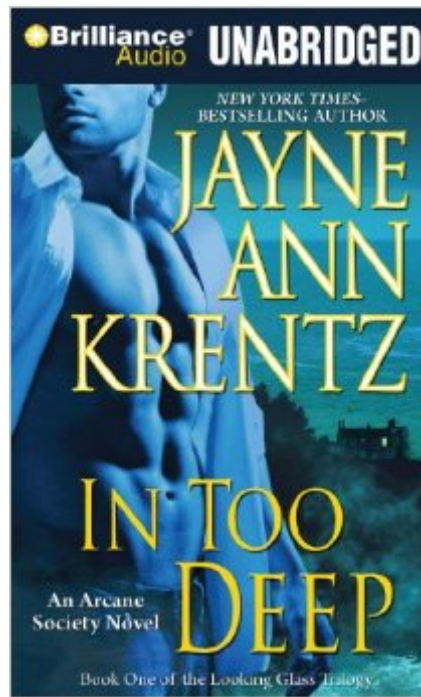


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In Too Deep (Arcane Society Series)



Synopsis

When Fallon Jones took over the family business, he moved Jones & Jones headquarters to Scargill Cove, a secluded coastal town in Northern California. The Cove suits him just fine, as a confirmed recluse . . . and as an investigator of the paranormal. The Cove is a hot spot, a convergence point for unusually strong currents of energy, which might explain why the town draws misfits and drifters like moths to a flame. Isabella Valdez is used to changing apartments, jobs, even names and Social Security numbers at the drop of a hat • but this is too much. Sheâ™s been framed by some very dangerous men. They may be behind the disappearance of her grandmother. And now theyâ™ve sent their thugs after Isabella. She would be dead if her gift of intuition hadnâ™t told her to run. So sheâ™s fled to California • and found employment with Fallon Jones. Itâ™s been only a few days, but Fallon doesnâ™t remember life before his new assistant. Isabellaâ™s already organized his pathologically chaotic office, and she doesnâ™t bat an eye at the psychic aspect of his job. Sheâ™s a kindred spirit, sanctuary from a world that considers his talents a form of madness. The surest sign that heâ™s falling for her? He doesnâ™t even mind her cheery personality. But after a routine case unearths an antique clock infused with dark energy, Fallon and Isabella are dragged into the secret history of Scargill Cove. Next thing they know, theyâ™re fighting for their lives in an abandoned underground lab • not exactly an ideal first date. Now their lives depend on the combined strength of their powers as they unravel a cutthroat conspiracy with roots in the Jones family business . . . and Isabellaâ™s family tree.

Book Information

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Average Customer Review: 4.3 out of 5 stars • See all reviews • (167 customer reviews)

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Customer Reviews

BACKGROUND & STORY BRIEF:Fallon Jones' continuing enemy is Nightshade. When one Nightshade leader is killed, another replaces him. Nightshade consists of several independent groups that make drugs to enhance psychic abilities. Fallon and his partners/buddies had some success against Nightshade groups in prior books with more to come in future books. This book is about other bad guys, with a minor role for Nightshade. The characters in the Arcane Society books have a wide variety of psychic talents. Fallon sees patterns inside of chaos which helps uncover conspiracies. He can also send power that kills. Isabella finds lost things - people, bodies, objects. In this book, Isabella comes to Fallon and gets a job as his office manager. Together they solve at least four different mysteries/questions. Each mystery has something to do with a mechanical object like a lantern, doll, clock, etc. The objects have different powers, for example to kill or make someone unconscious.

REVIEWER'S OPINION:The story starts off interesting with Isabella on the run and two thugs chasing her. But after that, there is not enough interesting action. Isabella and/or Fallon interact with a bad guy, the bad guy then confesses or tells them what he has been doing, and it is solved. This happened for each mystery. It had the feeling of telling, not showing - because there were long explanations about PAST EVENTS. I didn't get to experience bad guys and good guys doing things and feeling things. Also there was too much dabbling in different places - like the author was grabbing unrelated stories out of the air. By the end, some of the mysteries didn't feel complete. They weren't explained enough. There was some good action, just not enough.

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