matt wants to find out who killed his brother. Chuck and Callie want Matt and Kat to come together and Callie's psychic ability tells her that her future lies in the project's success.

Unknown to all, the power behind the funding of the program has his own agenda too; one that could kill them all. Murder, greed, lies and mystery surround Kat as she travels back in time into places and events that threaten to consume her soul and her life. *Tapestry* takes you on a journey through the realms of the mind to find adventure, intrigue, lies and truth.

Revised blurb:

Do you ever wish you could go back into your past and change the choices

you made and the actions you took then? Do you believe doing so would make your life better? Journey to the realms of the mind...if you dare!

Katherine Hurston, obsessed with changing the past so her married lover will be free to be with her, agrees to participate in a revolutionary time-travel project. The process introduces a combination of biofeedback into the human brain, the use of psychotropic drugs and psychic ability to open the doorway to the past. The fact that the experimental program could prove fatal does nothing to deter Katherine from agreeing to submit.

Matt Martin, the scientist in charge and a close friend to Kat's best friends, Chuck and Callie Barnes, has his own reasons for wanting the project to succeed, as do Chuck and Callie. Matt's brother has just found the lost scrolls of Egypt, containing the secrets to eliminating major diseases. He was murdered for his discovering and the killer was never found. Matt wants to find out who killed his brother. Chuck and Callie want Matt and Kat to be free to be together, and Callie's psychic ability assures her that her future lies in the project's success.

Unknown to all, the real powerhouse behind the funding of the program has his own agenda...one that could get them all killed if they survive the journey back in time to places and events that threaten to consume both body and soul.

Easter Fires
by JP Rakov
Young Adult/Christian

Original blurb:

Kat Dueschner never admires her heavenly-minded mother and wants to grow up just the opposite; an adventurer rather than a nurturing mom. She frequently gets into mischief. While with her companion, Juan, on a nighttime adventure to build an "Easter fire" in the hills, Kat is bit by a rattlesnake. Although her mother is leery of the forest, she becomes Kat's rescuer, but then befalls her own tragedy. Consequently, Kat and Juan's perspectives and ambitions change, almost in opposite directions.

Revised blurb:

Kat Dueschner is determined to be the opposite of her heavenly-minded mother. She wants to be an adventurer rather than a nurturing mom and, as a result, Kat frequently gets into mischief. Joining her companion, Juan, on a nighttime adventure to build an Easter fire in the hills, Kat is bit by a rattlesnake. Although her mother is leery of entering the forest, she rescues her daughter only to befall her own tragedy. The situation makes such an impression on Kat and Juan that their perspectives and ambitions change overnight--almost in opposite directions.

My Mommy is Insane

by Koni Coward
Children's Picture Book

Original blurb:

"My Mommy Is Insane" is an adorable Children's Picture book, written originally by Koni Coward as a poem. This humorous look at Mommy's frazzled nerves is illustrated by gorgeous artwork by Mary Lacro-Mauritz.

Every mother of small children will identify with this book, as will the children who love to drive their mother's crazy!

Revised blurb:

Mommy's frazzled nerves are humorously illustrated in this original poem. Mothers of small children can identify with this book just as children who love to drive their mothers crazy will want to linger on every single page of mischief.

Black Fury
by Cassyashton Porter
Children's Picture Book

Original blurb:

"Black Fury" is the touching story of Chance, a young girl who saw something special in a beautiful black stallion. Chance loved Black Fury from the moment she saw him, but can she find a way to be with Black Fury forever? Read this heart-warming tale about a girl, a horse, and the miracle of dreams.

Revised blurb:

Chance, a young girl, sees something special in a beautiful black stallion. From the moment she met him, she loved him...but can she find a way to be with Black Fury forever?

Laugh Out Louds For Moms
by Robin Helene Vogel
Humour/poetry anthology

Original blurb:

LAUGH-OUT-LOUDS FOR MOMS, a funny, lyrical, wondrously-illustrated book dedicated to mothers everywhere, is guaranteed to make you laugh out loud as you read familiar little poems and brief anecdotes about the pitfalls, pratfalls, joys and horror stories of mothering. From pregnancy cravings to projectile vomiting to post-birth, permanent weight gain to pediatrician's visits

to despising your kid's choice of mate, this book will make you realize that you're not alone in the insane asylum that is motherhood, and there are others who are sitting in playpens in fetal positions, sucking their thumbs, just as you are!

Filled with whimsical illustrations by Caroline Christian, **LAUGH-OUT-LOUDS FOR MOMS** will lead mothers, new or old, on a familiar journey that will stir up memories and laughter for many years to come.

Revised blurb:

Dedicated to mothers everywhere, readers will laugh out loud as they read familiar little poems and brief anecdotes about the pitfalls, pratfalls, joys and horror stories associated with being a mother. Pregnancy cravings, projectile vomiting, post-birth and permanent weight gain, pediatrician's visits, despising your kid's choice of mate--all the predicaments are included to amusingly affirm to readers they're not alone in the insane asylum motherhood can so often be. Rest assured that others are also sitting in playpens in fetal positions sucking their thumbs!

Percy Ignatius Gammon
by Gail C. Breese
Children's Picture Book

Original blurb:

Percy is a thinking pig. From high up in his favourite gum tree he ponders such questions as why don't clouds fall down and how does the wind know which way to go. One day he decides to find out but is this a safe thing for a pig to do?

Revised blurb:

From high up in his favourite gum tree, Percy Ignatius Gammon, the thinking pig, ponders such questions as: Why don't clouds fall down? How does the wind know which way to go? One day he decides to find out. But is that a safe thing for any pig to do?

Kangaroo's Visitor Gets a Surprise
by Peter Taylor
Children's Picture Book

Original blurb:

What is this invention all the other animals are talking about? Koala decides to find out...but will he ever be the same again?

What a surprise! What a laugh!

Revised blurb:

What is this invention all the other animals are talking about? Koala decides to find out...but, after he learns the truth, he wonders if he'll ever be the same again.

Jesus on the Beach
by Pauline Young
Children's Picture Book

Original blurb:

Jesus' friends have gone fishing in their boat. They have worked all night and have caught no fish.

Who is the strange man on the shore who calls out to them to throw their net on the other side of the boat in order to catch a lot of fish?

Does what he says come true?

Why is Peter so excited as he splashes his way to the beach?

Revised blurb:

Jesus' friends have gone fishing in their boat and worked all night without catching a single fish. From the shore, a strange man calls to them, encouraging them to throw their net on the other side of the boat. Now their nets are threatening to break. Who is this man, and why is Peter so excited he jumps out of the fishing boat and splashes his way to the beach?

There's A Dinosaur In My Closet
by Denise and Greg Michel
Children's Picture Book

Original blurb:

It's "Barney Meets Sesame Street" in the new series, "There's a Dinosaur..." Artie the Apatosaurus and Dave meet in the unlikelyst of places...Dave's closet. From there, Dave and Artie learn about each other and how to deal with childhood fears. Each book celebrates overcoming a particular fear in an unobtrusive way.

Each book is filled with brightly-colored drawings that invite young readers into the story. Accompanying each book is a coloring book, which we hope will encourage young readers to draw the story.

Book 1: Artie is a baby apatosaurus. He hides in Dave's closet. Dave helps Artie overcome his fear of big places. Artie discovers bananas in the kitchen and a wonderful friend in Dave.

Revised blurb:

Artie the Apatosaurus and Dave meet in the unlikelyst of places. Dave's closet! Together, the two learn about each other and how to deal with the fears that creep up on them both sometimes. Bonus coloring book included!

Kellie's Best Friend
by Heidi Humphreys
Children's Picture Book

Original blurb:

Kellie has lost her best Friend, Radar, a golden retriever, who went up over the Rainbows to Heaven.

This book will help young children understand friendship and death.

Revised blurb:

When young Kellie loses her Golden Retriever and best friend Radar, who's gone up over the rainbows to Heaven, she learns to understand friendship and death.

The Lazy Leopard
by Norma Faulkner
Children's Picture Book

Original blurb:

The Leopard is usually an excellent hunter, but this one wanted to get his food the easy way. However, he was no match for Gazelle and the god, Nkondi, who taught Leopard that there is no reward for laziness.

This legend is from the former Belgian Congo which lay on the African plateau, mostly in the great, flat depression which formed the basis of the Congo River.

Revised blurb:

Based on a legend from the African plateau which forms the basis of the Congo River, Leopard is a lazy hunter who only wants to get his food the easy way. He soon discovers he's no match for Gazelle...nor for the god Nkondi who intends to teach him the rewards of honest, hard work.

Jill-a-roo, The Kangaroo
by Kate Sellen
Children's Picture Book

Original blurb:

Jillaroo has fallen out of her mother's pouch and now she is lost. The little joey is scared and tired. Poor Jillaroo doesn't know what to do.

Can Emily Emu help? Will Wally the Wombat be nice, for once? And how can Maggie Pie lend a helpful wing?

A delightful and humorous story combining wonderful illustrations of Australian native animals.

Revised blurb:

Jill-a-roo the Kangaroo has fallen out of her mother's pouch. Now she's lost, scared and tired. What can poor Jill-a-roo do? Can Emily Emu help? Will Wally the Wombat be nice for once? How can Maggie Pie lend a helpful wing?

Wohali and the Little People
by Winona Rasheed
Mid-grade Reader

Original blurb:

The lazy days of summer are always filled with fun and adventure, a great time for being out of school; no teachers and no home work. But, by the time those hot, summer days comes to an end, you are ready to get back to your school books, hang out with your school friends, and meet your new teacher because a new school year is exciting and holds a lot of promises.

However, to Wohali, the ten-year-old Cherokee Indian boy, the thought of changing his life style, and going to school for the very first time is not so exciting as he anticipates this new adventure; afraid of losing his identity and having to give up his Cherokee heritage in order to fit in, afraid that no one will like the new kid in school, leaves him worried, fearful, and anticipating the worst and dreading the unknown.

But, things aren't always as they may seem when we embark on a new adventure, or a new stage in life as Wohali finds out with his first day of school blues.

Revised blurb:

Wohali, a ten-year-old Cherokee Indian boy, has the new school blues. The thought of changing his lifestyle and going to school for the very first time brings fear instead of excitement. Will he lose his identity? Have to give up his Cherokee heritage in order to fit in? What if no one likes him? Wohali will soon learn that the things we dread most may end up the best adventures.

Zap

by Zab Elizabeth
Children's Picture Book

Original blurb:

Toby is woken by the crash of thunder. He is alone in his dark bedroom. He hides under his covers. Then, there's a tapping at the window. Who could it be? He peers out from under his covers. It's too dark. He can't see. Then...Zap! Lightning flashes. What does he see?

Revised blurb:

Alone in his dark bedroom, Toby is woken by the crash of thunder. Gasping, he hides under his covers but a tap on the window makes him peek out. Who could it be? He sees only darkness. Then...zap! Lightning flashes. What does Toby see?

Where does Bubblegum Come From?
by Rosalind Goly
Children's Picture Book

Original blurb:

"Where Does Bubblegum Come From?" tells a real story of how bubblegum was created, and how a mistake isn't always a mistake. The WOB books are a learning tool and are interactive with <http://www.thewob.com> website.

A W.O.B. is actually an acronym for "World of Babies" and it is in this world that children's imagination and love of learning is sparked. The WOB character is designed to capture the child's attention, while teaching basic reading, spelling and grammar. All children are curious and the WOB is just the character children can relate to.

Revised blurb:

In this real story of how bubblegum was created, a mistake is sometimes the start of something new and wonderful.

This W.O.B. book is a learning tool interactive with the <http://www.thewob.com> website. W.O.B. is an acronym for "World of Babies". In this world, a child's imagination, natural curiosity, and love of learning are sparked. W.O.B. characters are designed to capture attention while teaching basic reading, spelling and grammar.

Baby Monster
by Sally Murphy
Children's Picture Book

Original blurb:

"I'm hungry! Hungry! Hungry!" says the Baby Monster.

But when his mother offers him a tasty treat, he isn't interested. What is it that Baby Monster wants?

An easy to read first picture book, perfect for sharing or independent reading.

Revised blurb:

Baby Monster is hungry, but when his mother offers him a treat, he's not interested. What is it Baby Monster wants?

Being Kind to George
by Jo Dunningham
Children's Picture Book

Original blurb:

'Being Kind to George' is based on a true story and real life characters. Set in a beautiful Country Park nestling in the heart of Wiltshire, England, it tells the tale of how man can affect the wildlife around him.

The story tries to show how even in kindness, man can damage not only the delicate balance of the environment in which animals live, but by befriending a wild animal they can remove the instincts that help it to survive.

Revised blurb:

Based on a true story, real-life characters and set in a beautiful country park nestling in the heart of Wiltshire, England, one man learns how easy it can be to damage not only the delicate balance of the environment animals live in but how befriending a wild animal removes instincts that help it survive.

10 Purple Monkeys
by David Freeman
Children's Picture Book

Original blurb:

Count and find the purple monkeys as they play through their busy day.

Revised blurb:

Find and count the purple monkeys as they play through their busy day.

Dance with the Devil
by James Dressler
Historical: American Civil War

Original blurb:

War! Tom Holloway and his Southern friends are excited about the prospects. But what do they know of war? Only what they read about in the newspapers. They envision the whole thing as an adventure, something to prove their manhood, to make them into men. A quick, few-month diversion from their sometimes boring school regimen. A chance to be part of a winning team.

But words from a grizzled war veteran sets Tom to thinking. And he remembers those words as he marches off with his friends to do battle against the Yankees. The foursome soon find out that war is indeed hell as they watch friends and comrades die in a volley of gun and cannon fire on blood-soaked ground. Hunger, cold, fatigue, fear and resignation are soon the only comrades they have left.

Revised blurb:

Tom Holloway and his Southern friends are excited about their prospects in joining the war effort, but the only thing they know of battle is what they've read about in newspapers. They envision the whole thing as an adventure, something to prove their manhood, to make them into men, and a diversion from their sometimes boring school regimen. Ultimately, they anticipate becoming heroes on a winning team.

Words from a grizzled war veteran makes Tom wonder whether his ideas of war are more romantic than realistic. As he marches off with his friends to battle with the Yankees, he remembers the harsh illumination he'd been given from a soldier with experience. Watching friends and comrades die in a volley of gun- and cannon-fire on blood-soaked ground teaches the foursome the truth of war. Will hell, hunger, cold, fatigue, fear and resignation be the only comrades they have left when the war is over?

Destiny's Promise
by Janeau L'voe
Romance Anthology

Original blurb:

An anthology containing:

The Imminent Future: Meet Sylver Dreeming, the foremost geo-thermal expert for CosmoTeck. Follow her efforts to find a solution to the problem of Earth's overpopulation in the year 2193.

Daughter's Destiny: Is a daughter's healing strength enough to save her

mother from the evil that has stalked her across an entire mountain? Can love change the nature of the beast that only wishes to do harm?

Maxwell's Promise: Los Lunas, New Mexico--City of the Moon. Is the curse of the werewolf greater than the power of love?

Midnight Mist: Every night at midnight, a magical mist creeps into the corner of Selene's parlor: but this time it has brought with it a man, an immortal creature who rides the mists of time as easily as a hawk rides the wind.

Revised blurb:

Four diverse, exciting stories in one volume!

The Imminent Future: In the year 2193, Sylver Dreeming, a leading geothermal expert for CosmoTeck, endeavors to find a solution to the problem of Earth's overpopulation.

Daughter's Destiny: Is a daughter's healing strength enough to save her mother from the evil that's stalked her across an entire mountain range? Can love change the nature of a beast that only wishes to do harm?

Maxwell's Promise: In Los Lunas, New Mexico, the City of the Moon, the power of love takes on the curse of a werewolf. Which is greater?

Midnight Mist: Every night at midnight, a magical fog creeps into the corner of Selene's parlor. One pivotal evening, the haze brings with it an immortal creature who rides the mists of time as easily as a hawk rides the wind.

A Safe and Welcome Nest

by Judith B. Glad

Romance

Original blurb:

Sometimes there's a reason why a guy acts like a jerk, but that doesn't mean a determined woman can't teach him better manners...

It's not just because Delilah's lonely that she puts up with Jake's crustiness. His son brings laughter and love to her empty nest. But her love for a little boy isn't enough to build the rest of her life on. Even if Jake were interested.

Revised blurb:

When a guy acts like a jerk, he may have a good reason... but that doesn't mean a determined woman can't teach him better manners.

Delilah's loneliness isn't the only reason she puts up with Jake's crustiness. His son brings laughter and love to her empty nest. But her love for the little boy isn't enough to build the rest of her life on...even if Jack showed interest in her.

Darkness Bound

by Lorianne Walk

Romantic Fantasy (Vampire)

Original blurb:

Sarah's twenty-fourth birthday looks like it's going to be a washout, until she receives an inheritance from the parents she can barely remember.

There are strings attached, however. The huge family estate holds secrets as well as memories, and then there's Grimalkin, a sexy vampire who claims to be her slave. But is Sarah fit to be his master?

While they play games of dominance outside forces are at work, seeking to deny Sarah her birthright, and her very life. And the creature she commands might very well be her downfall.

Revised blurb:

Sarah's resigned herself to her twenty-fourth birthday ending up another washout until she receives an inheritance from parents she can barely remember...an inheritance with strings attached.

Inside the huge family estate secrets as well as memories are lurking, not to mention a sexy vampire who claims to be her slave. Sarah isn't entirely sure she's fit to be his master, but while she and Grimalkin dance around dominance games, outside forces are hard at work seeking to deny Sarah her birthright and her very life. Is the creature who claims she commands him destined to be her ultimate downfall?

The Mystery of the Third Seal by Margaret Pearce Science Fiction/Young Adult

Original blurb:

James Tadworthy lives in a post-holocaust society in which there are no wars, no crime no pollution, no disease and no work. Everyone lives in perfect harmony with their tamed environment and all knowledge is controlled by the Shepherds, a group who selflessly dedicate their lives to humanity's welfare and best interests.

But when Tadworthy finds out the Shepherds' shocking and closely-guarded secret, he discovers that beneath the surface of his peaceful community is a world of violence and intrigue. He is launched on a dangerous quest through a labyrinth of underground passages to discover that the mysterious Third Seal is an airlock to the closely guarded secret of the hidden learning of the past.

And his ideal society will never be the same again.

Revised blurb:

James Tadworthy lives in a post-holocaust society in which there are no wars, no crime, no pollution, no disease, and no work. Everyone seemingly lives in perfect harmony with their tamed environment. Additionally, all knowledge is controlled by the Shepherds, a group that selflessly dedicates their lives to humanity's welfare and best interests.

But when James finds out the Shepherds' shocking and closely-guarded secret, he discovers that beneath the surface of his peaceful community is a world of violence and intrigue. Launched on a dangerous quest through a labyrinth of underground passages, James learns that the mysterious Third Seal is an airlock to the place of hidden learning from the past. Will their idyllic lives be changed forever by the truth?

Marmaduke
by Margaret Pearce
Mid-grade Novella

Original blurb:

Billy and Rusty spill a mysterious red dye on to Billy's white mouse Marmaduke. Immediately the mouse grows very large and runs away. The red liquid has also been spilt into the creek as well. All sorts of animals drink creek water, like horses, dogs, snakes, yabbies and frogs...

Suddenly there are rumors of albino bandicoots and kangaroos and mysterious monsters around the district! There are hunting parties and television news' squads and scared neighbours. Billy and Rusty have to act fast to get out of this mess, retrieve Marmaduke and maybe find a way to fix the problem before it gets out of hand.

Revised blurb:

Billy and Rusty spill a mysterious red dye on to Billy's white mouse Marmaduke. Immediately the mouse grows very large and runs away. The red liquid has also run into the creek as well. All sorts of animals drink creek water...

Suddenly there are rumors of albino bandicoots and kangaroos and mysterious monsters seen around the district! Hunting parties and television news' squads and scared neighbours run amok. Billy and Rusty have to act fast to get out of this mess, retrieve Marmaduke...and maybe find a way to fix this colossal problem before it gets seriously (and literally!) out of hand.

The Edge of Forever
by Margaret Pearce
Mid-grade Reader

Original blurb:

Jane Smith, is an unhappy, resentful eleven-year-old daughter of a single parent. Her escape from the unpleasantness of life is through another world. In it she is one of the powerful four Patrollers sworn to the service of the Princess in the Far Tower on a quest to choose the bravest warriors in all space and time to fight the Red Wizard.

Jane's life improves as she makes friends, is picked for the school play and the prestigious trampoline team, but the other world with its adventures is still more important to her than the one she lives in.

The warriors' battle causes a merging of the two worlds

Revised blurb:

Jane Smith is the unhappy, resentful, eleven-year-old daughter of a single parent. Her escape from the unpleasantness she considers her life is through another world. There, she's one of the four powerful Patrollers sworn to the service of the Princess in the Far Tower. Their quest: To choose the bravest warriors in all space and time to fight the Red Wizard.

Jane's ordinary life improves as she makes friends. She's picked for the school play and the prestigious trampoline team. But her otherworldly life with its epic adventures continues to be more important to her than the one she lives in, especially when the warriors' battle causes a merging of Jane's ordinary world and her otherworldly one...

The Secret in the Compost Bin

by Margaret Pearce

Mid-grade Reader

Original blurb:

What do you do when your parents say pets cost too much to feed and they're messy?

So Jeremy gets a secret pet, hatched from a very odd large egg. It isn't messy and doesn't cost anything to feed. This is a most unusual nice and helpful pet and Jeremy is very happy to have it although it is still not the sort of pet you can tell your parents about...

Revised blurb:

What do you do when you desperately want a pet of your own but your parents put their foot down, insisting pets cost too much to feed and they're messy?

Jeremy solves his dilemma by getting a secret pet, hatched from a very odd, large egg. His pet isn't messy and doesn't cost anything to feed. His is also a most unusually nice and helpful pet. Jeremy's very happy to have his new companion, although he's still not ready to tell his parents about such an unusual one...

Caught in Willaburra
by Margaret Pearce
Mid-grade Time Travel

Original blurb:

Kate isn't clear about who she is or how she had ended up, at fourteen, as an assistant teacher in the stuffy old bush school. Why is she suddenly living in a world that resembles one huge antique shop? Can she really escape this world if she does something about the way girls are treated? The night of the dance might be her chance.

Revised blurb:

Kate isn't clear who she is or how she had ended up, at fourteen, as an assistant teacher in the stuffy old bush school. Why is she suddenly living in a world that resembles one huge antique shop? Can she escape this unpleasant world she finds herself in if she can learn a way to do something about the way the pupils at the school are treated? The upcoming dance might be her chance to act...

The Misfit
by Margaret Pearce
Mid-grade Reader

Original blurb:

Jenny has an older brother and a younger sister--and a father in hospital. She is sure that she is odd man out in the family and nobody cares. In her efforts to get noticed she gets into all sorts of trouble before she learns that her family really does care about her.

Revised blurb:

Jenny has an older brother and a younger sister--and a father in the hospital. Feeling like she's always in the way or even invisible to those around her, she's sure nobody cares about her at all. Even as she seeks attention in all the wrong ways, can Jenny's family prove to her she's not only a vital part of them but unconditionally loved as well?

The Feud of Lovelace Court
by Margaret Pearce
Mid-grade Reader

Original blurb:

The twins, Gert and Phil realise there is going to be trouble when the Morris family become their new neighbours.

When the twins rescue kittens that the Morris kids have tried to drown and then vandalise their back yard it is war. Their dog gets polished with boot polish and then stolen. The truce only starts when they learn the background of the Morris kids to find out that the Morris kids aren't so bad after all.

When the twins decide that the Morris kids and their mother need help, not that the Morris's are grateful for it, life really gets exciting.

Revised blurb:

Twins Gert and Phil realise there's sure to be trouble when the Morris family moves in next door. After the twins rescue kittens that the Morris kids have tried to drown and then vandalise their backyard, the war is on! In retaliation, the Morris kids rub their dog down with shoe polish and then steal the canine. Only learning the truth of their background allows the twins to forge a truce...and offer to help out instead of counterattack.

The Scarlett Quest
by Margaret Pearce
Mid-grade Reader: Fantasy

Original blurb:

John Scarlett, a slightly unsuccessful young man, has moved into a parallel universe in search of adventure.

It is unfortunate that he lost his soul and memories to the ferry witch, and that he is even more humiliated by being tricked into becoming a sorcerer's apprentice to his ex-tomcat Quill.

However, with the aid of a small girl who believes that he is so stupid he has to be looked after, he might just manage to survive.

Revised blurb:

An unsuccessful young man, John Scarlett, moves into a parallel universe in search of adventure. Unfortunately, he's lost his soul and memories to the ferry witch. Even more humiliating, he's tricked into becoming a sorcerer's apprentice by his ex-tomcat Quill. However, with the aid of a small girl who believes he's so stupid he has to be looked after, he might just manage to survive.

Hong Kong Stopover
by Jacquelyn Webb
Romantic Suspense

Original blurb:

Josie Sutherland is a computer journalist, and her quiet stopover in Hong Kong is thrown into chaos when she witnesses a failed robbery.

She suspects the victim, Carey Court, is involved in software smuggling when they are both kidnapped. The instant attraction between them complicates everything.

When they escape Josie decides to masquerade as a drug courtier with Carey to get her story about the software smuggling. They move through an underworld of danger, intrigue and death. The fact they are only masquerading is kept secret, so nearly everyone is out to get them. Their romance deepens to become their only reality in a make believe and dangerous world.

Revised blurb:

Josie Sutherland is a computer journalist. Her quiet stopover in Hong Kong is thrown into chaos when she witnesses a failed robbery. She suspects the victim, Carey Court, is involved in software smuggling when they're both kidnapped, and the instant attraction between them complicates everything.

When they escape, Josie decides to masquerade as a drug courtier along with Carey to get the story she needs about software smuggling. Together, they move through an underworld of danger, intrigue and death where everyone's out to get them. The only truth in a dangerous, make-believe world is their feelings for one another...

Commonwealth Universe
by Michelle Levigne
Science Fiction

Original overall series blurb:

From the Downfall of a galactic civilization to barbarism, and the long climb back to the stars... The journey continues!

Revised series blurb:

From the Downfall of a galactic civilization to barbarism and the long climb back to the stars, the journey through the constantly evolving Commonwealth Universe continues!

Commonwealth Universe, Age I

Original series blurb:

Before the Commonwealth existed, there was an expanding, multi-galaxy civilization, referred to by its descendants/survivors simply as "First Civ" or "First Civilization". Due to the combined effects of a too-aggressive policy of

expansion, civil unrest, the inequality and abuse of the classes, and the categorizing of augmented humans (genetic engineering run amok) as non-humans (and therefore a slave class), First Civ disintegrated. Or as the more blunt historians prefer to say, it self-destructed.

The period of darkness and barbarism that followed is referred to as the Downfall. Various groups of people fled First Civ, as they became endangered or more powerful people tried to have them classified as mutants or non-humans, and either sterilized or made into slaves. Among them were the Khybors, the ancestors of the Leapers.

Some groups of people managed to get hold of ships and flee to distant galaxies. Using sleeper ships, they could spend centuries in travel and no one would age. This caused problems later, when different waves of refugees landed on the same planet, and the newcomers came into conflict with those who had been there for centuries.

Revised blurb:

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Some groups of people managed to get hold of ships and flee to distant galaxies. Using sleeper ships, they could spend centuries in travel and no one would age. This caused problems later, when different waves of refugees landed on the same planet, and the newcomers came into conflict with those who'd been there for centuries.

Volume 1: Khybors: In the Beginning (A Khybor Story)

Original blurb:

Go far back in Commonwealth history, before the Downfall of First Civ, when the galaxy-spanning civilization called itself the Central Allied Worlds. Three novellas in one volume explore the birth of the Khybors, whose descendants will impact the Downfall, the rebirth of civilization, the return to the stars, and the Commonwealth far into the future.

Khrystalis: Kerin was the youngest child of two powerful, intelligent, gifted research scientists. When the military interfered yet again in her father's research, the resulting lab explosion filled Kerin's body with experimental bio-

crystal, long before it was ready for human testing.

She was changed.

Bio-crystal was meant to aid the body in repairing itself, when medical science was incapable. As it penetrated down to the genetic level, Kerin learned to change herself, and to sense the world in totally new ways. When her gift reached out beyond her own biology, she stood poised between being the bearer of a great gift for humanity, or a threat that would change the universe.

Ambush: The twins, Casta and Pol, should never have been born, and there were many enemies who would still try to destroy them as they reached adulthood. Hidden away on a remote colony world with their uncle, they were allowed to explore all their potential, develop all the gifts they could imagine.

That potential was put to good use when their home was attacked and their uncle was kidnapped by enemies intent on destroying first their world, then civilization. Their favorite game was called Ambush, and now the game had become reality. The enemy would never know what hit them.

When the smoke had cleared, they had regained more than their uncle. Now what they were had a name: Khybors.

Wing and Claw: Lor and Jae led the Khybors, training them to be the frontrunners of exploration teams clearing alien worlds for colonization. They had learned young not to trust the powers-that-be when they spoke of peace and cooperation between the emerging groups of augmented Humans and the rest of the Human race. All the signs were there, that the enemies who had been quiet, hiding in the shadows for generations now, were ready to emerge and attack once again.

The time had come to reach for the stars, for Khybors to flee to the furthest limits of explored and colonized space, and find a world where they could live in peace and safety. First, they had to rescue the people who dared to stand up for them and speak on their behalf, before their voices were silenced permanently.

Revised blurb:

Far back in Commonwealth history, before the Downfall of First Civ, when the galaxy-spanning civilization called itself the Central Allied Worlds. three novellas in one volume explore the birth of the Khybors, whose descendants will impact the Downfall, the rebirth of civilization, the return to the stars, and the Commonwealth far into the future.

Khrystalis: Kerin is the youngest child of two powerful, intelligent and gifted research scientists. When the military interfered yet again in her father's research, the resulting lab explosion fills Kerin's body with experimental bio-crystal, long before the material is ready for human testing. In a twinkling, she's changed.

Intended to aid the body in repairing itself, bio-crystal is used when medical science is incapable. As it penetrates down to the genetic level, Kerin learns to change herself and to sense the world in totally new ways. When her gift reaches out beyond her own biology, she stands poised between being the

bearer of a great gift for humanity...or a threat that may change the universe.

Ambush: The twins, Casta and Pol, should never have been born, and there are many enemies who would still try to destroy them as they reach adulthood. Hidden away on a remote colony world with their uncle, they're allowed to explore the breadth of their potential as well as to develop all the gifts they can imagine.

That potential is put to good use when their home is attacked and their uncle is kidnapped by enemies intent on destroying first their world, then civilization. The twins' favorite game is called Ambush, and now the game has become reality. Only the enemy will never know what hit them...

When the smoke clears, Casta and Pol regain more than their uncle. Now what the twins are has a name: Khybors.

Wing and Claw: Lor and Jae lead the Khybors, training them to be the frontrunners of exploration teams clearing alien worlds for colonization. They've learned from their youth not to trust the powers-that-be when they speak of peace and cooperation between the emerging groups of augmented Humans and the rest of the Human race. All the signs are there, that the enemies who have been quiet, hiding in the shadows for generations, are ready to emerge and attack once again.

The time has come to reach for the stars, for Khybors to flee to the furthest limits of explored and colonized space, and find a world where they can live in peace and safety. First, they have to rescue the people who dared to stand up for them and speak on their behalf, before their voices are silenced permanently.

Volume 2: Norbra's Children (A Khybor Story)

Original blurb:

Before the Commonwealth, there was First Civ, and then the Downfall, an age of barbarism when the galaxy-spanning civilization shattered and colony worlds were abandoned to die or to survive by their own strength.

This is the story of Elin, a direct descendant of the first Khybor, with the future of her race resting on her shoulders. When the Set'ri wanted to declare them non-Humans and have them exterminated, and other factions in civilization wanted them declared a slave race, Elin led the way to a desert world called Norbra, where Khybors had a chance to live free and to raise their children in peace and safety.

But their enemies followed them...

Revised blurb:

Before the Commonwealth, there was First Civ and then the Downfall, an age of barbarism when the galaxy-spanning civilization shattered and colony worlds learned to survive by their own strength...or were abandoned to die.

Elin, a direct descendant of the first Khybor, holds the future of her race on

her shoulders. When the Set'ri want to declare them non-Humans and have them exterminated, and other factions in civilization want them as slaves, Elin leads the way to a desert world called Norbra, where Khybors have a chance to live free and to raise their children in peace and safety.

But their enemies have followed them...

Volume 3: Slipping the Weave

Original blurb:

Khybors fled to Norbra for a safe place to raise their children, far from enemies who wanted them declared non-Humans, and either enslave them or annihilate them entirely. Like the selfish, arrogant queen of legend for whom the planet was named, Norbra had a reputation for destroying all life. Elin and those who settled the planet believed and hoped that no one would want the planet, and their enemies would leave them in peace and wait for Norbra to destroy them.

However, Khybors were made to survive. They made Norbra their home and used the dangers of the planet for their own defense. Then as the generations went on, they made a long-range plan for survival, because they knew their enemies would not give up. The only way for Khybors to survive as a race was to go so far away that the Set'ri and other enemies would never find them, and in time, maybe even forget about them.

Rorin Pace came to Norbra to win Elin's heart, follow his dream of pilots "becoming one" with their ships, and find a way to protect all Khybors.

Kheeran, their daughter, reached new dimensions as a pilot.

Banjer, their son, dove deeper within the computer world and discovered the vital element in the long-range plan of escape to the far reaches of space for Khybors.

Zeph, a Wrinkleship pilot, allied with the Khybors in building their fleet and brought them a damaged ship full of prisoners and pirates and a growing artificial intelligence: the Nova Vendetta.

Errien, Kheeran's daughter, led the pilots who searched for new gateways to other universes.

Meanwhile, their enemies grew stronger and came closer, and the countdown began to the destruction of the Central Allied Worlds.

Revised blurb:

Khybors flee to Norbra for a safe place to raise their children, far from enemies who want them declared non-Humans, or want to enslave or annihilate them entirely. Like the selfish, arrogant queen of legend for whom the planet is named, Norbra has a reputation for destroying all life. Elin and those who settle the planet believe no one else will want it. They hope their enemies will leave them in peace while they wait for Norbra to destroy him.

However, Khybors are made to survive. They make Norbra their home and use the dangers of the planet for their own defense. Then, as the generations go on, they make a long-range plan for survival, aware that their enemies won't give up. The only way for Khybors to survive as a race is to withdraw so far away that the Set'ri and other enemies will never find them, and in time, may even forget about them.

Rorin Pace comes to Norbra to win Elin's heart, to follow his dream of piloting one of their ships, and to find a way to protect all Khybors. Kheeran, their daughter, reaches new dimensions as a pilot. Their son Banjer dives deeper within the computer world and discovers the vital element in the Khybors' long-range plans of escape to the far reaches of space.

Zeph, a Wrinkleship pilot, allies with the Khybors in building their fleet and brings them a damaged ship full of prisoners, pirates, and a growing artificial intelligence called the Nova Vendetta.

Errien, Kheeran's daughter, leads the pilots who search for new gateways to other universes.

Meanwhile, their enemies grow stronger and come closer, and the countdown begins to the destruction of the Central Allied Worlds.

Volume 5: Nova Vendetta Part I: The Injustice

Original blurb:

Niall Encardi was ready to graduate after long, intensive years of medical training, and go home to the colony world of Sorendaal. His life-long dream was to be a healer and help the people led by his uncle, the governor. The revolutionaries who overthrew the current government of the Central Allied Worlds had other plans. When the homeworlds of Niall and his classmates didn't immediately give support and approval to the revolutionaries, the medical students were labeled enemies of the state, and transported to prison.

Despite every effort to stay focused on his first calling, healing and medicine, Niall became a leader, first on a prison planet, then on the prison space station known as the Abyss. Every time the government changed hands, he and his friends and then his allies in the prison society were labeled conspirators and sympathizers and condemned to yet more imprisonment.

By the time the Abyss was attacked, Niall and his people had become a force to be reckoned with. Their goal: freedom, even if meant turning pirate like the falsely imprisoned nobleman who sailed the ancient seas, on a ship called the Vendetta.

Revised blurb:

Niall Encardi's ready to graduate after long, intensive years of medical training and go home to the colony world of Sorendaal. His life-long dream has been to become a healer and help the people his uncle, the governor, leads. The

revolutionaries who overthrow the current government of the Central Allied Worlds have other plans. When the homeworlds of Niall and his classmates don't immediately give support and approval to the revolutionaries, the medical students are labeled enemies of the state and transported to prison.

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By the time the Abyss is attacked, Niall and his people have become a force to be reckoned with in their goal of freedom...even if means turning pirate, like the falsely imprisoned nobleman who sails the ancient seas, on a ship called the Vendetta.

Volume 6: Nova Vendetta Part II: The Truce

Original blurb:

Niall and his crew were just centimeters away from freedom, escaping in the stolen starship they had christened the Nova Vendetta. Then disaster struck, paralyzing their ship. Retaken as prisoners, they found themselves traveling on the very ship that had been their ticket to freedom.

Then the unthinkable happened: experimental technology and a risky gamble put the ship under their control. The escaped prisoners headed for the furthest reaches of known space, determined to stay free at any cost.

Labeled rebels and pirates and criminals, they held to the principles that had let them survive and stay Human during their time in prison. To the outlying colonies slowly being abandoned by the disintegration of the Central Allied Worlds, the crew of the Nova Vendetta and its slowly growing fleet of allies were heroes in the truest sense of the word.

Then the revolution reached out to threaten Niall's homeworld. It was time to go home. He had to protect Sorendaal, even if it meant giving himself into the hands of the very people who wanted him dead.

Revised blurb:

Niall and his crew are just centimeters away from freedom, escaping in the stolen starship they've christened the Nova Vendetta. Then disaster strikes, paralyzing their ship. Retaken as prisoners, they find themselves traveling on the very ship that's been their ticket to freedom.

Just when they're beginning to despair, the unthinkable happens: Experimental technology and a risky gamble put the ship under their control. The escaped prisoners head for the furthest reaches of known space, determined to stay free at any cost.

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The revolution reaches out to threaten Niall's homeworld. Niall knows it's time to go home. He has to protect Sorendaal, even if it means giving himself into the hands of the very people who want him dead.

Volume 7: The Pirate and the Professor

Original blurb:

As civilization crumbles, Kiryn realizes the only way to protect her planet from pirates is to become one. She takes up the mantle of her father, a reformed pirate who saved his homeworld. As captain of the legendary pirate ship, Nova Vendetta, she makes her homeworld a haven for the downtrodden. When the scholarly representative of a neglected colony comes as a peace envoy and makes her think of more than just surviving. When the two of them are shot down in the badlands of her planet, they become partners to survive, then friends, then maybe something more.

Revised blurb:

As civilization crumbles, Kiryn realizes the only way to protect her planet from pirates is to become one herself. She takes up the mantle of her father, a reformed pirate who saved his homeworld. As captain of the legendary pirate ship, Nova Vendetta, she makes her homeworld a haven for the downtrodden. The scholarly representative of a neglected colony comes as a peace envoy and makes her think of more than just surviving. When the two of them are shot down in the badlands of her planet, they become partners to survive, then friends...and finally maybe something more.

Volume 8: The Talon (A Talon Story)

Original blurb:

It is a time of turmoil in the Central Allied Worlds when the governor of Rensler, his wife and eldest son are forced to attend a "conference" of colonial governors, leaving his youngest son, Edrian, in the care of his grandfather--the former governor--who must now take charge of the planet.

The two begin a secret project: befriending the sentient, nocturnal Nightskimmers.

As Edrian grows up, and unrest intensifies, he learns real heroes sometimes operate in secret, and that his position as youngest brother of the next governor requires him to present a false face to the world, against the day

when he must strike out on behalf of the colonists if they are to keep their freedom.

When the expected revolution does erupt, Edrian's father and grandfather are taken away, accused of treachery. His older brother flees to the wilderness to lead the rebels, and Edrian and his mother become hostages.

Edrian hides behind his false reputation of being sickly and studious, allowing him to move freely at night, freeing prisoners and striking in defence of the colony.

He is only a boy on the verge of manhood, but the Talon's reputation has already taken root.

Revised blurb:

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Volume 10: The Saddle and the Sleuth (A Talon Story)

Original blurb:

On a remote colony world, the daughter of the Talon, the defender of the people, takes over her father's mask and identity. At the same time, an investigator comes to the colony in search of the Set'ri, to stop them from hastening the disintegration of the galactic civilization.

Can the two work together for the sake of the future, or will their necessary deceptions push them apart forever?

Revised blurb:

On a remote colony world, the daughter of the Talon, defender of the

people, takes over her father's mask and identity. At the same time, an investigator comes to the colony in search of the Set'ri in order to stop them from hastening the disintegration of the galactic civilization. Can the two work together for the sake of the future, or will their necessary deceptions push them apart forever?

Volume 13: Wind Walker (A Refuge Story)

Original blurb:

Refugees from the Downfall Wars, separated by centuries of spaceflight, clash on a far distant world. Caught between them are Tayree--native, Wind Walker, visionary, and a recent widow--and Arin, a foundling raised by the invading Colonists.

Tayree's visions send her to find Arin, stolen from her tribe when he was an infant. She knows him from childhood dreams... and because his twin brother murdered her husband and infant sons in an attempt to possess her.

Arin and Tayree could be part of prophecy, to bring peace between the Ayanlak natives and the invading Colonists, but only if their hearts can heal. Tayree has a chance to fill her empty arms, but claiming her rights of recompense from her enemy's family could destroy the future for her tribe and Arin's love for her.

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Volume 14: Moonbirds (A Refuge Story)

Original blurb:

K'reeth and her sister, K'rin, were named for the moonbirds--sister raptor birds who shared parenting duties, one the nurturer, the other the hunter and defender. Orphaned by catastrophe and adopted by the High Mistrada of the T'bredi scholars, they were teachers, entrusted with all the gathered wisdom of

the Ayanlak.

Their bond of sisterhood was tested when K'reeth fell in love with the Wind Walker, Talon. Then it was strained when the new peace with the Na'huma invaders included a promise to send home all the Na'huma children who had been rescued by and raised among the Ayanlak--and K'reeth was the first.

Her forced journey to be reunited with a family she didn't even remember eventually took both sisters across the continent and into the nest of political intrigue and contention that could tear their world apart, on the very brink of peace and the fulfillment of ancient prophecy.

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Their bond of sisterhood is tested when K'reeth falls in love with the Wind Walker Talon. The relationship is further strained when the new peace with the Na'huma invaders includes a promise to send home all the Na'huma children who have been rescued by and raised among the Ayanlak--and K'reeth is the first.

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Commonwealth Universe, Age II

Original series blurb:

The planet Vidan, presumed to be the center of First Civ's government, degraded into a world filled with petty city-states, and battles fought with gunpowder and swords. Tales of traveling to the stars were considered fairy tales within only two generations of the onslaught of the Downfall. Colony worlds were abandoned to starve or die of mutated diseases. The genetically manipulated inhabitants abandoned there by their creators/masters were left to create their own way of life.

From the chaos on Vidan, a holy scholar named Kilvordi discovered the legacy of their ancestor's arrogance lived on. He and others he gathered around him were the Undying--able to regenerate at an incredible speed. Long-lived, seemingly young forever, and impervious to all but the most devastating diseases--only drastic injuries could kill them, such as corrosive poisons, bombs, or extensive dismemberment.

Kilvordi and his followers put their legacy to good use, taking great risks

and devoting lifetimes to regain the lost knowledge and technology of First Civ. The Church supported his efforts and established the Order of Kilvordi--known more simply as the Order. The members of the Order kept their gift a secret and spared no effort to find others like them. They sponsored and protected various groups in the newly emerging Commonwealth, when the fears of mutation appeared in the first few generations of starflight. When Spacers first appeared, the fear of mutations threatened their lives. The Order protected the Spacers and made it possible for them to explore their gifts without being either turned into a slave class or wiped out entirely.

Revised blurb:

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Volume 1: Undying (An Order Story)

Original blurb:

Marnya is a novice, traveling to a teaching enclave to expand her healing talents. But her life is changed forever when her traveling party is attacked by brigands. In defending herself and her friends, Marnya is critically injured--but she does not die. She thinks she has hidden her remarkable healing from everyone, but two of the soldiers who rescue the novices belong to the Order of Kilvordi, and they know her secret. She is one of them, an Undying.

Raf and his friend, Danal, give Marnya her first lessons in what it means to be an Undying--unwilling heir of the genetic engineering that helped bring about the Downfall of First Civ. All the members of the Order are Undying, and under the leadership of High Scholar Kilvordi, their quest is to reclaim the lost knowledge of the ancestors and take civilization back to the stars. Marnya joins the Order and sets out on her journey of learning and healing and leadership.

As the years go by, a new enemy arises from their own ranks--Undying who believe they were born with their gifts to become rulers, not guardians. They want to dominate, to enslave the ordinary Humans around them. And if they have to destroy the Order to accomplish their goals, they will.

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Raf and his friend, Danal, give Marnya her first lessons in what it means to be an Undying. The Undying are the unwilling heir of the genetic engineering that helped bring about the Downfall of First Civ. All the members of the Order are Undying and, under the leadership of High Scholar Kilvordi, their quest is to reclaim the lost knowledge of the ancestors and take civilization back to the stars. Marnya joins the Order and sets out on her journey of learning, healing and leadership.

As the years go by, a new enemy arises from their own ranks--Undying who believe they're born with their gifts to become rulers, not guardians. They want to dominate, to enslave the ordinary Humans around them. And if they have to destroy the Order to accomplish their goals, they will...

Commonwealth Universe, Age III

Original series blurb:

Within a century, Vidan was again reaching out to the stars--sadder and wiser, and cautious, unwilling to repeat the mistakes of the ancestors. The Commonwealth was born, reaching out to lost colonies and establishing new ones, rediscovering lost technology and how to navigate the starways. Many of the lost colonies had not only survived but thrived--and they remembered their abandonment and the harsh generations of the Downfall. They refused to join the Commonwealth, and instead formed their own confederacy known as the Conclave. These independent planets and star systems formed a profit-based alliance where smugglers and robber barons and petty chieftains flourished.

The Commonwealth is a representational government, headed by the

Commonwealth Council, which convenes on the asteroid-based complex, Centralis. The Commonwealth Upper University is also located on Centralis, and serves as the final word in scientific, medical, historical and legal matters.

The Commonwealth is protected and served by two military arms: the Fleet, which provides general transportation services, colonial support and emergency aid, as well as protection against rebels and invaders; and the Rangers, who specialize in planetary survey, pre-colonization analysis, military emergencies, disaster relief and more aggressive action against enemies of the Commonwealth in general.

Early in the fourth century of space flight, the Scout Corps formed, aided by the Spacers and Leapers, to provide faster aid to colonies on the edge of civilization. They have full authority to act as police force, judge and jury. Aided by the Order, they are the explorers and special forces unit of the Commonwealth.

Revised blurb:

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Volume 2: Sunsinger (A Sunsinger/Scouts Story)

Original blurb:

Orphaned and now evacuated from the only home he's ever known, Bain's dream of becoming a Spacer is suddenly more possible than he ever realized. Aboard a small Free Trader ship with a forceful, yet caring and quirky captain, Bain learns the ropes of combat and courage.

Battling not only the threat of the Mashrami, the human race's biggest enemy, but Bain must battle his own enemy as well--a bully who prefers Bain over a punching bag. Will he be able to prevail, using his innate Spacer genes and all that the Captain has taught him, to win the war against all of his enemies?

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Will he be able to prevail using his innate Spacer genes and all that the Captain has taught him to win the war against his enemies?

Volume 3: Spacer's Creed (A Sunsinger/Scouts Story)

Original blurb:

Bain's prayers were answered: Captain Lin Fieran wanted him to stay on *Sunsinger* and be her crew for another evacuation trip to Lenga. When they got there, everyone had already been evacuated, so they went to the next world in the path of the Mashrami invasion.

That's when things got complicated by pirates and by people who didn't want to leave their homes.

To make matters worse, Bain knew Lin wanted him to stay on *Sunsinger* with her and Ganfer, just as much as he wanted to stay, but someone in authority was getting in the way. Lin had to keep a secret from him, and if she told him what it was, he might never be allowed back on board.

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back on board.

Volume 4: Dead World (A Sunsinger/Scouts Story)

Original blurb:

Bain and Lin meet up with Ranger Captain Gilmore again. Gil has an important mission for Sunsinger's crew: helping test a new device to protect ships from the alien Mashrami. The only problem is, Lin has to get Sunsinger very close to the aliens in order to test it!

Revised blurb:

Bain and Lin meet up with Ranger Captain Gilmore again. Gil has an important mission for *Sunsinger's* crew in helping test a new device to protect ships from the alien Mashrami. The only problem is, Lin has to get *Sunsinger* dangerously close to the aliens in order to test it!

Volume 5: The Lady and the Order (A Sunsinger/Scouts Story)

Original blurb:

Bain and Lin meet up with Sister High Scholar Marnya, a member of the Order of Kilvordi - the Church scholars and scientists who brought civilization back from the destruction of the Downfall and took Humans back into space. Marnya needs their help on a very important mission: She needs to travel in disguise, to see if the conditions on the colony worlds match the reports that she receives. Plus, someone is trying to kill members of the Order, and Marnya is the most important target of all. Bain's dreams of having the power and resources to help the helpless come a little closer to reality as he learns from Marnya and her bodyguard, Jax.

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Volume 6: Fever (A Sunsinger/Scouts Story)

Original blurb:

Sunsinger's crew joins the Rangers on a mission of mercy where time is the enemy--along with a plague created by the alien Mashrami. Bain and Lin help to deliver medicine to hopefully prevent and cure the plague. When they come to a planet where the colonists are uncooperative, they start to unearth secrets better left buried.

Revised blurb:

Sunsinger's crew joins the Rangers on a mission of mercy in which time is the enemy--along with a plague created by the alien Mashrami. Bain and Lin help to deliver medicine to hopefully prevent and cure the plague. When they come to a planet where the colonists are uncooperative, they start to unearth secrets better left buried.

Volume 7: University (A Sunsinger/Scouts Story)

Original blurb:

It was the chance of a lifetime, to visit Centralis, home of the Commonwealth Council and the Commonwealth Upper University. While Lin testified about Sunsinger's visit to the Mashrami home planet, Bain explored the grounds of the university with his new friend, Gorgi Cole.

Then a researcher was attacked, his laboratory ransacked and deadly cultures stolen. With the possibility of a plague being loosed under the domes of Centralis, Bain and Gorgi knew they had to help.

But it could cost them their lives.

Revised blurb:

To visit Centralis, home of the Commonwealth Council and the Commonwealth Upper University, is the chance of a lifetime. While Lin testifies about *Sunsinger's* visit to the Mashrami home planet, Bain explores the grounds of the university with his new friend, Gorgi Cole. While there, a researcher is attacked, his laboratory ransacked and deadly cultures stolen. With the possibility of a plague being loosed under the domes of Centralis, Bain and Gorgi know they have to help...even if it costs them their lives.

Volume 8: Leap Ships (A Sunsinger/Scouts Story)

Original blurb:

Commonwealth history says part of the reason for the Downfall was because some people were classed as mutants and made into slaves, and the

slaves eventually rebelled.

Bain and Lin go on an exploring mission and meet Leapers - descendants of people who escaped from the abuse and slavery of First Civ. Leap ships travel vast distances in a few heartbeats by slipping through the fabric of space and time. Journeys of years with Spacer pilots take days on Leap ships. Captain Lorian and the crew of the Estal'es'cai have come to see if anything remains of their galaxy and the civilization where their ancestors originated. What Lin and Bain do on meeting the Leapers could affect the future of the Commonwealth.

Then, while exploring a desert world that could be the birthplace of the Leaper race, they run into an old friend. Or is he an old enemy?

Revised blurb:

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While exploring a desert world that could be the birthplace of the Leaper race, they run into an old friend. Or is he actually an old enemy?

Volume 9: Aramar (A Sunsinger/Scouts Story)

Original blurb:

A colony world lost during the Downfall, Aramar is in a strategic spot between the Commonwealth and Conclave. Both galactic civilizations want Aramar to join them.

Trouble is brewing, and the crew of "Sunsinger" is asked by the Commonwealth Council to go to Aramar and assist the Commonwealth's ambassadors. And help them escape if the trouble erupts into civil war.

Lin is friends with the ambassador and his wife, so she and Bain stay at the embassy. They meet the two ruling families of the planet and Bain lands in a position to help when rebellion erupts across the planet. What he does will affect the Commonwealth and Aramar for decades to come.

Revised blurb:

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Volume 10: Gemar (A Sunsinger/Scouts Story)

Original blurb:

Gemar, a lost colony, former member of the Conclave, now a member of the Commonwealth. A world with legends of shapeshifters.

Someone wants to force Gemar to re-join the Conclave. Someone wants it badly enough to kill hundreds of people.

When Captain Lorian of the Estal'es'cai is one of the victims, the future of the Leaper alliance with the Commonwealth is in jeopardy. Bain and his Spacer friends risk their lives to investigate and protect their Leaper friends and bring their dream of the Scout Corps to life.

Revised blurb:

Someone wants to force Gemar--a lost colony, former member of the Conclave, now a member of the Commonwealth to re-join the Conclave--badly enough to kill hundreds of people. When Captain Lorian of the Estal'es'cai is one of the victims, the future of the Leaper alliance with the Commonwealth is in jeopardy. Bain and his Spacer friends risk their lives to investigate and protect their Leaper friends and bring their dream of the Scout Corps to life.

Volume 11: Scouts (A Sunsinger/Scouts Story)

Original blurb:

Bain and the first generation of Scouts go on a training flight with the first Scout ship, but it turns into their first official rescue mission.

Sunsinger has been damaged. Ganfer could be destroyed.

And Lin is missing.

Revised blurb:

Bain and the first generation of Scouts go on a training flight with the first Scout ship, but it turns into their first official rescue mission. *Sunsinger* has been damaged, Ganfer could be destroyed...and Lin is missing.

Volume 15: Hoven Quest (A Sunsinger/Scouts Story and A Hoveni Story)

Original blurb:

Legend says the planet Gemar once belonged to the Hoveni, a race of shapeshifters. Hoveni and Humans lived together in peace until the Set'ri decided to exterminate anything that didn't meet their definition of what a Human should be.

Centuries later, descendants of the Set'ri throughout the Commonwealth still hunt the Hoven race.

Kendle Fyx is a descendant of the leader of the Hoveni. Her lonely daydreams of a hero to unite the Hoveni and bring them back from hiding and exile, inspire her uncle's newest entertainment series: Hoven Quest.

But if the Hoveni realize that this is an attempt to contact the lost members of their race, won't the Set'ri as well?

Revised blurb:

Legend says the planet Gemar once belonged to the Hoveni, a race of shapeshifters. Hoveni and Humans lived together in peace until the Set'ri decided to exterminate anything that didn't meet their definition of what a Human should be. Centuries later, descendants of the Set'ri throughout the Commonwealth still hunt the Hoven race. Kendle Fyx is a descendant of the leader of the Hoveni. Her lonely daydreams of a hero to unite the Hoveni and bring them back from hiding and exile inspire her uncle's newest entertainment series, Hoven Quest. But if the Hoveni realize this is an attempt to contact the lost members of their race, won't the Set'ri as well?

Volume 16: The Meruk Episodes I - V (A Hoveni Story)

Original blurb:

You've read about the hit Tri-V series "Hoven Quest". Now read the short stories Kendle Fyx originally wrote, that inspired the series... and brought about the final battle between Hoveni and Set'ri, with the whole universe watching.

Meruk was just an ordinary university student. A piece of Hoveni jewelry left for him by his parents when they died sparked an interest in Hoveni history and culture that became his major course of study--archaeology. A fascinating discovery on a summer dig led to strange dreams of actually being a Hoven... and when thieves attacked the dig site, Meruk learned those dreams were true--he was a Hoven, and with his secret revealed, he had to flee for his life.

These first five stories track the beginning of his quest for information, for understanding of what it means to be a Hoven, and for a way to find others like him. Meruk realizes early on that if he can find a way to reunite the Hoven race,

maybe they can live in safety and freedom once more.

These are just the first five "episodes". More will follow!

Revised blurb:

Viewers of the hit Tri-V series "Hoven Quest" will want to read the short stories Kendle Fyx originally wrote, that inspired the series...and brought about the final battle between Hoveni and Set'ri with the whole universe watching.

Meruk is just an ordinary university student. A piece of Hovenu jewelry left for him by his parents when they died sparks an interest in Hovenu history and culture that become his major course of study--archaeology. A fascinating discovery on a summer dig leads to strange dreams of actually being a Hoven...and when thieves attack the dig site, Meruk learns those dreams are true--he is a Hoven, and with his secret revealed, he has to flee for his life.

Five stories track the beginning of Meruk's quest for information, his understanding of what it means to be a Hoven, and for a way to find others like him. Meruk realizes early on that if he can find a way to reunite the Hoven race, maybe they can live in safety and freedom once more.

Volume 17: The Meruk Episodes VI - X (A Hoveni Story)

Original blurb:

Meruk's quest to find other Hoveni continues as he heads out into the desert, following clues and legends of hiding places deep under the shifting sands.

His journey is impeded by the elements, and by the foolishness of greedy Humans who can't even be allowed to guess that Hoveni are real, much less that the remains of ancient technology and knowledge lie in the wastelands. Meruk encounters the insane, the fearful, and cruel, as well as the innocent, wise, and gentle.

His quest takes him from the desert, to an Order outpost, to an amusement park the size of a city, and back across the sea where he faces more remnants of the Hoveni's ancient enemy, the Set'ri.

Revised blurb:

Meruk undertakes a quest to find other Hoveni by heading out into the desert, following clues and legends to hiding places deep under the shifting sands. His journey is impeded by the elements and by the foolishness of greedy Humans who can't even be allowed to guess that Hoveni are real, much less that the remains of ancient technology and knowledge lie in the wastelands. Meruk encounters the insane, the fearful and cruel, as well as the innocent, wise and gentle.

His quest takes him from the desert to an Order outpost, further on to an

amusement park the size of a city, and back across the sea where he faces more remnants of the Hoveni's ancient enemy, the Set'ri.

Volume 20: Virtually Dead (A Khybor Story)

Original blurb:

For six hundred years, the Khybor scientists on Ayvystal slept, through the destruction of their civilization. Now the new civilization built on the ruins above them threatens their existence.

Caspia is their Sentinel, their guardian. She must make contact with the living, waking world above them, find allies, and recover their life tubes before any more members of their virtual reality Community are killed. Or worse, found by the heirs of the enemy who sent them into hiding long ago.

Problem: The language and culture have changed in six hundred years.

Bigger problem: Finding someone to believe her.

Biggest problem: She can't leave her life tube. The only way to make contact... is by animating the recently deceased.

Revised blurb:

For six hundred years, the Khybor scientists on Ayvystal sleep through the destruction of their civilization. Now the new civilization built on the ruins above them threatens their unexpected existence.

Caspia is their Sentinel and their guardian. She must make contact with the living, waking world above them, find allies, and recover their life tubes before any more members of their virtual reality Community are killed--or worse, found by the heirs of the enemy who sent them into hiding long ago.

Problem: The language and culture have changed in six hundred years.

Bigger problem: Finding someone to believe her.

Biggest problem: She can't leave her life tube. The only way to make contact is by animating the recently deceased.

Volume 22: True Caderi

Original blurb:

Qinda was a nobody, surviving on her wits, and cursed with genetics that hinted at unusual gifts. Strong enough hints to make a powerful, domineering old woman chase her across the star systems to gain possession of her.

When her safe home on an agricultural planet is threatened by her enemy, Qinda and her husband know the only way to keep them all alive and safe is to split up, and hope to reach the Commonwealth where they can request sanctuary. But along the way, someone even more powerful finds Qinda's trail, and he has the law on his side when he takes her prisoner.

Adlan Caderi has been seeking the power to rule the universe and break the Leaper monopoly, and Qinda is the final element of his plan, the last piece of the puzzle--or so he hopes. He had her bred, and she is his property.

But the only way he can win is to win her loyalty and her love, and implant in her the dream of power that has carried the Caderi clan for generations.

The struggle to make Qinda a "true Caderi" will endanger both their lives, and awaken her to the question: Is she willing to gain the universe, at the cost of her soul?

Revised blurb:

Qinda is a nobody surviving by her wits, cursed with genetics that hint at unusual gifts. Those hints are strong enough to make a powerful, domineering old woman chase her across the star systems to gain possession of her.

When her safe home on an agricultural planet is threatened by her enemy, Qinda and her husband accept that the only way to stay alive and safe is to split up and hope to reach the Commonwealth where they can request sanctuary. But along the way, someone even more powerful finds Qinda's trail, and he has the law on his side when he takes her prisoner.

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The struggle to make Qinda a true Caderi will endanger both their lives and awaken inside her the question: To gain the universe, is she willing to lose her soul?

**Commonwealth Universe, Age 3: Volume 24:
Chorillan Series, Book 1: Azuli Eyes**

Original blurb:

Scout Captain Ian Fieran is cleaning up operations after battling a Gen'gineer team that attacked and decimated a small colony. The crime of the colonists? Their genetics didn't suit the exacting standards of the Gen'gineers, who continue the dogma and goal of the Set'ri from centuries ago, trying to create the "perfect" Human genome. Captured data leads Ian and his team of Scouts across the galaxy to the Rim colony world of Chorillan, where they hope to track down a Gen'gineer nest.

At the same time, Mirana Riallon, a schoolteacher and daughter of very important members of the Colony Council, is worried about one of her students. The boy is an orphan, and she wants to adopt him. However, Ranny is showing all the signs of going into Phase--the sensory overload that hits some children near adolescence. No one knows what causes Phase, and there is no known cure.

Some fear that the Azuli, sentient canines native to Chorillan, are stealing the children when they escape into the wilderness, seeking to ease their discomfort that has been compared to an allergy to civilization and all things processed, manufactured and synthetic. When Ranny vanishes, Miranda determines to go into the forests of Chorillan to find him.

She meets Ian and his Scouts. They help her look for Ranny while she helps them hunt down the Gen'gineers. As each side educates the other, they come to a partnership, then friendship. The choices Ian and Miranda make during their hunt will change Chorillan for generations to come.

Revised blurb:

Scout Captain Ian Fieran cleans up operations after battling a Gen'gineer team that attacked and decimated a small colony. The crime of the colonists? Their genetics didn't suit the exacting standards of the Gen'gineers, who continue the dogma and goal of the Set'ri from centuries ago in their attempt to create the "perfect" Human genome. Captured data leads Ian and his team of Scouts across the galaxy to the Rim colony world of Chorillan, where they hope to track down a Gen'gineer nest.

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She meets Ian and his Scouts. They help her look for Ranny while she helps them hunt down the Gen'gineers. As each side educates the other, they come to a partnership, then friendship. The choices Ian and Miranda make during their hunt will change Chorillan for generations to come.

The Hunt Series by Michelle Levinge **Urban Fantasy/Young Adult**

Original series blurb:

Who are the Hunt? Children sent from an endangered world in another universe/dimension of reality, to protect them from a despot who wants to command their Talents. Given into the keeping of the Hounds of Hamin, the members of the Hunt have been separated by time as well as distance. They know each other by the scars--rows of teeth marks--on their wrists. Some have been in our world for decades, others have only been here for a few years. They have to find each other--and soon, before more enemies show up to destroy them--and find a

way back home to save their world.

Revised series blurb:

The Hunt are children sent from an endangered world in another universe/dimension of reality to protect them from a despot who wants to command their Talents. Given into the keeping of the Hounds of Hamin, the members of the Hunt have been separated by time as well as distance. They know each other by the scars--rows of teeth marks--on their wrists. Some have been in our world for decades, others only for a few years. Before more enemies show up to destroy them, they must locate each other, soon, in order to find a way back home to save their world.

Book 1: Dawn Memories

Original blurb:

The explosion nearly killed her. But it also brought her back to life.

The explosion that could have killed Dawn actually ignited a fiery trail of long forgotten memories, all leading to the point where it all began.

She remembered...

She was not from Earth at all. She was the daughter of one of the ruling families from another world in another dimension, sent to Earth by her parents to protect her from a galactic despot who wanted all the rulers' children as hostages.

She was from The Hunt, branded as such by two thin white lines on her wrist caused by the Hounds of Hamin: interdimensional guardian beasts that held the children's wrists in their mouths as they pulled them through the vortex from their world to Earth.

But Dawn remembered something else. *Someone* else. Stayn, her best friend and her betrothed.

Where *was* he? Could he rescue her from the 'safe' house where she was currently guarded by Federal Agents? And could they rekindle what time and distance had torn apart?

Revised blurb:

The explosion nearly killed her, but it also brought her back to life...

The explosion that should have killed Dawn actually ignites a fiery trail of long forgotten memories, all leading to the point where it all began. She remembers...

She's not from Earth at all. She's the daughter of one of the ruling families from another world in another dimension, sent to Earth by her parents to protect her from a galactic despot who wants all the rulers' children as hostages.

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But Dawn remembers something else. *Someone* else. Stayn, her best friend and her betrothed.

Where *is* he? Can he rescue her from the 'safe' house where she's currently guarded by Federal Agents? And can they rekindle what time and distance has torn apart?

Book 2: Quartet

Original blurb:

Cinden Lai is a firstborn, a member of the Hunt. She found sanctuary with a reclusive old woman when the Hounds of Hamin brought her to Earth, but now her dreams and the increasing storms make her think it is time to leave her safe haven and seek out members of the Hunt.

When a rich old man claims she is his missing granddaughter, Cinden knows he is lying, but she can't prove it--not without endangering the Hunt. He knows too much about her, and claims he has her brothers and sister. That is reason enough for her to investigate. Are the other three part of a trap, or in need of rescue?

When four members of the Hunt come together, amazing things can happen...but they also discover a traitor among them, and learn a countdown has started: Time is running out for the Hunt, and life on Earth can be fatal for them in more ways than one.

Revised blurb:

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When four members of the Hunt come together, amazing things can happen...but they also discover a traitor among them and learn a countdown has started: Time is running out for the Hunt and life on Earth can be fatal for them in more ways than one.

Book 3: Butterfly

Original blurb:

Beth considers herself a geek, one of the invisible and awkward in her school, too smart for her own good, part of the Gifted and Talented program. During a summer internship at a government weather station, she notices strange weather patterns. The storms remind her of the ones when she was brought to Earth by the Hounds of Hamin. Remembering that she is a member of the Hunt, Beth sets out to remake herself, to be ready when the gathering of the Hunt occurs.

When she returns to school in the fall, she is a new person, physically and mentally, and she attracts the attention of another member of the Gifted and Talented program: Tommy DiCorsi, supposedly one of the "bad boys" in town. As their friendship grows, and Tommy protects her from trouble and learns about the Hounds and the Hunt, Beth learns he isn't at all what he appears, either. Then another member of the Hunt shows up, and both their lives are changed forever.

Revised blurb:

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Book 4: Finders, Keepers

Original blurb:

Iris Davenport hated the memories that came with world-shaking thunderstorms--because she didn't want to remember she was a member of the Hunt. She was perfectly happy with her adopted parents, helping run the lodge on Smokeyp Mountain, exploring the mountainside, and doing search-and-rescue. The last thing she wanted was to face one of the Hunt and be reminded of the vows her parents had made when they gave her to the guardianship of the Hounds of Hamin.

But when a plane taking a sick boy to a life-saving operation crash-landed

on Smokeytap in a thunderstorm, Iris had to help. Even when one of the searchers turned out to be a member of the Hunt, who reminded her of everything she hoped to forget. She had her own life now--a home, friends, parents, and a boyfriend. None of which she was willing to give up for a world she barely remembered.

Until the past caught up with them in the form of a traitor to the Hunt, and pieces of an old puzzle that could get her and her boyfriend killed if they didn't find all the clues in time.

Revised blurb:

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But, when a plane taking a sick boy to a life-saving operation crash-lands on Smokeytap in a thunderstorm, Iris has no choice but to help. One of the searchers turns out to be a member of the Hunt who reminds her of everything she hoped to forget. She has her own life now--a home, friends, parents, and a boyfriend. She's not willing to give anything up for a world she barely remembers.

The past catches up with them in the form of a traitor to the Hunt. Pieces of an old puzzle threaten to get her and her boyfriend killed if they don't find all the clues in time.

Book 5: The Gathering

Original blurb:

The storms are increasing.

The Hounds are on the move.

Gahlmorag approaches Earth.

The time has come for the Hunt to reunite--and return home.

Somehow.

There will always be unanswered questions, but after years of searching and investigating, all the members of the Hunt have been accounted for--dead or alive--faithful or traitors. Energy is building up in Neighborlee, and something is about to happen. Whether it is for good or ill...

Revised blurb:

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Faxinor Chronicles
by Michelle Levinge
Fantasy/Fantasy Romance

Original series blurb:

Legend says long ago, Yomnian gave to each country its own Spirit Sword, entrusted to a Sword Bearer to lead in the defense of each country, and also to provide spiritual guidance. If necessary, the Sword Bearer could overrule the word and authority of the king, but those to whom the most power and authority have been entrusted also have the highest standards and the most expected of them. As the centuries passed, Sword Bearers fell, and the Spirit Sword for each country was lost. Now only one country, Reshor, has a Spirit Sword. Its bearer, Rakleer, has vanished into mist and memory, waiting until need and danger will awaken the sword to choose a new Bearer and lead in the defense of Reshor.

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Legend says long ago Yomnian gave to each country its own Spirit Sword, entrusted to a Sword Bearer to lead in the defense of each country, and also to provide spiritual guidance. If necessary, the Sword Bearer could overrule the word and authority of the king, but those to whom the most power and authority have been entrusted have the highest standards and the most expected of them. As the centuries passed, Sword Bearers fell and the Spirit Sword for each country was lost. Now only the country of Reshor possesses a Spirit Sword. Its bearer, Rakleer, has vanished into mist and memory, waiting until need and danger awaken the sword to choose a new Bearer and lead in the defense of Reshor.

Book 1: Heir of Faxinor

Original blurb:

When Andrixine falls ill and spends the winter recovering at Snowy Mount, a community of holy folk, scholars and healers, she never dreams it will be the first step of an adventure that will change her life...

When she seeks a weapon to rescue her mother, she is chosen by the mystical Spirit Sword to lead in the defense of her country, Reshor, against its ancient enemy. First, she must rescue her mother and uproot treachery from

within her own castle and family. The friends she gathers along the way become her closest allies and supporters--and she is surprised when friendship with a young warrior turns into something more.

Revised blurb:

When Andrixine falls ill and spends the winter recovering at Snowy Mount--a community of holy folk, scholars and healers--she never dreams it will be the first step of an adventure destined to change her life...

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Book 2: Lorien

Original blurb:

Lorien vows to do whatever it takes to serve Reshor and protect her pregnant sister, Andrixine, the Sword Bearer. Even if it means making a loveless political marriage. She learns that the game of politics and courtly manners is a harsher duty than swordplay and battle. Then Ambassador Lord Arand of Eretia comes to Reshor to make politically astute marriages to protect his kingdom against Sendorland. He has been ordered to win Lorien for his queen's grandson.

Arand and Lorien discover they have much in common and their resolve to put duty ahead of their own dreams soon becomes a torment. Arand has a gift for healing and music, but has denied both for the sake of following family tradition and serving the throne as an ambassador.

When enemies inside Reshor conspire with Sendorland to steal first Lorien's brothers and then Andrixine's newborn sons, Lorien and Arand find themselves in the middle of danger, but exactly the right place to avert total disaster. They wonder if all their sacrifices mean anything when they are both so miserable. Doesn't Yomnian want his servants to be happy?

Revised blurb:

Lorien vows to do whatever it takes to serve Reshor and protect her pregnant sister, Andrixine, the Sword Bearer...even if it means agreeing to a loveless political marriage. The game of politics and courtly manners is a far harsher duty than swordplay and battle. Ambassador Lord Arand of Eretia comes to Reshor to make politically astute marriages to protect his kingdom against Sendorland. He's been ordered to win Lorien for his queen's grandson.

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When enemies inside Reshor conspire with Sendorland to steal first Lorien's brothers and then Andrixine's newborn sons, Lorien and Arand find themselves in the middle of danger but in exactly the right place to avert total disaster. Their own misery makes them wonder if all their sacrifices mean anything. Doesn't Yomnian want his servants to be happy?

Book 3: Traitors

Original blurb:

Lord Edrix Faxinor regretted his brilliant diplomatic insight the moment he realized it landed him in the role of ambassador to Sendorland, the hereditary enemy of his country, Reshor. Still aching from the death of his betrothed, he set sail in the hopes of bringing peace between the two warring nations.

Arriena of Traxslan was the lowest of the low--a poor relation, living on the charity of her domineering, cruel cousin, Lord Mordon Traxslan. She had dreams of being a scholar, despite the "sin" of being born a woman, with supposedly limited intelligence.

Then her cousin offered Arriena a chance to have some choice in her future--but it could cost her life. Because she resembled Faxinor's dead betrothed, she was ordered to enchant and ensnare him, to give Sendorland power over him, and force him to betray Reshor.

Arriena had grown up unable to trust anyone. Could she trust Edrix with the truth, and possibly her heart? To save Arriena, could Edrix risk becoming a traitor?

Revised blurb:

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Her cousin offers Arriena choices in her own future, ones that may cost her life. Because she resembled Faxinor's dead betrothed, she's ordered to enchant and ensnare him, to give Sendorland power over him and force him to betray Reshor.

Arriena has grown up unable to trust anyone. Could she trust Edrix with the truth...and possibly her heart? To save Arriena, can Edrix risk becoming a

traitor?

Book 4: Sword of Faxinor

Original blurb:

The Faxinor family prepares to travel to Eretia for the birth of Lorien and Arand's first child. Their sea voyage is an adventure as they learn about sailing and legends of the seafarers. More than just pirates and enemy nations hide over the horizon and beyond the next wave.

Then a legend rises from the deep waters and before he knows it, Derek is overboard and then stranded on another ship, separated from his family.

Captain Silas of the *Sea Storm* is willing to reunite Derek with his family, but legends and visions and the laws of the seafarers interfere.

Prophecy and visions guide the crew of the *Sea Storm*, and what starts out as an accident might just be the hand of Yomnian as Derek has a chance to recover the ancestral Faxinor sword, as well as help his new friends and allies. He is reminded of the visions of his grandfather, who saw all the Faxinor children spreading light throughout the world.

Revised blurb:

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Future Magic
by Michelle Levinge
Science Fiction

Novella 1: Seven Swanns

Original blurb:

Struck mute by an alien plague that has killed most of her colony and

mutated her seven brothers into swanns, Aileen seeks a cure. She is found by Regis, ruler of a colony that regressed into a feudal state generations ago.

Despite her muteness and their totally different languages and alphabets, he makes her his wife. She is happy, until her continued search for a cure puts her in conflict with the colony's traditions and their deepest fears.

Revised blurb:

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Novella 2: North to the Sun, South to the Moon

Original blurb:

Maia grew up in the Downbelow, a Borer, born to a life of labor so the arrogant Stocrats could live in luxury in the Above. She made friends with a Metalman, who taught her things that the people in the World had forgotten. But even those marvels paled in comparison to what she discovered when she entered the Virtual world and learned the danger that threatened them all.

Revised blurb:

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Wildvine Series by Michelle Levinge **Fantasy**

Original series blurb:

In multiple worlds and universes and dimensions of reality, there are tales of Hub Worlds, where many different realms can meet and intersect. Some travel between worlds through the power of the mind and Talents born into the blood, while others are chosen through vision and prophecy and step between worlds with the power of talismans. None can go to the others' worlds, except when they meet in a Hub World.

Wildvine County, somewhere in the United States, is that pivotal point where

the travelers from multiple worlds and universes meet.

The story begins when refugees from a world called Rehdonna stumble through the vortex to Wildvine. Through danger and treachery, the only one who can take them home again was killed, but they live in hope that someday, one of them will be born with the Talent and can find the way home again.

Revised series blurb:

In multiple worlds, universes and dimensions of reality, there are tales of Hub Worlds where many different realms can meet and intersect. Some travel between worlds through the power of the mind and with Talents born into the blood while others are chosen through vision and prophecy and step between worlds with the power of talismans. None can go to the others' worlds, except when they meet in a Hub World. Wildvine County, somewhere in the United States, is that pivotal point where the travelers from multiple worlds and universes meet.

Book 1: Ja'Hanna

Original blurb:

Dayree was born to a powerful family in the Taksearhe Clan. She was expected to have strong Talents, yet her gifts never emerged. Mocked by some, ignored by others, she took the opportunities offered to her and explored other gifts, becoming a craftsman and then a teacher. In the process, she found her soulmate, Jayx.

Years later, when their village was threatened by rebels who wanted to control their world, Dayree's gift awakened, enabling her talented cousin to evacuate the entire village to safety--stepping through the vortex between worlds, to a planet called Earth.

Revised blurb:

When refugees from a world called Rehdonna stumble through the vortex to Wildvine, the only one who can take them home again is killed. Yet they live in hope that, someday, one of them will be born with the Talent and can find the way home again.

Dayree is born to a powerful family in the Taksearhe Clan and is expected to have strong Talents--yet her gifts never emerge. Mocked by some, ignored by others, she takes the opportunities offered to her and explores other gifts, becoming a craftsman and then a teacher. In the process, she finds her soulmate, Jayx.

Years later, when their village is threatened by rebels who want to control their world, Dayree's gift awakes, enabling her talented cousin to evacuate the entire village to safety by stepping through the vortex between worlds to a planet called Earth.

Book 2: Istorica

Original blurb:

Khyber was Istorica for the exiles--the one entrusted with remembering all their history, everything they learned. Despite the support of Grandmother, Dayree, she felt she had let down her family by not being able to step between worlds and take the exiles home.

She had many gifts, but it was her talent for telling stories that offered the exiles a chance to reach out and find others with Talents, lost on Earth. However, enemies had followed the exiles to Earth, and the only way to protect her family, her village, was to live separated from them, under a false name. For the sake of the exiles, Khyber would do whatever it took...and in the process found her way home.

Revised blurb:

Khyber is Istorica for the exiles, the one entrusted with remembering all their history, everything they've learned. Despite the support of Grandmother, Khyber feels she's let down her family by not being able to step between worlds and take the exiles home. She has many gifts, but her talent for telling stories that offer the exiles a chance to reach out and find others with Talents is lost on Earth. However, enemies have followed the exiles to Earth, and the only way to protect her family and village is to live separated from them under a false name. For the sake of the exiles, Khyber will do whatever it takes...and in the process find her way home.

Book 3: Felin-Ru

Original blurb:

Daniel was a mystery, found injured, lost, and unconscious on a mountainside after a freak storm. His miracle recovery and then his brilliant mind made medical history.

Wren lost all her memory after witnessing the murders of her parents. The trauma in their childhoods unlocked Talents that it would take years for them to explore and understand.

Grown, Daniel escaped his university existence, and set out to explore and search for answers to the mysteries in his life. Taking refuge with a school friend's family, he met Wren, and the two discovered an instant bond of mind and soul and heart. Guarded by the mysterious, interdimensional shadow creatures Daniel knew only as the felin-ru, they dared to try to make a life together.

Revised blurb:

Daniel is a mystery, found injured, lost, and unconscious on a mountainside after a freak storm. His miracle recovery and then his brilliant mind make medical history. After witnessing the murders of her parents, Wren loses her memory. The trauma in their childhoods unlocks Talents that will take years for them to explore and understand.

Grown, Daniel escapes his university existence and sets out to explore and search for answers to the mysteries in his life. Taking refuge with a school friend's family, he meets Wren, and the two discover an instant bond of mind and soul and heart. Guarded by the mysterious, interdimensional shadow creatures Daniel knows only as the felin-ru, they dare to try to make a life together.

Book 4: Old Solar's Shoppe

Original blurb:

Jori went to Willowood College because of a promise her father made years ago, when he was a student there. She only had to put in one year, and then she could go to whatever college she preferred. When she walked into Old Solar's Shoppe her first day in town, prophecies spoken in another world awakened and claimed her.

Lew had already lost one apprentice, and he wasn't happy when the dreamstone marked Jori as his new apprentice, but he knew better than to disobey the will of Waetru. They became friends and he taught her about the world called Unipuri. She thought it was just a wonderful, complicated game.

Then an ancient evil focused on the two of them, attempting to reach across multiple universes and force protective barriers wide open. Jori's game became more real than anything she had ever known, and it would stay that way--if she and Lew survived their first test as master and apprentice.

Revised blurb:

Jori goes to Willowood College because of a promise her father made years ago when he was a student there. She only has to put in one year and then she can go to whatever college she prefers. When she walks into Old Solar's Shoppe her first day in town, prophecies spoken in another world awaken and claim her.

Lew has already lost one apprentice, and he isn't happy when the dreamstone marks Jori as his new apprentice, but he knows better than to disobey the will of Waetru. Lew and Jori become friends and he teaches her about the world called Unipuri. She believes Lew's stories are just a wonderful, complicated game.

Focused on the two of them an ancient evil attempts to reach across multiple universes and force protective barriers wide open. Jori's game becomes more real than anything she has ever known, and it'll stay that way...if she and Lew survive their first test as master and apprentice.

Book 5: Apprentice Solar

Original blurb:

A secret life is just as much a burden as a secret identity. Jori is still recovering from her injuries earned on her first adventure in Unipuri when her college life is turned upside down. While it's a good thing to lose one pain-in-the-neck roommate, she also loses the other. Two friends in her dormitory rescue her from the dilemma of taking new roommates, and share their dorm room with her. Nothing in the world will compel Jori to mess up this new dorm situation.

However, she is now living in two worlds, and some complications just can't be avoided. Jori enjoys learning to be a Solar, charged with protecting the doorway between worlds, and the time differential between the Midworld and Earth is a big help in getting her homework done. However, some things can't be hidden, such as the times she puts her life on the line to defend innocents in the centuries-long war raging in Unipuri. Especially when she realizes that her new roommates have secrets of their own, and even her dreams aren't private anymore.

Then enemies of the Solars target Jori, and manage to follow her from Unipuri to Earth with their magic, threatening her life and the ones she loves most. She was warned, she has been trained, but at the end of the day she's still just a college freshman.

Revised blurb:

A secret life is just as much a burden as a secret identity...

Jori's still recovering from her injuries earned on her first adventure in Unipuri when her college life gets turned upside down. While losing one pain-in-the-neck roommate is good news, she also loses the other. Two friends in her dormitory rescue her from the dilemma of taking new roommates and share their dorm room with her. Nothing in the world can compel Jori to mess up her new dorm situation.

However, she's now living in two worlds, and, as a result, some complications just can't be avoided. Jori enjoys learning to be a Solar charged with protecting the doorway between worlds. The time differential between the Midworld and Earth is a big help in getting her homework done. She can't always hide her dual lives, though, such as the time she puts her life on the line to defend innocents in the centuries-long war raging in Unipuri and especially when she realizes her new roommates have secrets of their own. Even her dreams aren't private anymore.

Enemies of the Solars target Jori and manage to follow her from Unipuri to Earth with their magic, threatening her life and the ones she loves most. She was forewarned, trained, but, at the end of the day, she's still just a college freshman.

Book 6: Taksearhe

Original blurb:

Bree has lived with the burden of knowing she is born to be a Taksearhe, but childhood trauma has blocked her gifts. She knows she travels to other worlds in her dreams, but the problem is she can't remember where she went or how, when she wakes up. The exiles from Rehdonna are depending on her, and she is willing to do whatever it takes to learn what is going on in her brain, in her dreams, and awaken her gifts.

When she joins a dream and sleep study program at Lyndvale University, she is relieved when Dr. Harland, the man her mother is dating, takes her under his wing to protect and guide her. With the help of her roommates and then contacts in other worlds, she learns to activate and then control her gift--but not before she attracts the attention of evil forces that want to use her to open the doorway to Earth.

The saying is, "Be careful what you wish for." Bree's wishes come true, but the cost if she takes just one wrong step could deprive her of friends, her heritage, and the soul-mate who has reached to her from another world.

Revised blurb:

Bree has lived with the burden of knowing she's born to be a Taksearhe, but childhood trauma has blocked her gifts. She knows she travels to other worlds in her dreams yet can't remember where she went or how when she wakes up. The exiles from Rehdonna are depending on her, and she's willing to do whatever it takes to learn what's going on in her brain and dreams in order to awaken her gifts.

When she joins a dream and sleep study program at Lyndvale University, she's relieved when Dr. Harland, the man her mother's dating, takes her under his wing to protect and guide her. With the help of her roommates and then contacts in other worlds, she learns to activate and control her gift--but not before she attracts the attention of evil forces that want to use her to open the doorway to Earth.

Bree's wishes come true, but the cost if she takes just one wrong step could deprive her of friends, her heritage, and the soulmate who's reached out to her from another world.

Sterling Lakes Series
by Regina Andrews
Inspirational Romance

Series blurb (written by Karen):

Spiritual malaise permeates the hearts of the residents of a scenic small town

with a troubled past, tenuous present, and an uncertain future.

Book 1: Light of the Heart

Original blurb:

Stained-glass artist, Cascade Preston, has overcome a dark childhood, deeply shadowed by domestic violence, in the town of Sterling Lakes. When she is approached to design new windows for a refurbished church in Sterling Lakes, she ignores the request. But when the no-nonsense Project Manager Dan McQuay appears looking for the window plans, the project takes on a whole new light.

Will Cascade be able to keep the dark, protective cocoon she has built around herself intact, or will McQuay break through and shine new light into her heart? Is it possible that God's plan for Cascade will lead her to forgive the town that ignored the situation of her family?

Revised blurb:

In the town of Sterling Lakes, stained-glass artist Cascade Preston has overcome a dark childhood deeply wounded by domestic violence. When she's approached to design new windows for a refurbished church in town, she ignores the request...until the no-nonsense project manager Dan McQuay appears looking for the window plans. Suddenly, the project takes on a whole new light.

Cascade has built a protective cocoon around herself, refusing to forgive the town that ignored her family's abusive situation, but can Dan break through and shine new light into her heart?

Book 2: Angels of the Heart

Original blurb:

The life of a television journalist has been good to Maryanne Lynch. That is, until she learns of developer Travis Collimore's plans to destroy the Townsend Barn, a cherished Sterling Lakes landmark, and build a strip mall in its place. Will Maryanne's efforts to stop him be successful? Or will Travis' plans for the future prevail over her attachment to the past?

Revised blurb:

Up until she learns of developer Travis Collimore's plans to destroy the Townsend Barn, a cherished town landmark, and build a strip mall in its place, Maryanne Lynch is pleased with her life as a television journalist in Sterling Lakes. Maryanne's determined to stop Travis, but will his plans for the future

prevail over her attachment to the past?

Book 3: Praise of the Heart

Original blurb:

Librarian Laura Matthewson is happy staying out of the limelight. But when pro baseball star Cliff Markham returns home to Sterling Lakes to help with the St. Luke's Church Renovation fundraiser, will she be able to resist his magnetic power?

Revised blurb:

Librarian Laura Matthewson is content to stay far out of the limelight. But when pro baseball star Cliff Markham returns home to Sterling Lakes to help with the St. Luke's Church Renovation fundraiser, will she be able to resist the magnetic power of the Sterling Lakes' hometown hero?

Book 4: Glory of the Heart

Original blurb:

Perrin Stafford, a war hero, has based his life on the ideals of his father and pursued a livelihood in the realm of stonework and masonry. Returning to Sterling Lakes, he finds the truth about his past.

CC Cogshell has started a new life in Sterling Lakes, but will that move lead her to places she never dreamed of going?

Revised blurb:

Perrin Stafford, a war hero, has based his life on the ideals of his father and pursued a livelihood in the realm of stonework and masonry. Returning to Sterling Lakes, he discovers an unexpected truth about his past.

CC Cogshell has started a new life in Sterling Lakes but will that move lead her to places she's never dreamed of going?

The Perfect Proposal **by Regina Andrews** **Contemporary Inspirational Romance**

Original blurb:

Never in her wildest dreams did Lindsay Richardson imagine her life would shift from that of a quiet elementary school teacher to being the assistant to Dean Singleton Copley, one of the nation's most dynamic business leaders.

Although Lindsay desperately needs this new job, she's mourning the loss of her father and facing the unexpected twists her life has taken. This time in her life is a test of her faith, her courage, and her strength. Is the job the best for her family? Lindsay knows sometimes God's plan takes us through doors we never expect to enter.

Deciphering the path God wants her to take is the greater challenge, yet she wonders if Dean is destined to become more than an employer to her.

Revised blurb:

Lindsay Richardson couldn't have imagined her life would shift from that of a quiet elementary school teacher to assistant to Dean Singleton Copley--one of the nation's most dynamic business leaders. Although Lindsay desperately needs this new job, she's mourning the loss of her father and facing the unexpected twists her life has taken as a result. In running the race of faith, courage and strength are frequently tested, but is her new job the best thing for her? Lindsay knows sometimes God's plans take us through doors we never expect to enter. Deciphering the path the Lord wants her to take is the greater challenge yet she wonders if her new boss is destined to become more than an employer to her...

Spotlight on Love
by Regina Andrews
Historical Romance

Original blurb:

Ever-dutiful, Nurse Helen Middleton is a successful Emergency Room Supervisor at Rhode Island Hospital in December, 1941. To help her family through tough economic times, she has sacrificed her dreams of a singing career for steadier employment.

Things change when she meets William 'Red' Williamson, a dynamic and compelling man she finds irresistible. As they get to know each other, Helen considers following her musical dreams and a new world of romance and song seems to be opening up to her.

Then, the horrors of Pearl Harbor on December 7, 1941 change the world and throw Red and Helen into the danger and chaos of wartime. Will Helen's dreams be shattered by World War II or will the power of love triumph over all the obstacles in their way?

Revised blurb:

Ever-dutiful nurse Helen Middleton is an emergency room supervisor at Rhode Island Hospital. To help her family through tough economic times, she's sacrificed her dreams of a singing career for steadier employment.

Everything changes when she meets William 'Red' Williamson, a dynamic and compelling man she finds irresistible. As they get to know each other, Helen once more considers following her musical dreams.

As a new world of romance and song seem to be opening up to her, the horrors of Pearl Harbor on December 7, 1941 stun the world and throw Red and Helen into the danger and chaos of wartime. Will Helen's dreams be shattered by World War II, or can the power of love triumph over seemingly insurmountable obstacles?

A Heartstopper Horror: Felicity's Curse
by Robin Helene Vogel
Young Adult Horror

Original blurb:

12-year-old twins Frankie and Tracy Considine are excited to be moving to Leams, Massachusetts to live in their grandmother's beautiful old house. Typical brother and sister, they're always fighting, pummeling each other and playing tricks. With their mutual thirteenth birthday looming near, Tracy and Frankie have much to look forward to--or so they believe.

When their beloved dog, Muffin, disappears, they begin to wonder if this was the right move after all. Tracy's friend, Carol, is distant, odd--but she did just turn 13, so perhaps that's all it is. Tracy hears strange sounds coming from the woods, but everyone insists it's her imagination, and Frankie teases her mercilessly about it. Bizarre events begin to occur: Girlfriends turn up with frightening tattoos; a young boy abruptly disappears; a fortuneteller warns her that those she most trusts are not to be trusted. Tracy rationalizes away all her doubts, eagerly looking forward to her 13th birthday party.

Frankie learns about Leams' unusual, horrifying history and realizes his sister's life is in danger. He must save her--and himself--from what is destined to happen. Will Tracy and Frankie escape their fate, or will they be the next victims of the town's tragic curse?

Revised blurb:

Twins Frankie and Tracy Considine are excited to be moving to Leams, Massachusetts to live in their grandmother's beautiful old house. With their mutual thirteenth birthday looming near, Tracy and Frankie have much to look forward to...or so they believe.

When their beloved dog Muffin disappears, they begin to wonder if the move was so great after all. Tracy's friend, Carol, is distant, odd--but Carol did just turn unlucky thirteen, so she wonders if that's all there is to it. Tracy hears strange sounds coming from the woods that everyone insists is her imagination. Bizarre events begin to occur: Girlfriends turn up with frightening tattoos, a young boy abruptly disappears, and a fortune-teller warns Tracy to be wary of

those she normally trusts. Eagerly looking forward to their thirteenth birthday party, she rationalizes away all her doubts while

Frankie discovers the town's tragic curse and realizes he and his sister are in grave danger. Either he saves them from an event that's destined to happen, or they'll be the next victims!

A Heartstopper Horror: Brad Simpson and the Ghostly Field
by Robin Helene Vogel
Mid-grade Reader

Original blurb:

Talented eleven-year-old actor, Brad Simpson, has just finished making movies with some of the most famous actors in the world, but he's more than ready to settle down with a steady role on "The Pioneers", an exciting new TV show. He and his young castmates are having a great time together. Brad even gets the chance to play baseball, his favorite game, against the cast of another show.

From day one, however, Brad senses something seriously amiss on the set of "Pioneers"--terrifying visions, threatening ghosts, an accident that nearly costs the entire cast their lives. The director is forced to shut down filming while the kids recuperate, and it begins to look as if the show isn't even going to make it to the small screen--unless Brad and his scared but determined "Pioneers" castmates team up to play a game of baseball against the Los Angeles Pioneers, a ghostly, doomed baseball team made up of failed actors from the late 19th century. They need an ingenious solution--and Brad is confident he can satisfy both teams and keep their show in production.

Will Brad and his castmates solve the mystery of the ghostly field and successfully banish the ghosts from their set?

Revised blurb:

Talented eleven-year-old actor Brad Simpson has just wrapped up a movie with several famous actors, but he's more than ready to settle down with a steady role on "The Pioneers", an exciting new TV show. Despite his growing friendship with his young cast mates, Brad senses something seriously amiss on the set. He experiences terrifying visions and threatening ghosts. When an accident nearly costs the entire cast their lives, the director is forced to shut down filming while the kids recuperate. It begins to look as if the show won't make it to the screen...not unless Brad and his scared-but-determined co-stars team up to play a game of baseball against the Los Angeles Pioneers, a ghostly, doomed baseball team made up of failed actors from the late 19th century. Will Brad and his new friends solve the mystery of the ghostly field and successfully banish the spooks from the set to keep their show in production?

Stretched Horizons
by Ross Richdale
Romantic Thriller

Original blurb:

When Bree Ashworth goes to help teacher Jenny Dench in her classroom she is attacked by an intruder. The attacker escapes and Bree is taken to hospital.

At the hospital her husband Colin tells her he is leaving and moving to London with his mistress.

Bree has already booked to attend a conference in New Zealand during summer vacation. With double tickets bought and Colin gone, she invites Jenny to come with her.

In New Zealand the small commuter aeroplane they fly in crashes in thick bush country. The pilot is killed and Jenny and Bree try to survive by themselves....

Police in England tell Colin, Bree has been involved in an air crash and is missing. Colin flies out to New Zealand but his intentions are not those one would expect from a worried husband....

Revised blurb:

While aiding a fellow teacher and friend, Jenny, in her classroom, Bree Ashworth is attacked by an intruder. Bad follows worse while she's recuperating in the hospital and her husband Colin decides to confess he's leaving her and moving to London with his mistress. With her life in ruins, Bree decides not to cancel a conference in New Zealand she's already booked to attend. She gives the extra ticket to Jenny, planning to use the time away to pick up the pieces of her life.

But misfortune seems destined to dog her heels. In yet another series of unfortunate events, the small commuter aeroplane Bree and Jenny are on crashes in thick New Zealand bush country. With the pilot dead, the two have to find a way to survive on their own until help arrives.

Meanwhile, back in England, the police tell Colin his wife is missing after being involved in an air crash. Colin rushes to get on a flight to New Zealand...but his intentions are decidedly *not* the ones to be expected from a worried husband.

EvilSpace
by Roy W. Penn
Science Fiction/Christian/Horror

Original blurb:

A recurring nightmare... A winning lottery ticket... A blasted planet... These are just the beginning signs of the coming of a terrible force of evil. As chaos

spreads and civilization crumbles, three men called by God make their way to Earth to take a stand against an enemy of unimaginable power and terror.

Set hundreds of years in the future, this is the story of a dark and frightening judgment upon a human race that has forgotten its Creator. He who has ears, let him hear...

Revised blurb:

A recurring nightmare. A winning lottery ticket. A blasted planet. All the initial signs of the coming terrible force of evil....

Set hundreds of years in the future, chaos spreads and civilization crumbles when the evil descends. Three men called by God make their way to Earth to take a stand against an enemy of unimaginable power and terror brought about as judgment upon a human race that has forgotten its Creator. He that has ears let him hear...

Finders Keepers
by Sharon L. Norris
Mid-grade Reader

Original blurb:

What would you do if you found a dinosaur egg? Would you donate it to a museum, sell it for lots of money, or claim "finders keepers" and keep it for your very own, seeing as you found it? This is the dilemma facing young Nathan and Ashley, who find a dinosaur egg buried in the sand dunes at their local beach. When their discovery becomes public, thanks to their unscrupulous uncle who wants to sell it for big money, it seems as though everyone wants their dinosaur egg...

Revised blurb:

Nathan and Ashley discover a real live dinosaur egg buried in the sand dunes at their local beach. Trying to decide what to do with it has them stumped. Should they donate it to a museum? Sell it for lots of money? Claim finders keepers and hold onto it for their very own? Unfortunately, thanks to their unscrupulous uncle who wants to sell the egg for big money, the discovery becomes public. Now it seems everyone wants their treasure...

The Dragons' Veil
by Sherri Godsey
Fantasy

Series blurb (written by Karen):

Magic created a veil that separates the peaceful, bountiful Dragon sanctuary of Isoladia from a land exhausted by drought and endless fighting.

Book 1: The Dragons' Veil

Original blurb:

The Dragons' magic Veil separates their peaceful, bountiful sanctuary of Isoladia from a land exhausted by drought and endless fighting.

On her husband-quest, feisty Princess Shaila violates the Law of that serene world to find a man who won't stifle her need for freedom. She convinces her loquacious Dragon, Galvistor, to carry her through the Veil on her search.

Outside the Veil, Captain Breedyn Sol is a compelling commander who dreams of peace in spite of constant war. Despising beautiful, scheming women even more than fighting, his life is untarnished by love. A sterile existence, but a stable one.

From the moment they meet, the self-centered Princess and the noble soldier clash as much as their disparate worlds. Neither realizes their opposition will lead to what they most desire.

No one realizes that once breached the Veil will fade away, and that one woman's moment of self-indulgence will change the course of existence for both worlds.

Revised blurb:

When once the Dragon's Veil is breached, the magic is doomed to fade away. The self-indulgence of one princess changes the course of existence for two very different worlds.

To find a husband who won't stifle her need for freedom, Princess Shaila violates the law by convincing her loquacious Dragon, Galvistor, to carry her through the Veil on her husband-quest search.

Outside the Veil, Captain Breedyn Sol is a compelling commander who dreams of peace in spite of constant war. Despising beautiful, scheming women even more than fighting, his life is untarnished by love. While his existence is sterile, he insists he prefers the stability of loneliness.

From the moment the self-centered princess and the noble soldier meet, they clash as much as their disparate worlds do. Is it possible for their opposition to lead to what they most desire?

Book 2: The Dragons' Vision

Original blurb:

When Princess Shaila flew her Black Dragon, Galvistor, through the magic Veil on her husband-quest, she disturbed the delicate balance that kept the

Dragons' sanctuary safe. Now the Veil, a thousand years in place, is fading, and the drought and war of the outside world threatens that which has always been bountiful and peaceful.

The consequence of her action is not lost on Shaila, who discovers she has made more than one mistake. She *wanted* handsome Armon Duel, a lordly soldier unlikely to object to a wife of unruly nature. By accident, Galvistor has brought home Captain Breedyn Sol, a domineering hulk who is everything Shaila intended to avoid!

Breedyn Sol is horrified. Not only did he nearly suffocate inside the Dragon's heaving gullet, but he's been separated from all that is important to him--his duty and his men. He's as determined to leave as Shaila is to send him back.

But there is no turning back.

Revised blurb:

When Princess Shaila flew her dragon through the magic barrier on her husband-quest, she disturbed the delicate balance that kept the sanctuary safe. After a thousand years protecting peaceful, bountiful Isoladia, the Veil is fading...and the drought and war that plagues the outside world threatens to spread to the island.

Princess Shaila's self-indulgence has weakened the Veil, but that mistake won't be her last. She'd wanted handsome Armon Duel, a lordly soldier unlikely to object to a wife of unruly nature, to become her husband. An unfortunate blunder on the part of her dragon instead lands her with Captain Breedyn Sol, a domineering hulk who's everything Shaila intended to avoid!

Breedyn Sol is horrified at what's been done to him against his will. Not only did he nearly suffocate inside the dragon's heaving gullet, but he's been separated from all that's important to him--his duty and his men. He's as determined to leave as Shaila is to send him back. Unfortunately for both of them, there is no turning back....

A Bernie Bolton Book

by S. B. Sturdevant (Sheryle Criswell Sturdevant)

Mid-grade Reader

Series blurb (written by Karen):

Bernice Blossom Bolton--Bernie--is a nine-and-a-half-year-old force to be reckoned with as she charges head-first into the 21st century. Feisty and fun, liberated and opinionated, she's ready to take on the world. Today's preteen girls will be able to relate to Bernie as she struggles to understand her fast-changing world, deals with changes in her family, comes to terms with the changes in herself.

Bernie Bolton's Big Apple Christmas

Original blurb:

Bernice Blossom Bolton is nine and a half-years-old, and taking her first trip to New York City. After refusing to go to breakfast, because she is angry at not receiving any gifts on Christmas morning, she decides to leave the hotel and explore the city on her own. During her walk she encounters a number of interesting people, from the phony Santa guy ringing a bell on the corner of Fifth Avenue, to the kindly pretzel vendor, to the not-so-kind taxi driver who almost runs her over as she attempts to cross the street.

Eventually, Bernie makes her way to Central Park where she spends the rest of day with a remarkable homeless man named, Ellis Duncan. As evening falls, Ellis Duncan tells Bernie about a long ago Christmas, and a wonderful and unforgettable gift. BERNIE BOLTON'S BIG APPLE CHRISTMAS, attempts to convey the simplest of lessons...that not all gifts are the ones you receive.

Bernie Bolton is, indeed, a force to be reckoned with as she charges head-first into the 21st century. She is feisty and fun, liberated and opinionated, and definitely ready to take on the world. Today's pre-teen girls will be able to relate to Bernie as she struggles to understand her fast changing world, to deal with the changes in her family, and to come to terms with the changes in herself.

Revised blurb:

Not all gifts are the ones you receive...

Bernie is taking her first trip to New York City. Angry at the lack of Christmas presents she's received, she decides to explore the city on her own. Eventually she makes her way to Central Park, where she meets remarkable homeless man named Ellis Duncan. As evening falls, Ellis Duncan tells Bernie about a long ago Christmas and a wonderful and unforgettable gift.

Bernie Bolton's Book

Original blurb:

When Bernie had Mr. Soren in third grade, she thought he was the most amazing teacher in the universe. He played games, did wood shop, and every Friday he had what he called Free Friday, complete with movies and popcorn.

Well, Bernie has Mr. Soren again for fifth grade and has forgotten all of this now. Mr. Soren, the coolest teacher in the Universe, has now become the worst. Even worst than Miss Boggs...if you can imagine that!

Mr. Soren is making the class keep a journal... a diary... a book, of the things that happen in their lives, and Bernie thinks it's a BAD idea.

Her wonderful fifth grade year, which she waited for all summer, is off to a really revolting start.

Revised blurb:

When Bernie was in third grade, she thought Mr. Soren was the most amazing teacher in the universe. He played games, did wood shop, and every Friday they'd had movies and popcorn. Now that she's in fifth grade, Mr. Soren, the coolest teacher in the Universe, is her teacher once again. But unfathomably, he's now worse than Miss Boggs, all because he's making the class keep a journal of all the things that happen in their lives. What'd Bernie expected to be a wonderful fifth grade year is off to a really revolting start.

Bernie Bolton's Brother

Original blurb:

Bernie Bolton was only a few short days from turning ten when disaster struck!

As she babysat her stepbrother, Kirby, the worst possible thing happened. Worse even than getting Miss Boggs for fourth grade!

As Kirby climbed a tree, and tried to touch the sky from the very highest branch--he fell!

Afterwards he was in a deep sleep the doctors called "a coma".

Bernie tried everything to wake him, from prayers, which she wasn't very good at, to intimidation, which she was, to loud Elvis music and peanut butter. Nothing worked, until Emmy suggested visiting Mr. Ralston. He was the oldest person in the neighborhood.

His house was old, and cluttered, and kind of creepy... and it smelled like fish, lots of old stinky fish. It was also full of cats... everywhere. But Mr. Ralston made wonderful cookies, and had a mysterious, secret box, which he opened for the girls after telling them a story from his childhood. A story filled with wonder and a little magic... the kind that might wake Kirby from his long sleep.

Revised blurb:

Only a few short days from turning ten, disaster strikes for Bernie! While babysitting her stepbrother Kirby, she watched helplessly as he fell from a tree and now he's in a deep sleep the doctors call a coma. Bernie tries everything to wake him--from prayers she's not very good at to intimidation, her second nature. Nothing works until Bernie visits Mr. Ralston, the oldest person in the neighborhood. His house is old, smelly, cluttered and kind of creepy. But Mr. Ralston makes wonderful cookies and has a mysterious secret box he opens only after telling a story from his childhood filled with wonder and a little magic...the kind that might wake Kirby from his long sleep.

Four in the Park - Four One Act Plays by S. B. Sturdevant Plays

Original blurb:

MOURNING THE MARIGOLDS is the story of eccentric, sixty-ish Bessie Levinson, as she sits on a park bench in Russell Square Park in London and tells her story to Charlie Hampton, a stranger.

It is also about Father Frank McAllister, an Irish priest, also in his sixties, who happens to be strolling through the same park with his niece, Julie. As they rest a moment on another bench, he tells his very similar story.

Through several Memory Scenes, we see Frank's and Bessie's love affair as it unfolds and then ends. We are witness to the bitter good-bye she faced when leaving her Jewish home in New York and defying her strict and domineering father. We are also witness to the struggle Frank must go through in order to come to his final conclusion. We become part of the pain that accompanies their lost love, and witness the difficult choices that come with true devotion. And finally, we learn of the broken hearts that have been with them both for the past forty years.

On this particular, chilly autumn afternoon, however, with Bessie's beloved Marigolds about to gasp their last - there is a chance meeting of the two old lovers...

A DAY in the LIFE of ELEANOR DUNCAN: Eleanor Duncan is a 72 year old, homeless woman living on a park bench in Central Park. She believes her bench to be her "home", which is wonderfully located so that she can overlook the skaters and the lovers. She has been on the streets for 24 years and wouldn't have it any other way.

On this Christmas Eve, Eleanor welcomes a string of visitors - from Joey, a 10- year-old boy, to her elderly sister Ruby and a few interesting guest in between. She regales them all with stories from her past, which reveal much insight into the character of Eleanor Duncan. As she enjoys her Christmas Eve dinner, a gift from her sister, she is surprised by her final visitor of the day - the last visitor of her life.

WEDNESDAY is a short one-act about an aging woman who chances to meet her long-time housekeeper in the park after thirty years. The time has been kind to one and not so kind to the other, and as the two elderly woman sit in the chill of a late November afternoon they discover that their differences are not nearly as great as they once thought.

THURSDAY tells about two sisters in their seventies - one with Alzheimer's, the other her caregiver. It is about coping and unconditional love.

Revised blurb:

Four one-act plays in one volume.

Mourning the Marigolds: Eccentric, sixtyish Bessie Levinson she sits on a park bench in Russell Square Park in London and tells her life story to Charlie Hampton, a stranger. Elsewhere in the park is Father Frank McAllister, an Irish priest, also in his sixties, strolling with his niece. He's telling Julie a very similar

story... Frank's and Bessie's love affair unfolded and ended. However, on this particular chilly autumn afternoon, with Bessie's beloved marigolds about to gasp their last, there's a chance meeting between two old lovers...

A Day in the Life of Eleanor Duncan: Eleanor Duncan is a 72-year-old homeless woman living on a park bench in Central Park. She believes her bench to be her "home", which is wonderfully located so she can overlook skaters and lovers. She has been on the streets for twenty-four years and wouldn't have it any other way. On this Christmas Eve, Eleanor welcomes a string of visitors and regales them all with stories from her past. As she enjoys Christmas Eve dinner, she's surprised by her final visitor of the day...the last visitor of her life.

Wednesday: An aging woman chances to meet her long-time housekeeper in the park after thirty years. The time has been kind to one and not so kind to the other. As the two elderly women sit in the chill of a late November afternoon, they discover their differences may not be as great as they always thought.

Thursday: Two sisters in their seventies--one with Alzheimer's, the other her caregiver--have taught each other about coping and unconditional love.

Strings

by Sheryle Criswell Sturdevant

Historical: Holocaust

Original blurb:

This is fifteen-year-old Hanna Berkenski's journey from her family's tiny apartment in the Warsaw Ghetto, through the awful night she spends in a cattle-car with her mother and sister, to her three years as a violinist in the welcoming orchestra at Auschwitz.

The real horror begins as the train arrives at Auschwitz. Hanna's first impression is of a warm welcome because of the flowers and sunshine and music. She has been told she will be spending the next few weeks in a "work" camp until her family is reunited and relocated. Even the snowflakes make her feel a sense of relief...until she realizes they are not snowflakes at all, but ash.

Hanna is taken to Building 11, where the "welcoming" orchestra women are housed. Her red hair is shaved, her arm tattooed, and she is given a blue skirt, a white blouse, and a violin. She is also given a gray dress, which she wears when she is not performing. And then she spends three years in Hell.

Revised blurb:

Fifteen-year-old Hanna Berkenski journeys from her family's tiny apartment in the Warsaw Ghetto through an awful night spent in a cattle-car with her mother and sister to the welcoming orchestra at Auschwitz where she was a violinist for three years. As the train arrives at Auschwitz, flowers, sunshine and music fell like warm welcomes to her. She's been told she'll be spending the next few weeks in a "work camp" until her family can be reunited

and relocated. Even the snowflakes bring her joy...until she realizes they're not snowflakes at all but ash. Three years in hell are about to begin...

Embrace of Memory
by Vicki McElfresh
Fantasy

Original blurb:

The past stalks Cree Lin in dreams of fire, pain and power he cannot control, but he doesn't remember the events that left him scarred and shamed. He knows his out of control magic left a village in ruins. He knows people died, but he remembers nothing except fire and pain. He's forsworn all magic, except his gift with animals. He returns to the village he destroyed, hoping to recover the memories he's lost and somehow make restitution for his sins.

In the village he meets Benjamin, a blacksmith who should hate him, but who seems determined to help him make peace with his past. Benjamin convinces him to seek out Mirayla, the healer who had treated his wounds years earlier. Finding Mirayla means facing his past, including the dark memories he's shared with no one, memories that hold the key to unlocking his untapped potential.

Revised blurb:

Cree Lin is being stalked by his past in dreams of fire, pain and power he's unable to control. Upon waking, he can't remember fully the events that have left him scarred and ashamed, but he does know that his reckless magic use brought ruin to an entire village. Innocent people died, and he's to blame. For that reason, he's sworn off all magic. Desperate for closure, he returns to the village he destroyed, hoping to recover what he's lost and somehow make restitution for his sins.

In the village he meets a blacksmith who should hate him, but instead Benjamin seems determined to help him make peace with his past. At the blacksmith's urging, Cree sets out to find the village healer. Locating Mirayla means forcing himself to delve into the dark recesses of his mind...places he fears hold the key to unlocking his potential for unequalled power--and even greater destruction.

Crabbo and Clever Crabbo
by Wendy Nichols
Mid-grade Reader

Original blurb:

Crabbo: Ten-year-old Mark is lonely. He'd rather be at home with his

computer than holidaying at the beach. But everything changes when he meets Crabbo, the talking crab. Together they take on the camping ground bullies and turn this holiday into the best one Mark's ever had.

Clever Crabbo: It's summer and Mark, Ellie and Crabbo, the talking crab, are on holidays at the beach. But Mrs Cripps is very unhappy. Fred and his mean gang are stealing from the Cripps' milk bar and the Cripps are in danger of losing their business. Can Clever Crabbo come up with a plan to trap the bullies or will the Cripps be forced to close their shop?

Revised blurb:

Crabbo: Ten-year-old Mark would rather be at home with his computer than holidaying at the beach. He certainly wouldn't admit he'd be pretty lonely doing that either. But everything changes when he meets Crabbo, a talking crab. Together they take on the camping ground bullies and turn his holiday into the best Mark's ever had.

Clever Crabbo:

Mark, Ellie and Crabbo, the talking crab, are on holiday at the beach where the Cripps are very unhappy. Fred and his mean gang are stealing from their milk bar, endangering their ability to stay in business. Can clever Crabbo come up with a plan to trap the bullies or will the Cripps be forced to close their shop?

Reality's Plaything Series
by Will Greenway
Fantasy

Series Blurb (written by Karen):

Impossible battles. Unconquerable enemies. A hero with one mission: to win in order to take back his life.

A borderlands scout is propelled on an epic odyssey to rescue (and eventually marry) his kidnapped lover, confront evil gods and goddesses and their minions, and discover the strength and means of controlling his unique, inherited ability to bend reality--a power that, unleashed, could destroy him.

Book 1: Reality's Plaything

Original blurb:

An impossible battle.

An unconquerable enemy.

A hero with one mission: to win.

Bannor Starfist has an enemy, a powerful and vengeful enemy. As the insane moon goddess, Hecate, and her minions close in on him, devastating the

world he loves, Bannor realizes he must fight to save them all.

With the threat of being consumed by his newly recognized power, Bannor struggles to learn how to control it while clashing with the evil that confronts him. Armed with a little more than an axe and his love for his wife, Bannor goes head-to-head against a god. But how does one defeat a god?

Revised blurb:

The life Bannor Starfist knows and loves is fractured when the insane moon goddess Hecate learns of his reality-bending power and seeks to capture it for herself. With Hecate's minions constantly closing in on him, devastating the land and world he loves, he's joined by Savants like himself, Elves, Humans, and Dwarves in their mutual efforts to resist their enemy's relentless assault.

In a life turned upside down, Bannor's love for Sarai, his elven wife-to-be, is tested by secrets and terrible truths and he struggles to overcome guilt over the death of a brother. Resolve and confidence war with flagging will and imminent despair as Hecate's marathon of destruction grinds on. How does one man fight a god? Between the rock and the hard place he finds himself in, Bannor Starfist must find a way to destroy his enemy's dark army and bring an end to an immortal madwoman who seeks to subvert all with the power she intends to steal from him.

Book 2: 'Neath Odin's Eye

Original blurb:

Surviving a battle to the death with a god would tax the greatest of heroes, but for Bannor Starfist it is only the beginning of something much worse--a war with a whole pantheon of gods!

The death of Hecate has triggered a rumble in the Vanir pantheon. AllFather Odin is not happy, Bannor and all his friends must be brought to justice for the crime of murder.

For the already battered Bannor, the ordeal is only beginning. Sarai's mother and sister, and all the rest of his friends have been captured and imprisoned in Niflheim, the land of the dead. Somehow, he must find a way to get them out without Odin catching him as well. To add to the challenge, the battle with Hecate has taken away his powers...

Revised blurb:

Surviving a battle to the death with a goddess would tax the greatest of heroes, but for Bannor Starfist it proves to be only the beginning of something much worse--a war with a whole pantheon of gods!

The death of Hecate has triggered a rumble in the Vanir pantheon. AllFather Odin insists Bannor and all his friends must be brought to justice for

the crime of murder.

For the already battered Bannor, the ordeal is only beginning. His Elven fiancée's Sarai's mother and sister and all the rest of his friends have been captured and imprisoned in Niflheim, the land of the dead. Somehow, he must find a way to get them out without Odin imprisoning him as well. As if his challenge wasn't impossible enough, the battle with Hecate has taken away his most powerful weapon: His ability to bend reality...

Book 3: Eternal's Agenda

Original blurb:

Always a catch...

For Bannor Starfist, the savant of reality, nothing is easy...including getting married.

Fresh off a duel with allfather Odin, Bannor tries to start a new life in Malan with his cherished betrothed, Sarai. He hopes the worst of his troubles will be preparing for the elaborate royal marriage ceremonies. As usual, things don't go according to plan...

Creation, annihilation, *perpetuity*...the words boom in Bannor's mind through his magical nola powers. The message is just a pre-cursor to another big mess done Garmtur style. Daena, the savant of attractions turned immortal goddess, is up to something and Advocate Eternal Koass is anything but happy.

Bannor goes to Eternity's Heart to speak on Daena's behalf and ends up the Shael Dal's latest draftee. The Protectorate has a problem. A million blood-thirsty war-mages are running rampant through the Ring Realms destroying everything they come in contact with. The difficulty is, nobody can find them...except maybe someone with the reality bending power of the Garmtur Shak'Nola.

Bannor decides to help but learns the hard way. No good deed goes unpunished...

Revised blurb:

Always a catch... For Bannor Starfist, the savant of reality, nothing is ever easy...including getting married.

Fresh from an earth-shattering duel with allfather Odin, Bannor tries to start a new life in Malan with his cherished betrothed, Sarai. He hopes the worst of his troubles will be preparing for the elaborate royal marriage ceremonies. As usual, things don't go according to plan...

Creation, annihilation, *perpetuity*... the words boom in Bannor's mind through his magical powers. The message is just a precursor to another big mess done Garmtur style. Daena, the savant of attractions turned immortal goddess, is up to something and Advocate Eternal Koass doesn't like the rumblings.

Bannor goes to Eternity's Heart to speak on Daena's behalf and ends up the

Shael Dal's latest draftee. The Protectorate has a problem. A million bloodthirsty war-mages are running rampant through the Ring Realms, destroying everything they come in contact with. The difficulty is, nobody can find them... except maybe someone with the reality-bending power of the Garmtur Shak'Nola. Bannor agrees to help but quickly learns the hard lesson that no good deed goes unpunished...

Book 4: Savants Ascended

Original blurb:

Bannor and Wren are on another adventure doing what they do best...getting into and out-of trouble. The two savants embark on a simple reconnaissance mission with their new friends from the Shael Dal. Naturally there are the little bumps that make the danger duo's life so interesting--massacres, spies, and hostile alien assassins...

At the behest of Koass the eternal, Bannor has pierced the veil of secrecy around the Baronians, and the soldiers of Baronia have a single response:

Destroy.

Revised blurb:

Bannor and Wren are on another adventure, doing what they do best...getting into and out-of trouble. The two savants embark on a simple reconnaissance mission with their new friends from the Shael Dal. Naturally there are the little bumps that make the danger duo's life so interesting--massacres, spies, and hostile alien assassins...

At the behest of Koass the eternal, Bannor has pierced the veil of secrecy around the Baronians, and the soldiers of Baronia have a single response:

Destroy.

Book 5: Infinity Annihilator

Original blurb:

The rogue Kriar Daergons have the ancient Jyryl genemar, a weapon capable of destroying all the magic in Eternity. A device so destructive it can slay any creature from a universe away. Bannor is just lucky enough to have the weapon aimed at him.

Infinity Annihilator is the fifth and final volume in the epic of Reality's Plaything, as the ultimate powers meet head on in devastating battle.

Revised blurb:

The rogue Kriar Daergons have possession of the ancient Jyryl genemar, a

weapon capable of destroying all the magic in Eternity--a device so destructive it can be made to slay any creature from a universe away. Bannor Starfist, Savant with the unique ability to bend reality, is just lucky enough to have the weapon aimed at him. In this fifth and final volume of Reality's Plaything, ultimate powers meet head-on in a devastating battle of mythological proportions.

Ring Realms: Savant's Blood Saga
by Will Greenway
Fantasy

Series blurb (written by Karen):

A young girl is stolen from her mother by agents of a jealous goddess, escapes and becomes a street waif known as 'Wren' who, decades later, is an elder member of the Brethren Guild, a thieves guild in the ancient city of Corwin. A battle with a rival Brethren Guild forces Wren to seek refuge in a temple where she receives the first clues that will lead her toward the truth of who and what she is. From a dream, an amulet in the shape of a phoenix appears around her neck. Engraved on the back of the magic device is one simple word--Liandra. Wren must not only learn her identity but how she fits into the universe she lives in. As she later discovers, a savant's sense of self is far more than a name or even a body but a spiritual destiny tied to the very origins of the Ring Realms themselves.

Book 1: Shadow of the Avatar

Original blurb:

Wren Kergatha defeats Hecate and reclaims her family, only to face new challenges. The Kriar have infiltrated Starholme, Vera her mentor in G'yaki combat, suffers a breakdown, and her grandmother Idun the pantheon lady wants to start a god war.

The third installment of the Savant's Blood Series sees Wren embrace her Aesir heritage, becoming a general like her mother and grandmother, and fighting a ground war in order to find Vera's G'yaki clan in order to help the woman heal decades old wounds.

Being far stronger and accompanied by army of allies doesn't stop Wren's enemies from causing trouble. She must fight dragons, gods, and even a rogue member of the firsts, before she can set matters right with Vera, herself, and her family.

Revised blurb:

Hecate, goddess of the moon and dark magic, wants a new body and eight-summer-old savant Liandra Kergatha has the one she covets. Torn from her mother's arms, the young girl is spirited away to another world to undergo the

ritual of succorunding--the creation of an avatar. Before the procedure can be completed, the temple is attacked and Liandra escapes into the city with the bindings half completed and her name and memories of her former life wiped clean.

Possessing great natural skill and many hidden powers, the young girl becomes known as Wren and perseveres on her own. A decade later Wren is one of the greatest master thieves in Corwin. Unfortunately for Wren after her ordeal as a child, lost is not forgotten. Following a bloody encounter with an avatar, Hecate's baneful attention is drawn to her once again.

What started with a kidnapping becomes a conflict that escalates into a war involving powerful immortals, wizards, and otherworldly creatures as Wren seeks help and wins favor with the legendary clan of the Felspars.

To survive the ordeal stretched in front of her, Wren must learn her origins, befriend amazing allies, and tap into the secret powers of her birthright. Even as she rises to the challenge, she discovers Hecate isn't the only foe gunning for her...

Book 2: Hecate's Bounty

Original blurb:

Imagine that you are one half of a cosmically powerful being. Wren Kergatha, a savant of forces, is heir to the incredible powers of the first ones. The big problem is, separated from her beta half, her abilities provide little more than token defense against demons and avatars. To make matters worse, the stronger half is bent on devouring her.

Hecate's Bounty continues Wren's epic quest to regain her memories, family, and heritage. Even with the potent help of the Felspar clan, the young savant of forces finds herself and her allies on the run from the minions of a pantheon lord.

In order to rescue her parents and brother, Wren must find the lost city of Cosmodarus and confront the evil goddess of the moon. How will she defeat a creature able to ravage worlds???

Revised blurb:

Imagine you're one half of a cosmically powerful being. Wren Kergatha, a savant of forces, is heir to the incredible powers of the first ones. Unfortunately, separated from her beta half, her abilities provide little more than token defense against demons and avatars. To make matters worse, the stronger half is bent on devouring her.

Wren continues her epic quest to regain her memories, family, and heritage. Even with the potent help of the Felspar clan, the young savant of forces finds herself and her allies on the run from the minions of a pantheon lord.

In order to rescue her parents and brother, Wren must find the lost city of

Cosmodarus and confront the evil goddess of the moon. But how can she defeat a creature able to ravage entire worlds?

Book 3: Aesir's Blood

Original blurb:

Wren Kergatha defeats Hecate and reclaims her family, only to face new challenges. The Kriar have infiltrated Starholme, Vera her mentor in G'yaki combat, suffers a breakdown, and her grandmother Idun the pantheon lady wants to start a god war.

The third installment of the Savant's Blood Series sees Wren embrace her Aesir heritage, becoming a general like her mother and grandmother, and fighting a ground war in order to find Vera's G'yaki clan in order to help the woman heal decades old wounds.

Being far stronger and accompanied by army of allies doesn't stop Wren's enemies from causing trouble. She must fight dragons, gods, and even a rogue member of the firsts, before she can set matters right with Vera, herself, and her family.

Revised blurb:

Wren Kergatha defeats Hecate and reclaims her family only to face new challenges. The Kriar have infiltrated Starholme. Then her mentor in G'yaki combat, Vera, suffers a breakdown. As if that's not enough, her grandmother Idun the pantheon lady wants to start a god war.

While Wren embraces her Aesir heritage, becoming a general like her mother and grandmother, she fights a ground war in the quest to locate Vera's G'yaki clan. Only then will decades-old wounds heal.

Alas, being far stronger and accompanied by an army of allies doesn't stop Wren's enemies from causing trouble. The only way to set matters right with Vera, herself and her family is to battle dragons, gods, and even a rogue member of the firsts.

Ring Realms: Shaladen Chronicles **by Will Greenway** **Fantasy**

Series blurb (written by Karen):

Humans long to realize their own potential and some struggle each day to grasp even the smallest fraction of what they could and should be. Corim Vale, the fighting sage, struggles to be a better man, not only for himself but in order to help the less fortunate in the world. An educator, warrior and adventurer, Corm had a gentle heart and a thirst for the unknown. Little does he suspect, the unknown is

about to find him and kick him in the teeth...

Book 1: A Knot in Time

Original blurb:

Corim Vale dreamed of visiting other worlds, of learning, and bringing education to the masses. One thing stood between him and his lofty goals, the seventh circle challenge against Talorin Falor the academy headmaster and arguably the strongest man on all of Titaan.

Known as the "Fighting Sage", Corim Vale is an explorer and knowledge seeker who uses tournament winnings to fund his research. Ready to push toward loftier ambitions, the Matayan warrior-academic seeks the patronage of the powerful academy and gets swept up in a decades old vendetta, a war between ancient races, and a plot to destroy time itself.

What starts as a dare becomes a race to save the stability of Eternity when Corim's investigation uncovers the machinations of a team of evil conjurers bent on the destruction of the Chronal Protectorate--even at the cost of their lives and all sentience in the universe...

Revised blurb:

Corim Vale has spent his life dreaming of visiting other worlds, of learning and bringing education to the masses. One thing stands between him and his lofty goals: The seventh circle challenge against Talorin Falor, the academy headmaster and arguably the strongest man on all of Titaan.

Known as the "Fighting Sage", Corim is an explorer and knowledge seeker who uses tournament winnings to fund his research. Ready to push toward loftier ambitions, the warrior-academic seeks the patronage of the powerful academy and gets swept up in a decades old vendetta, a war between ancient races, and a plot to destroy time itself.

What starts as a dare becomes a race to save the stability of Eternity when Corim's investigation uncovers the machinations of a team of evil conjurers bent on the destruction of the Chronal Protectorate--even at the cost of their lives and all sentience in the universe...

Book 2: Anvil of Sorrow

Original blurb:

When re-assembling time just isn't good enough...

Saving the collapsing timeline cost Corim Vale his right arm and half of his soul, proving that the best of intentions can lead one to the abyss. In Corim's case--literally.

For the Protectorate, things have gone wrong in a big way. Meridian's

attempt to destroy time has left Eternity's chronology in a mess. Aarlen Frielos the most skilled time diver of the Shael Dal lies in a coma, along with Beia Targallae, and three other women. To restore them all Corim needs to do is retrieve Aarlen's missing spiritual essence. Finding the lost soul is simple, it's getting it back from the death goddess who has it that might offer a challenge...

As a newly appointed gamma class Protectorate enforcer, Corim Vale has a lot to learn. He must hit the chronology running as Eternity is besieged by marauding extra-universal aliens, Kriar insurgencies, and mad wizards who simply refuse to die. If that wasn't enough to deal with, the mind patterns of an ancient magestrix are inexorably overwhelming his body...

Revised blurb:

Saving the collapsing timeline cost Corim Vale his right arm and half of his soul, proving that the best of intentions can lead one to the abyss. In Corim's case, literally.

For the Protectorate, things have gone as wrong as they can go. Master of the death spectacles Meridian Arcturan's attempt to destroy time has left Eternity's chronology scrambled while Shael Dal's most skilled time diver Aarlen Frielos lies in a coma along with death spectacle veteran Beia Targallae and three other women. To restore them, Corim needs to retrieve Aarlen's missing spiritual essence. Finding the lost soul is simple. Getting it back from the death goddess who stole it that might offer a bit of a challenge...

As a newly appointed gamma class Protectorate enforcer, Corim has no choice but to hit the chronology running as Eternity is besieged by marauding aliens, Kriar insurgencies, and mad wizards who simply refuse to die. If that wasn't enough to deal with, the mind patterns of an ancient magestrix are inexorably overwhelming his body...

Ring Realms: Genemar War Saga
by Will Greenway
Fantasy

Series blurb (written by Karen):

The Genemar War Saga carries on the story of the children of Gaea through Vhina Starfist-T'Evagduran, offspring of legendary beings and herself a battle master, and the struggle to protect the Ring Realms from the threat of the Chyrith, a race so powerful that entire universes fall under their evil sway...

Book 1: Child of Ascendants

Original blurb:

For Vhina Starfist-T'Evagduran, 4th Princess of Malan, adventure is a

hereditary trait. With a reality controlling savant for a father, and an elven mistress of elements for a mother, Vhina has lived in the shadow of her parents' legend. Trained almost from birth in the arts of battle, she can only wonder why--because there is no war...not even a hint of one.

Until today.

Child of Ascendants carries on the story of the children of Gaea, and their struggle to protect the realms from the threat of the Chyrith, a race so powerful, entire universes fall under their sway...

Revised blurb:

For Vhina Starfist-T'Evagduran, 4th Princess of Malan, adventure is a hereditary trait. With a reality-controlling savant for a father and an elven mistress of elements for a mother, Vhina has lived in the shadow of larger-than-life legends. Trained almost from birth in the arts of battle, she can only wonder why, given that there is no war or even the hint of one.

Until now...

The Vince Torelli Series
by John Schembra
Vietnam War

Series blurb:

Book 1: MP - A Novel of Vietnam

Original blurb:

June 1967 As Vincent Torelli stepped off the plane at Bien Hoa Air Base, South Vietnam, he was almost overwhelmed by the stench in the hot, humid air. He still had a hard time realizing he was in Vietnam. Drafted into the armed forces five months earlier, he ended up becoming a Military Policeman, assigned to the 557th MP Co. at Long Binh Post just outside Binh Hoa City.

His year tour of duty in Vietnam changes him from a somewhat naïve young man to a battle hardened veteran. Through unlucky chance, Vince becomes involved in the ferocious '68 Tet offensive, barely surviving the night. He sees and experiences things he could never have imagined before Vietnam.

This is Vince's story, of how he survived that year in Vietnam, how he coped with the hell he faced, of the friendships he formed, and of the sorrow of lives lost.

Revised blurb:

As Vincent Torelli steps off the plane at Bien Hoa Air Base in South Vietnam in June 1967, he's almost overwhelmed by the stench in the hot, humid

air. Drafted into the armed forces five months earlier, he still can't comprehend how he ended up in this place and what he's doing there, now a Military Policeman assigned to the 557th MP Company at Long Binh Post just outside Bien Hoa City.

His year-long tour of duty in Vietnam changes him from a somewhat naïve young man to a battle-hardened veteran. Through unlucky chance, Vince becomes involved in the ferocious '68 Tet offensive, barely surviving the night. He sees and experiences things he could never have imagined before ending up in Vietnam. Survival, coping with the hell he's facing and the sorrow of lives lost is only balanced by the friendships he's formed.

Book 2: Retribution Mystery (Serial Killer)

Original blurb:

There's a vigilante killer loose in San Francisco, and when the justice system fails, he doles out his own brand of justice.

Homicide Inspector Vince Torelli has handled some of the city's worst murders, but this case has him baffled. It seems no matter what he does, the killer manages to stay one step ahead of him, anticipating his every move. Hell, the false clues and trail the killer leaves keeps Vince chasing shadows as the body count rises.

Will he discover the killer's identity? And will he survive long enough to bring him to justice?

Revised blurb:

With a vigilante killer loose in San Francisco, Homicide Inspector Vince Torelli deals with a killer that doles out his own brand of fairness when the justice system fails...

Vince Torelli has handled some of the city's worst murders, but this case has him baffled. No matter what he does, the killer manages to stay one step ahead of him as if anticipating his every move. False clues and an all-but-breadcrumbed trail the killer leave keeps Vince chasing shadows as the body count rises. Discovering the killer's identity becomes secondary to whether he'll survive long enough to bring this criminal to justice.

Book 3: Diplomatic Immunity Mystery/Thriller

Original blurb:

There are sixty-six Consulates and Embassies in San Francisco, and a very talented, deadly sniper is targeting the Consul Generals, seemingly at random.

Homicide inspector Vince Torelli has a reputation for solving the toughest cases in the City, but this one is unlike anything else he has faced. The killings make no sense, lack motive, and appear to be unrelated but Vince knows there has to be a link between them. He struggles to find the connection and identify the suspect, but as he gets closer to the answer, he becomes a target himself. This can end only one of two ways, either by him solving the case, or by becoming a victim himself.

Revised blurb:

With sixty-six Consulates and Embassies in San Francisco, a very talented, deadly sniper is targeting the Consul Generals--seemingly at random.

San Francisco Homicide Inspector Vince Torelli has a reputation for solving the toughest cases in the city, but this one is unlike anything else he's faced. The killings make no sense, lack motive, and appear to be unrelated. Yet Vince can't shake that there has to be a link between them. He struggles to find the connection and identify the suspect. This can end only one of two ways: Either he solves the case...or he becomes a victim himself.

Sin Eater
by John Schembra
Thriller: Supernatural (paranormal)

Original blurb:

The shocking murder of a professor at San Donorio State College brings the city police to investigate, with Campus Police Officer Sarah Ferris as the college liaison.

Sarah's friend, Nico Guardino, a history professor at the college, gets drawn into helping and while Nico and Sarah struggle to find the murderer, the killing continues.

As Nico is inexorably drawn deeper and deeper into the investigation, he begins getting flashes of visions and deep feelings of dread that he knows are somehow connected to the murderer. He feels the connection becoming stronger, but how and why remains unknown. His visions and feelings are becoming more and more disturbing as the investigation progresses...

Revised blurb:

The shocking murder of a professor at San Donorio State College brings the city police to investigate with Campus Police Officer Sarah Ferris acting as college liaison. Sarah's friend, Nico Guardino, a history professor, gets drawn into helping her investigate. Nico and Sarah struggle to find the murderer even as more bodies are discovered.

Drawn inexorably deeper, Nico begins having visions and terrifying

feelings of dread he knows somehow connect to the murderer. The *how* and *why* remains frustratingly unknown even as his visions and premonitions take a turn for the disturbing...

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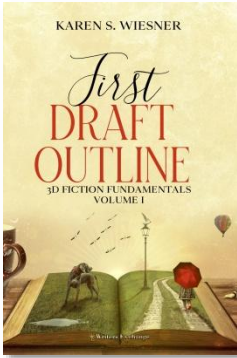
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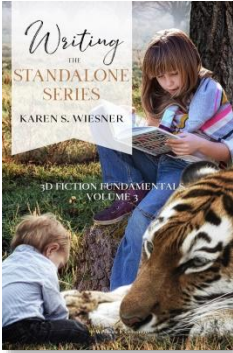


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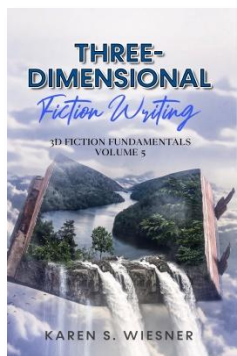
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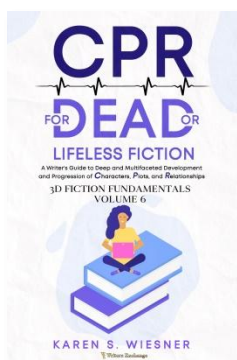
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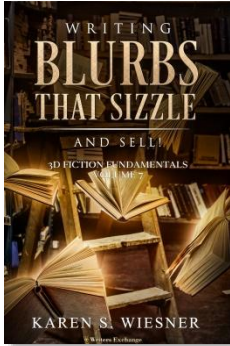
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About the Author

In addition to having been a popular writing reference instructor and writer, professional blurbologist and freelance editor, Karen S. Wiesner is the accomplished author of 156 titles published, which have been nominated/won for over a hundred and thirty awards. The books Karen has edited have won multiple awards, and she's judged numerous writing contests.

Her nonfiction has included more than a half-dozen writing reference manuals that teach writers story crafting techniques as well specific facets of the book industry, such as author promotional techniques and the ins-and-outs of electronic publishing.

Karen is the author of sixteen fiction series which cover such genres as women's fiction, romance, mystery/police procedural/cozy, suspense/thriller, paranormal/supernatural, futuristic, fantasy, science fiction, gothic, inspirational/Christian, thriller, horror, chick-lit, and action/adventure. She also writes children's books and poetry. Karen will begin illustrating children's books starting in 2025.

Visit Karen's website and blog at <https://karenwiesner.weebly.com/>. Check out her Facebook author page here: <http://www.facebook.com/KarenWiesnerAuthor>. Visit her Writers Exchange E-Publishing author page at <http://www.writers-exchange.com/karen-wiesner/>.