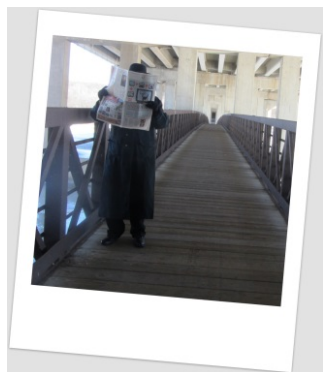
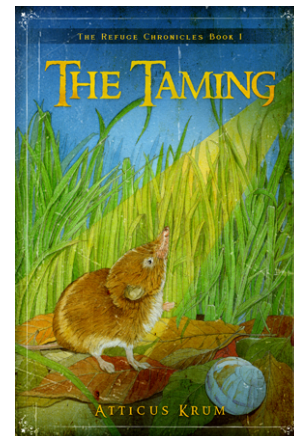


Title: The Taming

A forbidden journey. A secret agenda. A mysterious object.

When Thutter McClutter, a young Glade-dwelling shrew, willingly decides to break the ancient Code and cross into the shadowy darkness of the great Woode, he is certain that seeing the mysterious Solkreat is the goal. But as he and his friends near the curious Creature, an altogether different agenda is exposed. One of his fellow adventurers wants the magic hogseye. However, the powerful and wicked Beastmonger also covets the enchanted object, and he will stop at nothing to get it—not even murder.

A story of true friendship, lasting faith, and willing sacrifice, The Taming is the first installment of the Refuge Chronicles—an adventurous trilogy about a young shrew, his newly-discovered purpose, and the ancient conflict between Light and Darkness.



Author: Atticus Krum (www.atticuskrum.com)

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About the Author: Atticus Krum had a difficult childhood during which he learned that he had a very curious calling. As a Fabulator, Atticus spends his days gathering and chronicling those tales known as the Legendarium—fantastic stories of the Magic that is faith, hope, and love.

About the Publisher: The vision of Huntly House, founded by Craig Furtick, is to provide and promote the kind of literature that stirs both the imagination and the soul. To that end, our days are spent *imagining what inspires*.

Synopsis:

When a mysterious Creature appears just beyond the Hollow bearing a shiny object, it is urgent news for those living within the Refuge, especially the Council of the Glade. However, for a young shrew named Thutter, and his three friends, it becomes the occasion for an ill-advised adventure. To leave the Glade is to break the ancient Code and to surrender the protection of the unseen Elders, Rulers of the Refuge.



All the same, the four critters begin their quest with a common goal: to see a real, live Solkreat up close. As they near the strange, two-legged Animal, however, one of the travelers reveals an altogether different agenda. He wants the magic hogseye, the “hero-maker” which dangles from one of the Creature’s necks. According to legend, young Thutter is the only one who can steal it for him.

But Thutter’s companion isn’t the only one coveting the enchanted object. The Beastmonger, a powerful and wicked slitherer, will stop at nothing to get it, even murder. Fortunately, the Elders know this, and they too have a plan for young Thutter.

At the heart of this plan, however, is Thutter’s confidence in Them. The tiny shrew must first believe in the Elders Three, for only then will he listen for Their Voice. Otherwise, in the face of great betrayal and tragic death, the little adventurer will lose all hope. He will fail to protect his family and the Glade from grave danger. More so, he will fail to discover his all-important role in the ancient conflict between Light and Darkness.

