



Queste

Angie Sage , Mark Zug (Illustrations)

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The fourth book in the internationally bestselling Septimus Heap series by Angie Sage, featuring the funny and fantastic adventures of a wizard apprentice and his quest to become an ExtraOrdinary Wizard.

New York Times Bestselling Series

"Breezy charm, gusts of spectacular Magyk and a buoyant plot combining drama and comedy in just the right proportions." --*Kirkus Reviews* (starred review)

"The Septimus Heap series remains one of the best outcomes of the young-wizard furor catalyzed by Harry Potter." --*ALA Booklist*

There's trouble at the Castle, and it's all because Merrin Meredith has returned with Darke plans for Septimus. More trouble awaits Septimus and Jenna in the form of Tertius Fume, the ghost of the very first Chief Hermetic Scribe, who is determined to send Septimus on a deadly Queste. But Septimus and Jenna have other plans--they are headed for the mysterious House of Foryx, a place where all Time meets and the place where they fervently hope they will be able to find Nicko and Snorri, who were trapped back in time in *Physik*. But how will Septimus escape the Queste?

Queste Details

Date : Published April 8th 2008 by Katherine Tegen Books

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Author : Angie Sage , Mark Zug (Illustrations)

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From Reader Review Queste for online ebook

Aman McSkirtySkirt says

A character strength that Septimus had in this story is Perseverance. He shows this by pushing through the Darke Spell cast in the passage by standing his ground and summoning all of his Magyk to defeat the Spell

Yoosef esmaeeli says

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These Violent Delights (Robin) says

Great series for young kids who are not yet ready for Harry Potter or are looking for a similar story to dip there toes into. Beloved series of my childhood.

Kathy Davie says

Fourth in the Septimus Heap fantasy series for middle-grade readers and revolving around the Heap family. The focus is on Beetle.

My Take

It takes almost 200 pages before we start to get to the purpose of the story, and throughout, it's an odd combination of Roald Dahl, Harry Potter, and Disney with that fun sense of gross that Dahl brings to a story — I mean, a banana-bacon chew?? ewww — the supportive camaraderie of Harry Potter and his friends, and the cartoon craziness of Disney.

This is a story that you should read as soon as you can after the first three. That four years since I last read a Septimus Heap has left me very confused as to who, what, how, or why.

A nice lesson in here from Simon: he no longer wants to become a wizard the easy way, through the Darke. He wants Lucy to be proud of him.

It's a silly story with lots of action, drama, and laughs. Children will adore it, and adults may well get a laugh as memories of fanciful childhood dreams surface.

The Story

It's Jillie's fault. Putting that ad up. Just anyone can apply and Jillie will take him! And that anyone just happens to be Merrin, er, Daniel Hunter.

It's that bargain Merrin makes with Old Tertius who will send Septimus on a Queste from which he will

never return. But he won't go alone, for Beetle, Princess Jenna, and Ullr will go on Queste with him. If they can escape the Witch Mother. And the Thing.

The Characters

Beetle Beetle, a.k.a., Cockroach, is the Front Office and Inspection Clerk at the **Magykal Manuscriptorium and Spell Checkers Incorporated** where he inspects the Seals in the ice tunnels. His mother, **Pamela Beetle-Gurney**, lost her husband, **Brian**, shortly after young Beetle's birth. **Jillie Djinn** is the Chief Hermetic Scribe and Beetle's boss. **Foxy** is one of the more highly strung scribes. **Partridge** is another of the scribes. **Ephaniah Grebe** is the half-rat, half-human Conservation, Preservation, and Protection Scribe who lives and works in the basement.

Marcellus Pye is the 500-year-old Last Alchemist with whom Snorri and Nicko have been staying. He's also the one who kidnapped Septimus through the Glass and for whom Septimus was Pye's Alchemie Apprentice.

The Heaps are...

...a scattered family with some living in the Castle and others in the forest. In the Castle is **Sarah Willow Heap**, Sep's mother who was trained as a healer and gave up Magyk; **Silas**, her wizard husband; **Maxie**, their wolfhound; and, **Jenna**, their daughter (well, Milo is her real father) and the Princess and heir to the Castle. Jenna's pets include **Ethel**, the crocheted-waistcoat-wearing duck. **Ullr** is a Transforming cat Jenna is watching. **DayUllr** is a regular mottled orange house cat; **NightUllr** is a panther. Silas' father, **Benjamin Heap**, was a Shape-Shifting wizard who now lives as a western red cedar somewhere in the Forest. **Demelza Heap** is an ancestress who used to sell fine glass apparatus until she disappeared.

The Wizard Tower is where...

...that lying young **Septimus** is stuck with **Marcia Fusspot Overstrand**, the ExtraOrdinary Wizard. **Boris Catchpole** is a night porter (demoted from failed wizard); he had been a **Deputy Hunter** back in the Young Army. **Spit Fyre** is Septimus' dragon. *He's a challenge to keep fed and be a good little dragon.*

Camp Heap

The four sons living in the forest with a coven of witches include **Sam**, **Edd**, **Erik**, and **Jo-Jo**.

Castle staff

There aren't many servants in the castle, only **Cook**, **Cleaner**, the **WashingUp Boy**, and the **Housekeeper**. The Castle is, however, stuffed with ghosts, including **Sir Hereward**, a ghost guard. The unhappy **Billy Pot** is in charge of mowing the lawn and collecting Spit Fyre's dung. He's about to become the Dragon-Watcher. **Hildegarde Pigeon** is a sub-Wizard on door duty at the Palace.

Message Rats

Stanley is an ex-Message Rat and an ex-Secret Service Rat who still has his instincts. He's thinking of starting the **Message Rat Service** back up. **Dawnie** is not his wife any longer. **Humphrey** was his old Message Rat Service boss who retired six months ago. When the RatStranglers had formed up.

In the town

Mrs. Gringe is the wife of the gatekeeper and Lucy's mother. **Micky Mullin** is the ferryman and one of Sally Mullin's many nephews; she runs the **Sally Mullin's Tea and Ale House**. **Jannit Maarten** is a boatbuilder to whom young Nicko is apprenticed. **Rupert Gringe** is nearing the end of his Articles. The **Grateful Turbot Tavern** offers up beds and haunts. **Olaf Snorrelssen** is the ghost of a Northern Trader, and he chooses to make his first Appearance to Merrin. A mistake. **Terry Tarsal** is a shoemaker with a purple python. **Ma Custard** runs the **All-Day-All-Night Sweet Shop** where Merrin gets his licorice snakes, toffee

termites, spider floss, and more.

The Gathering of the Ghosts are...

...ghosts of *all* previous ExtraOrdinary Wizards. They come together when the Apprentice draws a stone from the Questing Pot. **Maurice McMohan** has advice for Septimus. **Julius Pike** is another who lost Apprentices. **Syrah Syara** and **Talmar Ray Bell** were Apprentices lost on Queste. **Marcus Overland** was an Ordinary Wizard.

The **Ghost of the Vaults** is one of the Ancients, ghosts over 500 years old. He's very unpleasant and refuses to tell anyone his name. *Beetle has figured out that he's the very first Chief Scribe: Tertius Fume.*

Eldred and **Alfred Stone** are the brothers and tunnel ghosts trapped in the Emergency Freeze. **Moaning Hilda** is an **Ice Wraith**. The **Toll-Man** is a greedy, nasty bugger of a thief.

The Wendron Witches' Summer Circle

Morwenna is the **Witch Mother**. **Marissa** (she's hooked up with Jo-Jo) and **Bryony** are some of her witches. The **Old Quarry** is a cave where the witches spend the winter. **Madam Agaric** was Morwenna's predecessor.

The House of Foryx is...

...the Place Where All Times Do Meet is also a Place of Waiting. You can only leave when someone arrives, and then you have to enter into *their* time. It's the **DoorKeeper's** fault that they all fall in. The **Guardian of the House** is a nasty, vicious woman. **Brat** and **Fowler** are two of the Guards.

Nicko Heap has been gone for six months with **Snorri Snorrelssen**, who had a grandmother, **Herdis Laursdottir**, who lost a sister, Ells. **Alfrún** is Snorri's mother. Snorri also has a sister named **Herdis**. Old Mother, a.k.a., **Ells Laursdottir**, is a stallholder who happens to be from the same time as Nicko and Snorri.

Hotep-Ra was the Castle's very first ExtraOrdinary Wizard, and he set up the honor of the Queste. The **Akhu Amulet** is the symbol and source of the power of the ExtraOrdinary Wizards.

Alther Mella was the last ExtraOrdinary Wizard. **Alice** (she had been the Chief Customs Officer at the Port) was the one he had loved, but their careers had been too important. Now that she's dead, Alther intends to change that.

The bad guys include...

...**Simon Heap** is the son who went bad and ran off with **Lucy Gringe**. **Thunder** is Simon's horse. **Merrin Meredith**, a.k.a., Daniel Hunter and Septimus Heap, is Simon's sulky assistant. His previous master had been the almost indestructible **DomDaniel** who had constantly called him stupid.

A **Glass** is a portal to another time from which it is near impossible to return. **Things** are a kind of human figure that most people can't see. A good thing as they're mean, miserable, and nasty.

The Cover and Title

The oxblood cover with its gilt border and gilt trim in the corners is fun with its punched out holes along the left edge and the turquoise ribbon "binding" the book together with more turquoise ribbon wrapping around a gold button to keep the book closed. The outer edge of the cover is aged, curling parchment, furthering the impression of an old ribbon-bound book. The series information, title, and author are also in a gold foil. The pebble of lapis lazuli is the Questing Stone.

The title is the journey, the *Queste*, upon which the quartet sets out, desperate to find Nicko and Snorri, sort of.

Jennifer Wardrip says

Reviewed by Candace Cunard for TeensReadToo.com

The fourth tale of Septimus Heap delivers action, adventure, magic, and a good share of surprises.

The tale begins when Nicko Heap and Snorri, who in a previous book found themselves transported out of their own Time, discover a clue that might allow them to return to their home Time. However, the path home is a tricky one: Nicko and Snorri must find their way to the mysterious House of Foryx, "the place where all Times do meet." Once they are there, the difficulties are not over. Finding and entering the House of Foryx is hard enough, but once they are in, they must wait for someone from their own Time to enter before they will be able to leave and return home.

Meanwhile, the notes regarding Nicko and Snorri's preparations for this journey have survived until Septimus's time, under the care of the long-lived alchemist Marcellus Pye. Using the notes and lists that Nick has left behind, Septimus and Jenna are able to figure out what it is that Nicko and Snorri are attempting, and set off to reach the House of Foryx themselves, so that their appearance might allow Nicko and Snorri to return to the correct Time. However, their plans are complicated by the pernicious ghost of Tertius Fume, who contrives to send Septimus against his will on a *Queste* from which no apprentice wizard has ever returned.

While the plot rambled in places, I enjoyed the overall arc of the story, and in the end I was glad for the slow development at the beginning which built up to the climax. Sage's characterization was impressive; I got a good idea of the relationships that had formed between characters in previous books, as well as a sense of their internal states and motivations. Her large cast of secondary characters was deftly managed as well.

As a newcomer to the series, getting my bearings was slightly confusing, but after a while I began to understand the backstory better, thanks to the author's hints and insinuations at what had happened before this book. There were still moments when I felt like I was missing out on something--moments where I was sure that the emotional impact would have been greater had I read the previous three books in the series--but overall I was still able to enjoy it, and would recommend it thoroughly.

Filip says

Vždycky, když si potěbuji odpočinout od krutopřísných fantasy s hektolitry krve a YA žánru, sáhnu po dalším díle této série. Tohle je totiž to, co v takovou chvíli potěbuji. I když je pravdou, že celá série je spíše pohádka, ani mi to nevádí - rád se vrátím do těch let, kdy jsem si myslel, že všechno funguje tak, jak chci. Výprava za hrdinstvím byla vtipná, pěkňá a pohádková, takže si nemám na co stěžovat. :)

Deborah says

This is the fourth book in the Septimus Heap series by Angie Sage, and I have to say that it's as good as the other three. I enjoy the characters, the settings, the stylistic originalities. It is not a Harry Potter clone, it can stand well on its own. Good story, likable people, cool magic, even a dragon and some ghosts thrown in, with enough chilling "Darke Magyk" to raise the hair on the back of my neck, without being as scary as some of the later Potter books. Nice for younger fans, and I think it would make a great read-aloud series for a family as well.

Lucy says

I found I got through this Septimus Heap book much quicker than the others. It still took a while to get going but the end of the previous book (Physik) felt like much more of a cliff hanger than the previous books in the series so Queste felt like more of a sequel than just another book with the same characters. I wanted to find out what had happened after the last book so I was eager to get going. I was pretty impressed to, I've liked the other Septimus Heap books but the series seems to be getting better the further I get into it and I found a big difference with this book. I think this book was a bit more individual, a lot of the time I find the Septimus Heap books could just be any other book about wizards, you know it has everything you would expect from a wizarding novel but nothing that really sets it apart. I found with this novel that it was more like Sage had created another world, the forest and all its contents felt rather original, although there were still sections that were the type of things that are pretty standard to fantasy novels (not that that's a problem, it's just nice to have something different).

There was one thing I didn't like in this book though and that was the sections with Merrin. I can't say I ever really liked Merrin but I had some sympathy for him and that was pretty much destroyed by this book, and it was more or less unnecessary. I think Sage could have filled his role easily some other way seeing as he was basically there to secure one small plot point. I thought using him to secure that point was actually a little unrealistic and I could think of a few other ways in which it could be introduced without using Merrin.

Nick says

Ok, so I'm always on the lookout for a series I'll enjoy as much as the late lamented Harry Potter. This is not quite it, but it's not too bad, if you're 12 and need a good summer read. Or if you still remember what it was like to curl up on the window seat on a rainy day in July with nothing more to do than to lose yourself in a fantasy novel complete with wizards, dragons, quests, and Stanley's Message Rat Service. My excuse is I have nephews and nieces.... Who need the occasional birthday present....

This is the fourth book in the Septimus Heap series by Angie Sage, and while she doesn't quite have the imaginative originality and brilliance of J. K., she's not bad, and there are some decidedly original touches in the series, which began with Magyk, Flyte, and Physik. Her world is a little cosier than Potter's, though there are dark wizards with evil on their minds. Each volume is a page-turner, and if there are more, well, I'll read those too.

E says

AWESOME BOOK!! This is totally my favorite Septimus Heap book. Now on to Syren!

Julie says

While I really enjoyed the first three books, I feel that Angie Sage has really hit her stride with this one. Now that all of the characters are firmly situated in their Magykal world, she can focus on certain protagonists without the feeling (as in the third book) that she is including a few vignettes to remind us about the existence of all the various cast members. Once again the short chapters move things along quickly as we ping-pong between different places and characters, but most of the narrative sticks with Septimus, Jenna, and Beetle as they embark on a Quest to find Nicko and Snorri, last seen disappearing 500 years into the past.

?Susan? says

Extraordinary wizards, flying dragons, dragon rings, chanting witches, fairy boats, time travel, talking rats, magical mirrors, trees, sleds, floors, wolf boys, shape shifting cats and questing stones. What more could you want in a fantasy. These are exciting, suitable adventures for young children and adults alike.

ade_reads says

Berbeda dengan tiga buku pertamanya yang sangat menarik untuk diikuti, buku keempat ini agak membosankan dari bagian awal hingga sekitaran pertengahannya. Baru deh, beberapa bab terakhirnya mulai asik lagi dibaca. Semoga buku kelimanya bisa sesuai ekspektasi saya.

Sara Saif says

This is definitely not going to get darker. The tone of the book remains true to its predecessors; light, amusing and juvenile and I think I've gotten used to it. It's funny how in every book, one of the Heaps goes missing and the rest embark on a perilous journey to find him/her. There is a lot going on at first, multiple things are introduced at once, but then they all fall together with ease and things go in a single direction. I have to say, the love the Heap siblings share is absolutely endearing. Jenna, Septimus and Nicko are so frickin' adorable and they care so much for each other. Particularly how all the older brothers care for their little sister and brother, it just makes me 'aww' and wish that I too had *heaps* and *heaps* of older brothers.

This was, as usual, a fun book. It added yet more to the world of Septimus Heap and made some exciting revelations.

MountainLaurel says

While this book was good, I didn't think it was as well done as the other *Septimus Heap* books. The story seemed less developed, without as many of the little details that make everything work out in the end so well and cleverly as in the other books. But I still liked it and I look forward to reading *Septimus #5!* ...I just hope it's a little more original.

Cynthyage says

QUESTE takes Septimus, Jenna and Beetle in search of Nicko and Snorri, to bring them back from the past. They go to Marcellus Pye, who has remembered some information from his 500 year old memory and provides them with some notes from Nicko and Snorri. The notes say that they planned to travel to the House Of Foryx where all times meet, and there they expected to come back to their time. Jenna takes the notes back with her to the Palace.

In the meantime, Merrin Meredith travels to the Castle in hope of destroying Septimus. He bumps into Jenna who drops all the notes of Nicko and Snorri, they get wet. Jenna goes to the The Manuscriptorium and asks Beetle to help her replace the notes. Beetle then takes her to the restoration specialist Ephaniah Grebe. Ephaniah is a half man-half rat being. He Restores the pages and binds them in to a book, but they still miss one piece, the center of the map to the House of Foryx.

Merrin, in the meantime, takes the job of a scribe in the Manuscriptorium. There he meets the ghost of Tertius Fume, the first Chief Hermetic Scribe. Tertius makes him transfer the loyalty of the Thing to him and assures that he will send Septimus on a perilous Queste. Tertius Fume arrives at the Wizard Tower along with the ghosts of all the previous ExtraOrdinary Wizards and announces that they are about to draw the Queste stone. Septimus feels a Darkeness inside the urn where the stone is kept and tells that a Thing is there to sabotage the draw. They escape the Wizard tower as Tertius Fume puts it under Siege. But accidentally Septimus takes the Queste stone from Hildegard thinking it to be a safe charm despite what Marcia says about taking charms from strangers.

Septimus, Jenna and Beetle start their journey to the House of Foryx. Sam Heap shows them the way. They eventually reach the House and find Ephaniah near it. He had found the last missing piece of the map but was possessed by the Thing. Septimus, Jenna and Beetle enter the House of Foryx, but accidentally all three of them go inside. There Septimus is taken inside a door by a girl named Talmar Ray Bell and Septimus finds himself face to face with Hotep-Ra, first ExtraOrdinary wizard. In the meantime Jenna and Beetle find Nicko and Snorri and all of them try to escape the House of Foryx. Just as they were about to leave, Marcia and Sarah arrive outside the house on Spit Fyre, so all of them are able to return to their own time.

P.M. says

When "Physyk" ended, Nicko and Snorri were stranded in Marcellus Pye's time. Septimus and Jenna were determined to retrieve their brother Nicko no matter what and perhaps Snorri incidentally. Meanwhile, Merrin Meredith has muddied the waters by creating a Thing which he offloads on Tertius Fume who is just looking for a way to create havoc for Marcia, the ExtraOrdinary Wizard. Septimus is tricked into accepting a Queste stone from which no Apprentice has ever returned alive. Luckily, Marcellus, who is now living in this time, has given Septimus Nicko's notes which contain a map to the House of the Foryx where they might be able to save Nicko. When the map is damaged, O. Beetle Beetle, Inspection Clerk at the Manuscriptorium, knows just the person (?), Ephaniah Grebe, to restore it. What follows is a journey into the unknown to find

the lost ones. I loved this book. Some of my favorite characters have leading roles: Stanley, Spit Fyre, and Beetle. Beetle's sledding adventures are hilarious. However, I am deeply disappointed that there is only one more book in the series.
