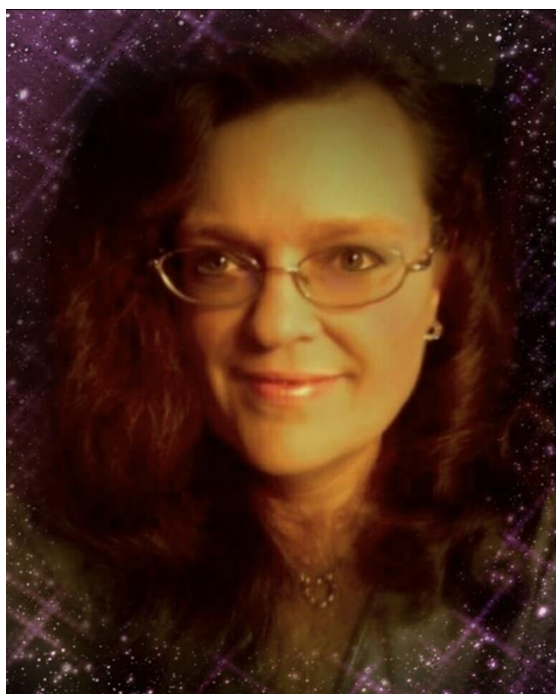


## *Lissa Dobbs - Author*



### **About the Author**

Lissa Dobbs has been an avid reader her entire life and has been writing since elementary school. She spent many an evening in the worlds of Midkemia, Narnia, Middle Earth, and others. Now, she spends a great deal of time in the world of Grevared, one of many worlds she has created.

She started off as a business major in college, but she quickly switched to English and history. It was there she fell in love with ancient and medieval literature – Chaucer, religious texts, etc.

Lissa Dobbs is the author of *The Chronicles of Ethan Grimley*, a series for late elementary school children. She's also working on several YA and adult books, all set in the world of Grevared.

Come and visit her at <http://www.lissadobbs.com>. You can also connect on [Facebook](#) and [Twitter](#). If you want a look inside what's going on in her writing world, check out her

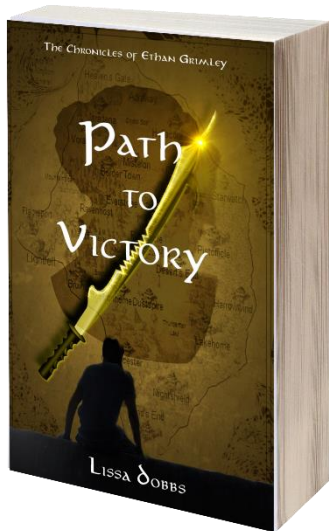
blog at <http://www.lissadobbs.com>.

### **About Grevared**

In the year 2015 scientists at a secret hadron supercollider deep beneath the Antarctic ice sheets succeeded in recreating the Big Bang. In their joy over this accomplishment, they failed to realize that their creation was unstable and growing fast. It exploded, taking the universe with it, but the destruction didn't stop there. The blast moved through all planes – the seven heavens and the seven hells – and destroyed all. What little remained was knocked into a formless void space where known laws no longer applied.

For centuries, all creatures fought copies of themselves, for the dimensions were affected as well, until only one survived. Each race had to find a place to live and figure out how to survive. The gods, though they could no longer take corporeal form, assisted with creating havens where the beings of the universe – angel, demon, human, and fairy – could recover and learn to live again. This collection of lands eventually became known as Grevared, a place where magic and mystery are real, and where little is what it seems.

## ***Children's/Middle Grades Books***



### ***Trials of the Young Shadow Walkers***

*Trials of the Young Shadow Walkers* is a series of books for late elementary school students. It takes place in the world of Grevared, a world that exists in a formless void space.

*The Chronicles of Ethan Grimley* trilogy is the first part of the series. It follows the adventures of Ethan as he discovers the Shadow Walker world and learns what it means to stand up against evil.

### ***The Chronicles of Ethan Grimley: Path to Victory***

Twelve-year-old Ethan Grimley is just like everyone else in Land's End. He attends school at the Arcana Maximus, he helps out in his mother's bakery, and he

hangs out with his friends.

But when Ethan meets a stranger, one who seems to know him, his life spirals into a tangled maze that he doesn't know how to traverse.

Hunted by those who want to know his secret and plagued by a family tragedy he doesn't remember, Ethan must now choose between the life he's always known and the life he's always wanted to live.

### ***The Chronicles of Ethan Grimley: Tainted Victory***

Coming from the small town of Land's End at the southern tip of Moirena, Ethan has no idea what to make of the hustle and bustle of Ymla in Corleon. Narrow, crowded streets and horse-drawn trolleys are things he's never seen before.

Then there's the guild itself. A common room with billiards tables and Fizzy Drinks and the freedom to come and go as he pleases are things Ethan's never experienced.

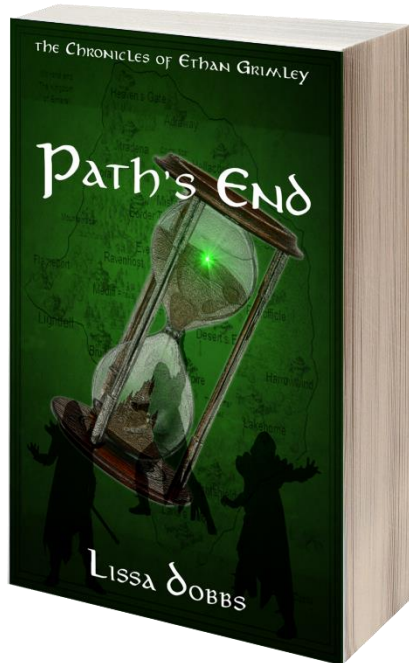
But his new life isn't all fun and games.

On the day Ethan arrives, the guild hall is attacked by harpies. No one knows who sent them or why,



but the students are banned from investigating. A second attack, however, has his fellow Shadow Walkers wondering if Ethan is the target. Never one to ignore his curiosity, Ethan and his new friends take to the streets of Ymla to get to the bottom of the attacks, but when he finds out the truth, Ethan wishes he'd left it alone.

### *The Chronicles of Ethan Grimley: Path's End*



Ethan has finally settled in to his life as a Shadow Walker. Sure, he has to attend school, but with classes like combat, it isn't too bad. On top of that, he's made friends, so his life isn't lonely or boring.

As Yuletide approaches, Ethan is looking forward to going home to see his family. And the best part? His friends are going with him.

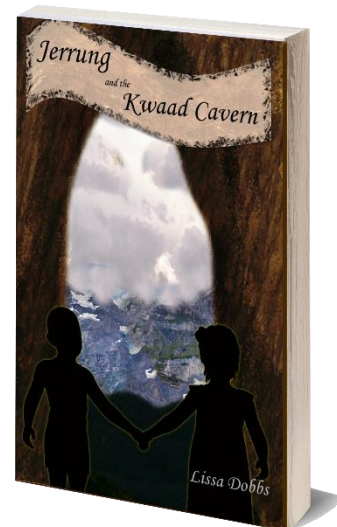
After a harrowing trip across the void, Ethan finds himself once again at home. But nothing is how he left it. His best friends don't take to his new friends, and his mother wants him to leave the Shadow Walkers. To make matters worse, Cronus again rears his head, and Ethan and his Shadow Walker friends must deal with the threat on their own.

### *Jerrung and the Kwaad Cavern*

At almost eight years old, Jerrung is sure he's old enough to be a warrior, to have a real sword. His parents, on the other hand, disagree. They think he's just a child.

But when Jerrung's sister is kidnapped by the Kwaad, Jerrung knows his time has come. Jerrung isn't going to wait for the rest of the village to make plans. He and his friends head into the mountains to rescue the prisoners.

Through dark tunnels and twisting mazes, the young dwarves seek out those they've lost and do their best to bring them out alive.



## *Adult Books*



### *The Annals of the Shadow Walkers: Wolf in the Shadow*

Something is killing the good folks of Black Crystal. People are missing, and found remains are unidentifiable.

Friends since childhood, Timothy, Eleanor, and Justin know all there is to know about each other, or so they think. But when Eleanor disappears on a routine Shadow Walker assignment, old frustrations come to the surface. While Timothy and Justin desperately try to find her in a forest inhabited by mysterious creatures, Eleanor is forced to come to terms with a secret she didn't know she had, one that goes against everything she believed herself to be.

And the thing in the forest? It's the least of their worries.

### *Aradia's Secret*

A quest without instruction is an impossible task.

As a child, Gwennyth dreamed of taking a ship across the void and seeing the lands of Grevered. As an adult, she's content to stay at home and spend her days researching magic. But all this ends when her mother Ravyn transposes forms at nearly 900 years old. Though she has been trained her entire life, Gwennyth is sure she isn't up to the task of leading her people, and when their magic begins to fail, Gwennyth knows she can't do it.

But there isn't anyone else. Her siblings have moved on from Crowrest, and Gwennyth is all that is left. With only her best friend Vonner in tow, Gwennyth sets out into the world of Grevered in search of the goddess Aradia. Her only clue to the goddess's whereabouts is





‘look not in the places of the gods’. But finding the goddess isn’t her only task. Gwennyth must also find herself.



### *The Spirits of Yule*

For five years Eleanor has lived in the forests of E'ma Thalass, locked in regret over events from the past. She has abandoned all she knows, determined to live a life of solitude.

But the spirits of Grevarred have other plans. On a cold winter's night, three spirits take her in hand and show her a world she's never seen--the world inside her soul.

## *Short Stories*

### *Yuletide Sparkle*

After losing her husband and children, Morgan is convinced she'll be alone forever. In fact, she wants to be. It's easier.

With a heart as cold as the Shizzuria Wasteland, Morgan keeps her distance from all around her. She has no cause or desire to celebrate Yuletide. But a friend sees the pain she tries to hide and gives her a gift she never imagined, something that just might help thaw her frozen soul.



### *Corridors of the Mind*

Corridors of the Mind is a collections of short horror stories.

“Inheritance”--Amber’s family isn’t remotely close-knit, so when she’s summoned to her Grandpa’s house because of his will, she’s flabbergasted. Why would Grandpa have left her anything? She hasn’t spoken to him in twenty years.

“Ol’ Jeb”--Ol’ Jeb O’Flannery is a mean old coot. He’s spent his entire life ensuring that people fear him, and he’s taken advantage of that fear to get just what he wanted when he wanted it.

“Windows to the Soul”—They say the eyes are windows to the soul, but if what Amy sees it’s what’s truly there, then the world is in trouble.

“Music Box”—Hannah bought the music box as an accessory to her dollmaking, but when a snowstorm hits, she discovers there’s more to the trinket than she ever imagined.

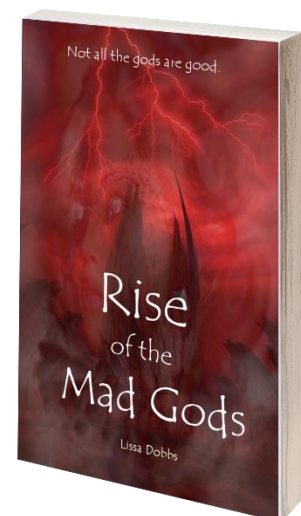
“Beneath the Hills”—While exploring her new home, Jill discovers a small bookstore with treasures she’s never imagined. Of course, she just has to purchase the old book with the stained cover, and the legends inside it spark her imagination.

### *Rise of the Mad Gods*

Rise of the Mad Gods is an anthology of short stories set in the world of Grevered.

The gods choose their own, and many become Shadow Walkers, those who fight the forces of evil. But not all the gods have humankind's best interest at heart. Some are bent on revenge and retribution for the destruction of the universe. These gods choose even more carefully than others, for they must find those susceptible to their words, those whose anger and hatred match their own.

### *Appearances*



Fane of Fantasy: <https://youtu.be/xv97Ydo1gxA>

LM Nelson: <https://jcsteelauthor.com/interview/lissa-dobbs/>

<http://amandajevans.com/interview-author-lissa-dobbs/>

<https://authoraemcauley.wordpress.com/2017/04/07/author-interview-4-lissa-dobbs/>

<http://cathbadscorner.blogspot.com/p/lissa-dobbs-interview.html?spref=fb>