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The Supernaturalist: The Graphic Novel

Fletcher Moon has never been like other kids. For one thing, he has had to suffer the humiliating nickname "Half Moon" because of his short stature. But the real reason Fletcher is different is that ever since he was a baby, he's had a nose for sniffing out mysteries. And after graduating at the top of his Internet class, he is officially certified as the youngest detective in the world.

Into the Dim

A sinister Problem has occurred in London: all nature of ghosts, haunts, spirits, and specters are appearing throughout the city, and they aren't exactly friendly. Only young people have the psychic abilities required to see—and eradicate—these supernatural foes. Many different Psychic Detection Agencies have cropped up to handle the dangerous work, and they are in fierce competition for business. In *The Screaming Staircase*, the plucky and talented Lucy Carlyle teams up with Anthony Lockwood, the charismatic leader of Lockwood & Co, a small agency that runs independent of any adult supervision. After an assignment leads to both a grisly discovery and a disastrous end, Lucy, Anthony, and their sarcastic colleague, George, are forced to take part in the perilous investigation of Combe Carey Hall, one of the most haunted houses in England. Will Lockwood & Co. survive the Hall's legendary Screaming Staircase and Red Room to see another day? Readers who enjoyed the action, suspense, and humor in Jonathan Stroud's internationally best-selling *Bartimaeus* books will be delighted to find the same ingredients, combined with deliciously creepy scares, in his thrilling and chilling Lockwood & Co. series.

W.A.R.P.: The Reluctant Assassin

Tony Stark is known throughout the world as many things: billionaire, inventor, Avenger. But mainly for being the Invincible Iron Man. Just when Tony is about to add his pizzazz to an international eco-summit in Ireland, someone close to him forces him to question his role in making the world a more dangerous place with

his high-tech weaponry. But Stark doesn't have much time to reflect before an old enemy presents him with an even greater challenge: the assassination of all the eco-ministers, and Iron Man himself. Just how invincible Iron Man is when he is stripped of everything remains to be seen in this breathless adventure by the best-selling author of Artemis Fowl.

WARP Book 1 The Reluctant Assassin (WARP, Book 1)

The Grishaverse will be coming to Netflix soon with Shadow and Bone, an original series! The stunning sequel to SIX OF CROWS, this is GAME OF THRONES meets OCEAN'S ELEVEN in a fantasy epic from the number 1 NEW YORK TIMES bestselling author Leigh Bardugo. Welcome to the world of the Grisha. Kaz Brekker and his crew of deadly outcasts have just pulled off a heist so daring even they didn't think they'd survive. But instead of divvying up a fat reward, they're right back to fighting for their lives. Double-crossed and badly weakened, the crew is low on resources, allies, and hope. As powerful forces from around the world descend on Ketterdam to root out the secrets of the dangerous drug known as jurda parem, old rivals and new enemies emerge to challenge Kaz's cunning and test the team's fragile loyalties. A war will be waged on the city's dark and twisting streets - a battle for revenge and redemption that will decide the fate of the Grisha world. As gripping, sweeping and memorable as the Grisha trilogy - SHADOW AND BONE, SIEGE AND STORM and RUIN AND RISING - this novel is perfect for fans of Sarah J. Maas, Laini Taylor, Kristin Cashore and GAME OF THRONES. Winner of the Teen Choice Book Award for Book of the Year.

Highfire

In the future, in a place called Satellite City, fourteen-year-old Cosmo Hill enters the world, unwanted by his parents. He's sent to the Clarissa Frayne Institute for Parentally Challenged Boys, Freight class. At Clarissa Frayne, the boys are put to work by the state, testing highly dangerous products. At the end of most days, they are covered with burns, bruises, and sores. Cosmo realizes that if he doesn't escape, he will die at this so-called orphanage. When the moment finally comes, Cosmo seizes his chance and breaks out with the help of the Supernaturalists, a motley crew of kids who all have the same special ability as Cosmo-they can see supernatural Parasites, creatures that feed on the life force of humans.

The Wish List

It all began with the FBI and WARP (Witness Anonymous Relocation Programme). Hiding witnesses in the past to protect the future - until now . . . Riley is a Victorian orphan, hurtled into the twenty-first century and on the run from his evil master . . . Albert Garrick, the terrifying assassin-for-hire pursuing Riley through time, along with . . . Chevie Savano, the FBI's youngest and most impulsive special agent. As Garrick relentlessly hunts them down, Riley and Chevie face a desperate race to stay alive and stop Garrick from returning to his own time - armed with knowledge and power that could change the world forever.

Artemis Fowl: The Graphic Novel

The second book in the blockbusting new series from the bestselling author of Artemis Fowl.

The Artemis Fowl Files

A powerfully moving graphic novel by New York Times bestselling author Eoin Colfer and the team behind the Artemis Fowl graphic novels that explores the current plight of undocumented immigrants. Ebo is alone. His brother, Kwame, has disappeared, and Ebo knows it can only be to attempt the hazardous journey to Europe, and a better life?the same journey their sister set out on months ago. But Ebo refuses to be left behind in Ghana. He sets out after Kwame and joins him on the quest to reach Europe. Ebo's epic journey takes him across the Sahara Desert to the dangerous streets of Tripoli, and finally out to the merciless sea. But with every step he holds on to his hope for a new life, and a reunion with his family.

The Fowl Twins

In 2001, audiences first met and fell in love with a twelve-year-old criminal mastermind named Artemis Fowl. Since then, the eight-book series about his adventures has sold over twenty-five million copies throughout the world. To coincide with the major motion picture coming from the Walt Disney Studios in August 2019, here is an all-new graphic novel adaptation of the book with crisp, accessible storytelling and clear, cinematic perspectives. Readers of all ages can now follow the siege at Fowl Manor between Artemis and the fairies in action-packed, full-color panels.

Jane, Unlimited

FBI agent Chevie Savano escapes into the past to escape the secret police after they kill Charles Smart just as he is telling her of the WARP program, and she and Riley team up to find Colonel Clayton Box before he can launch missiles at the capitals of Europe.

WARP Book 3 The Forever Man

Daniel McEvoy has a problem. Well, really, he has several, but for this Irish ex-pat bouncer at a seedy, small-time casino the fact that his girlfriend was just murdered in the parking lot is uppermost in his mind. That is until lots of people around him start dying, and not of natural causes. Suddenly Daniel's got half the New Jersey mob, dirty cops and his man-crazy upstairs neighbor after him and he still doesn't know what's going on. Bullets are flying, everybody's on the take and it all may be more than Daniel's new hair plugs can handle. And Daniel's got to find the guy who put in those hair plugs--or at least his body--and fast, or else he'll never get that voice out of his head. Head-spinning plot twists, breakneck pacing and some of the best banter this side of Elmore Leonard's Detroit, will keep you on the edge of your seat and itching for more.

The Name of the Star

Unwanted by his parents, Cosmo Hill is put to work by the state, testing highly dangerous products. Cosmo realizes he must get away, and escapes with the help of the Supernaturalists, a group of kids who have the same special abilities as Cosmo--they can see supernatural Parasites, creatures that feed on the life force of humans. The Supernaturalists patrol the city at night, hunting the Parasites in hopes of saving what is left of humanity in Satellite City. But soon they find themselves caught in a web far more complicated than they'd imagined, and they discover a horrifying secret that will force them to question everything they believe in. With stunning art and nonstop thrills, *The Supernaturalist: The Graphic Novel* will delight fans already familiar with the story and dazzle readers discovering it for the first time.

Rise of the Wolf

Meg Finn is in trouble. Unearthly trouble. Cast out of her own home by her stepfather after her mother's death, Meg is a wanderer, a troublemaker. But after a botched attempt to rob a pensioner's flat, Meg, along with her partner in crime, Belch, ends up in a very sticky situation. Meg's soul is up for grabs as the divine and the demonic try every underhanded ploy imaginable to claim it. Her only chance for salvation is the Wish List. But how can she persuade the pensioner Lowrie to help her when she has wronged him? And even if she can persuade him, will she really have enough good points to face up to St Peter? An unforgettable and gritty tale of life, death and an unexpected hereafter.

The Legend of Spud Murphy

Many generations ago, a mysterious cataclysm struck the world. Governments collapsed and people scattered, to rebuild where they could. A mutation, "the Change," arose, granting some people unique powers. Though the area once called Los Angeles retains its cultural diversity, its technological marvels have faded into legend. "Las Anclas" now resembles a Wild West frontier town... where the Sheriff possesses superhuman strength, the doctor can warp time to heal his patients, and the distant ruins of an ancient city bristle with deadly crystalline trees that take their jewel-like colors from the clothes of the people they killed. Teenage prospector Ross Juarez's best find ever - an ancient book he doesn't know how to read - nearly costs him his life when a bounty hunter is set on him to kill him and steal the book. Ross barely makes it to Las Anclas, bringing with him a precious artifact, a power no one has ever had before, and a whole lot of trouble.

WARP Book 1: The Reluctant Assassin

Aboard "The Boundless," the greatest train ever built, on its maiden voyage across Canada, teenaged Will enlists the aid of a traveling circus to save the train from villains.

The Supernaturalist

The Artemis Fowl Files is comprised of two original stories: "LEPrecon": the story of Fairy Police Captain Holly Short's move from Traffic to Recon following her initiation

into the Fairy Police; and "The Seventh Dwarf", featuring Mulch, Butler, and Artemis himself.

Airman

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure *Seven Wonders! Lost in Babylon* is the second book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling *The Colossus Rises* chronicles Jack McKinley and his friends as they carry on their mission to save their lives—and the world—by locating seven magic orbs called Loculi, which are hidden in the Seven Wonders of the Ancient World. After defeating the Colossus of Rhodes and capturing the first of the Loculi, their friend Marco has disappeared. With no leads, no clues, and no one else to turn to, the kids have no choice but to trust Professor Bhegad and the Karai Institute again as they head off to Babylon. Rick Riordan, author of the Percy Jackson series, praised *Seven Wonders Book 1: The Colossus Rises* as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the *Seven Wonders* series!"

Deny All Charges (The Fowl Twins, Book 2)

Will has four brothers and it's chaos in his house! If he's not being teased by his big brother Marty, he has to deal with the terrible, three-headed bundle of cuteness that is his three younger brothers. Even worse, his mother has the brilliant idea of packing Will and Marty off to the library during the holidays. She just doesn't understand! Not only is the library no fun, it's also the habitat of the legendary librarian Spud Murphy. If you put a foot wrong, it's rumoured she will use her dreaded gas-powered spud gun and you don't want that - just ask Ugly Frank how he got his nickname! Eventually Will and Marty discover a love of books and that Mrs Murphy isn't so bad after all!

The Book with No Pictures

Will's brother Marty is always playing practical jokes. But when he tells the bloodcurdling story of the cutthroat pirate Captain Crow, Will is terrified. Is it another one of Marty's tricks, or could Captain Crow's ghost really be out to get him? Spooky, funny fiction - brilliant for boys and girls aged 7-9. Now available in paperback! Fabulous, witty illustrations by Tony Ross throughout.

Stranger

Hugo winner Jim C. Hines's hilarious and clever *Magic ex Libris* series, where books come alive and libromancer Isaac Vainio combats magical threats that spring from the page Isaac Vainio is a Libromancer, a member of the secret organization founded five centuries ago by Johannes Gutenberg. Libromancers are gifted with the ability to magically reach into books and draw forth objects. When Isaac is attacked by vampires that leaked from the pages of books into our world, he barely manages to escape. To his horror, he discovers that vampires have been attacking other magic-users as well, and Gutenberg has been kidnapped. With the help of a

motorcycle-riding dryad who packs a pair of oak cudgels, Isaac finds himself hunting the unknown dark power that has been manipulating humans and vampires alike. And his search will uncover dangerous secrets about Libriomancy, Gutenberg, and the history of magic. . . .

Artemis Fowl and the Last Guardian

As a massive outbreak of supernatural Visitors baffles Scotland Yard and causes protests throughout London, Lockwood & Co. continue to demonstrate their effectiveness in exterminating spirits. Anthony Lockwood is dashing, George insightful, and Lucy dynamic, while the skull in the jar utters sardonic advice from the sidelines. There is a new spirit of openness in the team now that Lockwood has shared some of his childhood secrets, and Lucy is feeling more and more as if her true home is at Portland Row. It comes as a great shock, then, when Lockwood and George introduce her to an annoyingly perky and hyper-efficient new assistant, Holly Munro. Meanwhile, there are reports of many new hauntings, including a house where bloody footprints are appearing, and a department store full of strange sounds and shadowy figures. But ghosts seem to be the least of Lockwood & Co.'s concerns when assassins attack during a carnival in the center of the city. Can the team get past their personal issues to save the day on all fronts, or will bad feelings attract yet more trouble? Danger abounds, tensions escalate, and new loyalties form in this third delightfully terrifying adventure in the critically acclaimed Lockwood & Co. series.

Artemis Fowl and the Time Paradox

Riley, a teen orphan boy living in Victorian London, has had the misfortune of being apprenticed to Albert Garrick, an illusionist who has fallen on difficult times and now uses his unique conjuring skills to gain access to victims' dwellings. On one such escapade, Garrick brings his reluctant apprentice along and urges him to commit his first killing. Riley is saved from having to commit the grisly act when the intended victim turns out to be a scientist from the future, part of the FBI's Witness Anonymous Relocation Program (WARP) Riley is unwittingly transported via wormhole to modern day London, followed closely by Garrick. In modern London, Riley is helped by Chevron Savano, a nineteen-year-old FBI agent sent to London as punishment after a disastrous undercover, anti-terrorist operation in Los Angeles. Together Riley and Chevie must evade Garrick, who has been fundamentally altered by his trip through the wormhole. Garrick is now not only evil, but he also possesses all of the scientist's knowledge. He is determined to track Riley down and use the timekey in Chevie's possession to make his way back to Victorian London where he can literally change the world.

Illegal

The hilarious debut novel from one of the world's favourite children's authors. Benny Shaw, a young sporting fanatic, is forced to leave his beloved Wexford, home of all his heroes, and move with his family to Tunisia! How will he survive in a place like this? Then he teams up with Omar, and a madcap friendship between the two boys leads to trouble, crazy escapades, a unique way of communicating,

and heartbreaking challenges.

Half Moon Investigations

It all began with the F.B.I. and W.A.R.P. (Witness Anonymous Relocation Programme) hiding witnesses in the past to protect the future - until now . . . Riley is a Victorian orphan, hurtled into the twenty-first century and on the run from his evil master . . . Albert Garrick, the terrifying assassin-for-hire pursuing Riley through time, along with . . . Chevie Savano, the F.B.I.'s youngest and most impulsive special agent. As Garrick relentlessly hunts them down, Riley and Chevie face a desperate race to stay alive and stop Garrick from returning to his own time - armed with knowledge and power that could change the world forever.

Crooked Kingdom (Six of Crows Book 2)

Riley, a teen orphan boy living in Victorian London, has had the misfortune of being apprenticed to Albert Garrick, an illusionist who has fallen on difficult times and now uses his unique conjuring skills to gain access to victims' dwellings. On one such escapade, Garrick brings his reluctant apprentice along and urges him to commit his first killing. Riley is saved from having to commit the grisly act when the intended victim turns out to be a scientist from the future, part of the FBI's Witness Anonymous Relocation Program (WARP) Riley is unwittingly transported via wormhole to modern day London, followed closely by Garrick. In modern London, Riley is helped by Chevron Savano, a nineteen-year-old FBI agent sent to London as punishment after a disastrous undercover, anti-terrorist operation in Los Angeles. Together Riley and Chevie must evade Garrick, who has been fundamentally altered by his trip through the wormhole. Garrick is now not only evil, but he also possesses all of the scientist's knowledge. He is determined to track Riley down and use the timekey in Chevie's possession to make his way back to Victorian London where he can literally change the world.

The Reluctant Assassin (WARP Book 1)

The Consolidator or, Memoirs of Sundry Transactions from the World in the Moon is a satirical novel that mixes fantasy with political and social satire. The narrator travels to the moon mostly to get a dispassionate and crushingly granular view of recent and contemporary British political history. The consolidator is a mean of transport that is used to get to the moon - a chariot with two feathered winged creatures, each of them representing the houses of parliament. Daniel Defoe (1660-1731), born Daniel Foe, was an English trader, writer, journalist, pamphleteer, and spy, most famous for his novel Robinson Crusoe. Defoe is noted for being one of the earliest proponents of the novel, as he helped to popularize the form in Britain with others such as Samuel Richardson, and is among the founders of the English novel. He was a prolific and versatile writer, producing more than five hundred books, pamphlets, and journals on various topics, including politics, crime, religion, marriage, psychology, and the supernatural.

Lockwood & Co.: The Screaming Staircase

Rory, of Bâenouville, Louisiana, is spending a year at a London boarding school when she witnesses a murder by a Jack the Ripper copycat and becomes involved with the very unusual investigation.

WARP 02. The Hangman's Revolution

"Instantly engaging, constantly suspenseful, ultimately poignant and satisfying. Loved it!"--Diana Gabaldon, author of the #1 New York Times bestselling Outlander series When fragile, sixteen-year-old Hope Walton loses her mom to an earthquake overseas, her secluded world crumbles. Agreeing to spend the summer in Scotland, Hope discovers that her mother was more than a brilliant academic, but also a member of a secret society of time travelers. And she's alive, though currently trapped in the twelfth century, during the age of Eleanor of Aquitaine. Hope has seventy-two hours to rescue her mother and get back to their own time. Passing through the Dim, Hope enters a brutal medieval world of political intrigue, danger, and violence. A place where any serious interference could alter the very course of history. And when she meets a boy whose face is impossibly familiar, she must decide between her mission and her heart—both of which could leave Hope trapped in the past forever.

Benny and Omar

The Plague's origins were mysterious, but its consequences were all too obvious: quarantined cities, safe-sex machines, Sex Police, the outlawing of old-fashioned love. Four people hold the fate of humanity in their hands: a sexual mercenary condemned to death as a foot soldier in the Army of the Living Dead; a scientist who's devoted his whole life to destroying the virus and now discovers he has only ten weeks to succeed; a God-fearing fundamentalist on his way to the presidency before he accepts a higher calling; and a young infected coed from Berkeley on a bizarre crusade to save the world with a new religion of carnal abandon. Each will discover that the only thing more dangerous than the Plague is the cure.

The Consolidator (Fantasy Classic)

"In this book with no pictures, the reader has to say every silly word, no matter what"--

The Boundless

One week after their eleventh birthday, the Fowl twins--scientist Myles, and Beckett, the force of nature--are left in the care of house security (NANNI) for a single night. In that time they befriend a troll who has clawed his way through the earth's crust to the surface. Unfortunately for the troll, he is being chased by a nefarious nobleman and an interrogating nun, who both need the magical creature for their own gain, as well as a fairy-in-training who has been assigned to protect him. The boys and their new troll best friend escape and go on the run. Along the way they get shot at, kidnapped, buried, arrested, threatened, killed (temporarily), and discover that the strongest bond in the world is not the one forged by covalent electrons in adjacent atoms, but the one that exists between a pair of twins.

Plugged

In *Screwed*, Colfer adds an entirely new chapter to the adventures and misadventures of Daniel McEvoy, the down-on-his-luck Irish bouncer at a seedy New Jersey bar who, with the help of a motley crew of unlikely characters, solved a bizarre string of murders—including the one of the girl he loved. But people around him continue to die mysteriously, and Daniel is called into action once again. Colfer, beloved by millions for his *Artemis Fowl* series, has written a riveting and relentlessly paced sequel that is sure to garner international praise. With wildly inventive imagination and head-spinning plot twists, *Screwed* is a tour de force that rivals Carl Hiaasen at his very best. Ridley Pearson called *Plugged* "a brilliant, madcap mystery" and "genius at work." With *Screwed*, Colfer delivers that signature brilliance once again.

Lockwood & Co. Book Three: The Hollow Boy

An instant New York Times bestseller—from the award-winning author of the *Graceling Realm* series—about adventure, grief, storytelling, and finding yourself in a world of seemingly infinite choices. "A wild gift for readers who like books that take them to unexpected places."—Melissa Albert, author of *The Hazel Wood* Jane has lived a mostly ordinary life, raised by her recently deceased aunt Magnolia, whom she counted on to turn life into an adventure. Without Aunt Magnolia, Jane is lost. So she's easily swept away when a glamorous, capricious, and wealthy acquaintance from years ago asks Jane to accompany her to a gala at the extravagant island mansion called Tu Reviens. Jane remembers her aunt telling her: "If anyone ever invites to you to Tu Reviens, promise me that you'll go." What Jane doesn't know is that the house will offer her five choices that could ultimately determine the course of her life. One choice leads Jane into a heist mystery. Another takes her into a spy thriller. She finds herself in a gothic horror story, a space opera, and an extraordinary fantasy realm. She might fall in love, she might lose her life, she might come face-to-face with herself. Every choice comes with a price. But together, all the choices will lead her to the truth. One house. Five choices. Limitless possibilities. Read *Jane, Unlimited* and remember why *The New York Times* has raved, "Some authors can tell a good story; some can write well. Cashore is one of the rare novelists who do both."

The Legend of Captain Crow's Teeth

Gilbert Gosseyn awakens from a state of suspended animation to find himself a prisoner on a strange spaceship

Libriomancer

When a beast invades his father's farm and Drew transforms into a werewolf, he seeks refuge in the remote parts of Lyssia, only to be captured by and forced to battle other werereatures while trying to prove that he is not the enemy.

Journals of the Plague Years

From the New York Times bestselling author of the Artemis Fowl series comes a hilarious and high-octane adult novel about a vodka-drinking, Flashdance-loving dragon who lives an isolated life in the bayous of Louisiana—and the raucous adventures that ensue when he crosses paths with a fifteen-year-old troublemaker on the run from a crooked sheriff. In the days of yore, he flew the skies and scorched angry mobs—now he hides from swamp tour boats and rises only with the greatest reluctance from his Laz-Z-Boy recliner. Laying low in the bayou, this once-magnificent fire breather has been reduced to lighting Marlboros with nose sparks, swilling Absolut in a Flashdance T-shirt, and binging Netflix in a fishing shack. For centuries, he struck fear in hearts far and wide as Wyvern, Lord Highfire of the Highfire Eyrie—now he goes by Vern. However he has survived, unlike the rest. He is the last of his kind, the last dragon. Still, no amount of vodka can drown the loneliness in his molten core. Vern's glory days are long gone. Or are they? A canny Cajun swamp rat, young Everett "Squib" Moreau does what he can to survive, trying not to break the heart of his saintly single mother. He's finally decided to work for a shady smuggler—but on his first night, he witnesses his boss murdered by a crooked constable. Regence Hooke is not just a dirty cop, he's a despicable human being—who happens to want Squib's momma in the worst way. When Hooke goes after his hidden witness with a grenade launcher, Squib finds himself airlifted from certain death by...a dragon? The swamp can make strange bedfellows, and rather than be fried alive so the dragon can keep his secret, Squib strikes a deal with the scaly apex predator. He can act as his go-between (aka familiar)—fetch his vodka, keep him company, etc.—in exchange for protection from Hooke. Soon the three of them are careening headlong toward a combustible confrontation. There's about to be a fiery reckoning, in which either dragons finally go extinct—or Vern's glory days are back. A triumphant return to the genre-bending fantasy that Eoin Colfer is so well known for, Highfire is an effortlessly clever and relentlessly funny tour-de-force of comedy and action.

Screwed

From: Colfer, Eoin (pronounced 'Owen' by the way) Sent: Last night To: The World (and all its time zones) Subject: A message from Artemis Fowl's Official Biographer Artemis Fowl. Where do I begin? This young criminal genius is no stranger to trouble. In fact, he's a magnet for it. Man-eating trolls, armed and dangerous (not to mention hi-tech) fairies, flame-throwing goblins - he's seen the lot. He had decided to forego criminal activity of the more magical kind. However . . . Now his mother is gravely ill. Artemis Fowl must travel back through time to steal the cure from the clutches of the devious mastermind . . . Artemis Fowl. That's right. With fairy ally Captain Holly Short by his side, Artemis is going back in time to do battle with his deadliest enemy yet. Himself. Let the misadventure begin. Eoin Colfer
DISCLAIMER: This man is NOT my Biographer. He is a fantasist, writing sensationalist stories about me. I will neither confirm nor deny anything that appears between these covers. However, my lawyers - and my bodyguard - are watching. Signed Artemis Fowl II Visit Artemis Fowl online

Iron Man: The Gauntlet

Is this Armageddon time for Artemis Fowl? Opal Koboi, power-crazed pixie, is plotting to exterminate mankind and become fairy queen. If she succeeds, the

spirits of long-dead fairy warriors will rise from the earth, inhabit the nearest available bodies and wreak mass destruction. But what happens if those nearest bodies include crows, or deer, or badgers - or two curious little boys by the names of Myles and Beckett Fowl? Yes, it's true. Criminal mastermind Artemis Fowl's four-year-old brothers could be involved in destroying the human race. Can Artemis and Captain Holly Short of the Lower Elements Police stop Opal and prevent the end of the world? 'Fast-paced, tongue in check . . . laugh-out-loud.' Sunday Times Enter Artemis's wicked world at www.artemisfowl.co.uk

Seven Wonders Book 2: Lost in Babylon

Conor Broekhart was born to fly. It is the 1890s, and Conor and his family live on the sovereign Saltee Islands, off the Irish coast. Conor spends his days studying the science of flight with his tutor and exploring the castle with the king's daughter, Princess Isabella. But the boy's idyllic life changes forever the day he discovers a deadly conspiracy against the king.

Null-A Three

Riley, an orphan boy living in Victorian London, has achieved his dream of becoming a renowned magician, the Great Savano. He owes much of his success to Chevie, a seventeen-year-old FBI agent who traveled from the future in a time pod and helped him defeat his murderous master, Albert Garrick. But it is difficult for Riley to enjoy his new life, for he has always believed that Garrick will someday, somehow, return to seek vengeance. Chevie has assured Riley that Garrick was sucked into a temporal wormhole, never to emerge. The full nature of the wormhole has never been understood, however, and just as a human body will reject an unsuitable transplant, the wormhole eventually spat him out. By the time Garrick makes it back to Victorian London, he has been planning his revenge on Riley for centuries. But even the best-laid plans can go awry, and when the three are tossed once more into the wormhole, they end up in a highly paranoid Puritan village where everything is turned upside down. Chevie is accused of being a witch, Garrick is lauded as the town's protector, and . . . is that a talking dog? Riley will need to rely on his reserve of magic tricks to save Chevie and destroy his former master once and for all.

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