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Starcross

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!

Goblin Quest

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.

RWBY

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.

A Darkling Plain (Mortal Engines, Book 4)

Saving the multiverse is no game in this New York Times bestseller!

Night Flights: A Mortal Engines Collection

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 Network, a small-time thief and an 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 Threnody Noon sits precariously on the 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 Network offer their prayers and praises. 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 received three starred reviews and was praised by *Publishers Weekly* as a thrilling and imaginative escapade.

The Legend of Kevin: a Roly-Poly Flying Pony Adventure

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.

Mortal Engines #1

"An alternately charming and horrifying exploration of what it means to be human and how far we'll go in pursuit of personal and societal 'perfection.' I devoured this book." --Kiersten White, New York Times bestselling author of *And I Darken* For fans of television shows *Black Mirror* and *Westworld*, this compelling, mind-bending novel is a twisted look into the future, exploring the lengths we'll go to remake ourselves into the perfect human specimen and what it means to be human at all. The future is curious. STRONGER Today our bodies define us. We color our hair; tattoo our skin; pierce our ears, brows, noses. We lift weights, run miles, break records. We are flesh and blood and bone. FASTER Tomorrow has different rules. The future is no longer about who we are--it's about who we want to be. If you can dream it, you can be it. Science will make us smarter, healthier, flawless in every way. Our future is boundless. MORE BEAUTIFUL This is a story that begins tomorrow. It's a story about us. It's a story about who comes after us. And it's a story about perfection. Because perfection has a way of getting ugly. 4 STARRED REVIEWS! "A deep and suddenly necessary exploration of the beautiful and terrible futures we face. Every story leaves you desperate for more. Somehow, the further from today Dayton travels, the more real it becomes." --Hank Green, #1 New York Times bestselling author of *An Absolutely Remarkable Thing*

The Illustrated World of Mortal Engines

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

Night Flights

Long before the days of Mortal Engines, London is poised on the brink of apocalypse. Huge armoured fortresses are advancing across the wastelands - a new and terrifying kind of enemy. The city is days away from ruin. Buried in London's past is a secret that may save it. But only one key can unlock it - an odd-looking orphan named Fever Crumb. Set centuries before the events of Mortal Engines, Fever Crumb's paralysing mission will make your heart stop.

Mortal Engines

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 of her past. Night Flights includes Traction City, the 2011 World Book Day Book by Philip Reeve. In a dangerous future world where gigantic, motorised cities attack and devour each other, London hunts where no other predator dares. But Anna Fang - pilot, adventurer, spy - isn't afraid. The three stories show gripping, moving, exciting moments in Anna Fang's life: her childhood as a slave aboard the moving city Arkangel, a showdown against a robotic Stalker that is terrifyingly out of control and her free life as an intelligence agent for the Anti-Traction league that might not be quite as free as she hoped.

No Such Thing as Dragons

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.

Black Light Express

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?

Predator's Gold

These fourteen science fiction stories reveal Lem's fascination with artificial intelligence and demonstrate just how surprisingly human sentient machines can be. "Astonishing is not too strong a word for these tales" (Wall Street Journal). Translated and with an Introduction by Michael Kandel.

Infernal Devices

The once-great traction city of London is now just a radioactive wreck, a ruin haunted by electrical discharges and the dashed hopes of the people who once called it home-people like Tom Natsworthy. Twenty years after he fled, intending never to return, he discovers that something stirs in the remains of the old city. Meanwhile the fragile truce between the Green Storm and the Traction Cities splinters and hostility breaks out again. Events are set on a collision course as things end where they began, with London But even as Tom and Wren hurry to uncover the mystery of London, Hester Shaw-estranged from her husband and her daughter-tracks the resurrected Stalker Fang, who has found another way to end the war and all life on the planet once and for all.

Traction City: World Book Day 2011

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

A Web of Air

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

Stronger, Faster, and More Beautiful

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 devices. When someone tries to steal an old device from the premises, George finds himself embroiled in a mystery of time travel, music and sexual intrigue. File Under: Steampunk

Game of Stars (Kiranmala and the Kingdom Beyond #2)

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

Infernal Devices

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.

Scrivener's Moon

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

Mothstorm

In the distant future, when cities move about and consume smaller towns, a fifteen-year-old apprentice is pushed out of London by the man he most admires and must seek answers in the perilous Out-Country, aided by one girl and the memory of another.

Pugs of the Frozen North

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. "No 11-to-16-year-old should miss the superbly imagined debut novel from Philip Reeve" - The Times "This big, brave, brilliant book combines a thrilling adventure story with endless moral conundrums" - Guardian

Mortal Engines

After receiving a mysterious coded message, Zen Starling abandons his life of luxury and, with the help of sentient trains, goes in search of android Nova, who plans to reawaken the Railmaker.

Predator's Gold (Mortal Engines, Book 2)

When Tom and Hester's scrapyard aircraft is pursued by rocket-firing gunships, they seek sanctuary in the speeding ice city of Anchorage. But it is no safe refuge. Devastated by plague and haunted by ghosts, Anchorage is heading for the Dead Continent

The Traction Codex

Art and his family are invited on a fantastic free holiday to the exotic Asteroid Belt, in a remote part of space near Mars. Taking the train, they arrive to discover that nothing is quite as it seems - the hotel slips curiously back and forth through time, and the guests behave rather strangely too. What is behind these bizarre goings-on? It's up to Jack Havock, Art and his sister Myrtle (against her will) to get to the bottom of things. But the giant sand clams and man-eating starfish which roam freely nearby are nothing compared to the True Enemy, which is cunning, sinister, and almost unstoppable and may resemble a hat.

Station Zero

Max is a young boy living in an ordinary tower block. He longs for adventure in his life - then one day - DOOF! - a flying pony called Kevin crashes into his flat, blown in by a magical storm! The storm causes a huge flood and soon Max's town submerged by water. Luckily for the town, Max has a flying pony to come to the rescue, and luckily for Kevin, he has a new best friend and a constant supply of his favourite thing - biscuits. Together Max and Kevin will embark on many wild adventures together . . . This is the start of a hilarious new series brought to you by the creative and inspiring duo Philip Reeve and Sarah McIntyre and is packed with amazing two-colour illustrations.

Mortal Engines

Go deeper into the world of Mortal Engines with these brand-new short stories set in the Mortal Engine world, just in time for the release of the epic film, produced by Peter Jackson!

Infernal Devices (Mortal Engines, Book 3)

The Clockwork Crow

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.

Here Lies Arthur

Ruby, Weiss, Blake and Yang are students at Beacon Academy, learning to protect the world of Remnant from the fearsome Grimm! -- VIZ Media

A Darkling Plain

In a future land once known as Britain, nomad tribes are preparing to fight a terrifying enemy - the first-ever mobile city. Before London can launch itself, young engineer Fever Crumb must journey to the wastelands of the North. She seeks the ancient birthplace of the Scriven mutants. In the chaotic weeks before battle begins, Fever finds a mysterious black pyramid. The extraordinary secrets it contains will change her world forever. The seventh awe-inspiring adventure in the World of Mortal Engines series by a superb writer at the height of his powers.

Mortal Engines #4

In a dangerous future world where gigantic, traction-powered cities attack and

devour each other, London hunts where no other predator dares. Hidden in its vast superstructure is a murderous creature that severs the right hands of its victims. A rebellious young aviatrix and a secretive scavenger boy are about to come face to face with a robotic Stalker that is terrifyingly out of control.

Mortal Engines #2: Predator's Gold

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.

Traction City

"When ten-year-old Astra and her family move to a new planet, she must save the spaceship and its crew from man-eating cakes, aliens, and more"--Provided by publisher.

Jinks and O'Hare Funfair Repair

The Jenny was drifting across the shoulder of a big volcano. Beyond it there were no more mountains, just an endless blue-white plain stretching to the horizon. They were at the mercy of the wind, and it was carrying them helplessly into the Ice Wastes. Tom and Hester, now in possession of the airship Jenny Haniver, find themselves being pursued by League forces. Scrambling to escape, they head north and land on the city of Anchorage. But the savage Huntsmen of Arkangel are closing in, and the young margravine must make a last desperate bid for survival.

Goblins Vs Dwarves

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.

Mortal Engines #2

With a little luck and a pack of pugs, anything is paws-ible! When True Winter comes, it's time for the Great Northern Race! The best sled teams in the world must reach a mysterious man called the Snowfather. He will grant one wish to the winners. Young racers Sika and Shen want to win more than anything. But they don't have big sled dogs—all they have is sixty-six yappy, yippy puppy pugs. Can this unlikely team make their dreams come true? For early chapter book readers who are ready for something longer, the Not-So-Impossible Tales are packed with humor, action, and color illustrations on almost every page. A New York Public Library Best Book for Kids, 2016 "A madcap, magical blend of fluff and other good stuff."—Kirkus Reviews, starred review

Cakes in Space

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 steals for him ignites a conflict that will tear the whole world apart

Fever Crumb

Welcome to the dark side of Camelot. Gwynna is just a girl who is forced to run when her village is attacked and burns to the ground. To her horror, she is discovered in the wood. But it is Myrddin the bard who has found her, a traveler and spinner of tales. He agrees to protect Gwynna if she will agree to be bound in service to him. Gwynna is frightened but intrigued—and says yes—for this Myrddin serves the young, rough, and powerful Arthur. In the course of their travels, Myrddin transforms Gwynna into the mysterious Lady of the Lake, a boy warrior, and a spy. It is part of a plot to transform Arthur from the leader of (con't)

Mortal Engines #3: Infernal Devices

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.

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