
Off To Be The Wizard

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Off to Be the Wizard *47North*

An io9 Can't Miss Science Fiction and Fantasy title in March 2014. Martin Banks is just a normal guy who has made an abnormal discovery: he can manipulate reality, thanks to reality being nothing more than a computer program. With every use of this ability, though, Martin finds his little "tweaks" have not escaped notice. Rather than face prosecution, he decides instead to travel back in time to the Middle Ages and pose as a wizard. What could possibly go wrong? An American hacker in King Arthur's court, Martin must now train to become a full-fledged master of his powers, discover the truth behind the ancient wizard Merlin...and not, y'know, die or anything.

Wizard of the Grove *Jabberwocky Literary Agency, Inc.*

Together in one volume, the WIZARD OF THE GROVE duology contains Tanya Huff's first two novels, CHILD OF THE GROVE and THE LAST WIZARD. CHILD OF THE GROVE In a far-ago age, wizards ruled the world with a power so dark even the Elder races feared them. But when their power caused them to unleash dragons from the depths of the earth itself, they were undone by their own hand, thus freeing the world. Or so it was thought. For now, after many years of hard-won peace, the human kingdom of Ardhan is under threat from the dread king of Melac. Yet the real danger is the king's counselor, Kraydak—a wizard who survived the slaughter of his kind and has waited until now to rise to power once again. But the world will not be as easy to vanquish this time. For the royal family of Ardhan is no longer merely made of men. They have blended their destiny with the immortals who dwell in the Sacred Grove—a place untouched by darkness or death. And it will fall to the youngest of that enchanted bloodline to stand against the coming. Her name is Crystal. And she is the one thing in the world Kraydak fears... A wizard. THE LAST WIZARD Crystal was born of a bloodline both mortal and magical, raised to one day become a wizard and to defeat a long-hidden evil that threatened the realm of Ardhan. Through many dangerous adventures and lethal deceptions, she was finally victorious. And peace was at hand. Yet it was not so for Crystal. As the last living wizard, she soon found herself living a life without meaning. For while the people of Ardhan prospered in the world she had delivered, Crystal—with her still-growing powers—could find little solace. She was alone. Then, by chance, she saved a mortal life with her gift, re-igniting her bonds with humanity and inspiring her to undertake a new quest—to find a long-hidden treasure unlike any other. A hidden cache of magical forces that only she can control or destroy. But the prize she seeks just might do the same to her...

Off to See the Wizard *Simon and Schuster*

Sabrina travels into the future to find a powerful wizard.

The Wizard's Dilemma *Houghton Mifflin Harcourt*

A novel "filled with very credible teen angst, morality, and an intriguing blend of science fiction and fantasy" from the author of A Wizard Abroad (School Library Journal). Still recovering from an overly

eventful vacation in Ireland, teenage wizard Nita Callahan is looking forward to some peace and quiet in her suburban New York home. Instead, her close friend Kit seems to be acting a little weird, and Nita keeps running into problems for which wizardry either isn't the answer or else it's the wrong one. How do you fix what can't be fixed? Only the Transcendent Pig knows, and it's not telling. But Nita needs to find out—and soon. Her wizardly partnership with Kit starts to fall apart. Much worse, her mother gets sick . . . so sick she may never leave the hospital. Only one person can help Nita—the One she's devoted her life to fighting. "Powerful and satisfying."—Kirkus Reviews (starred review) "A gripping and dynamic fantasy . . . Fans of the author will flock to this new adventure, which likely will bring new readers to the series."—VOYA Praise for the Young Wizards series "Duane is tops in the high adventure business . . . This rollicking yarn will delight readers."—Publishers Weekly "High Wizardry is . . . high entertainment."—Locus "Recommend this series to young teens who devour books about magic and wizards . . . or kids looking for 'Harry Potter' read-alikes."—School Library Journal "Stands between the works of Diana Wynne Jones . . . and Madeleine L'Engle . . . An outstanding, original work."—The Horn Book

Toonopolis

Chi Lin

Toonopolis is a cartoon city that is home to the thoughts and ideas of all sentient beings in the universe. As the center of the Tooniverse, it acts as an other-worldly rest stop for these creations. Chi Lin was the last unicorn on Earth before he sought a safe haven for himself and his maiden, Saucha, a thirteen century Indian girl. Little did he realize that even though they were safe from death in the cartoon universe, they were not safe from the machinations of Agent Mimic on Earth. Gemini, having barely escaped with his mind intact during his first adventure in Toonopolis, returns to the Tooniverse with Jimbob the Talking Eggplant on a quest to find Chi Lin before Mimic can manipulate the unicorn into doing his bidding. Join Gemini on an all new adventure into both familiar and brand-new realms of Toonopolis where he makes more friends, visits old ones, and is reminded that things are not always what they seem to be in this strange and ever-changing world.

Spell Or High Water *47North*

The adventures of an American hacker in Medieval England continue as Martin Banks takes his next step on the journey toward mastering his reality-altering powers and fulfilling his destiny. A month has passed since Martin helped to defeat the evil programmer Jimmy, and things couldn't be going better. Except for his love life, that is. Feeling distant and lost, Gwen has journeyed to Atlantis, a tolerant and benevolent kingdom governed by the Sorceresses, and a place known to be a safe haven to all female time-travelers. Thankfully, Martin and Philip are invited to a summit in Atlantis for all of the leaders of the time-traveler colonies, and now Martin thinks this will be a chance to try again with Gwen. Of course, this is Martin Banks we're talking about, so murder, mystery, and high intrigue all get in the way of a guy who just wants one more shot to get the girl. The follow-up to the hilarious Off to Be the Wizard, Scott Meyer's Spell or High Water proves that no matter what powers

you have over time and space, you can't control rotten luck.

Return of the Wizard King: The Wizard King Trilogy Book One *Dark Horse Comics*

Get in. Get out. Get paid. That was the plan. Instead, these reluctant mercenaries uncover some hidden agendas and ancient power struggles centuries in the making. The last wizard king seeks a return to Tralodren after nearly eight centuries of exile. But doing so requires the manipulation of a band of mercenaries oblivious to his goals. The gladiator sold his soul for revenge. The knight's a bigot. The dwarf only cares about regaining his honor. Even the wizardess seems too bookish for anyone's good. But they've all been hired by a blind seer and his assistant to retrieve some forgotten knowledge long hidden away in a jungle-strangled ruin. Betrayal, madness, adventure, and magic fill this first volume of the Wizard King Trilogy, introducing readers to a world rich in history, faith, and tales of adventure--of which this story is but one of many. ". . . this promising series opener will leave many readers curious to know what comes next."--Publishers Weekly "Here be roaring monsters to be fought, characters who come vividly to life, and fell magic . . . A wild ride. Highly recommended."--Ed Greenwood, New York Times bestselling author and creator of the Forgotten Realms "With Return of the Wizard King, Chad Corrie delivers a very promising start to an exciting epic fantasy saga filled with intriguing characters and unexpected twists."--Richard Knaak, New York Times and USA Today bestselling author "Corrie uses his diverse cast . . . to guide the reader through the narrative, winding through dark paths and brutal action scenes . . . effectively mak[ing] the reader feel like a participant."--Rogues Portal

The Wonderful World of Oz

The Wizard of Oz, The Emerald City of Oz, Glinda of Oz *Penguin*

This fully annotated volume collects three of Baum's fourteen Oz novels in which he developed his utopian vision and which garnered an immense and loyal following. The Wizard of Oz (1900) introduces Dorothy, who arrives from Kansas and meets the Scarecrow, the Tin Woodman, the Cowardly Lion, and a host of other characters. The Emerald City of Oz (1910) finds Dorothy, Aunt Em, and Uncle Henry coming to Oz just as the wicked Nome King is plotting to conquer its people. In Baum's final novel, Glinda of Oz (1920), Dorothy and Princess Ozma try to prevent a battle between the Skeezers and the Flatheads. Tapping into a deeply rooted desire in himself and his loyal readers to live in a peaceful country which values the sharing of talents and gifts, Baum's imaginative creation, like all great utopian literature, holds out the possibility for change. Also included is a selection of the original illustrations by W. W. Denslow and John R. Neill. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

Joe-Joe the Wizard Brews Up Solids, Liquids, and Gases *Capstone Classroom*

Introduces the states of matter by following the adventures of Joe-Joe, a student who tries to turn his homework into chocolate bars but instead transforms it into syrup.

The Wizard's Cookbook

Magical Recipes Inspired by Harry Potter, Merlin, The Wizard of Oz, and More *Skyhorse*

The definitive cookbook for everyone who loves fantasy and lore! The ultimate gift book for fans of all things magical! Aurélia Beaupommier pays tribute to all sorcerers, fairies, elves, mages, witches, and magicians within this spellbinding cookbook! In The Wizard's Cookbook, you'll find recipes inspired by your favorite magical stories, eras, and lands—from history, myth, and fantasy—including: The Legend of Zelda World of Warcraft Halloween Harry Potter Dungeons and Dragons Mulesine Lord of the Rings Willow Narnia and so much more! Inspired by the most famous wizards in history, from Merlin to Dumbledore to Marry Poppins, The Wizard's Cookbook includes magical dishes that are both quick and easy to prepare for any occasion. Beaupommier provides a beautiful spread of festive themed dishes to enchant your guests. Recipes are accompanied by beautiful full-page color photographs of the delectable food and drinks. In addition to the sustenance necessary to battle your nemesis?whether it be a dragon or an empty stomach?this book also includes recipes to prepare divine desserts and devilish snacks, as well as intoxicating potions and elixirs to quench your thirst. Whether you're a beginner or an expert wizard, open this spell book, grab your wand, and . . . Abracadabra! You'll create delicious, bewitching recipes from The Wizard's Cookbook that are sure to teleport you and those dining with you to another world.

Bone Magic *Brent Nichols*

The war was supposed to be over. Tira Archer is done with killing, done with fighting. She's hung up her bow, saddled her mule, and headed for home. But children are disappearing from the peaceful village of Raven Crossing. Her search for the children brings her face to face with vicious kidnappers, goblin armies, and mercenary dwarves. A war is brewing, and not just any war. It's a war where the dead don't stay fallen. Hurt, exhausted, and sick of fighting, Tira will have to take up her bow once again. Somewhere there is a dark wizard manipulating the living and controlling the undead. Tira is saving an arrow just for him. He plans to rule the world, but he hasn't planned on Tira Archer. Keywords: Elves, goblins, adventure, war, rescue, castle, swords, sword and sorcery, high fantasy, magic, spells, dungeons and dragons, dwarves, high fantasy, epic fantasy

The Vexed Generation *Magic 2.0*

Mattie and Brewster are normal, typical 16-year-old twins who live with their normal, boring parents: Martin and Gwen Banks. Normal and boring, that is, until the day their father's best friend shows up at their house - dressed in what appears to be a bathrobe. The next thing Mattie and Brewster know, their parents are frozen like human statues in their living room, the guy in the bathrobe has vanished, and they need to find answers - fast. The twins set off on a quest to discover the truth of their parents' lives. Along the way they find secrets, lies, magic, time travel, strange new friends, stranger new enemies, and a really weird dirigible (which, they're told repeatedly, is not a blimp). It

is a twisted and bizarre trail that, they hope, will lead them to the man they blame for their parents' peril: Phillip.

The Wizard and the Prophet

Two Remarkable Scientists and Their Dueling Visions to Shape Tomorrow's World *Vintage*

"In forty years, Earth's population will reach ten billion. Can our world support that? What kind of world will it be? Those answering these questions generally fall into two deeply divided groups- Wizards and Prophets, as Charles Mann calls them in this balanced, authoritative, nonpolemical new book. The Prophets, he explains, follow William Vogt, a founding environmentalist who believed that in using more than our planet has to give, our prosperity will lead us to ruin. Cut back! was his mantra. Otherwise everyone will lose! The Wizards are the heirs of Norman Borlaug, whose research, in effect, wrangled the world in service to our species to produce modern high-yield crops that then saved millions from starvation. Innovate! was Borlaug's cry. Only in that way can everyone win! Mann delves into these diverging viewpoints to assess the four great challenges humanity faces- food, water, energy, climate change-grounding each in historical context and weighing the options for the future. "--

The Wonderful Wizard of Oz *Hesperus Press*

Travel to the land of Oz with Dorothy and find out what inspired the forthcoming film blockbuster Oz: The Great and Powerful

The Engineer Wizard

Book One of the Genie and Engineer Series

Paul Armstead is your average American senior citizen and electrical engineer. He's 61 years old, unremarkably unattractive, and a self-proclaimed science-fiction nut. He's lived the American dream in drab, typical fashion without a single noteworthy event in his rather mundane life. So how does he end up fleeing from one end of the world to the other, dodging government dragnets, evil, nightmarish monsters known as the Oni, good wizards, bad wizards, beautiful women, spies, and wizardly spells? Well, it is entirely the genie's fault....

The Wizard's Butler

How an ex-Army medic became butler to a demented wizard.

The Wizard of Dark Street *Egmontusa*

In an enchantment shop on a road linking New York City to the Land of the Fey, Oona, after relinquishing her apprenticeship to her uncle, the Wizard, to become a detective, discovers that he has been stabbed, testing her skills.

Out of Spite, Out of Mind

When you discover the world is a computer program, and you figure out that by altering the code you can time travel and perform acts that seem like magic, what can possibly go wrong? Pretty much everything. Just ask Brit, who has jumped around in time with such abandon that she has to coexist with multiple versions of herself. Now, Brit the Elder finds that her memories don't match Brit the Younger's. And there's the small matter of a glitch that's making Brit the Elder's body fritz out. Brit the Elder's ex-boyfriend Phillip wants to help her, but he'll have to keep it secret from his current girlfriend, Brit the Younger, who can't stand her future self. Meanwhile, Martin is trying to protect Phillip from a relentless attacker he somehow hasn't noticed; Gwen is angry because Martin accidentally proposed to her; Gary tries to help the less fortunate, with predictably disastrous results; and an old nemesis might have to be the one to save them all. In *Out of Spite, Out of Mind*, our fearless wizards discover the biggest glitch in their world's program may well be themselves.

An Unwelcome Quest *47North*

Ever since Martin Banks and his fellow computer geeks discovered that reality is just a computer program to be happily hacked, they've been jaunting back and forth through time, posing as medieval wizards and having the epic adventures that other nerds can only dream of having. But even in their wildest fantasies, they never expected to end up at the mercy of the former apprentice whom they sent to prison for gross misuse of magic and all-around evil behavior. Who knew that the vengeful Todd would escape, then conjure a computer game packed with wolves, wenches, wastelands, and assorted harrowing hazards--and trap his hapless former friends inside it? Stripped of their magic powers, the would-be wizards must brave terrifying dangers, technical glitches, and one another's company if they want to see Medieval England--and their favorite sci-fi movies on VHS--ever again. Can our heroes survive this magical mystery torture? Or will it only lead them and their pointy hats into more peril?

Karma *Createspace Independent Publishing Platform*

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Dragon Born

Far in the distant reaches of the universe is a world called Azmantium. A planet with lilac skies, jade green seas and fiery red suns. A planet where everything, from the tides of the sea to life itself, is rooted in magic. Children are assessed at an early age and trained according to their unique magical talents. Lara, an orphan who has no memory of her true origins, is unaware that she has a vital role to play in the ancient prophesies that are about to begin coming true. Older than most who are just beginning their magical training, Lara will soon find out that destiny waits for no one, especially when the fate of the world rests on their shoulders. With the help of her new friends, Lara will learn that in order to save the future, she must journey into the past - to a time when Dragons ruled the world! This is the first book in the upcoming Dragon Born series!

Flight of the Akero - The Book of Milo

..".In the end, all your legends, your fables, your fantasies, they are all one story. One tale told by

different tellers. One song sung by different singers. And all of them are a lie, born to hide a greater truth. Just as this one will become, when your part in it is done." It's the first day of summer. No alarm clocks. No school. No homework. After nine long months of unrelenting torture, Milo can finally do what he's been dreaming of all year... absolutely nothing. With his door closed and his room dark, Milo can finally shut out the noise and hide from the world. Unfortunately for Milo, the world has other plans for him. As lonely and disconnected Milo Wolfe embarks on an unexpected journey to find a father he's never met, Milo will learn that nothing in his world is as it appears. And no one can be trusted, not the dead Russian wizard who dominates his dreams, not the mysterious green-eyed teen who seems to be stalking him, not even himself. Described as, "A subversively comic, action packed, quirky, coming of age, paranormal, science fiction, fantasy adventure for young adults and adults who still think of themselves as young adults," Douglas Lieblein, one of the writers and Executive Producers of Hannah Montana and Life With Boys, has created a debut novel full of unorthodox adventures, shocking surprises and a controversial hypothesis regarding humanity's symbiotic relationship with myth and the supernatural. If you're a fan of the Artemis Fowl series, read it again. It's really good. Then after you're done, if you've got nothing to do, read this book.

The Job Blower *Createspace Independent Publishing Platform*

A ROMANTIC COMEDY THAT WILL BLOW YOUR SOCKS OFF! Camilla Jackson is an ordinary young woman with an extraordinary knack for attracting disaster. When she is fired from her job as a secretary at a law firm, she realizes she has no idea what she wants to do next. Every job she does land ends up tragi-comically. But when she meets the drop-dead-gorgeous journalist, Carter Evans, her life seems to brighten. Until she discovers that he hides some very deep and painful scars. So will Camilla help him heal and, in the process, find her own way? THE JOB BLOWER is a lighthearted, laugh-out-loud Romantic Comedy, the kind of book that you will keep in your bookshelf and reread to brighten your days and steam up your nights. The Bookish & Sexy collection is a compilation of chick-lit/romantic-comedy stories featuring sexy bookish women, who don't realize how appealing they are... The books can be read in any order.

Rowan of the Wood

An ancient wizard possesses a young boy after a millennium of imprisonment in a magic wand. He emerges from the child in the face of danger and discovers Fiana, his new bride from the past, has somehow survived time and become something evil.

Fight and Flight

Martin and his friends discovered that their world is computer generated and that by altering the code, they could alter reality. They traveled back in time to Medieval England to live as wizards. Almost everything they've done since then has, in one way or another, blown up in their faces. So of course they decide to make dragons. It does not go well. As the wizards struggle to control their creations and protect innocent citizens, they try new things (most of which they don't enjoy), meet new people (most of whom are angry at them), and fight epic battles (most of which they lose). But their biggest challenge may be a young girl who knows that the wizards created the dragons and is

determined to make them pay. On her side she has powerful allies, a magical artifact, and a faithful if not particularly helpful dog. Fight and Flight is a rollicking tale of bravery, wonder, love, revenge, greed, discovery, deception, and animal husbandry.

Midas *Createspace Independent Publishing Platform*

Dr. Brooke Spencer always felt different from other girls. Now a successful scientist, she is finally discovering where she belongs: working alongside the brilliant, trailblazing researcher Dr. Charles Samuelson. Dr. Samuelson has recently made a discovery that has eluded philosophers and dreamers for centuries: How to transmute iron into gold. Determined to use the knowledge for good, Dr. Samuelson recruits Brooke to assist him with his new plan, his "Golden Manifesto." But humans are not alone and his discovery has not gone unnoticed. Extraterrestrial visitors seek to control Dr. Samuelson's Breakthrough, and before long, Brooke is all that stands between Earth and total Destruction. Will she be able to hold her ground? Or will the timeless temptation of gold prove too much for even the strongest of spirits? Brooke will soon face a choice that will make her question her background, her career, and the fate of the planet.

Shades of Sydney

Sydney West enjoys sampling summer boys, but this year, one refuses to be a one-night stand... Twenty-one-year-old Sydney doesn't believe in relationships. Her parents' toxic divorce has taught her love is nothing but a sinister fairytale. So every summer she parties, hooks up, abandons her lover before dawn, and repeats. That is until she meets gorgeous local surfer Jason King at the beach... When Jason fails to flirt-or even give her a second glance-she decides something must be wrong with him, and it's safer to stay away. But when Sydney and Jason's best friends hook up and become Malibu's hottest couple, they are forced to spend more time together than either of them cares for. Armed with a sharp tongue, Sydney works to keep Jason at bay... In a moment of weakness, Sydney lets her guard down and confides in Jason, realizing he's more than just a hot guy-he's also a friend. And when Sydney's need for a summer boy results in her falling into bed with Jason, despite her better judgment, she runs away from him by morning. The problem is, he won't accept being another one-night stand, and will do anything to prove... Love really does exist.

The Wizard Shark *Bridget Acreman*

What magic tricks will the Wizard Shark show Ben and Hami today? Ben and his mate Hami are off to see grandpa, also known as 'The Wizard Shark'. He is the most fun and exciting shark in the ocean! He can dance on his tail and make things disappear! What will he show the young sharks today? An exciting rhyming story about the fun and games you have when you visit your grandparents. Bright and colourful illustrations of a magical underwater world. Showcasing loveable shark characters with a sense of magic, the Wizard shark is sure to be a bedtime favourite. This is the first children's book by Central Coast author and illustrator Bridget Acreman.

Off to Be the Wizard

It's a simple story. Boy finds proof that reality is a computer program. Boy uses program to

manipulate time and space. Boy gets in trouble. Boy flees back in time to Medieval England to live as a wizard while he tries to think of a way to fix things. Boy gets in more trouble. Oh, and boy meets girl at some point. Off to Be the Wizard is a fun, comedic novel about computers, time travel, and human stupidity, written by Scott Meyer, the creator of the internationally known comic strip Basic Instructions. Magic will be made! Legends will be created! Stew will be eaten!

Welcome to Wimbly's *CreateSpace*

All's not well at the Wimbly School of Arts Arcana. Rumors swirl of enemies gathering beyond school grounds. Whispers spread that the newest student at Wimbly's may be none other than the Misfit King, a powerful enemy prophesied to destroy the magicians and the world they've built. If only they knew the truth. If only they knew Quinn couldn't cast a spell to save his life. If only they knew he cheated his way into Wimbly's to escape his horrible foster home. If only the talented magicians knew a darker, more sinister evil plotted their demise... Hiding in a world not his own, Quinn must fool the strongest, most powerful magicians in the magical world. He'll befriend dwarves and yetis and odd outcasts. He'll walk through doors that lead to different worlds and speak to paper men who live in books, all to discover the dangerous secret that could give Quinn the magic he so desperately desires. All's not well at the Wimbly School of Arts Arcana. Rumors swirl of enemies gathering beyond school grounds. Whispers spread that the newest student at Wimbly's may be none other than the Misfit King, a powerful enemy prophesied to destroy the magicians and the world they've built. If only they knew the truth. If only they knew Quinn couldn't cast a spell to save his life. If only they knew he cheated his way into Wimbly's to escape his horrible foster home. If only the talented magicians knew a darker, more sinister evil plotted their demise... Hiding in a world not his own, Quinn must fool the strongest, most powerful magicians in the magical world. He'll befriend dwarves and yetis and odd outcasts, walk through doors that lead to different worlds, and speak to paper men who live in books, all to discover a dangerous secret known only to the strongest magician at Wimbly's-a man who also happens to be his principal. Hiding in a world not his own, Quinn must fool the strongest, most powerful magicians in the magical world. He'll befriend dwarves and yetis and odd outcasts, walk through doors that lead to different worlds, and speak to paper men who live in books, all to discover a dangerous secret known only to the strongest magician at Wimbly's-a man who also happens to be his principal.

Lodestone Book One

The Sea of Storms *Virtualbookworm.com Publishing*

Alli-Kar, a white-hole portal from another universe, rains meteoroids onto the surface of the planet Kelanni. But the so-called "lodestones" behave according to different physical laws, transforming Kelanni's society. With the aid of the fearsome Keltar in their flying cloaks, the Kelanni are being put to forced labor to mine the lodestones. Shann, an orphan with a fiery disposition, witnesses a battle between a Keltar and a stranger bearing a similar flying cloak. She tracks down the stranger, learning of the technology behind the Keltars' power and joining him on a mission to free the slaves and cut off their supply of lodestones. Meanwhile Keris, a Keltar, is sent on a mission to track down

the rebels. She is attacked by a flying creature and saved by the enigmatic Chandara. At their Great Tree, she learns that a mysterious "Prophet" is out to destroy the Kelanni people. Their only hope is a powerful instrument hidden in the distant past. Pursued by Keltar, the party will encounter bizarre creatures, ancient technologies and terrifying dangers. Finally, they must seek to cross a massive storm barrier in order to reach the other side of their world, where a world-shaking revelation awaits.

Life with the Suicide Disease

The Story of Rodney Mann *Createspace Independent Publishing Platform*

"You couldn't make it through all 24 hours of my best day." There are a few different medical names for what he's got, but everybody that has it knows it as the Suicide Disease. When I first met him, he was running out of reasons to call it anything else. For the next seven months, we talked, and wrote this. Rodney seemed to have everything: he had been a Navy SEAL; he had a six figure job as the General Manager of a prestigious restaurant; and he had Jenn, his beautiful fiancée. Little did he know that one fall, one simple fall, would change his entire life. Everything good was about to disappear. This is the real life story of a remarkable man who suffers daily with the unbearable pain of Complex Regional Pain Syndrome. Meet Rodney Mann."

Creating Character

Bringing Your Story to Life

All fiction is character-driven, according to William Bernhardt. How can you use characters to create dynamic fiction that will captivate readers? This book explains the relationship between character and plot, and how the perfect melding of the two produces a mesmerizing story.

The Wizard's Wish

Or, How He Made the Yuckies Go Away ~ A Story about the Magic in You

Children can learn a safe, simple way to deal with uncomfortable emotions. The solution is right at your fingertips! By tapping points on your body, a process done in the clinically proven EFT, together with guided responses, the wizard demonstrates how you can feel better in minutes!

Wicked Souls *Createspace Independent Publishing Platform*

Spencer Bishop's past was nothing more than a falsified case of fake memories. Every birthday, holiday, and special moment was changed in order to protect her from evil. Aiden, the lover who was erased with her other memories, came back into her life and caused her to question reality and figure out who she was. After an act of bravery, Spencer was granted her memories back. Aiden, her true love and the Angel's in Heaven desired for her to see her true destiny and fight evil. Can Spencer defeat the evil before it destroys her and Heaven?

Off to be the wizard

Off to be the Wizard

Discovering Your Own Power

Discusses the importance of self-esteem to good health. Chapter titles include: staying alive, power, pictures in your head, taking care of you, friends, if you need it, the parts of behavior, and eight important steps.

The Wizard Without a Wand - Book 6: The Penumbra of Life *Wizard Without a Wand*

The Tensome are back at Wizard school for their fourth and final year. When they graduate they will be Wizards. What obstacles and opportunities lie in their path? Before they return, the Tensome are determined to get Shmedley a Wand. This is his last year of Wizard School. He really needs to have a Wand. Shmedley has made it through three years of Wizard School very successfully without having a Wand. But the Tensome think that he'll really need to have one this year. And besides, he's

been without a Wand for too long. And if you think that's bad for Shmedley, what about the poor author? What will we find out about Shmedley's Parents this year? I mean what will we find out about those impostors who pretended to be his parents until they could ship him off to Wizard School. And who sends a kid to Wizard School without a Wand? Once they graduate, then what will they do? They have little time to ponder that, they're too busy with school and with finding out about Dangerous Territory.

The Wizard of Oz *Random House LLC*

Dorothy and her dog Toto experience amazing adventures as they journey to the Emerald City in search of the famous Wizard of Oz.

L. Frank Baum's Off to See the Wizard

Dorothy and her dog Toto, accompanied by the Scarecrow, Tin Woodman, and Cowardly Lion, arrive in the Emerald City where they hope to see the Wizard of Oz.