

Infernal Devices (Predator Cities Book 3)

Due to popular demand, THE TRACTION CODEX: AN HISTORIAN'S GUIDE TO THE ERA OF PREDATOR CITIES is now available as an ebook of its own. Initially published as exclusive bonus material for the PREDATOR CITIES ebundle, this comprehensive and illuminating companion to Philip Reeve's critically acclaimed quartet will delight new and old fans alike.

Journey to the magical world of Erthia in these two exciting prequels to The Black Witch. Includes Wandfasted and Light Mage.

In the distant future, when cities move about and consume smaller towns, Tom and Hester hope that the ice city of Anchorage will reach the rumored haven of the Dead Continent--America--before the savage Hunstmen of Arkangel find them.

The shattering final instalment of Philip Reeve's Predator Cities quartet flings you back into his blasted world of predator cities, ruinous wars and terrifying Stalkers. Abandoned by Hester, Tom and Wren stumble across the wreckage of a vast traction city: London. As the Green Storm take arms and the truce with the Traction Cities splinters, the world is on a collision course - beginning and ending in London's ruined shell. As everything Tom and Hester know and love hurtles towards apocalypse, who will be left to tell the tale? Winner of the Guardian Children's Fiction Prize 2007, this epic finale is fast-moving, thrilling, heartbreaking - and as exciting as hell!

Mothstorm

Philip Reeve

No Such Thing as Dragons

The Rebel Mages

TrooFriend

Mortal Engines is now a major motion picture produced by Peter Jackson!

The thrilling third instalment of the epic series which kicked off with Mortal Engines. It's sixteen years since Tom and Hester settled down in Anchorage, now a static settlement on the shores of the Dead Continent. But their teenage daughter Wren is restless, and her lust for adventure is about to launch them all into perilous waters - in the form of a limpet submarine with the Lost Boys on board!

In the distant future, when fifteen-year-old Wren Natsworthy, bored with life in Anchorage, steals an Old-Tech book for a Lost Boy, she sets off a sequence of events that leads her parents, Tom and Hester, back into battle with old enemies and new.

London is hunting The great Traction City lumbers after a small town, eager to strip its prey of all assets and move on. Resources on the Great Hunting Ground that once was Europe are so limited that mobile cities must consume one another to survive, a practice known as Municipal Darwinism. Tom, an apprentice in the Guild of Historians, saves his hero, Head Historian Thaddeus Valentine, from a murder attempt by the mysterious Hester Shaw -- only to find himself thrown from the city and stranded with Hester in the Out Country. As they struggle to follow the tracks of the city, the sinister plans of London's leaders begin to unfold ...

Jinks and O'Hare Funfair Repair

Mortal Engines

Starcross

Sentenced to War

Goblin Quest

Mortal Engines launched Philip Reeve's brilliantly imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. The first instalment introduces young apprentice Tom Natsworthy and the murderous Hester Shaw, flung from the fast-moving city of London into heart-stopping adventures in the wastelands of the Great Hunting Ground. Repackaged with a stunning double cover and eye-catching new look that features the famous recycled 'Old-Tech' of Reeve's fantastic world.

The final adventure in Philip Reeve's brilliant Fever Crumb trilogy. The Scriven people are brilliant, mad -- and dead. All except one, whose monstrous creation is nearly complete -- a giant city on wheels. New London terrifies the rest of the world, and an army of mammoth-riders gathers to fight it. Meanwhile, young Fever Crumb begins a hunt for Ancient technology in the icy strongholds of the north. She finds a mysterious black pyramid full of secrets. It will change her world forever. Scrivener's Moon follows Fever Crumb and A Web of Air to complete one of the most exciting and inventive fantasy adventures series ever written.

FEVER CRUMB is a stunning, stand-alone prequel to Philip Reeve's brilliant science fantasy quartet. It is set many generations before the events of Mortal Engines, in whose dazzling world huge, predatory cities chase and devour each other. Now, London is a riot-torn, ruinous town, clinging to a devastated landscape and hiding an explosive secret. Is Fever, adopted daughter of Dr Crumb, the strange key that will unlock its dangerous mysteries?

Infernal Devices**Watkins Media Limited**

A Rousing Tale of Dauntless Pluck in the Farthest Reaches of Space

Traction City

A Stirring Adventure of Spies, Time Travel and Curious Hats

A Web of Air

The Traction Codex

With superb world building, gripping action, and ruthless political intrigue, Black Light Express delivers a breathtaking adventure into the darkest depths of space and is sure to please sci-fi fans and foes alike. At the edge of the Great Netv android girl ride aboard a sentient train. They hurtle toward the unknown, ready to see what lies beyond the end of the universe. But Zen Starling and Nova leave behind worlds on the brink of chaos. Old rulers are dead, and now young Throne. Unrest spreads like a virus, a rival corporate family grows hungry for power, and the once tranquil Empire seems bound for railwar and ruin. Watching everything are the Guardians--the mysterious god-like AIs to whom people of the world praise. But even gods have secrets. Secrets the so-called benevolent deities would do anything to keep hidden deep within the farthest reaches of existence. Return to the exciting sci-fi world of Philip Reeve in this sequel to Railhead, which was praised by Publishers Weekly as a thrilling and imaginative escapade.

The classic Steampunk novel from the creator of the term itself – thirty years ago this month. When George Dower’s father died, he left George his watchmaker’s shop – and more. But George has little talent for watches and other infernal machinery. To find an old device from the premises, George finds himself embroiled in a mystery of time travel, music and sexual intrigue. File Under: Steampunk

Return to the world of Mortal Engines in this new book of three short stories about the rebellious young aviatrix, Anna Fang, illustrated by Ian McQue. A key character in the Mortal Engines book and film, this is your chance to learn more about the young girl who saved the world. Traction City, the 2011 World Book Day Book by Philip Reeve.

Tom and Hester's daughter, Wren, longs to escape the peace of static Anchorage. She craves the dangerous adventures her parents once had-and a charming submarine pirate is ready to take her to sea. But the mysterious object that she finds may tear the whole world apart...

Goblins

Larklight

The Mortal Engines Quartet

Mortal Engines #3: Infernal Devices

Predator's Gold

New in paperback--an unforgettable dragon story from Philip Reeve! Ansel's new master slays dragons for a living. He says he's hunted the monstrous worms all over Christendom-and he has the scars to prove it! But is Brock just a clever trickster in shining armor? Ansel is sure there are no such things as dragons. So what is the man-eating creature that lives in the crags of Dragon Mountain? As he and Brock climb the perilous ice-face to its lair, Ansel is about to discover the horrifying truth. A heart-pounding new fantasy with a brilliant twist from Philip Reeve, one of the world's greatest writers. "His imagination is electrifying."--Frank Cottrell Boyce, author of Millions and Cosmic

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.
Commentary (novels not included). Pages: 39. Chapters: Larklight trilogy, Mortal Engines quartet, A Darkling Plain, List of Mortal Engines Quartet characters, Hester Shaw, Traction City, Lost Boys, Wren Natsworthy, Predator's Gold, Anchorage-in-Vineland, Infernal Devices, Stalker, Shrike, Thaddeus Valentine, Here Lies Arthur, Anti-Traction League, Starcross, Municipal Darwinism, Sixty Minute War, Cruwys Morchard, Green Storm, London, Oenone Zero, Anna Fang, Fever Crumb, Theo Ngoni, Nimrod Pennyroyal, Mothstorm, A Web of Air, Jenny Haniver, Traktionstadtsgesellschaft, Magnus Crome, Buster Bayliss series, Nicholas Quirke. Excerpt: A Darkling Plain is the fourth and final novel in the Mortal Engines Quartet series written by author Philip Reeve. The novel won the 2006 Guardian Award and the 2007 Los Angeles Times Book Prize for Young Adult Fiction. The book is set six months after Infernal Devices. Wren Natsworthy and her father Tom Natsworthy have taken to the skies in their airship, the Jenny Haniver. After the apparent death of the Stalker Fang at the end of Infernal Devices, General Naga has seized command of the Green Storm and has signed a peace treaty between the Green Storm and the Traktionstadtsgesellschaft, ushering in a new era of peace and trade. Whilst Wren is enjoying life as an aviator, Tom misses Hester, and has been informed by a doctor that his weak heart means he only has a few years left to live. The Lost Boy, Fishcake, is secretly repairing the Stalker Fang, coming to regard her as the mother he never had. Theo Ngoni has returned to Zagwa and rejoined his family. The title is derived from Matthew Arnold's poem Dover Beach. This excerpt of the poem appears at the beginning of the book: Ah, love, let us be trueTo one another! for the world, which seemsTo lie before us like a land of dreams, So various, so beautiful so..

While dealing with people from their past and treachery from unexpected sources, Tom, Hester, and Wren return to the radioactive sesspool known as London to save the world, in the thrilling conclusion to The Hungry City Chronicles.

It was a dark, blustery afternoon in spring, and the city of London was chasing a small mining town across the dried-out bed of the old North Sea. So begins Philip Reeve's Mortal Engines, the first book in his epic post-apocalyptic series of giant motorized cities on wheels. But how did the world end up like this? What led to the downfall of our civilization, and to the rise of the Traction Cities that roam the Great Hunting Ground to attack and devour each other? Now, for the first time, discover the untold future history of Traction. This lavishly illustrated book contains incredible tales of fearsome Zagwan warriors riding war-zebras into battle, daring air-traders flying the Bird-Roads in search of adventure, and the mysterious plague-ridden wasteland of the Dead Continent that was formerly known as 'North America'. This definitive companion guide includes detailed maps, fascinating character profiles, and stunning colour illustrations from incredible artists, including Ian McQue, David Wyatt, Aedel Fakhrie, Maxime Plasse, Rob Turpin, Philip Varbano and Amir Zand. MORTAL ENGINES is soon to be a major motion picture.

Black Light Express

House of Assassins
Mortal Engines # 1
The Illustrated World of Mortal Engines
There is an old saying: if something is too good to be true, it probably is. Take the holiday that Art Mumby, his irritating younger sister Myrtle, and their mother take to Starcross, the finest sea-bathing resort in the entire Asteroid Belt. The fact that there are no seas anywhere should give you a clue. Sure enough, Art and family quickly find themselves grappling with French spies, Yankee rebels, and man-eating starfish. With stops to the future and prehistoric Mars, it's all Art can do to keep his head about him - which is essential, since everyone else is losing theirs!
Get ready for killer cupcakes! Deadly donuts! And an outer space adventure with illustrations on almost every page. Astra's family is moving—to a whole new planet. And what does any kid need on moving day? Snacks! But when Astra asks her spaceship's computer to whip up the ultimate dessert, it makes cakes so amazing that they come to life. Now these cake-monsters are destroying the ship! Can Astra and her robot friend stop them in time? Or are these terrible treats a recipe for disaster? For early chapter book readers who are ready for something longer, the Not-So-Impossible Tales are packed with silly humor, action, and larger-than-life fun. “An out-of-this-world choice to read alone or read aloud.”
—School Library Journal “Will appeal to reluctant and strong chapter-book readers alike.”
—Booklist “Goofy fun from the first page, and Astra, a perfect mix of ingenious, precocious, and excitable, will grab readers right away.”
—The Bulletin of the Center for Children’s Books

It was always at sundown they were seen. In that twilight hour, when the walls between the worlds grew thin, strange things might slip through the cracks. Sometimes then, so the stories went, enchanted islands would appear in the empty ocean to the west of Wildsea. When Utterly Dark was a baby, she was washed up on the shores of the Autumn Isles and taken in by the Watcher of Wildsea. But everything changes when her guardian suddenly drowns. Now who will keep the Watch, and make sure Wildsea stays safe from the strange forces teeming in the deep ocean around them? A magical new story from the bestselling and prize-winning author of Mortal Engines.

The reawakening of ancient sorcery is bringing new creatures to the world of Clovenstone. A network of tunnels is sneaking into the heart of goblin territory. Skarper and his friends try to halt this underground invasion, but the dwarves - ruthless, cunning and covered in mole-droppings - are a dangerous enemy. The hapless heroes of GOBLINS must defend their magical castle in a fabulously action-packed sequel from one of the master storytellers of children's fantasy fiction.

Cakes in Space

Fever Crumb

Stories from the Black Witch Chronicles (2-In-1)

An Adventure

Mortal Engines: Fever Crumb

In the distant future, when fifteen-year-old Wren Natsworthy, bored with life in Anchorage, steals an Old-Tech book for a Lost Boy, she sets off a sequence of events that leads her parents, Tom and Hester, back into battle with enemies old and new. Reprint.

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LARRY CORREIA'S BEST-SELLING EPIC FANTASY SERIES, SAGA OF THE FORGOTTEN WARRIOR, CONTINUES. Ashok Vadal was once a member of the highest caste in all of Lok. As a Protector, he devoted his life to upholding the Law, routing out those who still practiced the old ways and delivering swift justice with his ancestor blade Angruvadal. None was more merciless than he in stamping out the lingering belief in gods and demons among the casteless. His brutality was legendary and celebrated. But soon Ashok learned that his life to that point had been a lie. He himself, senior member of the Protector Order, was casteless. He had been nothing more than an unwitting pawn in a political game. His world turned upside down and finding himself on the wrong side of the Law, he began a campaign of rebellion, war, and destruction unlike any Lok had ever seen. There had been first daughter of Vane. A member of the Warrior Order, she had spent her life training for combat. Until a strange sight in the heavens appeared one day. There was struck by lightning and from that day forward she heard the Voice. A reluctant prophet with the power to see into the future, she fought alongside Ashok Vadal and his company of men known as the Sons of the Black Sword until a shapeshifting wizard with designs on her powers of precognition spirited her away. He holds her prisoner in the House of Assassins. Ashok Vadal and the Sons of the Black Sword march to rescue Thera. With his sword Angruvadal, Ashok was unstoppable. But Angruvadal is gone, shattered to pieces on the demon possessed husk of a warrior. Now, Ashok must fight without the aid of the magic blade for the first time. Thera's life depends on it. But there is much more at risk in the continent of Lok. Strange forces are working behind the scenes. Ashok Vadal and the Sons of the Black Sword are caught up in a game they do not fully understand, with powerful forces allied against them. Ashok no longer knows what to believe. He is beginning to think perhaps the gods really do exist. If so, he’s warned them to stay out of his way. They would do well to listen. At the publisher’s request, this title is sold without DRM (Digital Rights Management). About House of Assassins: “Correia piles on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure.”—Publishers Weekly

When the festive season arrives at Larklight, so does some unsettling news. A sinister-looking cloud is fast approaching the outskirts of the Known Universe. The closest planet, Georgium Sidus, has but two human inhabitants: the missionary Rev Cruet and his daughter Charity: most recent communication: ‘Great danger - imperative that.’. And so, aboard a Naval Gunship, Art, Myrtle and family, bravely go where only one man and his daughter have gone before, to determine the nature of the menacing cloud and rescue the Cruets.

Urgum the Axeman

Novels by Philip Reeve

Scrivener's Moon (Fever Crumb, Book 3)

Utterly Dark and the Face of the Deep

Night Flights

Sit in prison or join the military. The choice is yours. Convicted of a minor traffic violation, Rev Pelletier is conscripted into the Perseus Union Marine Corps . . . for up to a thirty-year term of service. Anxious to get back to his civilian life and job, Rev opts for a shorter term as a Marine Raider taking the fight to the enemy. But with extremely high mortality rates, can he and his friends survive until their term of service is over? Download Sentenced to War now to follow Rev through perilous battles as he fights to hold back the alien invasion. If you're a fan of Old Man's War, Starship Troopers, or Armor, you'll love this military scifi thrill ride.

Arthur (Art) Mumby and his irritating sister Myrtle live with their father in the huge and rambling house, Larklight, travelling through space on a remote orbit far beyond the Moon. One ordinary sort of morning they receive a correspondence informing them that a gentleman is on his way to visit, a Mr Webster. Visitors to Larklight are rare if not unique, and a frenzy of preparation ensues. But it is entirely the wrong sort of preparation, as they discover when their guest arrives, and a Dreadful and Terrifying (and Marvellous) adventure begins. It takes them to the furthest reaches of Known Space, where they must battle the evil First Ones in a desperate attempt to save each other - and the Universe. Recounted through the eyes of Art himself, Larklight is sumptuously designed and illustrated throughout.

The third in the fantastically exciting trilogy set in a land of magic from the award-winning Philip Reeve. The heroes of GOBLINS and GOBLINS VS DWARVES (9781407134802) continue their adventures outside the walls of Clovenstone castle. Awaiting Skarper and Henwyn are powerful dark forces that must be vanquished, monstrous creatures to be fought, and astonishing mysteries to be solved.

Get ready for moving islands! Mischievous monkeys! And a splashy adventure with illustrations on almost every page. When Oliver’s explorer parents go missing, he sets sail to find them with some new friends. There’s a grumpy albatross, a nearsighted mermaid . . . even a living island! But the high seas are more exciting and strange than Oliver could have imagined. Can he and his crew spar with sarcastic seaweed, outrun an army of sea monkeys, win a fabulous maritime fashion contest, and defeat a wicked sea captain in time to save Mom and Dad? For early chapter book readers who are ready for something longer, the Not-So-Impossible Tales are packed with silly humor, action, and larger-than-life fun. “[A] sly and dashing tale. . . Readers’ ribs aren’t the only ones that get a vigorous tickle.”
—Kirkus Reviews “A delightfully told, beautiful tale of nautical hairdressing, saltwater primates and sarcastic seaweed—this is my kind of book!”
—Chris Riddell, award-winning co-creator of the Edge Chronicles From the Hardcover edition.

Oliver and the Seawigs

Mortal Engines Quartet, Novels by Philip Reeve, Philip Reeve Characters, a Darkling Plain, List of Mortal Engines Quartet Characters, He

Goblins Vs Dwarves

The Horror from Beyond Uranus Georgium Sidus!

Larklight Trilogy, Mortal Engines Quartet, a Darkling Plain, List of Mortal Engines Quartet Characters, Hester Sh

Raised by a member of the Order of Engineers, apprentice Fever is dispatched to assist archaeologist Kit Solvent with a top-secret project that causes Fever to recall bizarre memories that raise questions about her origins. By the author of the award-winning Here Lies Arthur.

Urgum and his sons are challenged to change their barbarian ways by the unexpected arrival of a 10 year-old daughter, Molly.

In Mayda, a post-apocalyptic city off the coast of Portugal, a brilliant young engineer and a mysterious recluse race to build a flying machine, unaware that powerful enemies will kill to possess--or destroy--their new technology.

Emily loves living on Funfair Moon - especially when she gets to help Jinks & O'Hare, the extraordinary repair team. But when chaos strikes during a crucial funfair inspection, Emily has to act fast. Can she deal with a violent fudgespllosion, a gravity inversion, and a marauding candyfloss creature? Or does this spell doom for Funfair Moon?

A Darkling Plain

Infernal Devices (Mortal Engines, Book 3)

Infernal Devices

Mortal Engines launched Philip Reeve's brilliantly imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. The first instalment introduces young apprentice Tom Natsworthy and the murderous Hester Shaw, flung from the fast-moving city of London into heart-stopping adventures in the wastelands of the Great Hunting Ground.

MORTAL ENGINES launched Philip Reeve's brilliantly-imagined creation, the world of the Traction Era, where mobile cities fight for survival in a post-apocalyptic future. Now, in time for the film debut, the critically acclaimed MORTAL ENGINES quartet is repackaged in a boxset with fantastic and eye-catching covers featuring new artwork.

Imagine having the perfect friend, one who never steals, lies or bullies. Now you can, with the TrooFriend 560, the latest in artificial intelligence! What can go wrong with a robot buddy? Especially one that's developing human characteristics and feelings, and who has just run away with her human?

Always busy squabbling, the goblins who live in the great towers of Clovenstone spend all their time fighting and looting. Only clever young Skarper understands that dark magic created by a vanquished sorcerer is rising again. From the lands of men come fortune-seekers - and soon trolls, giants, cloud-maidens, swamp monsters, tree-warriors, humans and bloodthirsty goblins alike are swept into a fabulous magical conflict! Enter a wild world of magical creatures and heroic adventure in this thrilling new fantasy from the extraordinary imagination of Philip Reeve.