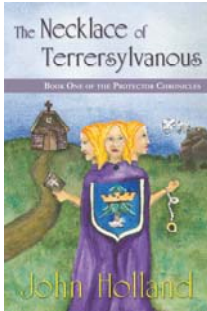


The Necklace of Terrersylvanous

Book One of the Protector Chronicles



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THE BOOK

When Clara is ambushed and nearly killed by animated skeletons, her master is fearful that something is up at the nearby school of magic. They soon discover that the horn of a unicorn, with healing powers so great that it could possibly bring back the dead, has been stolen. Clara is sent off on a mission to find out who did it. Furthermore, the school's master wizard sends his star apprentice, Alexcia, along to help.

Clara finds out quickly that Alexcia is not her kind of people and greatly resents the partnership. Only her sense of duty allows her to continue. Despite the differences, Clara and Alexcia gain audience with the kingdom's master thief. He denies having anything to do with the robbery, but is willing to give them some information in exchange for a service: they must find the legendary Necklace of Terrersylvanous!

As they travel northward to find their prize, Clara's attitude becomes increasingly more disruptive, until the quest itself becomes jeopardized by her disdain. Can Clara overcome her own prejudices in time to salvage their mission?

BOOK EXCERPT

Pastor Brenner looked back at Clara. "You must go to For-Dune and seek Bocard. This is the work of a thief, and we need to have a thief's brain to determine what is going on."

"But what if he is in on the plot, Father?" asked Clara. The real question was hidden in her words.

"Then we need to know that, too," he replied. He had answered in kind, hiding the answer in his own words. Clara knew that she was expendable, but being reminded of it sent chills down her spine.

THE AUTHOR

John Holland, a veteran of the war on terror, started participating in role-playing games in high school and was designing his own rules by the time he went to college. After he became a father, he created a new set of rules especially for his daughters. The Protector Chronicles is based on events that occurred within those games.