



Epic Order of the Seven™ Characters

JENNY L. COTE



Max: A Scottish Terrier from (where else?) Scotland. Full name is Maximilian Braveheart the Bruce. Short, black with a large head, always ready to take on the bad guys. Faithful leader of the team who started with the first mission of Noah's Ark in *The Ark, the Reed, and the Fire Cloud*. Loves to mess with Al, "encouraging" him to work on his bravery. Can't swim. Immortal.



Liz: A petite, French, black cat from Normandy, France. Full name is Lizette Brilliante Aloysius. Brilliant, refined, and strategic leader of the team, beginning with Noah's Ark. Loves the study of history, science, the written word, culture, and languages. Prides herself on knowing the meanings of names, and simply adores gardens. Immortal.



Al: A well-fed, Irish, orange cat. Full name is Albert Aloysius, also called "Big Al" by his close friends. Hopelessly in love with his mate, Liz, since Noah's Ark. Simple-minded, but often holds the key to gaining access to impossible places, and figuring out things everyone else misses, including deep spiritual truths. Loves to eat and sleep. Scared of everything. Immortal.



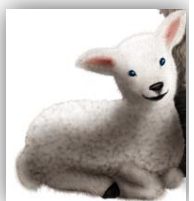
Kate: A white West Highland Terrier, also from Scotland. The love of Max's life ever since they 'wed' on the way to the Ark. Has a sweetness that disarms everyone she meets. Is also a fiery lass, unafraid to speak her mind. Always sees the good in others, and sticks up for the underdog. Serves the team behind the scenes in supporting roles. Immortal.



Nigel: A jolly, British, white mouse, "Nigel P. Monaco", with impeccable manners and speech. Wears spectacles and is on the same intellectual level as Liz, joining her in the thrill of discovery. An expert Egyptologist who joined the team on their mission to Egypt with Joseph in *The Dreamer, the Schemer, and the Robe*. Taught Liz all about Egypt, giving her the endearing term "my pet". Able to travel quickly and easily via carrier pigeon. Spies to help carry out missions. Immortal.



Gillamon: A wise, kind mountain goat from Switzerland. Moved to Scotland, where he raised orphaned Max and served as his mentor. Died before the Flood, but now serves as a spiritual being and leader of the Order of the Seven, delivering mission assignments from the Maker. Can take any shape or form, and shows up when least expected.



Clarie: A sweet little lamb from Judea. Shepherds gave her to Mary and Joseph as a gift for Baby Jesus in *The Prophet, the Shepherd, and the Star*. Enabled the family to escape to Egypt without harm and joined Gillamon as a spiritual being member of the team. Serves as all-knowing guide in the IAMISPHERE when the team goes back in time to events in history. Can take any shape or form.

Learn more at www.epicorderoftheseven.com.