

Obernewtyn

Chronicles

Isobelle

Carmody



Fantasy

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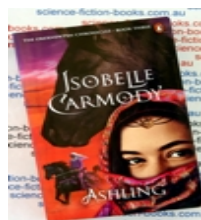
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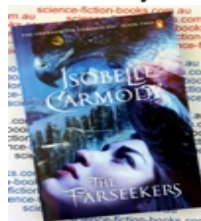
Ashling - Isobelle Carmody NEW Obernewtyn Chronicles Book 3



Ashling - Isobelle Carmody - New Book 3 of the Obernewtyn Chronicles Paperback Get other Isobelle Carmody books here The powerful farseeker Elspeth Gordie is sent to Sutrium seat of the totalitarian council that rules the Land to seal an alliance between the secret Misfit community at Obernewtyn and rebel forces. The journey takes her far beyond the borders of the Land across the sea and into the heart of the mysterious desert region of Sador. e will need help to destroy the weaponmachines. But before her dark quest can begin Elspeth must learn the truth of her dreams: she must understand why the Beforetimers destroyed their world ... About the Author Isobelle Carmody Isobelle Carmody began [find out more.....](#)

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The Farseekers - Isobelle Carmody NEW Obernewtyn Chronicles Book 2



The Farseekers - Isobelle Carmody - New Book 2 of the Obernewtyn

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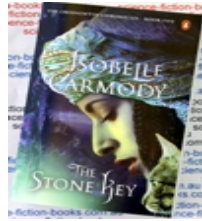
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The Stone Key - Isobelle Carmody NEW

Obernewtyn Chronicles Book 5



The Stone Key- Isobelle Carmody - New Book 5 of the Obernewtyn Chronicles Paperback Get other Isobelle Carmody books here There was a great crash and wood splintered... I had a brief glimpse of a group of Herder priests bald and robed peering at me and then the sundered remnants of the locker door were torn aside and a rough hand reached in to hail me out by the hair. A Hendra captain stared into my face with eyes that burned with a fanatical fire above a thin nose and a lipless slash of a mouth... 'You will die in great pain and very slowly mutant ' said the Hendra master. When Farseeker Guildmistress Espeth Gordie sets out from Obernewtyn to travel to Sutrium at the end of Wintertime she q [more information.....](#)

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The Keeping Place - Isobelle Carmody NEW



The Keeping Place - Isobelle Carmody - New Book 4 of the Obernewtyn Chronicles Paperback Get other Isobelle Carmody books here After a kidnapping Elspeth Gordie and the Misfits are forced to join the rebellion against the oppressive Council using their extraordinary mind powers. But Elspeth must also seek out clues left by the long-dead seer Kasanda vital to her quest to destroy the Beforetime weaponmachines. One clue is lost in the past forcing Elspeth to travel the Dreamtrails stalked by a terrifying winged beast with the cat Maruman as her guide and guardian. Only there can she learn more of the Beforetimer Misfits and their enemy Govamen. Gradually Elspeth realises that her quest is inti [more here.....](#)

Isobelle Carmody began the first of her highly acclaimed Obernewtyn Chronicles while she was still at high school, and worked on it while completing a Bachelor of Arts, and then a journalism cadetship. The series, and her short sto-ries, have established her at the forefront of fantasy writing in Australia.

Carmody currently divides her time between her home on the Great Ocean Road in Australia, and her travels abroad with her partner and daughter, spending a year each in her two residences. The Stone Key, book five of the Obernewtyn Chronicles was released in February 2008. The Sending, book six of Carmody's Obernewtyn Chronicles, is due for publishing in September 2009, as quoted by a Penguin spokesperson.

Carmody was Guest of Honor at the 2007 Australian National Science Fiction Convention, Convergence 2, held in Melbourne in June 2007.

She has written many award-winning short stories and books for young people. The Gathering was a joint winner of the 1993 CBC Book of the Year Award and the 1994 Children's Literature Peace Prize, and Billy Thunder and the Night Gate was shortlisted for the Patricia Wrightson Prize for Children's Literature in the 2001 NSW Premier's Literary Awards. This was followed by the second book in

the series, *The Winter Door*. *The Legend of Little Fur* is Isobelle's first series for younger readers.

The Obernewtyn Chronicles are a series of science fiction/fantasy novels by Australian author Isobelle Carmody. They have a post apocalyptic setting, and depict a world struggling to come to terms with the environmental, bodily and mental damage caused by global nuclear holocaust. The series' protagonist, Elspeth Gordie, is a young girl with extraordinary mental powers who must battle fear and repression to survive in this harsh world. The novels deal with themes of responsibility, duty, prejudice, discrimination, tolerance and human and animal rights.

The books

So far, the series consists of five published novels. The sixth and final book of the series is yet to be given a definite release date, but has been quoted as September 2009 by a Penguin spokesperson.

- * Obernewtyn (1987)
- * *The Farseekers* (1990)
- * *Ashling* (1995)
- * *The Keeping Place* (1999)
- * *The Stone Key* (2008)
- * *The Sending* (Tentatively September 2009)

In the American edition published by Random House, *The Stone Key* has been split into two books - '*Wavesong*' and '*The Stone Key*', as it was believed to be too long for young readers.

The series is narrated through the first person point of view of protagonist Elspeth Gordie.

Many years into the future the world has been ravaged by a great nuclear holocaust that was known as the Great White. Only small and remote areas were spared and a Council was formed of the most powerful farmers to protect their community

Any human or creature born mutated or not normal were condemned to be burned. The Council appointed a fledgling religious order called the Herder Faction to oversee these rituals. The Herders believed that the Great White was sent as punishment from Lud(God). All artefacts of the old world were purged, and the Beforetime, as it came to be known, was shunned and abhorred.

Council law and the Herder Faction gradually fused, and those who opposed it were burnt as Seditious or sent to work on Council Farms. Orphan homes were set up to house those children of Seditious left unclaimed by relatives.

After a time, it was apparent that mutations of the mind, not apparent at birth, could develop later in life. It was decided that those few people affected by mental mutations would not be burnt, but called Misfits and condemned to the Councilfarms. The most savagely-afflicted Misfits were sent to the remote mountain keep of Obernewtyn, to be treated and isolated in order that other 'normal' people would be spared of this horror.

Elspeth Gordie, a young orphaned daughter of burned Seditious parents, is one of those affected by mutations of the mind. These mutations are extraordinary mental powers, abilities which Elspeth ruthlessly conceals in order to avoid being discovered a Misfit. However, following a series of disastrous events at her orphan home, Elspeth is condemned as a Misfit by a fellow orphan. She gets sent to Obernewtyn, although neither the Council nor the keepers at Obernewtyn suspect the extent of her powers.

It is at Obernewtyn that Elspeth discovers she is not alone in possessing enhanced mental powers, or Talents. While plotting her escape with fellow Talented Misfits, she learns that the doctor is in fact a simpleton and his keepers are searching for forbidden Beforetime weapons. They hope to use Misfits with rare abilities to scry out the knowledge for them. However, they are thwarted in their attempts by Elspeth, her new friends and Obernewtyn's farm overseer Rushton Seraphim, who is the true and rightful heir to Obernewtyn. Rushton and his small group of Talented Misfits have been planning to take over Obernewtyn for a long time, and the conflict that ensues between Elspeth and the keepers of Obernewtyn provide them with the opportunity to do so.

After the subsequent uprising at Obernewtyn, Elspeth and her new friends establish a haven for Talented Misfits, relying on their remote location and the rumour of a firestorm to keep prying eyes away. Under the guidance and leadership of Rushton, now Master of Obernewtyn, they work in secret to rescue Talented Misfits from the Council Farms, and also seek out those Talented Misfits whose abilities have not yet been identified by the Council. Obernewtyn is both a refuge and a place where mental abilities are nurtured and explored. Obernewtyn also becomes a haven for animals, with whom many of the Misfits can communicate with. The animals, or beasts, are treated as equals at Obernewtyn, and are given free rein to do as they wish.

As her life at Obernewtyn progresses, Elspeth learns that the animals regard her as the Innle, the person who is fated to lead the beasts to freedom. It becomes apparent to her that she is also destined to be The Seeker, whose responsibility it is to seek out and eliminate the dormant weaponmachines of the Beforetime before they can be used to create another terrible holocaust. The cat Maruman and noble horse Gahltha are her only confidants.

Woven amongst Elspeth's private quests are the quests of Obernewtyn as a whole, to provide refuge for Talented Misfits and to establish itself as a force in The Land. The Land is also entering a period of turmoil, as the Rebels, with whom Obernewtyn has an often-fraught relationship, begin a rebellion against the Council and the Herder Faction. The elusive Gypsies, especially those of the pure-blooded Twentiefamilies, likewise play an important role in the political and social struggles of The Land. Elspeth also begins to discover a link between the Twentiefamilies and Kasanda that will aid her in her quest to destroy the weaponmachines.

Powers of the mind may manifest themselves in a variety of ways and as a variety of abilities. Minor, weak powers, such as the ability to true dream or the possession of a canny knack for guessing correctly, seem to be rather widespread, although mostly these abilities exist only in the unconscious levels of the brain. As such, many individuals with these powers are not aware of their abilities and cannot control them. Stronger, conscious powers are called Talents, and may be used at will by their possessor. The seven most common Talents, as defined and named by the Misfits of Obernewtyn, are farseeking, coercion, empathy, healing, futuretelling, beastspeaking and 'teknoguilding'. A Talented Misfit may possess one or more of these Talents, although one particular power will usually manifest itself more strongly than the others. Some combinations of Talents, such as farseeking and beastspeaking, are quite common, while others, such as coercion and empathy, are rare.

At Obernewtyn, each Misfit belongs to a group, or guild, consisting of similarly-Talented individuals. A Misfit is free to choose which guild he or she wishes to belong to, but usually the guild corresponding to their strongest Talent is chosen. Each guild is led by a leadership group consisting of a Guildmaster or Guildmistress (who is usually, but not necessarily, Obernewtyn's strongest possessor of that Talent), a Guilden and one or more Wards. Guilds are responsible for nurturing their members' abilities, and also for contributing something to Obernewtyn as a whole (the Farseeker Guild, for instance, is responsible for scrying out Talented Misfits). Guild leaders meet to discuss the affairs of Obernewtyn in meetings called guildmerge.

Outside of these seven powers, other powers have emerged or have been expressed in different ways from the normal way.

Elspeth possesses a mysterious power known as the killing power, something she has described as a 'dark snake' coiled at the base of her mind. It has the power to kill individuals as shown in 'Obernewtyn', when she used this power to kill Madam Vega. The killing power can also be used to augment her own powers to increased levels (shown in 'Ashling' when Elspeth uses it to break through Dragon's mental defenses, and in 'the Keeping Place' in order to break through the demonband static). Other powers to have emerged include Dragon's illusion-generating abilities, which have been described as the result of a critical mass of coercion mental power (other coercers display this power but not to the same degree). Freya's empathy also displays abilities outside of the normal range. Her power is described as 'enhancing'; allowing people under its affect to perform better than they otherwise would. Ariel's rare

empathy/coercion combination allows him to feed his victims ghastly visions of torture while using empathy to make the victim think they're enjoying the experience. He is described by Domick (a victim of this torture) as an empath turned inside out.

Two children described in the series: Lidgebaby (first seen in 'The Farseekers') and Gavyn ('the Keeping Place') also have strange abilities. Lidgebaby's coercion powers allowed him to link other Talents to him, effectively binding them to him to the effect that they were compelled to protect and love him above all else. A side-effect of this never-seen-before merging was the generation of mental static that cancelled out all other powers (as experienced by Elspeth in 'the Farseekers'). Gavyn is described as adantar, beastspeak for 'link'. He has an unusual amount of control and effect over animals even though he isn't a beastspeaker. Elspeth and the beasts believed he is some sort of enthraller whose powers only affect beasts.

In addition, the animals of Obernewtyn have formed the Beast guild. Their leader is the mare Avra, Gahltha's mate. The Beast guild have equal rights to participate in guildmerge. It seems that most, if not all, beasts can communicate with each other mentally. Most species of beast are also able to communicate with any human beastspeaker, although some (such as cats, dogs and horses) are more able to do so than others (such as cows and wolves).

The animals of the Obernewtyn world are described as sentient beings capable of speech. However their form of communication is not oral but mental in nature. This form of mental communication has been described as a blending of word and mental images with empathised emotions. The beast language also uses different words to humans, this has appeared time and time again in the series. Such words include: funaga (human), equine (horse), barud (home), gehdra (the invisible ones), jahran (the cold ones), vlar-rei (children of the waves), coldwhite (snow), galta (nothing) and Innle (seeker). The beast language also runs words together to form a single word, examples include freerunning, strongminded, gladshield etc.

The Obernewtyn Chronicles are populated by a large cast of characters. Only the most important of these are listed here.

* Elspeth Gordie: young Misfit daughter of burned Seditiонер parents, was an orphan at the Kinraide Orphan Home until she was condemned to Obernewtyn. An extremely powerful Misfit, Elspeth possesses farseeking, beastspeaking and coercion Talents in equal and prodigious strengths (a trait that is unique to her - no other known Misfit is so strong in three separate Talents), and also bears some abilities associated with futuretelling, healing and teknoguilding. Elspeth is Guildmistress of the Farseeker Guild, and, later, Mistress of Obernewtyn in Rushton's absence. She is also The Seeker and the fated Innle of beast legend, identities she keeps secret from all humans. Betrothed to Rushton.

* Rushton Seraphim: eldest son of former Master of Obenewtyn Michael Seraphim and his lover, and a Misfit with latent powers. Rushton is first known to Elspeth as the farm overseer at Obernewtyn, a post he holds while he plots to claim his birthright to Obernewtyn from his defective younger half-brother's evil minders. As Master of Obernewtyn, Rushton transformed Obernewtyn into a haven for Misfits and beasts alike. Betrothed to Elspeth.

* Dameon: powerful, blind empath, and, with Matthew, one of Elspeth's first friends at Obernewtyn. Dameon is the beloved Guildmaster of the Empath Guild.

* Matthew: farseeker, and, with Dameon, one of Elspeth's first friends at Obernewtyn. Matthew is the first human with whom Elspeth communicates mentally, and the first Talented human, other than herself, whom Elspeth encounters. He is later made farseeker ward, a post he holds until he is captured by slavers and taken to the Land of the Red Queen where he serves slave labour. He is also the most likely candidate for being "the Destroyer" if Elspeth's belief about Ariel proves erroneous.

* Dragon: young wildchild, and extremely powerful empath-coercer. She was discovered and rescued on a Farseeker expedition to the West Coast. Her name was unknown, so Elspeth called her Dragon not just for her flame-red hair and fiery temperament, but for the image she projected into all their minds on their first encounter with Dragon, in her attempt to scare them away. Dragon is the daughter of the Red Queen from the distant and mysterious Land of the Red Queen, and as such she holds important clues to Elspeth's personal quests in the deep subconscious levels of her mind.

* Domick: one of Rushton's allies early in the series, and later

coercer guilden. Domick is sent to establish a safe house for Obernewtyn in Sutrium, the capital of The Land. There he infiltrates the Council as Obernewtyn's spy, creating the alter-ego Mika for this purpose, and his espionage work sends him almost insane. He later renounces his ties to Obernewtyn. He was captured along with Rushton, by Ariel and taken to Herder Island where he was physically and mentally tortured. He was brainwashed by Ariel, and was infected with disease so as to spread a plague throughout the land.

* Kella: healer guilden, Elspeth's only female friend and Domicks bondmate. She accompanies Domick to Sutrium, although his work at the Council cause the two to become estranged.

* Daffyd: armsman for the Herder renegade Henry Druid, and Misfit. Daffyd is sympathetic to Obernewtyn's cause and friends with Elspeth and Rushton, but is currently searching for his Misfits friends, who disappeared after the Druid's camp was destroyed by a firestorm.

* Ariel: a Misfit with defective mind and a rare empathy/coercion Talent combination and Elspeth's principal enemy. Canny, rude, ambitious and amazingly beautiful, Ariel was, before Rushton's coup, favoured by the keepers of Obernewtyn and assisted them in their failed quest to find the Beforetime weaponmachines. In "The Farseekers" It is believed that Ariel has ran away from Obernewtyn, and presumed dead. He has since ingratiated himself with Henry Druid, the Herder Faction, the Council and Salamander. Elspeth, and many readers, presumed he is the Destroyer, particularly after Gahltha seemingly confirmed to Elspeth that Ariel is "H'rayka", which in beast language means "one who brings destruction" but Carmody has said in interviews that that is 'not necessarily' the case. A possible explanation is that Elspeth mistook Gahltha's meaning and he was in fact correcting her by saying that Ariel is not in fact "the Destroyer" but the one who will bring the Destroyer to their eventual fate. Ariel loathes Elspeth, and tries to seduce her on the Dreamtrails in Ashling, hoping to help him find the weaponmachines, if he is indeed The Destroyer.

* Maruman: fey, battered cat, and the first being with whom Elspeth communicates mentally. Maruman endures frequent bouts of madness, and even at his most sane he is prone to making cryptic predictions about Elspeth's fate. It is from Maruman that Elspeth learns most about her roles as the Seeker and Innle. According to prophecy, Maruman is the Moonwatcher, one of Elspeth's guardians in her quest.

* Gahltha: noble, black horse, originally mad and spiteful due to mistreatment by his former human owners, but now wise, calm and understanding. Gahltha is Elspeth's constant mount on all her travels, and is probably the Daywatcher, the second of Elspeth's fated guardians.

* Atthis: leader of the Agyllians (or Guanette birds), a powerful, wise and ancient species of bird. Atthis is also one of Elspeth's main sources of information regarding her quest. Atthis often communicates with Elspeth through Maruman.

* Darga: small dog belonging to young farseeker Jik. Darga proved extremely adept at navigating safe pathways through contaminated land. He was lost and presumed dead in the firestorm that destroyed Henry Druid's camp, although Maruman has since said that his return will be important.

* Brydda Llewellyn: Seditious and rebel leader. Brydda becomes friends with Elspeth and is sympathetic to the Misfits' cause. He invites Obernewtyn to join the rebellion against the Council, although this proposal faces stern opposition from many of the other rebel leaders. Brydda was the chief organiser of the rebel alliance in its early stages, although control has increasingly been wrested from him by others, most notably Malik and his allies.

* Malik: A power hungry rebel leader who strongly opposed to having the Misfits join the rebellion. Unlike Brydda, his heart yields no sympathy for 'mutants' and regards them as monsters pretending to be human.

* Bodera: The rebel leader of Sutrium, father of Dardelan. Brydda Llewellyn's mentor.

* Dardelan: Bodera's son. Ends up looking after Bodera and falls in love with Jakoby's daughter, Bruna. They are going to get married

* Swallow: a Twentyfamilies gypsy, son and heir of the D'rekta (the leader of the Twentyfamilies) who later accedes to the D'rektorship himself. He is somehow connected to Elspeth and her quest, possibly as the fated 'one of Kasanda blood' who will

accompany Elspeth on the final stages of her quest. Swallow is a code name; his real name is unknown.

* Iriny: half sister to Swallow, she is rescued by Elspeth in Ashling and brought to Sutrium for healing. It is through her that Elspeth was able to gain contact with Swallow.

* Darius: a Twentyfamilies gypsy who has the ability to heal beasts, he also has skills to heal humans.

* Maire: a Twentyfamilies gypsy healer, Grandmother to Swallow and Iriny.

* Kasanda: mysterious Beforetime seer, also known as Cassandra Duprey (or Cassy). She lived through the Great White and into the first years or decades following it, when the world was in turmoil. Kasanda was the first gypsy D'rekta and the sister-in-law of the first Red Queen. Before the Great White, she foresaw Elspeth's quest, and following the holocaust, she left scattered clues that will aid Elspeth in fulfilling her quest.

* Jakoby: Sadorian tribal leader, mother to Bruna, ally of Brydda

* Bruna: Jakoby's daughter, lover of Dardelan

* Straaka: Sadorian tribesman, believes he is betrothed to Miryum (coercer), later dies defending her.

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