

## Sapphique Catherine Fisher

After his escape from the sentient prison, Incarceron, Finn finds that the Realm is not at all what he expected, and he does not know whether he is to be its king, how to free his imprisoned friends, or how to stop Incarceron's quest to be free of its own nature.

The fourth installment in the Relic Master quartet! Galen and Raffi's quest has brought them to the Pits of Maar. There, below the surface of the world, in the deepest darkness, a most evil thing is waiting for them to come. Watch a Video

Breathtaking sequel to The Oracle, the Archon must face a journey of treachery and adventure across the pitiless desert in a bid to save his people ... The Archon vows to lead a pilgrimage to the Well of Songs to seek peace with the Rain Queen and save the land from the terrible drought. The Well is hidden in the mountains across the desert. But he is not the only one with his sight set on the mountains: Argelin, the tyrannical and power-hungry General, follows behind, an ever-present threat, with his heart set on the riches to be found. With only Oblek, Seth and two tomb-thieves known as the Jackal and the Fox for company, the Archon's journey is treacherous and dangerous. They must face the Great Desolation and the monstrous animals outlined on the desert floor, animals with mythical powers, and they must survive without Mirany, bearer-of-the-god and true friend of the Archon, who has had to remain behind to face a threat much closer to home ...

Out-of-this-world magical adventure series for teens from the award-winning, New York Times bestselling author of Sabriel and the Old Kingdom series. Seven days. Seven keys. One very unlikely hero. Four of the seven trustees have been defeated and their Keys taken, but for Arthur Penhaligon, the week is still getting worse. His friends have been captured by the Piper, and the New Nithling army still controls most of the Great Maze. Meanwhile, Superior Saturday is causing trouble wherever she can, including turning off all the elevators in the House and blocking the Front Door to prevent escape. Amidst all this trouble, Arthur must weigh an offer from Lady Friday that is either a cunning trap for the Rightful Heir, or a golden opportunity he must seize before Superior Saturday or the Piper beats him to it. The race to find the secret of the Middle House is on - and Arthur is in the thick of it.

The Enemy

The Door in the Moon

Conjuror's Game

The Red Gloves and Other Stories

Since Gudrun came from the frozen mists beyond the edge of the world, the Jarl's people have obeyed her in hatred and terror. But the enchantress has one weakness: a son, Kari, banished to a forbidding fortress in the north, never seen by the Jarl's people. In secret they wonder: Are the rumors true? Was he born a monster? Now Jessa and her cousin Thorkil have been exiled to the north, and if they survive the journey, they will find the truth: Is Kari a beast? Or the means to stop the sorceress?

Caz has been living in the department store since the day the Blue Star came and killed everyone who breathed in its toxic snow. She can't do so much as look outside. But life in the store is getting dangerous and so Caz decides to take her chances in the world outside, with only Will for company. What will she find in the bleak landscape? And is there even anything to find?

From the swirling mists and icy depths beyond the edge of the world came the snow-walker Gudrun, to rule the Jarl's people with fear and sorcery. But a small band of outlaws are prepared to risk their lives to defeat Gudrun and restore the land to its rightful leader. This trilogy follows them in their quest, from the first terrifying journey to meet the mysterious snow-walker's son, to the final battle in the lands beyond the rainbow bridge. The Snow-walker's Son follows Jessa and Thorkil who, are sent to Thrasirshall in the empty wastelands to live with the mysterious Kari, Gudrun's son. Led to believe Kari is some kind of monster they are shocked to discover he is a snow-walker, just like Gudrun, except with the desire to do good rather than evil. Together they journey back to the Jarshold to defeat Gudrun. In The Empty Hand Gudrun seeks revenge on those who banished her and sends a terrifying, faceless creature to the Jarlshold, and in The Soul Thieves, Kari and his companions must travel to the land of the snow-walkers to claim back the precious souls Gudrun has stolen. Here, Kari and Gudrun, mother and son and ultimate opponents, must fight their final battle.

Each year the Lammis Fair draws musicians and story-tellers to the grounds of the 17th-century house where Mick's father is manager. This year a woman comes to sell herbs and candles - and offer Mick help with his music. His flute-playing blossoms, yet he is consumed by it, fading as the music swells. Grotesque incidents mar the Fair. In horror, Mick's friend Katie understands the woman is drawing Mick into the Otherworld, to cross the boundary for ever. A compelling evocation of ancient folklore: the luring of a young man by a faery woman, and the rites of the Corn King, nurtured to full growth, then cut down.

Lady Friday: The Keys to the Kingdom 5

The Margrave #4

Virals

Relic Master

When his father disappears while experimenting with a black mirror that is a portal to both the past and the future, Jake encounters obstacles when he tries to use the mirror to find his father.

In a devastated world where ancient relics possess advanced powers, Master Galen and his sixteen-year-old apprentice, Raffi, enter the ruined city of Tasceron seeking a relic that could save the world while evading the Watch.

National Book Award winner M. T. Anderson returns to future Earth in a sharply wrought satire of art and truth in the midst of colonization. When the vuvv first landed, it came as a surprise to aspiring artist Adam and the rest of planet Earth — but not necessarily an unwelcome one. Can it really be called an invasion when the vuvv generously offered free advanced technology and cures for every illness imaginable? As it turns out, yes. With his parents' jobs replaced by alien tech and no money for food, clean water, or the vuvv's miraculous medicine, Adam and his girlfriend, Chloe, have to get creative to survive. And since the vuvv crave anything they deem classic Earth culture (doo-wop music, still life paintings of fruit, true love), recording 1950s-style dates for the vuvv to watch in a pay-per-minute format seems like a brilliant idea. But it's hard for Adam and Chloe to sell true love when they hate each other more with every passing episode. Soon enough, Adam must decide how far he's willing to go — and what he's willing to sacrifice — to give the vuvv what they want.

In an absorbing mystery thriller, a teenage girl with a past arrives in a city: new name, new identity, new foster family. She has chosen the city herself, and is fascinated by its harmony and beauty, but is clearly in fear of discovery. She is nursing a secret from her early childhood, a secret that produces new terrors for her the moment she fears her identity has been spotted. A parallel narrative tells of a young architect's apprentice, Zak, in 1750 - working with Jonathan Forrest, a man obsessed with past Druidic mysteries and a new architectural vision for the city. He plans to create the world's first circular terraced street, the King's Circus - a plan greeted with scorn and derision. Zac soon realises there's more than just obsession with an architectural vision; there is some secret associated with building a hidden chamber in the centre of the Circus. But Zac himself has his own confused and highly destructive agenda ... These narratives are framed by the voice of Bladud - mythical first builder of the city, destined to die in trying to fly. And ultimately his narrative brings all together in a clever and brilliantly intriguing climax.

Obsidian Mirror: 04: The Speed of Darkness

The Pickpocket's Ghost

Something Strange and Deadly

Lammas Field

THE SNOW WALKER'S SON is a book of intrigue; of banishment and sorcery; of an ice cold winter and an unseen evil eye. Jessa and Thorkil are banished by the evil witch Gudrun to the ice kingdom where they will be incarcerated with Gudrun's son Kari; about whom there are the most terrible tales. He is rumoured to be half-man, half-beast and is a figure of dread. After an endless journey, Thorkil and Jessa arrive. He is not as they feared but is a slight winsome young man. His only terror is that he, too, has the power. But he is determined to use the magic wisely.

Adventure is in Tory Brennan's blood. After all, she's the grandniece of world-famous forensic anthropologist Temperance Brennan. Always up for a challenge, Tory and her science-geek friends spend their summers on the marshlands of Loggerhead Island, home to the very off-limits Loggerhead Island Research Institute, where something strange is going on. After rescuing a stray wolfdog pup from a top-secret lab, they discover he is exposed to a rare strain of canine parvovirus, changing them--and their DNA--forever. Now they are more than friends. They are a pack. They are Virals. And they're dangerous to the core. But are they? Can they catch a cold-blooded murderer?

From the New York Times bestselling author of Incarceron, this genre-busting fantasy is perfect for fans of Doctor Who, Blade Runner, and Cassandra Clare's Mortal Instruments series. Only the Obsidian Mirror can change the past, or rescue the future. In this third volume of the internationally acclaimed Obsidian Mirror series, it's Midsummer Night. It's hot. And everyone in Wintercombe Alley is dreaming strange dreams—until Jake and Sarah are swept through the Obsidian Mirror and time itself into a nightmare world of revolution and murder. Meanwhile, Oberon Venn faces a choice between staying mortal in the tangled green wildwood of the faerie realm. Catherine Fisher, master of world-building and plot twists—from a masked ball to a desperate struggle at the very foot of the guillotine—continues the search for those who Time has snatched away.

Incarceron is a prison so vast that it contains not only cells and corridors, but metal forests, dilapidated cities, and wilderness. It has been sealed for centuries, and only one man has ever escaped. A prisoner here. Although he has no memory of his childhood, he is sure he came from Outside. His link to the Outside, his chance to break free, is Claudia, the warden's daughter, herself determined to escape. They are up against impossible odds, but one thing looms above all: Incarceron itself is alive . . .

The Dark City

Obsidian Mirror

Fintan's Tower

Landscape with Invisible Hand

*It is a life-changing deal—and it will end your life as you know it. Sarah Trevelyan would give anything to regain the power and wealth her family has lost, so she makes a bargain with Azrael, Lord of Darkwater Hall. He will give her everything she needs to restore the Trevelyan name, and one hundred years to do it—in exchange for her soul. Fast-forward a hundred years to Tom, who dreams of attending Darkwater Hall School. A professor named Azrael offers him a bargain. Will Sarah be able to stop Tom from making the same mistake? Catherine Fisher's version of Faust is utterly spellbinding!*

*Evoking the classic fantasy adventures of Joan Aiken and Eva Ibbotson, this darkly delightful new novel from New York Times best-selling author Catherine Fisher glimmers with winter magic. Orphan Seren Rhys is on her way to a new life at the remote country mansion of Plas-y Fran when she is given a package by a stranger late at night in an empty train station. The package contains a crotchety, mechanical talking crow, which Seren reluctantly brings to her new home. But when she gets there, the happy Christmas she had hoped for turns out to be an illusion--the young son of the house, Tomos, has been missing for almost a year, rumored to have been taken by the fairies. With the Crow's reluctant help and a little winter magic, Seren sets off on a perilous journey to bring Tomos home. An enthralling story of family and belonging set in frost-bound Victorian Wales.*

*On a mission to recover his father lost in time, Jake finds himself in 1940s London. From the rubble of the Blitzed city, a clue leads him to an eccentric seer of ghosts, three sinister children and three strange prophesies. Two of them soon come to pass, but what is the Box of Red Brocade? Does it hold the secret of destroying the Obsidian Mirror? A talking bird, an invisible girl, a walking wood; the second volume of Catherine Fisher's Chronoptika series is packed with mystery, magic and sinister intrigue. 'A new novel by Catherine Fisher, poet and prize-winning novelist is always worth looking out for. The Obsidian Mirror is both thriller and SF, and, being written in Fisher's acid-etched prose, equally satisfying to fans of many genres. 'Amanda Craig, THE TIMES Children's Book of the Week.*

*Jamie was at the library looking for a book that was different, one he could get lost in. But he didn't mean it literally. The Book with his own name in it leads Jamie and his sister Jenny into the Summer Country - a world of magic and danger, where even time behaves strangely; where Fintan's Tower has held its prisoner since the days of Camelot, and will keep Jamie and Jenny, too, unless Jamie can read the book right . . .*

*Enigmatic Spaces and Illusive Maps*

*Darkhenge*

*The Hidden Coronet #3*

*At the World's End*

The mere presence of the epigraph, as parallel narratives to Fisher /U+2019 /s main narrative, forces readers to become active participants in the construction of Incarceron and Sapphique. In deciphering these epigraphs, the texts show that the relationship between human (reader) and machine (text) is necessary to construct the meaning of both narratives.

"The ghost in Sarah's bedroom is begging for help. He just needs her to open a box.... can she save a soul, or is it a dreadful trap? Chilling supernatural thriller.

In a magical sequel to the award-winning *The Clockwork Crow*, Seren and Tomos think they've bested the fairies who tried to steal them away forever--until Tomos makes the mistake of saying this aloud. After rescuing her godbrother Tomos from fairy enchantment, orphan Seren Rhys wants nothing more than to enjoy her new life at the charming manor house called Plas-y-Fran. But when Tomos thoughtlessly challenges the fairies, a mysterious new governess arrives in a gust of leaves. Seren has always wanted an education, but Mrs. Honeybourne doesn't believe that girls have the right to one, and Seren's family seems strangely intent upon agreeing with anything the governess says. As dangerous figures from a magical toy carousel stalk the house, Seren calls upon her old friend the Clockwork Crow for help. Yet when faced with the Velvet Fox, a creature even the Crow fears, Seren will need to use her smarts to overcome the dangers around her and protect what she loves. Brimming with Welsh folklore and atmosphere, Catherine Fisher's latest tale of family, pluck, and fairy magic will delight readers--and wrap them in its spell.

The third installment in the Relic Master quartet! The coronet, a potent ancient relic, might be the only way to defeat the power that is destroying Anara. But it has been lost for centuries, and only legend tells of its whereabouts. Will Galen and Raffi be able to find it before the Watch does? Watch a Video

*The Snow-Walker's Son*

*Midnight at the Electric*

*The Box of Red Brocade*

*The Crystal Stair*

**Thirteen-year-old Natalie Minks loves machines, particularly automata—self-operating mechanical devices, usually powered by clockwork. When Jake Limberleg and his traveling medicine show arrive in her small Missouri town with a mysterious vehicle under a tarp and an uncanny ability to make Natalie's half-built automaton move, she feels in her gut that something about this caravan of healers is a bit off. Her uneasiness leads her to investigate the intricate maze of the medicine show, where she discovers a horrible truth and realizes that only she has the power to set things right. Set in 1914, *The Boneshaker* is a gripping, richly textured novel about family, community, courage, and looking evil directly in the face in order to conquer it. This ebook includes a sample chapter of *THE BROKEN LANDS*.**

**Alick is fascinated by Luke Ferris - the Conjuror! Where does he get his strange powers of healing? Why has he got six fingers? What is his connection with the sinister goings-on at the Mere in Halcombe Great Wood? Then Alick follows the Conjuror to the secret chamber under the hillside. There he discovers the ancient game of Fidchell and accidentally removes a key piece in the game - unleashing dark and terrifying forces on to the world.**

**It's been three months since Rob's younger sister, Chloe, fell into a coma after a riding accident, and his life is in disarray. Rob's parents spend most of their time at his sister's bedside, and his best friend is afraid to talk to Rob about Chloe. To distract himself, Rob takes a job working at a secret archaeological site, where workers have uncovered a mystical ring of black timbers. At its center an ancient tree is buried upside down in the earth—a tree with the power to transport Rob to the Unworld, where Chloe lives in a forest of enchanting dreams, trapped between life and death. Catherine Fisher has combined a fascinating exploration of myth with a modern quest for understanding. Where is the land of the imagination? And if we found our way there, would we ever want to come back?**

**"While Jake and Sarah are pulled through the Obsidian Mirror, landing in the violent, unpredictable time of the French Revolution, Oberon Venn must decide between staying mortal or losing his soul in the faerie realm"--**

**Crown of Acorns**

## The Velvet Fox Incarceron Dark Life

In this sequel to *At the World's End*, Caz and Will struggle to fit in at the Settlement where the genders are strictly separated. After the battle to arrive, it seems that setting out into the frozen world once again. Gripping YA dystopia for ages 12+

Gripping stories of myth, folklore and magic: Two step-brothers share one nightmare; red gloves that reach for your throat; a changing room where a stranger asks to stay with you; and a ghost in the rain... An expert storyteller weaves nine spells. Fear mixed with wit, heart and magic.

Welcome to Anara, a world mysteriously crumbling to devastation, where nothing is what it seems: Ancient relics emit technologically advanced powers, members of the Order are hunted by the governing Watch yet revered by the people, and the great energy that connects all seems to also be destroying all. The only hope for the world is Galen, a man of the old Order and a Keeper of relics, and his sixteen-year-old apprentice, Raffi. They know of a secret relic with great power that has been hidden for centuries. As they search for it, they will be tested beyond their limits. For there are monsters—some human, some not—that also want the relic's power and will stop at nothing to get it. [a Video](#)

With an invisible girl, a parliament of owls and a pen that writes by itself, the journey to the Garden of the Midnight Swan might be Seren's most dangerous adventure. In the third book of the award-winning *The Clockwork Crow* series, Seren and Tomos must try to help the Crow find the way back to his human form. But why is Captain Jorjor enquiring about Seren's past? How have the sinister Fair Family gate-crashed the Midsummer Ball, and what is the one desire of the mysterious Midnight Swan?

The Candle Man

Snow-walker

The Oracle Betrayed

Sapphique

Meurig, the fiddler, is a haunted man. Hafren, the evil spirit-woman of the Severn has captured his soul and now possesses the key to his life - a small candle stub. Hafren taunts and torments Meurig but with help from Conor and Sara, he CAN take back his life from her watery grasp - at the cost of flooding the land. Meurig must make his choice - his life or the village. . . . .

Finn has escaped Incarceron, but Keiro and Attia are still Inside. Outside, things are not at all what Finn expected - and both Finn's and Claudia's very lives hang on Finn convincing the Court that he is the lost prince. Back Inside, Keiro and Attia are on the hunt for Sapphique's glove, which legend says he used to escape. In order to find it, they must battle the prison itself. Incarceron has built itself a body and it wants to go Outside - just like Sapphique, the only prisoner Incarceron ever loved. "High-intensity, mind-bending . . . Fisher further explores themes of reality, illusion, and freedom without losing her intensely original world-building and authentic characters." - Booklist, starred review "Even as the steadily ratcheting certainty of impending catastrophe keeps the pages turning, the sheer richness of the evocative descriptions demands that every sentence be savored. . . . For those who can appreciate the interplaying reflections of lies, myths and memory, a modern masterpiece." - Kirkus Reviews, starred review

In the wake of a devastating disease, everyone sixteen and older is either dead or a decomposing, brainless creature with a ravenous appetite for flesh. Teens have barricaded themselves in buildings throughout London and venture outside only when they need to scavenge for food. The group of kids living at a Waitrose supermarket is beginning to run out of options. When a mysterious traveler arrives and offers them safe haven at Buckingham Palace, they begin a harrowing journey across London. But their fight is far from over—the threat from within the palace is as real as the one outside it. Full of unexpected twists and quick-thinking heroes, *The Enemy* is a fast-paced, white-knuckle tale of survival in the face of unimaginable horror.

After she is chosen to be "Bearer-of-the-god," Mirany questions the established order and sets out, along with a musician and a scribe, to find the legitimate heir of the religious leader known as the Archon. Children's BOMC.

Reprint

The Boneshaker

Darkwater

The Clockwork Crow

Deciphering the Epigraph in Catherine Fisher's *Incarceron* and *Sapphique*

**6 Starred Reviews and a New York Public Library Best Book of 2017! New York Times bestselling author Jodi Lynn Anderson's epic tale—told through three unforgettable points of view—is a masterful exploration of how love, determination, and hope can change a person's fate. 2065: Adri has been handpicked to live on Mars. But weeks before launch, she discovers the journal of a girl who lived in her house more than a hundred years ago and is immediately drawn into the mystery surrounding her fate. 1934: Amid the fear and uncertainty of the Dust Bowl, Catherine's family's situation is growing dire. She must find the courage to sacrifice everything she loves in order to save the one person she loves most. 1919: In the recovery following World War I, Lenore tries to come to terms with her grief for her brother, a fallen British soldier, and plans to sail from England to America. But can she make it that far? While their stories span thousands of miles and multiple generations, Lenore, Catherine, and Adri's fates are entwined in ways both heartbreaking and hopeful. In Jodi Lynn Anderson's signature haunting, lyrical prose, human connections spark spellbindingly to life, and a bright light shines on the small but crucial moments that determine one's fate. "Deft, succinct, and ringing with emotion without ever dipping into sentimentality,**

**Anderson's novel is both intriguing and deeply satisfying.”—Kirkus (starred review) “Each character’s resilience and independence shines brightly, creating a thread that ties them together even before the intersections of their lives are fully revealed. Anderson’s piercing prose ensures that these remarkable women will leave a lasting mark on readers.”—Publishers Weekly (starred review) “With quietly evocative writing, compellingly drawn characters, and captivating secrets to unearth, this thought-provoking, lyrical novel explores the importance of pinning down the past before launching into the mystery of the future.”—Booklist (starred review) “Anderson ...allows her characters to shine through, with each distinct, nuanced, and memorable.”—BCCB (starred review) “Anderson deftly tackles love, friendship, and grief in this touching exploration of resilience and hope. A must-have for all YA collections.”—School Library Journal (starred review) "In *Midnight at the Electric*, Jodi Lynn Anderson weaves a shining tale of hope in the face of adversity. " —Shelf Awareness (starred review)**

**Dive deep into the vivid underwater world of *Dark Life*! The oceans rose, swallowing the lowlands. Earthquakes shattered the continents, toppling entire regions into the rising water. Now, humans live packed into stack cities. The only ones with any space of their own are those who live on the ocean floor: the *Dark Life*. Ty has spent his whole life living deep undersea. When outlaws attack his homestead, he finds himself in a fight to save the only home he has ever known. Joined by Gemma, a girl from Topside, Ty ventures into the frontier's rough underworld and discovers some dark secrets to *Dark Life*. Secrets that threaten to destroy everything.**

**Sixteen-year-old Eleanor Fitt’s brother is missing. And when she discovers that the Dead are rising in Philadelphia and wreaking havoc throughout the city, she knows that her brother is involved. So Eleanor enlists the help of the Spirit-Hunters. This motley crew, hired to protect the city from supernatural forces, is after the necromancer who has been reanimating corpses. Their skills can save her brother. But as Eleanor spends time with the Spirit-Hunters, and their handsome inventor, Daniel, the situation becomes dire. Now not only is her reputation at risk, but her very life may hang in the balance. In *Something Strange and Deadly*, the first book in a trilogy, Susan Dennard weaves together vividly imagined scenes of action, adventure, and gorgeous Victorian fashion to create an entertaining steampunk tapestry of humor, horror, and romance. Readers who love Cassandra Clare’s *Infernal Devices* series will be intrigued from the start.**

**Science fiction, myth, time travel and Shakespearean wit and playfulness combine in a stunning sequence of huge imaginative power - the *Shakespeare Quartet* ... *The Speed of Darkness* concludes the series which began with *The Obsidian Mirror*, then moved on through *The Box of Red Brocade* and *The Door in the Moon*. In this final volume, a great storm brews out at sea and batters the Devon coast, flooding vast swathes of land. At *Wintercombe Abbey* the preceding weeks have been spent in a ferment of experimentation, as Jake Wilde's father, David and Maskelyne work furiously on *Operation Leah*. They have been practising changing tiny events in the past, in preparation for the rescue of Venn's wife Leah from death, the culmination of their work with the *Obsidian Mirror*. But in the aftermath of the storm, the *Abbey* is a drowned house. Where is the *Mirror*? What has happened to the two halves of the *Janus coin*? Whose is the mysterious boat wrecked up on the nearby beach? And what plans of mischief and mayhem lay in store for *Halloween* - the day chosen for Leah's return?**

**The Oracle Sequence: *The Archon***

**The Snow-Walker Trilogy**

**The Midnight Swan**