

WAYNE D. KRAMER



HEROES OF TIME
LEGENDS

MURDOCH'S
CHOICE

A NOVEL OF THE HEROES OF TIME SERIES

MEDIA KIT

Zale rose from his chair, indicating an end to their meeting. "I trust you'll understand, Healer, that yours is one post I hope does not need to prove its worth."

Fulgar stood in turn. "I quite agree, sir." He made for the door, stopping just as he reached it. "However...I must say, Captain, that I'd rather hoped you would pursue the other opportunity at hand."

Zale frowned with a blink of confusion.

Fulgar lowered his voice dramatically. "The Grimstone."

Ah, so there it is, Zale thought.

"So," Zale replied flatly, "it would seem there is more to you than the piously noble healer we see on the surface. You might as well sit back down." Zale walked past Fulgar, opening his door to shout at the nearest seaman. "You, there! See that I get a stein of ale straight away." He closed the door. "Not even yet at sea, Healer Fulgar, and you've already got me drinking."



Meet the Author



WAYNE KRAMER

Author Wayne Kramer lives in the southern Indiana countryside with his wife and kids.

He graduated from the University of Louisville in 2005 with a Bachelor of Business Science. He has visited nearly 40 countries and 25 states in the U.S., and especially loved visiting Hobbiton in New Zealand.

The world of *Eliorin* was inspired by Wayne's love of classic fantasy and time travel stories, and he is incredibly excited to share this rich world with you, and inspire a new generation of fantasy fiction fans.

Captain Murdoch has the chance of a lifetime in his grasp... or is it just a fool's errand?



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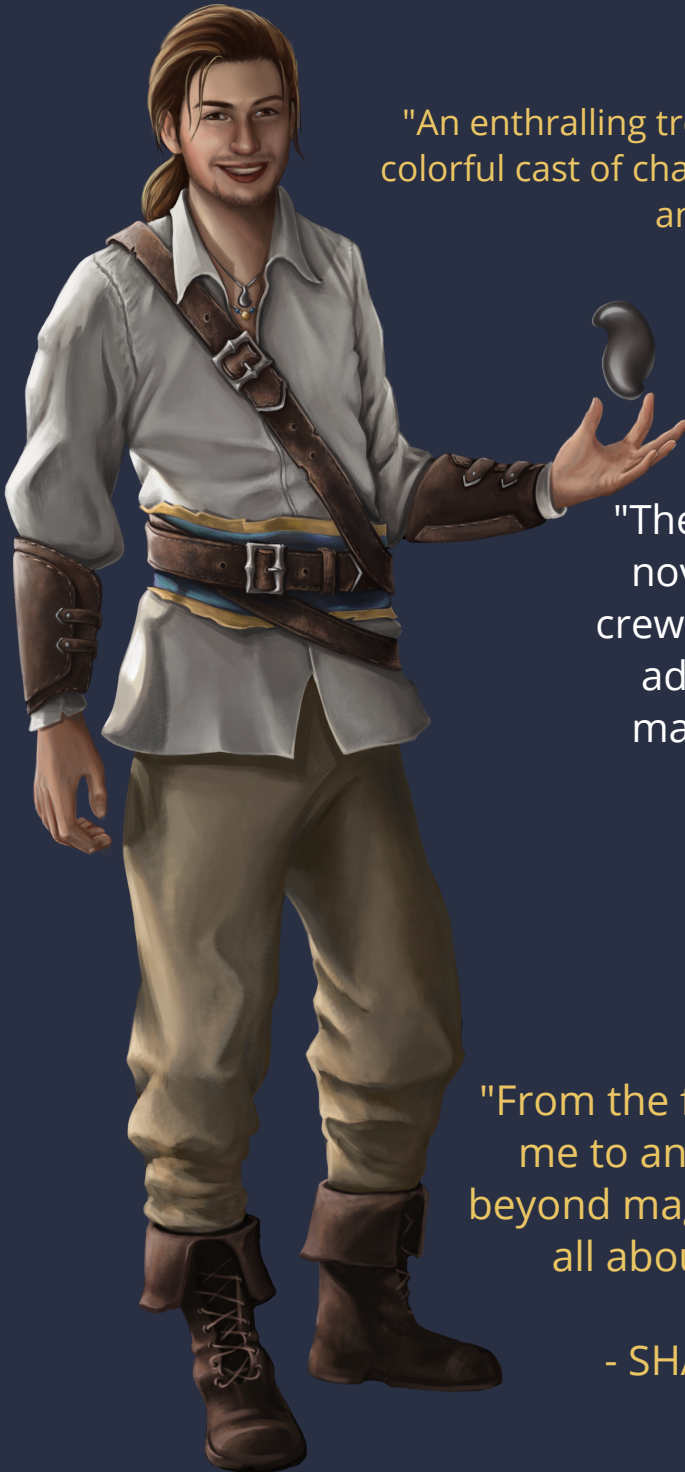
PRAISE FOR "MURDOCH'S CHOICE"

"*Murdoch's Choice* will take you on the fantasy high seas! Prepare for mystery, engrossing characters, and heart in this adventure! The plot's great, but it's Captain Murdoch and his lively crew that keeps me hungry for more!"

- JMD REID, Author of the "Jewels of Illumination" Series

"An enthralling treasure hunt on the high seas with a colorful cast of characters, *Murdoch's Choice* sucks you in and refuses to let go."

- E.R. PASKEY, Author of "The Guardians" Series



"There is never a dull moment in this novel, and being part of Murdoch's crew is only a small part of the exciting adventure to come. The book will make you want to read more of the *Heroes of Time* world!"

- JACKSON UTZ, Author of the "Eternal Lifeline" Trilogy

"From the first page, this book transported me to another time and place that was beyond magical. This is what great writing is all about and I can't wait for more!"

- SHANNON EVERHART, Author of the "Moments at McBride"



Author Tip Sheet

How long have you been working on the Heroes of Time Series?

It's an interesting question, because I didn't actually start with Murdoch's Choice. The first novel is called Heroes of Time: The First Ethereal, and it's for that one that I formed all the initial planning and worldbuilding.

Technically, Murdoch's Choice is a "tie-in" series to the series started by The First Ethereal. From planning to completion, that first novel took me three and a half years. Murdoch's Choice took me about three and half months following that.

We know that Captain Zale "the Gale" Murdoch is based on your longtime friend, Daniel Person. Did you base your other characters on people you know?

Some, to varying degrees. Yancy "Fump" Willigan is based very much on a real-life friend of mine who was also a good friend of Dan's, and Dan had given him that nickname of "Fump" many years ago. Evette, Jaxon "Wigglebelly," Rosh "Chim-Chum," and Kasper "Beep" all carried some inspiration from people known to both Dan and me, but those inspirations are much looser. Zale's family is generally based on my own family, and that's really more for personal gratification than anything.

This isn't really typical of me. I generally don't base my characters on real-life friends or family. With the nature of the Zale character, it was just more natural and appropriate in this situation. For me it was an experience that was both nostalgic and fulfilling.

Why a red panda for Boomer's character?

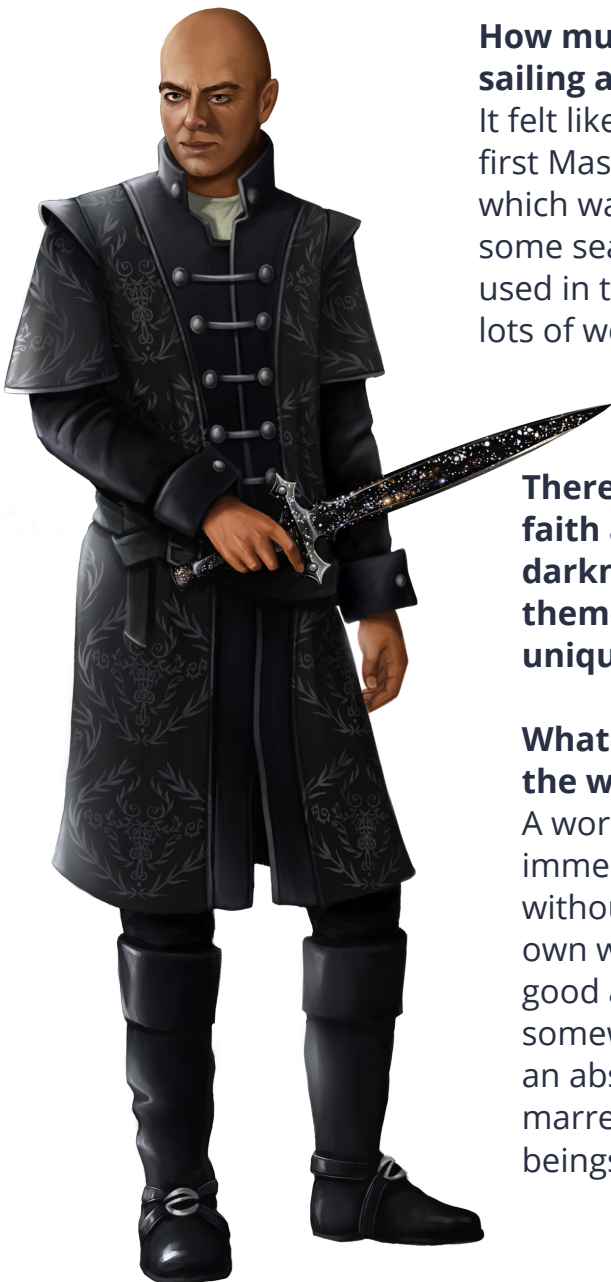
My oldest daughter loves animals and wants to be a zoologist when she grows up. She has watched a lot of nature shows, and together we've grown fascinated by some of the lesser known, endangered animals out there, like pangolins and red pandas. The red panda just seemed like a perfect fit for Boomer.



Tip Sheet Cont.

Queenie while not a person, is an important character in the novel. What inspired you to name Captain Murdoch's ship, "Queenie"?

Just like with Zale, this was based on a real-life cat that Dan once had. It was an old, friendly gray tabby cat that lived a long, happy life. Often Dan would sing "The greatest caaaat" whenever Queenie entered the room. So, when I set out to name the ship, this seemed like the perfect choice.



How much research was involved with learning sailing and historic terminology for the book?

It felt like a lot in a short amount of time. I picked up the first Master and Commander book by Patrick O'Brian, which was thick with sailing terminology. I watched some sea-adventure movies and noted terms and calls used in the scripts. And, of course, there were lots and lots of websites that I read over and used for reference.

There is a really fascinating theme of religion, faith and the timeless battle between light and darkness woven into the fabric of this book. The themes are familiar even if the names are unique.

What inspired you to be so detailed in creating the world of Elioron?

A world like this needs to feel real. It needs to be immersive, and to me you can't really have that without elements of spirituality and faith. As in our own world, there are some established concepts of good and evil, but really most people navigate life somewhere in between that spectrum. There can be an absolute truth, but it tends to get overlaid and marred by the poor and selfish decisions of mortal beings over time.

Tip Sheet Cont.

You're not only a newly published author, but a modern one choosing to self publish. How did you make that decision?

To be honest I originally resisted self-publishing. I think it can be very hard to stand out in that crowd and be taken seriously as an upcoming brand. But, as my stories developed, so did certain strategies, and one part of that placed a hard deadline on getting published. I wasn't going to meet that deadline unless I went the self-published route. So, I took that plunge. And, to be honest, I actually kind of like being in control of all those moving pieces.

I was blessed to be able to assemble an awesome team of people to work with me on everything—developmental editing, copyediting, proofreading, typesetting, interior book design, setting up the online distribution, marketing, sales, artwork, and the audiobook. Everything came together like clockwork, and it was an amazing experience in the end. And I love knowing that I still have total ownership and creative control of everything. Traditional publishing could still be a great opportunity to look forward to, but there's a certain gratification in accomplishing so much on your own.

What inspired you to release your book in hardcover, paperback, digital, and audio at the same time since that's quite an ambitious feat for a self published novel?

The short answer is that this came down to the deadline situation I got myself in. Still, honestly, I didn't have to do all of that. For me it became a challenge of sorts. I didn't have to, but boy it'd be great if I could. And I think having that deadline really motivated everyone I worked with as well. It was challenging at times, but we all pulled together and made it happen, and I'm really proud of that.

How did you connect with Ed Romanoff to help you with the audio version?

After I decided on a studio to help me produce the audiobook by our deadline, we went right into an auditions process. We looked at almost a dozen different choices for narrator. I remember listening to them over and over in my car and on the computer, trying to choose between the top few. Ultimately Ed's audition stood out. Everyone had auditioned the "deck party" scene, and Ed had spiced it up like no one else, using extra background vocals when the crew sings. When I realized he could add special effects like that throughout the book, I knew he had to be our choice.



HEROES OF TIME

ABOUT THE SERIES

The Heroes of Time Series came about because it was finally time for me to move beyond video game novelization and to my own world, where there were no boundaries and I could put the fullness of my writing experiences and instincts into practice.

The Series is being developed as a very character-driven adventure saga, with a cast of characters that feel real and relatable, with legitimate emotions, backgrounds, desires, and motivations.

At its core the Series is about developing this amazing world and unique characters. At its height I envision a thriving entertainment brand with movies and products and active fan communities.

It's my passion to create something people can love and enjoy, and I am both honored and humbled to have that opportunity.

MURDOCH'S CHOICE

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- Paperback
- E-Book
- Audio



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