 *Janet Beasley*

Among my friends I am famous for my fantastical imagination, being a creative genius, spreading sunshine wherever I go, and writing spell-binding epic high fantasy.

Today I’m going to WOW you by ushering you into the walls of my mind that are painted with colors of enchantment and my Celtic background.

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Welcome to the **Worlds of Hidden Earth:** A timeless tale taking place before creation and ending after the recreation of the new Maycly and Hidden Earth.

Iona, the protagonist, thinks she has life figured out. On earth she’s a success and is loved by all. Then without warning her life is shattered. Her family disappears without a trace, she finds herself alone, and she becomes homeless.

This is the onset of an epic journey to become a part of something **far** bigger than herself.

Little does Iona know that **she** is the queen of both the old and the new Maycly.

Maycly represents Heaven.

With its diverse terrains, whimsical dwellings, a plethora of chimera – both flora and fauna, and inhabitants that range from sprites to mermaids, and ethrealians to chukkons. . .

 . . .Who **wouldn’t** want to spend eternity in this kind of paradise?

Thru extreme trials and triumphs Iona’s faith is restored and she is transformed into a warrior. At the hand of the Grand Wizard, she will be appointed to be solely responsible for orchestrating the crucial, magical endeavors on each of 4 elemental planets - the **Worlds of Hidden Earth**.

If achieved, these endeavors will bring about the creation of Hidden Earth, restoring Good to the Universe for all eternity.

Without the manifestation of Hidden Earth, the new Maycly will never be seen, and the old one will vanish.

Worse yet, the universe will succumb to Evil forever.

For Books 2 and 3 let’s step back in time. It is a dark time on Maycly when the chief ethrealian gives into pride and greed and disturbingly coaxes more ethrealians to follow him. This becomes the catalyst of the first round of good vs evil on Maycly, and an epic battle if fought.

By the end of Book 3, the Creator’s power is rapidly fading, Iona is asked to begin a quest to help bring about the Re-creations of the new “heaven” – Maycly, and the new “earth” – Hidden Earth.

Now imagine traveling with Iona and her friends to the 4 elemental planets.

It’s a race against time.

Iona’s first stop? Book 4 Planet Land. After completing her assignments, she leaves the rootin’ tootin’ Old West setting filled with outlaws and blunderpokes to fly to Book 5 Planet Water. This planet is inhabited by Draugr, Vikings, and a berserker. In a thrilling underwater battle, the enchanted tall ship, Seidr Eik, comes to the rescue.

Her next stop is Book 6 Planet Sky where she arrives smack dab in the midst of an aerial dragon battle that challenges her warrior skills. To add conflict, a harpie eagle and a deranged old witch have adverse ideas regarding Planet Sky’s purpose.

On the fourth elemental planet, Book 7, Planet Fire, Iona finds herself engulfed in a heated Steampunk Polynesian quest, dodging dinosaurs and volcanoes with the help of an automaton. It is here that she is forced to watch her son’s prophesied death.

Book 8 Hidden Earth brings it all together. Three epic battles are fought simultaneously with incredible original weaponry.

Thanks to Iona’s successful completion of her adventures on the four **Worlds of Hidden Earth**, her son, the *surprise* Savior, is resurrected. The new earth, Hidden Earth, is created along with the new Maycly, and Good is restored to the entire universe and will remain for all eternity.

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I believe in the Worlds of Hidden Earth. Do you?

This may be the beginning of something great. I will arise to the next challenge, undefeated, with passion. I’ll continue to use the talents that God has given me to dream, imagine, and create the things that He wants to share with the world, through me.

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This complete epic adventure of high fantasy has taken me 2 decades to complete.

From developing original languages, creating 12 worlds, coordinating multiple epic battles and sharing hope in implausible ways . . . to plunging headfirst into cartography, creating original award-winning steampunk weaponry art, and embracing the challenge to combine all these things into the **Worlds of Hidden Earth**, I admit that I’m an eclectic individual who lives and breathes to create epic fantasy masterpieces that change lives for God.

**My 12 worlds include:**

Earth (Midland Terrain), Maycly, 4 Elemental Planets: Planet Land - Planet Water - Planet Sky - and Planet Fire, The Forbidden Planet, and Hidden Earth.

The world of Maycly (as well as Hidden Earth) represent the worlds where those who believe in SUL will spend their eternity. It holds beautiful terrain, outstanding flora and fauna, fun pubs, cozy taverns, fancy restaurants, carnivals, and clear waters.

Good fauna includes Spotted Hopcats, Scale-feathered Garrets, Fiery Castle Sentinels, Wolven Gliders, Raffedaries, and Snuggerbugs.

Evil fauna includes Myobeasts, Cryptoderms, Winged Hydrugas, Flying Serpentines, Grotto Cobb Rollers, and Crimson Mondobrons.

Fantasy flora consists of Lavendaria, Path Light Ivy, Flowering Puddle Jumpers, and Gollshish Nuts which are used for an archaic style of communion.

The lands of Maycly include a Valley of Feasting where it’s always autumn, Snuggerbug Landing where a county fair runs 24/7, Baliwick and Balmy Domes, Skygem Alps, and Trote Waters where the rich soils hosts many different crops.

The 4 elemental planets offer a vast array of individual settings and genres: Land (a fantasy western) – Water (Vikings and mermaids) – Sky (dragons and birds) - and Fire (a tropical Steampunk tale with volcanos and dinosaurs).

Characters (human and fantasy) range in age from young kids to adults, up to old wise wizards. Their nationalities include midwestern Americans, old West outlaws, old Norse Vikings, Polynesians, Victorian Steampunkers, and chukkons.

The characters speak in either known native languages, or understandable, but very different, languages that I’ve created.

Stunning transportation vehicles range from a magic tall ship and sky ships, to a wispy coach, and a rickety steam powered dirigible and beyond depending on the world you’re on.

Characters ride on dragons, horses, icataruses, aerialocerouses, and blunderpokes as well as in massive skyships pulled by mandibleron gryphons.

I’ve drawn 10 maps total and created family trees. I’ve also filled the Worlds of Hidden Earth with a plethora of chimera animals and plants, and quaint dwellings.

The companion books consist of an illustration book and a cookbook. The illustration book holds maps, animals, dwellings, and characters as well as definitions where appropriate. The cookbook offers up our families best recipes since the days when my ancestors came over from Ireland during the potato famine.

This series highly lends itself to being able to design and build theme park lands and attractions, and would adapt to either a TV series or a series of full-length cinematic films.

