

SYNOPSIS

"You're telling me the Victoria and Albert Museum only exists because seven Victorians needed to hide a handful of objects for a hundred years?"

Finding she can draw nothing but vines, Rebecca reluctantly puts her ambitions as an illustrator on hold when she is drawn into the machinations of a Victorian secret society founded to make safe an interface between parallel worlds.

But first she has to grow up.

Dragged into helping a cause in which she barely believes, Rebecca finds herself playing Hunt-the-Thimble amongst England's oldest institutions. Over one summer she will break a code, discover her astonishing ancestry, and half fall in love – twice.

But what begins as a game will shake her to the core.