

Silver Doorway #1

A Gnome
Away From
Home



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by C. M. Morgan

Dedication:

To Becca

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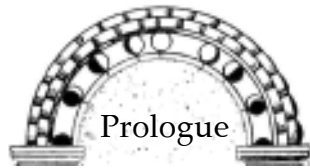
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This is a work of fiction. Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously. Any resemblance to actual events or persons, living or dead, is entirely coincidental.



Marky was trying not to cry. He was trying to be a big brave boy, the way his mama and papa would want him to be.

It wasn't easy.

Not when he was so scared, and lost.

He shivered. He had on warm clothes, but he was still cold. It was a cold that came from inside, made out of fear.

"Pip!" he called. "Pip, here, girl!"

There was no answering bark. Pip was gone, or too far away to hear. Maybe even asleep. She was just a puppy.

How he wished he could find her! How he wished he was snug at home, sitting by the fire. Mama would be in the kitchen making a good pot pie. Papa would be at his worktable carving a piece of wood into a new toy.

But here he was, lost. And the sun was getting low in a sky that was turning purple.

It would be night soon.

Marky climbed to the top of a rock and looked around. All he could see was rows of grassy hills and little clumps of trees. No lights. No houses. Not even smoke from a chimney.

He wiped his nose. He didn't want to cry. But it was hard not to, when he was alone, and scared.

Just then, he heard a yip. It came from a bunch of trees and bushes down in a valley. A dark pool of shadow was all around them.

"Pip?" he called again.

"Woof!"

Marky jumped off the rock and ran through the grass. He would find Pip, and she would lead them home. Soon, this would be over. He would have his dinner, and be with his family. He wouldn't have to be lost and scared any more.

In the valley, it was dark already. The sun was behind the hills. The leaves made rustling noises under his feet.

"Where are you, girl?" Marky called.

The yipping was straight ahead. He pushed branches out of his way.

There she was! Pip, a brown and white

puppy with spotted ears, was hiding under a bush. Marky felt better as soon as he saw her.

“Hey, Pip! Come on out of there, and we’ll go home.”

The puppy scooted back further under the bush. She whimpered.

Marky got on his knees. He patted his legs. “Here, Pip! You silly dog. Don’t you want to go home to your mama? Aren’t you hungry?”

He felt in his pockets. Bag of marbles, wooden whistle, flat skipping stone, and half a piece of bread for the ducks at Berrythicket Pond. He took out the bread. His stomach growled. He took a bite and held out the rest to Pip.

She crept toward him, sniffing. Her tail wagged.

“Good girl,” Marky said.

“Whoo-ooo!”

An owl swooped by. Its yellow eyes glowed. Pip turned and ran as fast as her little legs would go. Marky dropped the bread.

“Pip, no! Come back!” he shouted.

He ran after her.

“Whoo-ooo!” Again, the owl made its hunting cry.

Marky knew that some owls would eat a

puppy if it was small enough. And some, deep in the dark woods, might even grow so big that they could carry off a boy his size. He'd heard plenty of stories about owls like that.

"Go away!" he shouted at the owl. He threw his skipping stone at it.

The stone missed, but the owl was surprised. It spun around and flapped off the other way. Marky, with his bag of marbles in his hand, cheered as he watched it go. If it came back, he'd be ready.

The owl didn't try again. It flew away through the trees until Marky couldn't see it anymore. He felt very brave for fighting it off.

At least, he felt very brave until he looked around and realized that he didn't know where he was. Somewhere in the middle of the forest. Pip was gone again, too.

"Pip! Please, Pip, come back!" Marky called.

No answer. Not a bark, not a yip. Nothing.

He looked up. The light of the sun was almost entirely gone. Full dark was coming.

"Pip?"

"Whoooo?" another owl asked.

It was sitting on a branch, holding on with

its claws. He could smell its dusty brown feathers and see its shiny yellow eyes.

The owl opened its wings. It was huge, almost as big as he was. Marky fell flat on his face as the owl swooped at him. He grabbed the ground and held on tight in case the owl tried to snatch him up and carry him away.

It passed over his head. The wind from its wings blew through Marky's hair. Then it was gone.

Marky slowly got up. He was breathing fast, more scared than ever. It hadn't taken him, but he knew that it *could* have, if it wanted to. Nobody would have been able to stop it. Papa wasn't here to save him. Marky was on his own.

He had to find a way out of the forest.

His marbles had spilled. He picked them up, thought about it, and dropped one back to the ground. He could leave a trail. That way, if he went in a circle, he would know. Or maybe someone would come looking for him, and find the marbles, and be able to follow him.

Dropping marbles every few steps, Marky moved in what he hoped was a straight line. He listened for Pip, and listened for more

owls. The night got darker and darker. Soon he was feeling his way and hoping not to trip.

And then, a new light. Pale, and clean. A full moon was rising. He could see it between the trees. The white moon, not the black one.

Marky stopped being quite so scared. He had an idea now, an idea of who could help him find his way home. Seeing the white moon helped him remember.

All he had to do was find the Silver Lady.

* * *



Spring 2007 Catalog

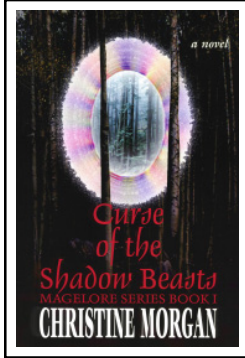
Books & Games



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Always the home for online orders, free pdf demos and exclusive stories, as well as appearances, reviews and more.

*The MageLore & ElfLore Trilogy
by Christine Morgan*



Curse of the Shadow Beasts – MageLore Book I

They come from beyond the walls of nightmare, hideous creatures bent on seeking and slaughtering, leaving only death and misery in their wake.

Arien Mirida knows them only too well. He has faced them before and witnessed their evil, and fears that their hunger can never be stopped.

Cat Sabledrake is about to meet the horror, when a deadly dream becomes deadlier reality.

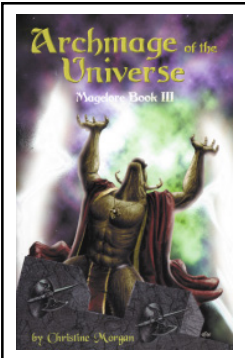
\$11.95 • 1-56315-188-X • 182 pages

Dark of the Elvenwood – MageLore Book II

They are the Morvalan, elves in the service of a god of destruction. To further their war against humanity, they have joined forces with the minotaur wizard Solarrin. Together, they have hatched a plot to bring about the downfall of the Northlands.

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He is Solarrin. Once his body was as twisted as his mind. Now inhabiting the form of a minotaur, his physical and magical prowess are without equal.

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The only ones who will stand a chance against him fled on a foolish quest – to bring his predecessor back from the dead.

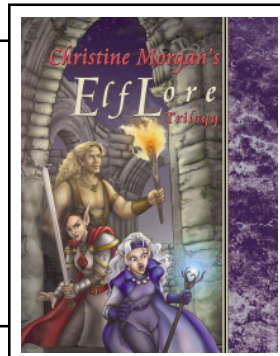
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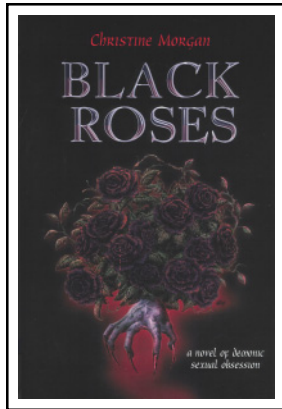
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*The Trinity Bay series
by Christine Morgan*



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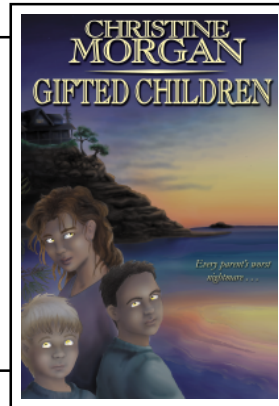
He is the man of their dreams – literally. He feeds on the sleeping minds of the women of Trinity Bay, making them believe their most forbidden fantasies are coming true. Now he has chosen the one woman he intends to be his, no matter how many people must die. Theresa Zane, newly returned to her childhood home, is drawn into a century-old mystery of sex, death, and the ominous haunting of the power behind the black roses.

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The children of Trinity Bay are like any other American kids. Lora Blake has a way with animals. Toby Edwards is the class brain. Jenny Forrester can talk her friends into anything. But in the innocent gifts of these children and others like them, someone has seen a gift of terrifying potential. Seacliff, the house on the hill, has a new secret.

\$16.95 • 0-9702189-9-0 • 372 pages



Changeling Moon – Trinity Bay Book III

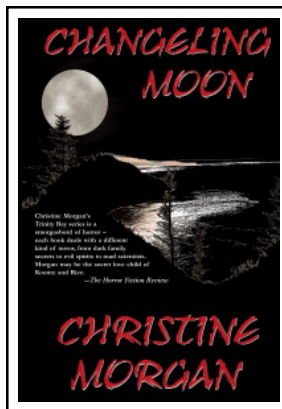
For thousands of years, they have lived among us. Their abilities have given rise to our oldest legends and our deepest fears.

They are changelings. Shape-shifters. Hunters. Creatures of the night. Ruled by the moon, and by their own savage hungers.

To them, we are prey.

Now they have come to Trinity Bay, where one troubled young woman will be caught in the midst of their deadly conflict.

\$14.95 • 0-9771005-0-2 • 284 pages



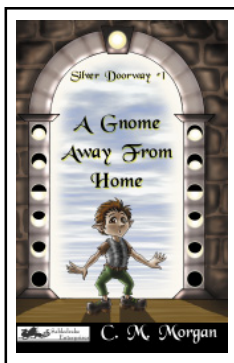
*The Silver Doorway series
by C. M. Morgan*

Life is complicated for the Broderick kids. They've just moved to a new neighborhood. Their parents are having problems. Mom is always busy with work, Dad is always busy on his computer. Half the time, it seems like they forget they even have children.

The kids are having problems too. Twelve-year-old Katie doesn't like having to take care of little brother Sam. Katie's twin Kevin is only interested in sports, and is mad at Mom and Dad. Eight-year-old Sam can't stand being bossed around by Katie.

The rest of the family thinks Dad's sister, Aunt Ellie, is weird. But when the kids discover a secret room in Aunt Ellie's basement, and a glowing silver doorway that leads to another world, they realize how weird their aunt really is.

Other kids sometimes come through that door. Kids from a world where magic is real, and so are gnomes, elves, goblins, and dragons. They come through the door looking for help from a good sorceress. Instead, they get Katie, Kevin and Sam.



A Gnome Away From Home – Silver Doorway #1

Marky of Gnome Keep is lost and alone. He can't find Pip, his puppy. He can't find his way out of the woods. To make matters worse, some giant owls have decided to have him for dinner.

When Dad doesn't show up to get them after Kevin's game, the Broderick kids decide to walk to Aunt Ellie's house. She isn't at home, so they use the spare key.

A sneeze leads them down to the basement, where they follow a little gnome back through the door . . .

\$6.99 • 0-9702189-2-3 • 104 pages

Dwarves in the Dark – Silver Doorway #2

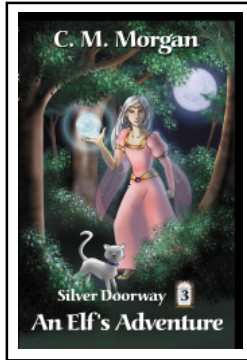
Stone Hammerfine and Sam Broderick might be from different worlds, one of them a dwarven boy and one of them a human boy, but they have something in common. Mean, bossy sisters!

Sam decides to prove he's not a baby by going off to find Stone all by himself. But when giant spiders want to tie them up in webs, and robbers with axes chase them through the dark tunnels, Sam and Stone wonder if maybe this time, just once, they should have listened to their sisters after all.

\$6.99 • 0-9702189-3-1 • 104 pages



Silver Doorway books are written for younger readers, ages 7-12.



An Elf's Adventure – Silver Doorway #3

The world on the other side of the Doorway is a dangerous place, full of giant owls, spiders, goblins, and robbers. So, just in case, Kevin gets a lesson in how to use a sword from Aunt Ellie's boyfriend, Cal.

The kids are spending the whole week with Aunt Ellie, when someone comes through the Doorway. She is the most beautiful girl Kevin has ever seen. She's an elf, able to cast magic spells, and she is on a quest for an enchanted cup that will make her divorcing parents fall in love again. She needs help. She needs someone to protect her.

\$6.99 • 0-9702189-4-X • 104 pages

Dragon on the Loose – Silver Doorway #4

Katie thinks that she is going to have a peaceful day. Her brothers are playing video games. She is spending a pleasant afternoon reading . . . until she gets a phone call from Aunt Ellie's cat.

With Ellie gone, Chester knows that there are only three people he can turn to for help. There is no time to waste! A baby dragon is on the loose in Luna Park!

And catching the baby turns out to be just the start of their problems. They have to take the baby home to its mother, but where is its mother?

\$6.99 • 0-9702189-7-4 • 104 pages



Orcs Ahoy! – Silver Doorway #5

Sam Broderick thinks he's got it bad.

That is, he does until he meets Druush. Druush has it a lot worse.

Chagro, the fiercest warrior in the Empire of Gerosh, wants to marry Druush's mother. But before he can, he has to get rid of one thing – her son.

The people of Gerosh are seagoing orcs – strong, tough and blood-thirsty. On his own, there is no way Druush would survive. He needs help. He needs a way to convince the emperor to spare his life.

\$6.99 • 0-9702189-8-2 • 104 pages

The Alchemist's Girl – Silver Doorway #6

After all of their adventures, keeping the secret of the Silver Doorway has been difficult. But it becomes impossible when hostile wizards from the other side send their magic against Aunt Ellie and Chester.

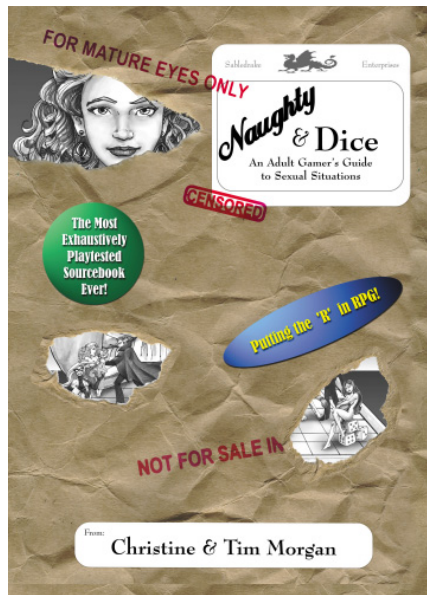
Katie, Kevin and Sam must find help on both sides of the Doorway in order to rescue their Aunt, but can they do it in time?

Coming in May, 2007

\$6.99 • 0-9771005-2-9 • 104 pages



Roleplaying Games



Naughty & Dice: An Adult Gamer's Guide to Sexual Situations

Written by Origins Award nominated author Christine Morgan and 20+ year gaming veteran and game store manager Tim Morgan, *Naughty & Dice* takes a light-hearted yet serious look at the topic of sex in RPGs. The tone of the book is centered around themes of tolerance and respect. It is recommended for mature readers, and is easily adaptable to any roleplaying game system.

Naughty & Dice includes chapters on:

- instructions for factoring a character's "Sexuality" statistic.
- rules for sexual gifts, drawbacks and abilities.
- character types and adventure ideas.
- pregnancy, contraception and sexually transmitted diseases.
- enchanted items, spells, potions, and types of sex-related magic.
- an overview of sex in history, mythology and folklore.
- genre-specific looks at horror, aliens and fantasy races.
- OGL conversions, feats and classes.
- and much more!

\$19.95 • 0-9702189-6-6 • 108 pages

Available in March 2007
through Key20 Games!

Simulacrum RPG

And look for *Ellis: Kingdom in Turmoil* featuring the **Simulacrum Roleplaying System**, by Tim Morgan, coming in 2007 or 2008 from Sabledrake Enterprises. We're still working on the final size and price, but check out <http://sabledrake.com> or <http://SimulacrumRPG.com> for updates, demos and up-to-date information.

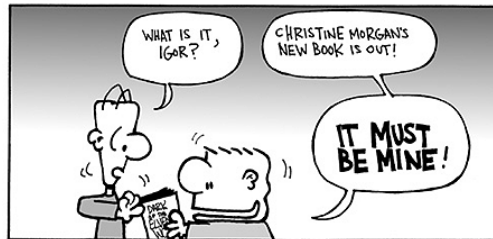
Tell No Tales

The latest hot reality television program is in the works, blending historical re-creation with physical challenges, mental strategy, and emotional manipulation. On the Caribbean island of Veradoga, a dozen contestants and the show's production team get more than they bargain for when world events and the island's haunted history combine to make it anything but a game.

\$TBA • 0-9771005-3-7 • ??? pages

Coming
in
July,
2007

Christine Morgan



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In addition to the works presented here, Christine Morgan's writing has appeared in many magazines and story anthologies.

"Coppers, the Alchemist" in *Pyramid Magazine* #17.

"The Reaching Wall" in *Cthulhu Sex Magazine* #14, Vol 2.

Several entries in *GURPS Villians*.

"The Dawn of the Living Impaired" in *The Book of All Flesh*.

"Seven Brains, Ten Minutes" in *The Book of Final Flesh*.

"I Am . . ." in *Leather, Lace & Lust*.

"Safe Sucks" in *Closet Desires IV*.

"Monsters" in *Path of the Bold*.

"Don't Look Back" in *Fear of the Unknown*.

"Death and the Scream Queen" in *Hell Hath No Fury*.

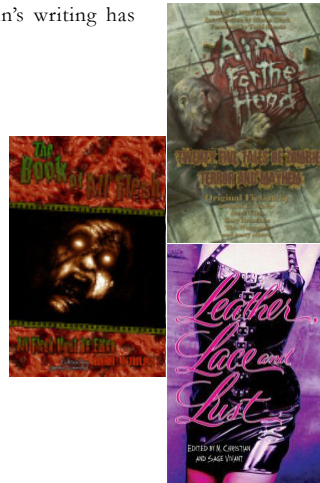
"Easting for Two" in *Dreaded Pall*

and coming soon . . .

"Family Life" in *Aim for the Head*.

Sabledrake Enterprises keeps a few copies of most of these in stock and we can fill orders on a first come, first served basis for anyone interested.

Visit <http://www.christine-morgan.com> for the latest information.





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