



CARMER

Felix Cassius Tiberius Carmer III, better known as Carmer, is just about the least magical magician's apprentice ever. Shy and scholarly, he'd much rather be tinkering with his latest inventions than sawing pretty girls in half onstage, but his apprenticeship with Antoine the Amazifier is the only thing keeping a roof over his head (even if it's a portable one).

GRIT

Fiery, one-winged faerie Grit is a born adventurer. Unfortunately, she's also Princess Grettifrida Lonewing, the sole heir to a Seelie faerie kingdom—which is not something she likes to be reminded of. Set apart by her flightlessness and her royal blood—not to mention that she feels smothered by her overprotective mother, the strict Queen Ombrienne—Grit prefers to take her chances out in the big human city with the wild “street fae.”

SKEMANTIS

This “city of the future” is a technological hub known for its elevated railway, the Relerail, and a general love affair with all things steam-powered. The city plays host to the Skemantian International Exhibition, a World's Fair-like celebration of all the latest developments in science and engineering, as well as the Seminal Symposium of Magickal Arts, the biggest magic competition in the land—both of which draw attendees from all over the world.

OLDTOWN ARBORETUM

Oldtown Arboretum is the biggest and—as you may have guessed from the name—oldest public park in Skemantis. It's also the most magical. The Arboretum is one of the last remaining faerie kingdoms, ruled by Queen Ombrienne Lightbringer of the Seelie Court. Faeries light the lanterns along its pathways, illuminating everything from the frog ponds and flower beds to the more extraordinary elements of the gardens, including the Whispering Wall, where humans reveal their deepest secrets in exchange for the possibility of a granted wish.

THE VALLOWS

The Hollow Valleys, also known as the Vallows, are the remnants of an abandoned mining town on the edge of Skemantis. Once home to bustling factories and a prosperous pyrite mine, a series of collapses and industrial accidents lead to its eventual ghost town status.

Few people—faeries or humans—dare to tread there, and for good reason: the Vallows may not be as empty as they seem . . .



THE GREAT WILLOW

The Great Willow is the heart of the Arboretum and home to Queen Ombrienne, Grit, and the rest of the royal court. The Willow is the oldest and wisest tree in the Arboretum; it even changes its shape to protect its faeries from nosy humans! But whether the Great Willow looks like an actual willow or a sprawling oak or a bristly pine, a faerie or Friend of the Fae true of heart can always find it.

THE ORBICLE

The Orbicle's famous golden domed roof is the crown jewel of the Skemantian skyline. The theater is the most prestigious venue for magicians in the city and features only the best of the best—including the mysterious masked man known as the Mechanist. Contestants in the Seminal Symposium of Magickal Arts perform here for packed houses of up to three thousand people.

THE GREEN GODDESS

The Green Goddess pub is the preferred underground gathering place for the wild street faeries of Skemantis—or as they prefer to be called, the Free Folk. Located underneath an actual human brewery, the Goddess is run by the ancient, blind faerie Abby Absinthe, who keeps her customers in line with her wisdom and her magical dandelion puff staff.

THEIAN FOUNDRY

From his private lab in Theian Foundry, the brilliant inventor and industrial tycoon Titus Archer rules over his empire. The Foundry is the place to be for all up-and-coming innovations—including the new technology that's sweeping the nation: electric light. But deep in the bowels of Archer's laboratory, dark secrets are stirring. His miraculous inventions may come with a price.

FAERIE

Not to be confused with the tiny winged creatures themselves, Faerie is a magical world hidden within our own. Carmer calls it a “sideways world.” But the doorways leading to this sideways world are closing faster than ever, forcing faeries to spend most of their time in the iron world outside. Soon, some fear, Faerie may disappear altogether.

THE WINGSNATCHERS

Book 1: CARMER AND GRIT

Sarah Jean Horwitz

A stunning debut about a magician's apprentice and a one-winged princess who must vanquish the mechanical monsters that stalk the streets and threaten the faerie kingdom.

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