



The Light of Wounds

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The Light of Wounds, Volume 3 of *The Mind Monsters Series*, returns Alex to prior fans and new readers with another life-and-death struggle. It features the signature mix of science fiction satire and struggle that marked her previous adventures.

The story opens with what seems like a death sentence—Alex is drowning in the Sedona River, filled with the drug-and-booze mix created by her boss and her own alcoholic inclinations. She has only moments to decide: should she live, or should she finally give up and die?

In her forties, Alex is sick of repeating the patterns of abuse, personal negligence, and loneliness that have marked her repetitive failures throughout her life. On the plus side, she'd finally end these struggles by choosing death. On the negative ... she'd be dead before she's even fully lived, her failures having overcome her search for meaning.

Of course, Alex decides to live ... otherwise, *The Light of Wounds* would stop before it gets going. The surprise lies in that, by making this choice, Alex is propelled into another adventure of spirit, destiny, choice, and struggle that brings readers further into the conflicted world she navigates.

From her new encounters with Sharlene, head of the Spiritual Enterprise Network (a group that works to send disconnected spirit guides back to



their dimension and stop JT Wilson from bringing them to Earth) to former secret military operative Hank, who once risked his life to save her (and apparently has done so again), prior readers of Alex's adventures will enjoy many satisfying moments. Alex again faces invisible monsters who present her with heady responsibilities and new missions:

"You must find your path and walk it alone. You must face yourself and decide which way to go." Raphael's hollow eyes bore into Alex.

"Remember, there are those who do not want you to succeed. They want your life force for themselves. Destruction and evil come in many forms, and the fate of the world is in your hands."

Alex continues to evolve as she and her companions face new and old conflicts that force Alex to acknowledge:

...once again that her biggest battle was with herself.

Alex is not alone, though. Hank moves away from his charge of blowing things up to make sure she and her spirit friends, who infiltrate dangerous quarters, receive his support and expertise.

Wry humor permeates this scenario and influences her choices, introducing delightful moments of comic observation to the action and confrontation. These stem from many dilemmas that come from saving people and confronting JT's special form of evil:

"Crystal keeps finding more spirits and sending them our way," the security head muttered. "At the rate she's going, every employee here will be from another dimension."



Libraries seeing popularity with Alex's previous 'Mind Monsters' adventures will find this addition as nicely laced with tension and excitement as her prior encounters.

Readers attracted to stories about characters that make difficult choices and journey into uncharted territory (which includes facing global kingpins, monsters, and spiritual forces that test the protagonist's power and resolve) will relish the combination of fast-paced action and character depth in *The Light of Wounds*.

Filled with thought-provoking insights about heroism, choice, spiritual direction, and revelations about underlying psychological motivations and assumptions, *The Light of Wounds* incorporates a force every bit as compelling as in Alex's previous encounters:

She realized on some level she did still want him to hurt her. She wanted to be punished. That's your abuse talking, not you, Alex reminded herself. You are a warrior.