



Author: Tina Hunter

Genre: Young Adult Epic Fantasy

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Author Bio

Tina Hunter is a Science Fiction and Fantasy author who likes to write for Young Adults because deep down inside she still believes she is a teenager. She's been published in several anthologies, and her first novel length work is *Blade of Memories: Black Shadow 1*.

Tina has spent many years working in the publishing industry, including co-founding a small Canadian science fiction and fantasy publishing house.

Tina currently lives in St. Albert, Alberta, Canada with her husband, two boys, two dogs and a LOT of books.

So basically she is; a geek, a mother, a science fiction fan, and a super cool lady who loves to tell stories.



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Book Bio

When Lynn's criminal employer shows up with a piece of her broken past, she will do anything to get it back. And as Iridan city's foremost thief, *anything* means an impossible heist.

But stealing magic crystals from one of the most regulated facilities in the world is only the start of her problems; which includes a team she doesn't trust or like, a runaway with magic abilities, an ex who still makes her weak in the knees, and family drama that could change Lynn's whole world.

Brimming with action, adventure and intrigue, readers will be gripped by this imaginative tale of a magic filled world on the cusp of change.

TESTIMONIALS

"...looks to rekindle your YA Fantasy nostalgia, but without the eye-rolling cringe." - **Forrest W.**

"This is a great fantasy read with a developed world that is easy to get into, escalating action, and a satisfying end." - **Emily D.**

More Coming Soon...



Target Audience



WHO SHOULD READ

- Young Adults ages 14 -18+
- Adults who read YA
- Genres: Fantasy, Epic, Action & Adventure
- Fans of titles like:
 - Red Queen by Victoria Aveyard
 - The Queen's Thief by Megan Whalen Turner
 - Six of Crows by Leigh Bardugo

WHY THEY SHOULD

- Female Main Characters
- Detailed World Building
- Themes of Trust, Friendship and Identity
- Character Driven
- Fast Paced
- Plot Twists



Book Excerpt

From Chapter 1



LYNN STAYED IN the shadows. Watching.

The guards stood in their usual positions behind the battlements on top of the wall that divided Upper Iridan from the lower half of the city. Regular notches in the parapet wall showed only the upper half of the guards standing on the guarded walkway, but nothing looked out of the ordinary for this time of night.

Still, a heaviness in the air kept her from moving from the rooftop she hid on. She couldn't afford to be careless when she was so close to being done with this city.

There. She saw the extra guards standing inside one of the covered lookouts not far along the wall. *So, they are taking the Black Shadow seriously,* she thought with a thrill of pride. Now that she knew where the extra guards were hiding, she would just change her route. There was more than one way into Upper Iridan.

Staying in the shadows, Lynn jumped easily from one rooftop to another, heading closer to the bay and its cliff face overlooking the ocean. The wider gaps between lookouts and fewer guards made it a better place to jump over the wall. Plus, they wouldn't be expecting it since this section was mostly a straight drop to the ground on the other side, except for one tiny merchant shop's roof.

The roof she stood on now was in poor repair, held together by hopes and dreams like much of Lower Iridan. A coop of pigeons kept her company while she shook out her arms and prepared to jump. Lynn assessed her balance beads while waiting for the guards to march further along the wall. They were an expensive bit of magic. The crystal beads were almost fully covered in molten rock to hide the magic glow, only the carved sigil and a small section that touched her skin were uncovered, and they were threaded onto a leather cord on her wrist. They increased her agility and speed, and were the only reason she'd be able to make a jump like this.

She adjusted her canvas bag to rest between her shoulder blades and tied it tight. It was light for the moment, but it wouldn't be for long. Then she ran straight for the wall in front of her.

Lynn's legs pumped with extra speed, and then she launched off the edge of the roof toward the top lip of the wall. The rush of air forced her eyes into slits, so she almost missed grabbing the rough brick with her hands and skidding onto the walkway itself. It was just wide enough for two men to walk abreast, with the parapet ledges to keep them from falling down to the ground below. With a quick glance to confirm where she was going, Lynn threw herself off the other side and landed on the roof of the shop below her.

A short walk later, she jumped off the end of the roof into a manicured garden complete with a softly glowing crystal fountain.

Lynn quickly hid in the nearby bushes to check her balance beads. They were currently glowing half as bright as they had before her jump. *Half-gone already, not a good sign.* Time to conserve her magic.

The quiet of midnight surrounded her as she ran between trees and bushes arranged for the pleasure of the officials, scholars, and the royalty who lived here.

Nothing as nice, or as green, could be found in Lower Iridan. Lynn passed the markets, scholar residences, the college with its giant clock tower, and all the Junior Ministers homes. She paused in the shadows before the magically lit main road that led to the Prince's enclosure. She couldn't see any guards making their rounds. The Blue Vollonite lighting made it hard to find shadows to hide in, but with a burst of speed thanks to her balance beads she made it across without drawing any attention. A necessary use of her remaining magic. Seeing Dondor Castle up close again made her want to go back to the castle library, but that wasn't the job tonight. Besides, staring at a painting to try to make sense of things wouldn't help her.

Now that she was close, she headed directly to the Minister of Rites's home. The lights were on, but her sources said that no one aside from a sleepy guard would be inside. Lynn found handholds to climb up the side of the building, and easily pulled herself onto the tiled roof. The tiles were smooth and curved, making it difficult not to slip. She had to make careful footsteps in her soft leather soled boots and knew with every step she was using up a bit more magic. It would be worth it though.

Near the center of the roof were panels of glass alternating with flat wooden planks. Her entry point. The light was off in the room below, but that didn't mean the sleepy guard wouldn't be nearby. She would need to be silent.

Lynn pulled the canvas bag off her back and pulled out the tools she needed. Her dagger pried out the fresh tar from the corner of the window until her finger fit underneath. She scratched out a large square into the glass, and then tapped it with the heel of her dagger. The glass snapped out, her single finger providing the leverage she needed to keep it from falling inside, though it was still tricky to grab. Gingerly, she placed it down on the wooden plank beside her.

The opening was just large enough for her to squeeze through, so she left her bag outside and dropped into the dark room. Her feet made almost no sound when she landed.

Lynn's hood obstructed her vision, so she pulled it off and took a deep breath to calm her excitement. The room was like a long hallway that displayed the Minister's treasures and prized possessions. Traditional paintings hung on the walls, and busts of important people and sculptures rested on little tables, but Lynn's eyes were drawn to the glowing pieces. Glowing meant magic. Magic meant money. The Minister's wife had insisted on bringing their art collection with them from Dukana on their mandatory tour of Iridan, which meant that many of the pieces in this room had never been on this continent before. These pieces would be worth a lot of money.

So far, the information given to her had been accurate. She tried not to think about why or how. It didn't take her long to find the plaque she was hired to steal; the low glow of magic in the room was enough to find her way by. This artwork in particular was a gold plaque with nine crystal jewels of differing size, and all three colors of magic split evenly among them. She carefully removed it from the stand and didn't touch the crystals spikes on the back since she didn't feel like feeding any crystals tonight.

To climb back out she had to stand on a table, balancing carefully so as not to knock over the bust that currently lived on it. She slipped the plaque through the hole first, then pulled herself up. She pulled out the small blanket from her canvas bag, and wrapped up the plaque to protect her back from the spikes. Then into her bag it went, the tightness in her shoulders finally relaxing.

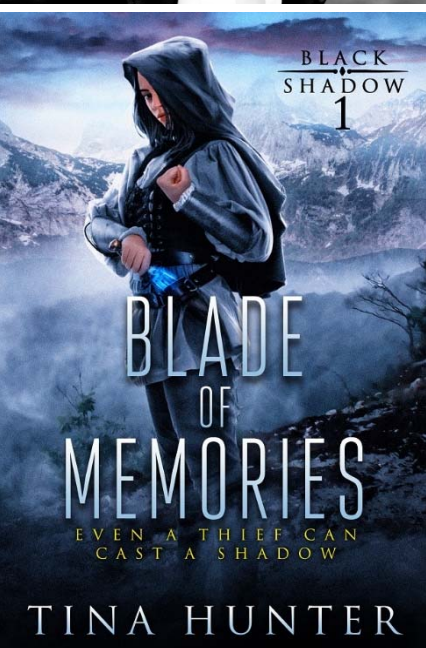
This was nice and easy, she thought as she made her way across the roof.

With a careful jump, she landed on the ground behind the home and found herself face-to-face with a guard dog tied to a tree. *Dragon Shit!*

It barked out in alarm and Lynn ran.



Sample Interview Questions



About the book:

1. **What got left out** in the final draft? (hint: a scene with Malack in a dress)
2. How did you **come up with the idea** for Blade of Memories? (hint: researching the 1800's Chinese empire & a son obsessed with geology)
3. Between your **two main heroines**, which one do you feel you relate to the most? (hint: I love Dorjee but I'm more Lynn)
4. What was the **hardest scene to write** in this book? (hint: the heist at the beginning. Rewritten at least 7 times)
5. Did you write this book to **stand on its own**, or are you trying to build a body of work with connections between each book? (hint: this is the first of a quartet series. But there are other series planned in the world)

About the author:

6. What motivated you to become an **indie author**? (hint: my history as publisher & I'm a control freak 😊)
7. What is your **writing Kryptonite**/ Writer's block? (hint: my anxiety and depression)
8. What are the **easiest and hardest parts** of writing? (hint: building the ideas/framework is easy. Everything else is hard)
9. How many unpublished and **half-finished books** do you have? (hint: a lot)
10. Do you **enjoy book signings** and/or events? (hint: YES)

More questions & answers available on TinaHunter.ca

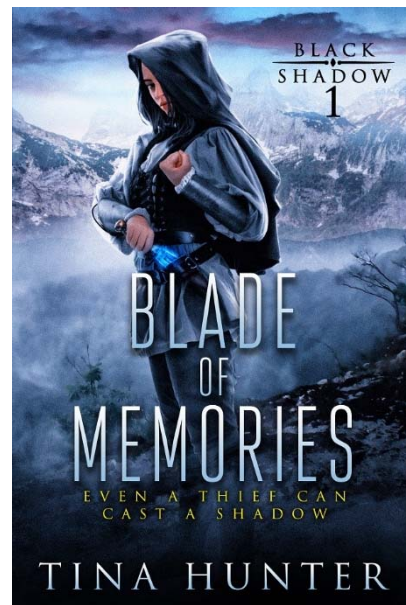
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Connect with Tina Hunter

Email: Tina@TinaHunter.ca

Website: www.TinaHunter.ca

Facebook: [/WriterTinaHunter](https://www.facebook.com/WriterTinaHunter)

Instagram: [@WriterTinaHunter](https://www.instagram.com/WriterTinaHunter)

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EVEN A THIEF CAN
CAST A SHADOW