Modern Fantasy

Teaching Resources Center, Joyner Library
A Selective Annotated Bibliography

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<table>
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<tr>
<th>Grade Level</th>
<th>Title Information</th>
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<tr>
<td><strong>BIG BOOKS</strong></td>
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<td>PreK-2</td>
<td>Roberts, Bethany. <em>A Mouse Told His Mother</em>. Glenview, IL: Scott Foresman, 2000.</td>
<td>BB R5413M</td>
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<td>A little mouse's imagination makes his bedtime an exciting adventure, as he takes a fantasy trip to catch crocodiles, ride bucking broncos, and sail where the wind blows.</td>
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<td><strong>EASY</strong></td>
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<td>Using a red marker, a young girl draws a door on her bedroom wall and through it enters another world where she experiences many adventures, including being captured by an evil emperor.</td>
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<td>A boy discovers a medieval Book of Beasts and uses it to invent a tale of heroic deeds. Each time he says the name of an animal, it magically emerges from the book, causing a day full of hilarity and mayhem at the castle.</td>
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Every night Marie-Elaine's cat, Malcolm, goes out, and every morning he comes back in and sleeps. "Where do cats go at night?" the girl wonders. So when she sees him at his cat door dressed to the nines, she begs to come along. And amazingly, Malcolm agrees, as long as she puts on her fancy clothes, gets small, and keeps it all a secret.


Today Lola wants to do everything all on her own, but things aren't as easy as she thought they'd be. In the park, when Charlie and his friend Marv explain to Lola that a seesaw won't "see" or "saw" with only one person on it, Lola reluctantly lets them sit on the other end. When Lola soars into the sky, it launches her into an elaborate high-seas fantasy where she saves Marv and Charlie from ever-so-evil pirates. All on her own!


Did you know that if the conditions are just right and if you add a little electricity, or magic, or luck that an imaginary friend might appear just when you need one? An imaginary friend like... Fred? Fred is the best imaginary friend you could hope for, but no matter how hard he tries, the same thing always happens: his friend finds a real friend in the real world, and Fred fades away, bit by bit, waiting to be wished for again... Then one day, a boy called Sam wishes for a friend, and Fred appears! For a while, everything is perfect. But what about the day when Sam finds a real friend? Could it be that this time, something magical might happen?


A strange green glow is coming from the old house up on the hill, and when Pablo and Jane decide to inquire they make an unexpected discovery! Zapped into the Monster Dimension by the evil cat, Dr. Felinibus, they must now find a way home in the broken Hot Air Time Machine, with a little help from their friend Dr. Jules (a nineteenth century scientist trapped inside the body of a rat).


A young girl journeys to a faraway place and finds the inner strength to confront the bullies of other worlds and her own.


A level 2 I Can Read companion story to *The Voyage of the Dawn Treader* for younger fans of *The Chronicles of Narnia*. Featuring simple text and photo stills from the epic movie, this is the perfect way to get to know the passengers of the Dawn Treader. Welcome aboard the royal vessel of King
Caspian! Meet our captain, Lord Drinian; Sir Reepicheep, the bravest of all mice; Edmund and Lucy Pevensie and their cousin Eustace Scrubb; and others as they search for the seven lost lords of Narnia.


A level 2 I Can Read companion story to The Voyage of the Dawn Treader for younger fans of The Chronicles of Narnia, featuring simple text and photo stills from the epic movie. When Edmund, Lucy and Eustace are pulled into Narnia through a painting, they find themselves aboard the Dawn Treader, the ship of their friend King Caspian. Together, they must find and rescue the seven lords who were exiled by the evil Miraz, King Caspian's uncle.


When Lucy stumbles unexpectedly into the magical land of Narnia, she is afraid she will never make it back home. Luckily she meets a friendly Faun named Mr. Tumnus, who offers Lucy afternoon tea and helps her find her way.


A toy bear in a department store wants a number of things, but when a little girl finally buys him he finds what he has always wanted most of all.


With a lyrical text and gorgeous, ethereal illustrations, here is a mesmerizing and magical original bedtime fairy tale reminiscent of Emily Winfield Martin's *Dream Animals*, and perfect for reading aloud.


Harold goes for an adventurous walk in the moonlight with his purple crayon.


With the purple crayon Harold draws his way into an enchanted garden troubled by a giant witch.


Two children find themselves in a story when they write words in the sand.
on the beach, and whatever they have written appears when the waves wash
the words away.


Although frozen in time, Jack Frost brings warmth to children everywhere.

Young Readers, 2015.

Zig, a small, blue creature who lives in a rainy, gray world, grabs hold of a
red umbrella and is carried away to a colorful forest where he becomes a
hero--and a friend.


A boy and his grandfather cross a language and cultural barrier using their
shared love of art, storytelling, and fantasy.


A bored young boy uses a magic feather to form a tiger, and then must use
the feather to save his village when the tiger gets hungry.


Imagine a typical living room in a large house. It has a tiger rug on the floor,
a statue of a little girl on the windowsill, and an armchair. And they talk. The
tiger cannot see anything except the baseboard because he is lying on the
floor, and the chair can only look at the opposite wall. And then the statue
comes to life. The conversation that ensues is highly individual!


The fantasy story of a magical Christmas, featuring the dance of the sugar
plum fairy, comes to life for children in this keepsake edition of a classic
Christmas story.

2000.

After her grandmother dies, Katya finds herself in a kingdom where the
Tsarvitch has been turned into living ice and she uses the magic nesting dolls
her babushka had given her to try to break the curse.

When the Moon disrupts a town by lowering itself into someone's backyard, a child finds a way to return the Moon to its proper place in the sky.


A brave knight chases a dragon through the land of fairy tales, speeding through Rapunzel, flying through Aladdin, and blowing through The Three Little Pigs. Find out if the Knight will be triumphant!


A boy goes on a long car ride to visit his grandmother and discovers time moves faster or slower depending on how bored he is.


Best friends Etho and Birt love going up Sudden Hill and sitting in simple cardboard boxes imagining they are kings, soldiers, astronauts, or pirates until Shu asks to join them, and their "two-by-two rhythm" is disturbed.


A little boy's dream-fantasy in which he helps three fat bakers get milk for their cake batter.


A naughty little boy, sent to bed without his supper, sails to the land of the wild things where he becomes their king.


The King, tired of rain, snow, sun, and fog, commands his magicians to make something else come down from the sky, but when oobleck falls, in sticky greenish droplets, Bartholomew Cubbins shames the King and saves the kingdom.


Compared to the problems of some of the creatures the old man describes, the boy is really quite lucky.
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<td></td>
<td>Tells, in verse, what happens when all ninety-nine zillion nine trillion and three creatures in the world go to sleep.</td>
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<td>After their café fails, Jack takes his mother's last few pennies and exchanges them for a can of magic baked beans that then lead Jack on a journey to a giant who is bored with counting his fortune.</td>
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<td>Two shy children meet at a noisy pool and dive beneath the crowd into a magical undersea land, where they explore a fantastical landscape and meet various creatures.</td>
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<td>Her magical book of stories is wordless until a whisper in the wind tells a little girl to imagine a story for each page.</td>
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**FICTION**

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<td>Seventeen-year-old Zélie, her older brother Tzain, and rogue princess Amari fight to restore magic to the land and activate a new generation of magi, but they are ruthlessly pursued by the crown prince, who believes the return of magic will mean the end of the monarchy.</td>
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<td>In a post-apocalyptic future, fifteen-year-old Deuce, a loyal Huntress, brings back meat while avoiding the Freaks outside her enclave, but when she is partnered with the mysterious outsider, Fade, she begins to see that the strict ways of the elders may be wrong—and dangerous.</td>
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<td>Jake Gallo, an intelligent chicken, returns to the farm where his father, Elmer, one of the first sentient chickens, is dying, where he reads Elmer's diary and talks to the man who protected his parents before chickens were declared human.</td>
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Seventeen-year-old Alice and her mother have spent most of Alice's life on the road, always a step ahead of the uncanny bad luck biting at their heels. But when Alice's grandmother, the reclusive author of a cult-classic book of pitch-dark fairy tales, dies alone on her estate, the Hazel Wood, Alice learns how bad her luck can really get.


Taran, Assistant Pig-Keeper of Prydain, faces even more dangers as he seeks the magical Black Cauldron, the chief implement of the evil powers of Arawn, lord of the Land of Death.


Taran, Assistant Pig-Keeper to a famous oracular sow, sets out on a hazardous mission to save Prydain from the forces of evil.


When Princess Eilonwy is sent to the Isle of Mona for training, she is bewitched by the evil enchantress Achren, so Taran and other friends must try to rescue her.


Taran is an Assistant Pig-Keeper no longer -- he has become a hero. Now he dreams of winning the hand of Princess Eilonwy, but how can someone who has spent his whole life caring for a pig hope to marry royalty? Taran must find out who he really is.


Hoping to find his lost brother, Rownie escapes the home of the witch Graba and joins a troupe of goblins who perform in Zombay, a city where humans are forbidden to wear masks and act in plays.


Using sticks, leaves, and clay, Little Ben makes a mouse, Sue, a bird, and Harry, a snake, but when they create a terrifying wolf that turns on them, Little Ben must summon the courage to save them.
Patricia is a graduate of Eltisley Maze, the hidden academy for the world's magically gifted, and works with a small band of other magicians to secretly repair the world's ever-growing ailments. Neither Laurence nor Patricia can keep pace with the speed at which things fall apart. But something bigger than either of them, something begun deep in their childhoods, is determined to bring them together. And will!

Fifteen-year-old Tiger Lily receives special protections from the spiritual forces of Neverland, but then she meets her tribe's most dangerous enemy -- Peter Pan -- and falls in love with him.

Uptight elfin historian Brangwain Spurge is on a mission... Brangwain's host, the goblin archivist Werfel, is delighted to show Brangwain around. They should be the best of friends, but a series of extraordinary double crosses, blunders, and cultural misunderstandings throws these two bumbling scholars into the middle of an international crisis that may spell death for them -- and war for their nations. Witty mixed media illustrations show Brangwain's furtive missives back to the elf kingdom, while Werfel's determinedly unbiased narrative tells an entirely different story.

Odea Donahue has been able to travel through people's dreams since she was six years old, but when Dea breaks the rules, dreams start to become reality.

An otherworldly fox is born to help eleven-year-old Jules, who is grieving over the death of her sister.

A story about a homeless boy and his imaginary friend that proves in unexpected ways that friends matter, whether real or imaginary.
Twelve-year-old Rowan is next in line to be Queen; her twin brother, Rhydd, to be Royal Monster Hunter. Rowan would give anything to switch places, but the rule is, the oldest child is next in line, even if she is only older by two minutes. Accompanied by a feisty and determined baby jackalope and a giant wolf that barely tolerates her, she sets off on a journey that will see her join forces with other unlikely allies: a boy who has ambitions of his own to hunt monsters, and a girl from a nearby clan with hidden motives for befriending Rowan. It will take all of Rowan's skills, both physical and diplomatic, to keep this journey on track. The future of the kingdom depends on it.

9-12

When Ama wakes in the arms of Prince Emory...she has no memory of what came before she was captured by the dragon or what horrors she faced in its lair. She knows only this handsome young man, the story he tells of her rescue, and her destiny of sitting on a throne beside him. It's all like a dream, like something from a fairy tale. As Ama follows Emory to the kingdom of Harding, however, she discovers that not all is as it seems. There is more to the legends of the dragons and the damsels than anyone knows, and the greatest threats may not be behind her, but around her, now, and closing in.

5-12

Raised to be a thief, blind orphan Peter Nimble, age ten, steals from a mysterious stranger three pairs of magical eyes, that lead him to a hidden island where he must decide to become a hero or resume his life of crime.

7-12

Fatima lives in the city of Noor, on the Silk Road, which is currently protected by the Ifrit, djinn of order and reason, from attacks by the violent and ruthless Shayateen djinn--but Fatima was infused with the fire of the Ifrit who died saving her when she was four years old, and when one of the most important Ifrit dies she finds herself drawn into the intrigues of the court, the affairs of the djinn, and the very real dangers of a magical battlefield.

4-7

The Tuck family is confronted with an agonizing situation when they discover that a ten-year-old girl and a malicious stranger now share their secret about a spring whose water prevents one from ever growing older.

Real and imaginary worlds are colliding so Tuesday and Baxterr, at the request of the Librarian, venture to find the Gardener--the one person who can stop this catastrophe--but will they be able to save the land of story?


Travel to Grishaverse, a world of dark bargains struck by moonlight, of haunted towns and hungry woods, of talking beasts and gingerbread golems, where a young mermaid's voice can summon deadly storms and where a river might do a lovestruck boy's bidding but only for a terrible price. Inspired by myth, fairy tale, and folklore, author Leigh Bardugo has crafted a deliciously atmospheric collection of short stories filled with betrayals, revenge, sacrifice, and love.


An epic fantasy about a young girl raised by a witch, a swamp monster, and a Perfectly Tiny Dragon, who must unlock the powerful magic buried deep inside her.


The adventures of the three Darling children in Neverland with Peter Pan, the boy who would not grow up.


It's 1940 and the Nazis are invading Nick's beloved home, the British Channel Islands. So Nick takes to the skies: He has discovered an old World War One fighter plane in an abandoned barn. Determined to learn to fly, he is soon risking life and limb to photograph armed German minelayers and patrol boats and executing incredibly perilous bombing raids over Nazi airfields at night. Meanwhile, the evil pirate Captain Billy Blood, still desperate to acquire Nick's time machine, returns to Greybeard Islands, kidnaps Nick's sister, Kate, and transports her back to Port Royal, Jamaica, in the year 1781.


Drawn by the lodestone his father gave him years before, twelve-year-old orphan Ray travels south, meeting along the way various characters from folklore who are battling against an evil industry baron known as the Gog.
<table>
<thead>
<tr>
<th>Page</th>
<th>Title</th>
<th>Author</th>
<th>Publisher</th>
<th>Location</th>
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<td></td>
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<td>Pinocchio and Lazuli encounter dangerous creatures thought to be long gone from Abaton in this sequel to The Wooden Prince.</td>
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<td>Desperate to save her father, Princess Lazuli, the daughter of the ruler of a magical kingdom called Abaton, enlists the help of the automa Pinocchio and his master, wanted criminal and alchemist Geppetto, who are trying to discover why Pinocchio seems to be changing from a wooden servant into a living, human boy.</td>
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<td>9-12</td>
<td>Lovely War</td>
<td>Berry, Julie</td>
<td>New York: Viking, 2019.</td>
<td>F B45958L</td>
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<td>In the perilous days of World Wars I and II, the gods hold the fates -- and the hearts -- of four mortals in their hands. They are Hazel, James, Aubrey, and Colette. A classical pianist from London, a British would-be architect-turned-soldier, a Harlem-born ragtime genius in the U.S. Army, and a Belgian orphan with a gorgeous voice and a devastating past. Their story, as told by goddess Aphrodite to her husband, Hephaestus, and her lover, Ares, is filled with hope and heartbreak, prejudice and passion, and reveals that, though War is a formidable force, it's no match for the transcendent power of Love.</td>
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<td>Jude was seven years old when her parents were murdered and she and her two sisters were stolen away to live in the treacherous High Court of Faerie. As Jude becomes more deeply embroiled in palace intrigues and deceptions, she discovers her own capacity for trickery and bloodshed. But as betrayal threatens to drown the Courts of Faerie in violence, Jude will need to risk her life in a dangerous alliance to save her sisters, and Faerie itself.</td>
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<td>Warned away from magic all of his life, Callum endeavors to fail the trials that would admit him to the Magisterium only to be drawn into its ranks against his will and forced to confront dark elements from his past.</td>
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<td>A girl wagers her soul in a sour-gummy-frog-eating contest with the devil. Love and a homemade coat rescue a boy from his fairyland jailers. A newly bitten teenage vampire uses the Internet to show the world just how uncool</td>
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the "cold" life is. In this collection of stories, the supernatural intersects with everyday life in surprising and dangerous ways.


An orphaned boy named Jinx encounters magic and danger as he grows up in the deep, dark forest known as the Urwald and discovers that the world beyond--and within--the Urwald is more complex than he could imagine.


On the night of their sixteenth birthday, a set of triplet sisters, each born a queen with her own unique magical power, must fight each other to the death with the last queen standing getting the crown.


Readers are invited to immerse themselves in the sovereignty of New Perigord, brought to life through the artistry of the author and illustrator, Ben Boos.


Plain Kate's odd appearance and expertise as a woodcarver cause some to think her a witch, but friendship with a talking cat and, later, with humans help her to survive and even thrive in a world of magic, charms, and fear.

4-8 Bracken, Beth, Kay Fraser, and Odessa Sawyer. *Wish*. North Mankato, Minn.: Capstone Young Readers, 2013.

This work is combination of four previously published works, including A Wish in the Woods, The Shadows, Bloodfate, and The Willow Queen's Gate; edited to form a single narrative. Follows best friends Lucy and Soledad's adventures in Faerieground where they discover the dark secret of the Queen, and confront their own identities.


Enduring whispers about her absent mother's alleged merrow origins after her father drowns, twelve-year-old Neen questions her identity as she becomes increasingly torn between the worlds of the sea and her island home.


One dull, dry day Anna Livinia meets Toby, who invites her into the
wondrous world on the other side of Dew Pond, where she encounters an uncanny fortuneteller, experiences the fun of no gravity, and hears Aunt Cornelia's tale of her beloved who disappeared into Anna's world.

A sixteen-year-old girl is caught in an epic clash of civilizations when a society of undersea warriors marches out of the ocean into modern-day Coney Island.

In a quest to prove her friend, Lord Durrel Decath, innocent of the murder of his wife, pickpocket Digger stumbles into a conspiracy with far-reaching consequences for the civil war raging in Lllyvraneth, while also finding herself falling in love.

In a kingdom dominated by religious intolerance, sixteen-year-old Digger, a street thief, has always avoided attention, but when she learns that her friends are plotting against the throne she must decide whether to join them or turn them in.

Sorcery is forbidden in the land of Oz, so for two years Zerie, Vashti, and Tabitha have practiced magic in secret, fearing that otherwise their talents will be taken away--but when they are finally exposed they discover that there are more dangerous secrets in Oz than they ever suspected.

Times are tough in the small town of Cliffs Donnelly, Ohio (sarcastically called If Only) especially for some of the kids at Rod Serling Middle School, but then an old dry well suddenly begins to grant wishes, or so it seems--three of the students, Ernest Wilmette, Ryan Hardy, and Lizzy MacComber, know what is happening (but do they really?), because sometimes a good deed can make magic happen.

Brody Fair feels like nobody gets him: not his overworked parents, not his genius older brother, and definitely not the girls in the projects set on making his life miserable. Then he meets Nico, an art student who takes Brody to Everland, a "knock-off Narnia" that opens its door at 11:21 pm each Thursday for Nico and his band of present-day misfits and miscreants. Here
Brody finds his tribe and a weekly respite from a world where he feels out of place. But when the doors to Everland begin to disappear, Brody is forced to make a decision: He can say goodbye to Everland and to Nico, or stay there and risk never seeing his family again. Will Nico take the last bus to Everland?


Danny didn't know what she was looking for when she and her mother spread out a map of the United States and Danny put her finger down on Tempest, California. What she finds are the Grays: a group of friends who throw around terms like queer and witch like they're ordinary and every day, though they feel like an earthquake to Danny. But Danny didn't just find the Grays...She finds a dead boy with a redwood branch through his heart. Something is very wrong amid the trees and fog of the Lost Coast, and whatever it is, it can kill.


In AD 1192 on Wilde Island, Tess, the daughter of a cruel blacksmith, is accused of witchcraft and must flee, but when she meets a handsome and enigmatic warden of Dragonswood who offers her shelter, she does not realize that he too harbors a secret that may finally bring about peace among the races of dragon, human, and fairy.


A fearful sixteen-year-old princess discovers her heroic destiny after being married off to the king of a neighboring country in turmoil and pursued by enemies seething with dark magic.


Eighteen-year-old Bitterblue, queen of Monsea, realizes her heavy responsibility and the futility of relying on advisors who surround her with lies as she tries to help her people to heal from the thirty-five-year spell cast by her father, a violent psychopath with mind-altering abilities.


Having learned more about his mysterious past, Happenstance accompanies Lord Umber on a daring journey that could affect the future of Kuraharen.


Aza Wu knows that casting magic can kill—it killed her sister—but she needs money desperately to pay off Saint Willow, who controls her sector of
Lotusland, and save the family teahouse, so she secretly enters an underground casting tournament—and finds herself competing against other castors with "full magic," and where even victory could cause her to lose her freedom, her magic, and her life.


Twelve-year-old Aru stretches the truth to fit in at her private school, but when she is dared to prove an ancient lamp is cursed, she inadvertently frees an ancient demon.


The second book in the Bad Unicorn trilogy features killer unicorns, good dragons, rogue fire kittens, and a boy who just might be a wizard.


Camellia Beauregard wants to be the Belle chosen by the Queen of Orléans to live in the royal palace, to tend to the royal family and their court, to be recognized as the most talented Belle in the land. But she soon finds that behind the gilded palace walls live dark secrets. When the queen asks Camellia to risk her own life and help the ailing princess by using Belle powers in unintended ways, Camellia faces an impossible decision.


Along with millions of other world-wide citizens, Wade dreams of finding three keys left behind by James Halliday, the now-deceased creator of OASIS and the richest man to have ever lived. The keys are rumored to be hidden inside OASIS, and whoever finds them will inherit Halliday's fortune. But Halliday has not made it easy. And there are real dangers in this virtual world.


Irene and Kai are locked in a race against time (and dragons) to procure a rare book. They'll face gangsters, blackmail, and the Library's own Internal Affairs department. And if it doesn't end well, it could have dire consequences on Irene's job. And, incidentally, on her life.


Time-travelling Librarian spy Irene must discover who killed an important figure at a dragon-Fae peace conference, or people close to her may bear the
cost of her failure.


Against the will of their grandmother, twins Alex and Conner must find their own way into the Land of Stories to rescue their mother and save the fairy tale world from the greatest threat it has ever faced—the return of the Enchantress who cursed Sleeping Beauty.


After thirteen-year-old Conner returns to the Land of Stories and reunites with his twin sister, Alex, who is training to become the next Fairy Godmother, war breaks out in the fairy-tale world.


Through the mysterious powers of a cherished book of stories, twins Alex and Conner leave their world behind and find themselves in a foreign land full of wonder and magic where they come face-to-face with the fairy tale characters they grew up reading about.


In a future North America, where the rulers of Panem maintain control through an annual televised survival competition pitting young people from each of the twelve districts against one another, sixteen-year-old Katniss's skills are put to the test when she voluntarily takes her younger sister's place.


By winning the annual Hunger Games, District 12 tributes Katniss Everdeen and Peeta Mellark have secured a life of safety and plenty for themselves and their families, but because they won by defying the rules, they unwittingly become the faces of an impending rebellion.


Katniss Everdeen's having survived the Hunter games twice makes her a target of the Capitol and President Snow, as well as a hero to the rebels who will succeed only if Katniss is willing to put aside her personal feelings and serve as their pawn.

On the Midwinter Day that is his eleventh birthday, Will Stanton discovers an astounding gift -- that he is the last of the Old Ones, immortals who fight to keep the powers of evil, the Dark, from taking over the world… But the Dark has already sent out the Rider -- evil cloaked in black, mounted on a midnight stallion -- and has far worse in store. Will must find the six great signs -- wood, bronze, iron, water, fire, and stone -- before the Dark begins its dreadful rise.


Plain-spoken, headstrong Ophelia cares little about appearances. Her idyllic life is disrupted, however, when she is promised in marriage to Thorn, a taciturn and influential member of a distant clan. Ophelia must leave all she knows behind and follow her fiancé to Citaceleste, the capital of a cold, icy ark known as the Pole, where danger lurks around every corner and nobody can be trusted. There, in the presence of her inscrutable future husband, Ophelia slowly realizes that she is a pawn in a political game that will have far-reaching ramifications not only for her but for her entire world.


During a meteor shower above the town of Zion Falls, Pablo and his friends discover that some monsters are real when they are attacked by hungry trolls.


A young boy escapes from two wicked aunts and embarks on a series of adventures with six giant insects he meets inside a giant peach.


Months after Kiranmala's adventure in the Kingdom Beyond, a vision of the Demon Queen starts showing up in her bedroom, trying to tell Kiran something, but getting cutoff before she can finish; then she starts seeing an advertisement for an archery contest on her family's interdimensional television and Kiran realizes that she must return to her place of birth--where society is falling apart, a reality show is taking over, her friends are in danger, and she, once again, becomes the warrior princess she was meant to be.


Up until her twelfth birthday, Kiranmala considered herself an ordinary
sixth-grader in Parsippany, New Jersey, but then her parents disappear and a drooling rakkshosh demon shows up in her kitchen, and soon she is swept into another dimension, full of magic, winged horses, talking birds (very annoying), and cute princes--and somehow Kiranmala needs to sort it all out, find her parents, and basically save the world.


In an alternate wild West, five girls escape from the welcome house that owns them and embark on a dangerous journey to find freedom, justice, and revenge.


In the final installment of the Blue Bloods series, the young vampires of Manhattan must make terrible sacrifices in order to triumph over Lucifer and the Silver Bloods.


In a dystopian kingdom where the classes are separated by the languages they speak, Charlalina "Charlie" Hart has a secret gift that is revealed when she meets a mysterious young man named Max.


Eleven-year-old Mirka Herschberg dreams of fighting dragons and spends her days honing her skills, even though there are no dragons in her Orthodox Jewish community, but when she accepts a challenge from a mysterious witch, Mirka just might win her dragon-fighting sword after all.


Isabelle is one of Cinderella's ugly stepsisters, who cut off their toes in an attempt to fit into the glass slipper; but there is more to her story than a maimed foot, for the Marquis de la Chance is about to offer her a choice and the opportunity to change her fate--there will be blood and danger, but also the possibility of redemption and triumph, and most of all the chance to find her true self.


Middle-schooler Isabelle Bean follows a mouse's squeak into a closet and falls into a parallel universe where the children believe she is the
witch they have feared for years, finally come to devour them.

Rye O'Chanter has seen a lot of strange things happen in Village Drowning. She and her friends have grown up on Drowning's treacherous streets...There's nobody left who can protect the village. There was once -- an exiled secret society so notorious that its name can't be spoken out loud. The Luck Uglies. As Rye dives into Drowning's maze of secrets, rules, and lies, she begins to question everything she's been told about the village's legend of outlaws and beasts... and what she'll discover is that it may take a villain to save them from the monsters.

Much like Lin-Manuel Miranda did in Hamilton, New York Times best-selling author David Elliott turns a classic on its head in form and approach, updating the timeless story of Theseus and the Minotaur for a new generation. A rough, rowdy, and darkly comic young adult retelling in verse, Bull will have readers re-evaluating one of history's most infamous monsters.

In Brooklyn, nine-year-old Jax joins Ma, a curmudgeonly witch who lives in his building, on a quest to deliver three baby dragons to a magical world, and along the way discovers his true calling.

Genna is a fifteen-year-old girl who wants out of her tough Brooklyn neighborhood. But she gets more than she bargained for when a wish gone awry transports her back in time. Facing the perilous realities of Civil War-era Brooklyn, Genna must use all her wits to survive.

A scrappy alley cat named Aldwyn passes himself off as a magical animal companion to Jack, a young wizard in training, but must convince his fellow "familiars" that he is authentic.

Fifteen-year-old Jennifer Strange runs an agency for underemployed magicians in a world where magic is fading away, but when visions of the death of the world's last dragon begin, all signs point to Jennifer--and Big Magic.

Sixteen-year-old Raffi, Master Galen, and a mysterious traveler, Carys, enter the ruined city of Tasceron seeking a relic that may save the world, while evading the Watch, a brutal organization opposed to the Order to which Raffi and Galen belong.


Sixteen-year-old Raffi and Master Galen continue to evade the Watch as they seek the Coronet, a potent ancient relic that could be their only hope for defeating the power that is destroying Anara.


Even though the city of Tasceron and its emperor have fallen, when Master Galen and his sixteen-year-old apprentice Raffi hear a rumor that the heiress to the throne still lives, they must try to find her and keep her safe.


Hal and the other Herons face many perils as they track down the pirates who stole Skandia's most prized artifact, the Andomal.


In a faraway land, a young warrior must protect an emperor from an uprising and train an inexperienced army, with assistance from his Ranger friends.


On a mission to pay the ransom of a new ally, apprentice Will and his friends find themselves in a desert wasteland awash with enemies.


Tennyson, the false prophet of the Outsider cult, has escaped and Halt is determined to stop him before he crosses the border into Araluen, but Genovesan assassins put Will and Halt's extraordinary archery skills to the test.


Halt, Will, and Horace set out for Hibernia, where a quasi-religious group, the Outsiders, is sowing confusion and sedition, and they find that secrets from Halt’s past may hold the key to restoring order before the last kingdom is undermined.


Now a full-fledged Ranger, Will must rescue his friend Alyss from a rogue knight and uncover vital information needed to ward off a Scotti invasion.


Fourteen-year-old Bryn must try to find a way to save a baby dragon from a dangerous modern world that seems to have no place for something so ancient.


Elloren Gardner is the granddaughter of the last prophesied Black Witch, Carnissa Gardner… But while she is the absolute spitting image of her famous grandmother, Elloren is utterly devoid of power in a society that prizes magical ability above all else…As evil looms on the horizon and the pressure to live up to her heritage builds, everything Elloren thought she knew will be challenged and torn away. Her best hope of survival may be among the most unlikely band of misfits -- if only she can find the courage to trust those she’s been taught to hate and fear.


It began for our narrator forty years ago when the family lodger stole their car and committed suicide in it, stirring up ancient powers best left undisturbed. Dark creatures from beyond the world are on the loose, and it will take everything our narrator has just to stay alive: there is primal horror here, and menace unleashed - within his family and from the forces that have gathered to destroy it. His only defense is three women, on a farm at the end of the lane. The youngest of them claims that her duckpond is ocean. The oldest can remember the Big Bang.


After his Uncle Gary disappears, Billy Fyfe, his sister Sophie, and their friends enter a corridor they found in the cabinet he left behind, as the men of the Zobadak Wood Company prowl through their neighborhood, also
determined to find Uncle Gary.


Scarlett's long-dreamt of invitation finally arrives...Scarlett has been told that everything that happens during Caraval is only an elaborate performance. But she nevertheless becomes enmeshed in a game of love, heartbreak, and magic with the other players in the game. And whether Caraval is real or not, she must find Tella before the five nights of the game are over, a dangerous domino effect of consequences is set off, and her sister disappears forever. Welcome, welcome to Caraval . . . beware of getting swept too far away.


Eleven-year-old Princess Celie lives with her parents, the king and queen, and her brothers and sister at Castle Glower, which adds rooms or stairways or secret passageways most every Tuesday, and when the king and queen are ambushed while travelling, it is up to Celie--the castle's favorite--with her secret knowledge of its never-ending twists and turns, to protect their home and save their kingdom.


In Paris with his parents to sell family heirlooms, fourteen-year-old Greg Rich suddenly finds himself four hundred years in the past and is aided by boys who will one day be known as "The Three Musketeers."


Sister and brother Jorinda and Joringel fight to keep their promise to stay together throughout a new series of gruesome, twisted, Grimm-inspired stories.


Elliot and Uchenna join Professor Fauna on another adventure--a trip to the Basque country where they have to save a herensuge from the billionaire Schmoke Brothers.


A new adventure begins for Elliot and Uchenna when Professor Fauna bursts into their classroom with a frightening report from the Texas-Mexico border:
something has completely drained the blood from a cow's body! The team must fly to Laredo, where tempers are running high. Teaming up with local kids Lupita and Mateo--plus their brilliant mother, Dr. Alejandra Cervantes, and her curandero husband, Israel--can the Unicorn Rescue Society save the region's animals and help bring a divided community together once more? And what is that spiny, bloodsucking, adorable little creature?


After encountering a Jersey Devil while on a field trip to the Pine Barrens, Elliot and his new friend Uchenna help their weird teacher Professor Fauna rescue the mythological creature from a pair of greedy billionaire brothers.


Elliot and his friend Uchenna join Professor Fauna as they travel to the Pacific Northwest and help keep a sasquatch family safe from a pack of journalists and a logging company.


Melanie Tamaki is an outsider. She is unpopular at school. At home, where she and her loving but neglectful mother live in poverty, she has had to learn to take care of herself. Melanie is just barely coping. Everything changes on the day she returns home to find her mother is missing, lured back to Half World by a nightmare creature calling himself Mr. Glueskin. Soon Melanie has embarked on an epic and darkly fantastical journey to Half World to save her mother. What she does not yet realize is that the state of the universe is at stake.


Gaela is a ruthless commander who considers herself the rightful heir of Innis Lear; she seeks revenge for her mother's murder. Regan is a master manipulator, who must produce an heir to secure her place on the throne; she desires magic to further her aims. Elia is a star-blessed priest, determined to protect their father; even if it means marrying a stranger. Three Queens. One crown. The island is at risk and an empire is poised for ruin; the line of Lear will be soaked in blood.


Wielding the Dragon Lantern, the maniacal Philomena Moffet unleashes a monster army on the American continent, forcing Archie to put aside his
reservations about his league membership and rally his forces to stop the threat.


Fourteen-year-old twins Mae and Rossa's summer away from home takes a life-altering turn when they discover their great aunt Rita's home is full of secrets.


Quentin Coldwater has been cast out of Fillory, the secret magical land of his childhood dreams. With nothing left to lose he returns to where his story began, the Brakebills Preparatory College of Magic...But all roads lead back to Fillory, and his new life takes him to old haunts, like Antarctica, and to buried secrets and old friends he thought were lost forever. He uncovers the key to a sorcery masterwork, a spell that could create magical utopia, a new Fillory—but casting it will set in motion a chain of events that will bring Earth and Fillory crashing together. To save them he will have to risk sacrificing everything.


Aspiring artist Meredith contemplates suicide, but her mind is changed after she finds a wall painting that can transport people through time and she meets an inspiring young artist from a different era.


In a world where dragons and humans coexist in an uneasy truce and dragons can assume human form, Seraphina, whose mother died giving birth to her, grapples with her own identity amid magical secrets and royal scandals, while she struggles to accept and develop her extraordinary musical talents.


Twelve-year-old Andrej, nine-year-old Tomas, and their baby sister Wilma flee their Romany encampment when it is attacked by Germans during World War II, and in an abandoned town they find a zoo where the animals tell their stories, helping the children understand what has become of their lives and what it means to be free.


What starts as a normal little garden out back behind the house quickly grows up into a wild, magical jungle with tiny onion babies running amok, huge, pink pumpkins that bite, and, on one moonlit night that changes
everything ... a dragon.


After thirteen-year-old Tucker Feye's parents disappear, he suspects that the strange disks of shimmering air that he keeps seeing are somehow involved, and when he steps inside of one he is whisked on a time-twisting journey trailed by a shadowy sect of priests and haunted by ghostlike figures.


Four sisters rely on each other--and a bit of mysterious magic--to cope with their mother's illness.


Sixteen-year-old Nix has sailed across the globe and through centuries aboard her time-traveling father's pirate ship, but when he gambles with her very existence, it all may come to an end.


They're just momentary glimpses at first: her front door is red instead of its usual green, there's a pre-school where the garden store should be. But when her whole town disappears for hours, fading away into rolling hills and grazing buffalo, Natalie knows something isn't right. She gets a visit from the kind but mysterious apparition she calls "Grandmother," who tells her: "You have three months to save him." And when she meets Beau, it's as if time just stops and nothing exists ... except Natalie and Beau.


In order to heal after his mother's death, Sal learned how to meditate. But no one expected him to be able to take it further and 'relax' things into existence. Turns out he can reach into time and space to retrieve things from other universes.


Queen Thirrin believed the bad-seed sorceress, Medea, was gone for good, but banishment did not kill her; it made her stronger. Allied with Cronus, her grandfather, Medea is raising an army of the undead to invade her family's kingdom. Her father Oskan believes he may need to summon his own black magic to stop her.
Betrothed to the demon who rules her country and trained all her life to kill him, seventeen-year-old Nyx Triskelion must now fulfill her destiny and move to the castle to be his wife.

It's time for the annual Olympic Games, and the four goddess girls are not happy! It's boys only--and the girls at MOA are not pleased. Led by Artemis, Athena, Persphone and Aphrodite, the ladies of Mount Olympus hatch a plan to get Zeus to open up the games to everyone. Will they succeed--or end up watching from the sidelines again?

Raised by a Japanese mother in New York City, his American father killed in a war, Ichiro finds it difficult to figure out where he fits in. A trip to Japan leaves the boy with his grandfather, in a country he does not know. And one night Ichiro gets dragged down a hole by a monster. When he awakens he isn't in Japan nor the mortal world. He has entered into the domain of the gods. Will Ichiro ever find a place to call home?

The courageous Redwall creatures band together as Vilaya, the evil Sable Quean, and her horde of vermin attempt to make off with the young animals of the Abbey.

Since her father's death in a factory in the Dragonfly territories, thirteen-year-old Piper has eked out a living as a scrapper in Merrow Kingdom, but the arrival of a mysterious girl sends her on a dangerous journey to distant lands.

Trundle Boldoak's simple life as the town lamplighter is turned upside-down the night he meets Esmeralda, a Roamany hedgehog, who whisks him away on a quest to find six fabled crowns and fulfill his role in an ancient prophecy.

After his grandfather dies, Andrew Hope inherits a house and surrounding land in an English village, but things become very complicated when young orphan Aidan shows up and suddenly a host of variously magical townsfolk and interlopers start intruding on their lives.


Allison Sekemoto survives in the Fringe, the outermost circle of a vampire city, until she too becomes an immortal vampire. Forced to flee into the unknown, outside her city walls, she joins a ragged band of humans who are seeking a legend -- a possible cure to the disease that killed off most of humankind and created the rabids, the mindless creatures who threaten humans and vampires alike.


Fourteen-year-old Matt, Tuava-Li the elf, and Tomtar the troll continue their race to the North Pole to try to save their worlds, in competition with Becky and the villainous Jardaine, but unexpected horrors await whoever journeys beyond the Gates of Vattar.


In an alternate 1950s, mechanically gifted fifteen-year-old Aoife Grayson, whose family has a history of going mad at sixteen, must leave the totalitarian city of Lovecraft and venture into the world of magic to solve the mystery of her brother's disappearance and the mysteries surrounding her father and the Land of Thorn.


A postapocalyptic ghosthunter escapes her dire fate by joining the ghost of a supersoldier on his quest to the underworld.


On remote Rollrock Island, men go to sea to make their livings--and to catch their wives. The witch Misskaella knows the way of drawing a girl from the heart of a seal, of luring the beauty out of the beast. And for a price a man may buy himself a lovely sea-wife. He may have and hold and keep her. And he will tell himself that he is her master. But from his first look into those wide, questioning, liquid eyes, he will be just as transformed as she. He will be equally ensnared. And the witch will have her true payment.

Wolf, on the run from the oppressive monastery where he was raised, rescues a strange child on Devil's Edge, home of ghosts and demons. He takes her to a grand castle hoping to win the favor of its ruler and strikes up an unlikely friendship with a girl named Nest, thinking he's finally found a place to call home. But dark forces are conspiring against Wolf and Nest, and a sinister enemy is looming closer than they could ever realize.


Abandoned by his pack, a baby wolf with a mysterious mark on his deformed paw survives and embarks on a journey that will change the world of the wolves of the Beyond.


Who are the Sawkill Girls?...Gorgeous and privileged, ruthless and regal. Words like silk and eyes like knives; a heart made of secrets and a mouth full of lies. Their stories come together on the island of Sawkill Rock, where gleaming horses graze in rolling pastures and cold waves crash against black cliffs. Where kids whisper the legend of an insidious monster at parties and around campfires. Where girls have been disappearing for decades, stolen away by a ravenous evil no one has dared to fight ... until now.


When a young man in the Uplands blinds himself rather than use his gift of "unmaking"--a violent talent shared by members of his family--he upsets the precarious balance of power among rival, feuding families, each of which has a strange and deadly talent of its own.


Georgina Fernweh waits for the tingle of magic in her fingers-- magic that has already touched her twin sister, Mary. But with her eighteenth birthday looming at the end of her last summer on the island, Georgina fears her gift will never come. She meets and falls in love with Prue Lowry, a visitor to the island. When a three-hundred-year-old bird, Annabella is found violently murdered, suddenly the island doesn't seem so magical. Georgina turns to the Ouija board to discover the dark secrets of Annabella's death.


When visited by a fairy, fifteen-year-old Peregrine learns she is not Latki-born, so she begins to free her people from tyranny, even if it means fighting monsters--both magical and human.
| 3-7 | Pinmei, a storyteller's granddaughter, must find the Luminous Stone that Lights the Night to rescue her grandmother, who has been kidnapped by the Tiger Emperor. |
| 3-7 | Minli, an adventurous girl from a poor village, buys a magical goldfish, and then joins a dragon who cannot fly on a quest to find the Old Man of the Moon in hopes of bringing life to Fruitless Mountain and freshness to Jade River. |
| 3-7 | Twelve-year-old Mallie knows better than to dream. In Coal Top, you live the story you're given: boys toil in the mines and girls work as servants. Mallie can't bear the idea of that kind of life, but her family is counting on her wages to survive. It wasn't always this way... So when Mallie is chosen for a dangerous competition in which daring (and ideally, orphaned) children train flying horses, she jumps at the chance. But the situation proves even more dangerous when Mallie uncovers a sinister mystery at the heart of Coal Top's struggles -- a mystery some powerful people will do anything to protect. |
| 8-12 | When Ellie Baum accidentally time-travels via red balloon to 1988 East Berlin, she's caught up in a conspiracy of history and magic. She meets members of an underground guild in East Berlin who use balloons and magic to help people escape over the Wall. But even to the balloon makers Ellie's time travel is a mystery. When it becomes clear that someone is using dark magic to change history, Ellie must risk everything--including her only way home--to stop the process. |
| 9-12 | Feyre survived Amarantha's clutches to return to the Spring Court--but at a steep cost. Though she now has the powers of the High Fae, her heart remains human, and it can't forget the terrible deeds she performed to save Tamlin's people. Nor has Feyre forgotten her bargain with Rhysand, High Lord of the feared Night Court. As Feyre navigates its dark web of politics, passion, and dazzling power, a greater evil looms--and she might be key to stopping it. But only if she can harness her harrowing gifts, heal her fractured soul, and decide how she wishes to shape her future--and the future of a world cleaved in two. |

As the royal assassin to an evil king, eighteen-year-old Celaena Sardothien must decide what she will fight for—survival, love, or the future of a kingdom.


Royal assassin Celaena must travel to a new land to confront a truth about her heritage, while brutal and monstrous forces are gathering on the horizon, intent on enslaving her world.


After she has served a year of hard labor in the salt mines of Endovier for her crimes, Crown Prince Dorian offers eighteen-year-old assassin Celaena Sardothien her freedom on the condition that she act as his champion in a competition to find a new royal assassin.


A young farm boy who possesses mysterious powers is chosen by the king to be the court's royal magician.


To rescue her homeland from tyranny, Neryn must seek out the powerful Guardians to complete her training as a Caller.


Fifteen-year-old Neryn is alone in the land of Alban, where the oppressive king has ordered anyone with magical strengths captured, but when she sets out for Shadowfell, a training ground for a rebel group, she meets a mysterious soldier and the Good Folk, who tell her that she, alone, can save Alban.


Ani, a half-mortal driven by her hungers, and Devlin, faery assassin and brother to the High Queen, have reason to fear one another even as they are drawn together to save all of Faerie.


A boy must rescue his sister after she finds - and wants to stay - in an almost-world beneath her bed, where their mother is still alive.


When blacksmith apprentice Fletcher discovers that he has the ability to summon demons from another world, he travels to Adept Military Academy. There the gifted are trained in the art of summoning. Fletcher finds himself caught in the middle of powerful forces, with only his demon Ignatius for help. As the pieces on the board maneuver for supremacy, Fletcher must decide where his loyalties lie. The fate of an empire is in his hands.


When her baby brother is kidnapped by crows, seventh-grader Prue McKeel ventures into the forbidden Impassable Wilderness -- a dangerous and magical forest at the edge of Portland, Oregon -- and soon finds herself involved in a war among the various inhabitants.


Wanting to be a part of her family's Dia de los Muertos preparations, Leonora sneaks out of school to discover her mother, aunt, and older sisters have been keeping a secret.


Oliver seeks his eccentric great-uncle Gilbert's help in creating a kite for the all-important kite festival, but when Gilbert suddenly disappears, Oliver is guided by one of Gilbert's kites in a quest through different worlds to find him.

**3-7 Messner, Kate. The Seventh Wish. New York: Bloomsbury, 2016.**

After Charlie finally gets the hang of communicating with a magical wishing fish, a family crisis with her older sister brings reality into sharp focus, and Charlie quickly learns that life's toughest challenges cannot be fixed by a simple wish.


When her father disappears, Echo Alkaev believes he is lost forever. Six months later she finds him half-frozen in the winter forest, guarded by a talking wolf -- the same creature who attacked her as a child. Echo discovers
centuries-old secrets, a magical library full of books-turned-mirrors, and a young man named Hal who is trapped inside of them. As the year ticks by, Echo must solve the mystery of the wolf's enchantment before her time is up—otherwise Echo, the wolf, and Hal will be lost forever.


Catherine may be one of the most desired girls in Wonderland and a favorite of the unmarried King, but her interests lie elsewhere. A talented baker, she wants to open a shop and create delectable pastries. Cath is determined to choose her own destiny. But in a land thriving with magic, madness, and monsters, fate has other plans.


In the house of Helios, god of the sun and mightiest of the Titans, a daughter is born. But Circe is a strange child—not powerful, like her father, nor viciously alluring like her mother. Turning to the world of mortals for companionship, she discovers that she does possess power—the power of witchcraft, which can transform rivals into monsters and menace the gods themselves. Threatened, Zeus banishes her to a deserted island, where she hones her occult craft, tames wild beasts and crosses paths with many of the most famous figures in all of mythology... To protect what she loves most, Circe must summon all her strength and choose, once and for all, whether she belongs with the gods she is born from, or the mortals she has come to love.


With their magic being unpredictable, Nory, Elliott, Andres, and Bax are sent to the upside-down magic room at Dunwiddle Magic School.


Fourteen-year-old Madeleine of Cambridge, England, struggling to cope with poverty and her mother's illness, and fifteen-year-old Elliot of the Kingdom of Cello in a parallel world where colors are villainous and his father is missing, begin exchanging notes through a crack between their worlds and find they can be of great help to each other.


Lil Bennett goes to Crete to find answers about the circumstances of her mother's death, and there finds herself entangled in an adventure of mythical proportions that leads her and her friends through the very labyrinth in which
the real Minotaur was imprisoned.


As a dark force engulfs the land, the fate of Erdas has fallen on the shoulders of four young strangers who each have forged a rare bond with their spirit beasts -- a bond that gives great powers to all of them.


Fourteen-year-old Jason Walker is transported to a strange world called Lyrian, where he joins Rachel, who was also drawn there from our world, and a few rebels, to piece together the Word that can destroy the malicious wizard emperor, Surroth.


The adventures of two teenaged cousins who live in a place called The Floating Islands, one of whom is studying to become a mage and the other one of the legendary island flyers.


When eight-year-old Elliot Penster unwittingly saves a brownie from a group of goblins on Halloween night, he becomes their reluctant king and champion in a war against the evil goblins.


Elliot, King of the Brownies, isn't usually a stubborn kid, but he didn't see a lot of room to bargain on the issue of Goblins eating his subjects. Which is how he wound up alone in the Underworld, with no map either home or ahead to Demon Territory. Between trying to steal a hair for the Pixie Princess and a sock for the Fairies from a demon, being King of the Brownies is no easy job.


siblings Leah and Alan wake one morning in the middle of an enchanted forest and encounter a strange and spectacular world filled with foppish lions, giant rabbits, and a talking stone frog for a guide.


From the moment she emerged, fully grown, from the head of Zeus, Athena
was one of the most complex Olympians. This graphic novel retells her many interwoven tales: how she killed Pallas, fought the Gigantes, aided Perseus, and cursed Arachne.


A year ago, Sunny Nwazue, an American-born Nigerian girl, was inducted into the secret Leopard Society. As she began to develop her magical powers,…Sunny knows she must confront her destiny. With the support of her Leopard Society friends, Orlu, Chichi, and Sasha, and of her spirit face, Anyanwu, she will travel through worlds both visible and invisible to the mysterious town of Osisi, where she will fight a climactic battle to save humanity.


Twelve-year-old Sunny Nwazue, an American-born albino child of Nigerian parents, moves with her family back to Nigeria, where she learns that she has latent magical powers which she and three similarly gifted friends use to catch a serial killer.


An unforgettable, mesmerizing tale of exquisite obsession, spoiled innocence, and impossible friendships. It's been five years since Summer Marks was brutally murdered in the woods. Everyone thinks Mia and Brynn killed their best friend…On the anniversary of Summer's death, a seemingly insignificant discovery resurrects the mystery and pulls Mia and Brynn back together once again. But as the lines begin to blur between past and present and fiction and reality, the girls must confront what really happened in the woods all those years ago—no matter how monstrous.


A mix-up involving the greatest magic in the world has tremendous consequences for Liesl, an orphan who has been locked in an attic, Will, an alchemist's runaway apprentice, and Po, a ghost, as they are pursued by friend and foe while making an important journey.


Accompanied by an eccentric, human-sized rat, Liza embarks on a perilous quest through an underground realm to save her brother, Patrick, whose soul has been stolen by the evilest of creatures—the spider-like spindlers.


In thirteen-year-old Aster's family, all the girls are raised to be witches, while
boys grow up to be shapeshifters. Anyone who dares cross those lines is exiled. Unfortunately for Aster, he still hasn't shifted ... and he's still fascinated by witchery, no matter how forbidden it might be. When a mysterious danger threatens the other boys, Aster knows he can help -- as a witch. It will take the encouragement of a new friend, the non-magical and non-conforming Charlie, to convince Aster to try practicing his skills. And it will require even more courage to save his family ... and be truly himself.

When Raffa makes a cure from a rare crimson vine he finds deep in the forbidden forest, the bat he saves transforms into something much more.

In an alternate ninth century, twelve-year-old Anya and a new friend face a Viking and a tsar to protect the water dragon that saved her life, putting her family's home at risk.

A magical amulet brings power and despair to those who touch it.

For the five teens who modeled as Disney Hologram Imaging hosts, life is beginning to settle down when an intriguing video arrives to Philby's computer at school. It's a call for action: the Overtakers, a group of Disney villains, seem to be plotting to attempt a rescue of two of their leaders, both of whom the Disney Imagineers have hidden away somewhere following a violent encounter in Epcot. A staged attack by new Overtakers at Downtown Disney, startles the group. A dark cloud in the Kingdom Keeper era is unfolding, and with dissension in their own ranks, it's unclear if there's any chance of escape.

The Kingdom Keepers have their hands full when, during the inaugural cruise of the Disney ship, Fantasy, to exotic locations, they discover that the Overtakers have infiltrated the cast, stolen a journal that belonged to Walt Disney himself, and plan to unleash a powerful evil, the Chernabog.

In the enchanted kingdom of Brooklyn, Vassa uses a magical gift from her dead mother to take on Babs Yaga, the witch who owns the local convenience
store. Inspired by the Russian folktale Vassilissa the Beautiful.

Connwaer, the young thief-turned-wizard's apprentice, escapes from prison and follows the call of magic to the distant and mysterious Dragon Mountain on a quest to save Wellmet from Arhionvar, dread magic that can destroy the city.

When Malcolm finds a secret message inquiring about a dangerous substance called Dust, he finds himself embroiled in a tale of intrigue featuring enforcement agents from the Magisterium, a woman with an evil monkey daemon, and a baby named Lyra.

Greek and Roman demigods from the Prophecy of Seven must work together to seal the Doors of Death--and help Percy and Annabeth escape the Underworld in the process.

The Greek and Roman demigods will have to cooperate in order to defeat the giants released by the Earth Mother, Gaea. Then they will have to sail together to the ancient land--Greece itself--to find the Doors of Death.

Demigod Percy Jackson, still with no memory, and his new friends from Camp Jupiter, Hazel and Frank, go on a quest to free Death, but their bigger task is to unite the Greek and Roman camps so that the Prophecy of Seven can be fulfilled.

Brilliant Egyptologist Dr. Julius Kane accidentally unleashes the Egyptian god Set, who banishes the doctor to oblivion and forces his two children to embark on a dangerous journey, bringing them closer to the truth about their family and its links to a secret order that has existed since the time of the pharaohs.

5-9 Riordan, Rick. *The Kane Chronicles: The Throne of Fire*. New York:
Carter Kane and his sister must prevent the chaos snake Apophis from breaking free in a few days' time or the world will come to an end. To have any chance of battling these Forces of Chaos, the Kanes must revive the sun god Ra.


Magnus and friends help the god of thunder find his missing weapon before all Muspellheim breaks loose.


Magnus Chase, a homeless boy living in Boston, finds out he is the son of a Norse god.


How do you punish an immortal? By making him human. After angering his father Zeus, the god Apollo is cast down from Olympus. Weak and disoriented, he lands in New York City as a regular teenage boy. Now, without his godly powers, the four-thousand-year-old deity must learn to survive in the modern world until he can somehow find a way to regain Zeus's favor. But Apollo has many enemies -- gods, monsters, and mortals who would love to see the former Olympian permanently destroyed. Apollo needs help, and he can think of only one place to go ... an enclave of modern demigods known as Camp Half-Blood. Includes Guide to Apollo-Speak.


All sorcerers are evil. Elisabeth has known that as long as she has known anything...With no one to turn to but her sworn enemy, the sorcerer Nathaniel Thorn, and his mysterious demonic servant, she finds herself entangled in a centuries-old conspiracy. Not only could the Great Libraries go up in flames, but the world along with them. As her alliance with Nathaniel grows stronger, Elisabeth starts to question everything she's been taught--about sorcerers, about the libraries she loves, even about herself. For Elisabeth has a power she has never guessed, and a future she could never have imagined.


Seventeen-year-old Frenenqer lives a controlled and restricted life in the desert, like everyone else there, but when she meets Sangris, a Free, winged shape-shifter, everything changes.

Simon Snow is the worst Chosen One who's ever been chosen. That's what his roommate, Baz, says. And Baz might be evil and a vampire and a complete git, but he's probably right. Half the time, Simon can't even make his wand work, and the other half, he starts something on fire. His mentor's avoiding him, his girlfriend broke up with him, and there's a magic-eating monster running around, wearing Simon's face. Baz would be having a field day with all this, if he were here. It's their last year at the Watford School of Magicks, and Simon's infuriating nemesis didn't even bother to show up.


When Magizoologist Newt Scamander arrives in New York, he intends his stay to be just a brief stopover. However, when his magical case is misplaced and some of Newt's fantastic beasts escape, it spells trouble for everyone.


When the Chamber of Secrets is opened again at the Hogwarts School for Witchcraft and Wizardry, second-year student Harry Potter finds himself in danger from a dark power that has once more been released on the school.


Harry has been burdened with a dark, dangerous and seemingly impossible task- that of locating and destroying Voldemort's remaining Horcruxes. Never has Harry felt so alone or faced a future so full of shadows. But Harry must somehow find within himself the strength to complete the task he has been given. He must leave the warmth, safety and companionship of The Burrow and follow without fear or hesitation the inexorable path laid out for him.


Fourteen-year-old Harry Potter joins the Weasleys at the Quidditch World Cup, then enters his fourth year at Hogwarts Academy where he is mysteriously entered in an unusual contest that challenges his wizarding skills, friendships and character, amid signs that an old enemy is growing stronger.


Harry Potter is due to start his fifth year at Hogwarts School of Witchcraft and Wizardry. He is desperate to get back to school and find out why his friends
Ron and Hermione have been so secretive all summer. However, what Harry is about to discover in his new year at Hogwarts will turn his world upside down.


During his third year at Hogwarts School for Witchcraft and Wizardry, Harry Potter must confront the devious and dangerous wizard responsible for his parents' deaths.


Rescued from the outrageous neglect of his aunt and uncle, a young boy with a great destiny proves his worth while attending Hogwarts School for Wizards and Witches.


Thirteen-year-old Ava Bigtree has lived her entire life at Swamplandia!, her family's island home and gator-wrestling theme park in the Florida Everglades. But when illness falls Ava's mother, the park's indomitable headliner, the family is plunged into chaos; her father withdraws, her sister falls in love with a spooky character known as the Dredgeman, and her brilliant big brother, Kiwi, defects to a rival park called The World of Darkness. As Ava sets out on a mission through the magical swamps to save them all, we are drawn into a lush and bravely imagined debut that takes us to the shimmering edge of reality.


Septimus must battle the remnants of the Dark Domaine, which will remain until the power of the evil Two-Faced Ring is destroyed forever. To accomplish that, the ancient Alchemie Fyre must be relit -- a task that sends Septimus to the very origins of Magyk and Physik, testing both his skills, and his loyalties to ExtraOrdinary Wizard, Marcia Overstrand, and Alchemist Marcellus Pye.


As the heirs to opposing sides in a warring city, Kate Harker and Augustus Flynn should never have met. A Romeo and Juliet-esque fantasy about the difference between good and evil and the blurry gray area in between.

Emma, Norman and Ray are the brightest kids at the Grace Field House orphanage. And under the care of the woman they refer to as 'Mom,' all the kids have enjoyed a comfortable life. Good food, clean clothes and the perfect environment to learn-- what more could an orphan ask for? One day, though, Emma and Norman uncover the dark truth of the outside world they are forbidden from seeing.


New York high school student Elizabeth gets an after-school job as a page at the "New-York Circulating Material Repository," and when she gains coveted access to its Grimm Collection of magical objects, she and the other pages are drawn into a series of frightening adventures involving mythical creatures and stolen goods.


From the age of seven when she became scullery maid in a castle, Molly has seen visions of the future which, years later, lead her and friend Tobias on an adventure to keep Alaric, the heir to the throne, safe from a curse.


When twelve-year-old Reuben finds a peculiar, magical watch that has the power to turn its wearer invisible, he's propelled on the adventure of a lifetime.


Someone or something has murdered the goose who laid the golden eggs, and the evidence points to a dragon named Scratch. But this mystery won't be that easy to solve. Zoe and Logan are back on the case in another exciting fantasy adventure.


Shines the spotlight on inseparable couple Mal and Molly who find an extra cabin at camp, one that's full of ghosts!


Regina Bloomsbury, a sixteen-year-old, Beatles-obsessed rocker, takes a trip
to an alternate reality where the Beatles never existed and her band, the Caverns, are the rock-and-roll superstars.


Neither Lazlo nor Sarai are who they were before. One a god, the other a ghost, they struggle to grasp the new boundaries of their selves as dark-minded Minya holds them hostage, intent on vengeance against Weep. Lazlo faces an unthinkable choice: save the woman he loves, or everyone else. Sarai, the muse of nightmares, has not yet discovered what she's capable of. As humans and godspawn reel in the aftermath of the citadel's near fall, as forgotten doors are opened, the question arises: Must heroes always slay monsters, or is it possible to save them instead?


In this new novel by National Book Award finalist Laini Taylor, author of the New York Times bestselling *Daughter of Smoke & Bone* trilogy, the shadow of the past is as real as the ghosts who haunt the citadel of murdered gods. Fall into a mythical world of dread and wonder, moths and nightmares, love and carnage. Welcome to Weep.


As an overworked employee of the Ministry of Magic, a husband, and a father, Harry Potter struggles with a past that refuses to stay where it belongs while his youngest son, Albus, finds the weight of the family legacy difficult to bear.


Four female mercenaries known as Boneless Mercies, weary of roaming Vorseland, ignored and forgotten until they are needed for mercy killings, decide to seek glory by going after a legendary monster in this reimagining of Beowulf.


Erin's family cares for the fearsome water serpents that form the core of their kingdom's army. When some of the beasts mysteriously die, Elin's mother is sentenced to death as punishment. With her last breath she manages to send her daughter to safety. Alone, far from home, Elin discovers that she can talk to both the terrifying water serpents and the majestic flying beasts that guard
her queen. This skill involves her in deadly plots that could cost her life. Can she save herself and prevent her beloved beasts from being used as tools of war?


Hazel and Jack are best friends until an accident with a magical mirror and a run-in with a villainous queen find Hazel on her own, entering an enchanted wood in the hopes of saving Jack's life.


Twelve-year-old September's ordinary life in Omaha turns to adventure when a Green Wind takes her to Fairyland to retrieve a talisman the new and fickle Marquess wants from the enchanted woods.


Five years ago, Evelyn and Philippa Hapwell cowered from air strikes in a London bomb shelter... and were transported to another realm called the Woodlands. In a forest kingdom populated by creatures out of myth and legend, they found temporary refuge. When they finally returned to London, nothing had changed -- except themselves. Overcome with longing, Ev is desperate to return no matter what it takes. Philippa is determined to find a place in this world and moves to America to escape the memory of what was. When Evelyn goes missing, Philippa wonders if Ev truly did find a way home, or if the weight of their worlds pulled her under.


Grisha the dragon is born in the Black Forest in 1803, the last year any dragon was born, and while young he was trapped by the emperor's sorcerer, and turned into a teapot, which was frustrating but kept him alive while magic and other dragons were disappearing--until one day he meets Maggie, a poet's daughter, and the two of them set out to discover what happened to all the other dragons.


In an unnamed Middle Eastern security state, a young Arab-Indian hacker shields his clients, dissidents, outlaws, Islamists, and other watched groups, from surveillance and tries to stay out of trouble. He goes by Alif, the first letter of the Arabic alphabet, and a convenient handle to hide behind... When Alif discovers The Thousand and One Days, the secret book of the jinn, which both he and the Hand suspect may unleash a new level of information
technology, the stakes are raised and Alif must struggle for life or death, aided by forces seen and unseen.


Crusty dragon Miss Drake's new pet human, precocious ten-year-old Winnie, not only thinks Miss Drake is her pet, she accidentally brings to life her "sketchlings" of mysterious and fantastic creatures hidden in San Francisco, causing mayhem among its residents.


Aliera is a star at fencing, but at school no one notices her--until her new lab partner Avery begins flirting with her. Aliera's mother just bought her a foil from a garage sale, and it has a strange jewel attached to the hilt. Will Aliera's first date be ruined when magical creatures try to steal her foil?


Sixteen-year-old Mackie Doyle knows that he replaced a human child when he was just an infant, and when a friend's sister disappears he goes against his family's and town's deliberate denial of the problem to confront the beings that dwell under the town, tampering with human lives.


A breathtaking and transcendent novel about a demon girl's search for love on Earth.

**NONFICTION**


With a foreword by the award-winning fantasy author Jonathan Stroud, and illustration by some of the world's best illustrators including John Howe, the Fantasy Encyclopedia is a spectacular one-stop guide to the creatures and people of folklore and fantasy.


Flora is playing with her brothers and sisters by the loch when she notices a stunning white horse. While her siblings clamor for a chance to ride the beautiful animal, Flora is worried. Where has this strange horse come from? Why are its hoof prints wet? Too late Flora realizes this is no horse! It's a kelpie: a shape-shifting water horse from Scottish folklore known to steal children. Can Flora reveal the secret of the kelpie in time to save her family?
A collection of sixteen short science fiction and fantasy stories by award-winning authors.

This title gives children the tools they need to turn their creativity into readable, cohesive stories. Written by award-winning author and screenwriter John Hamilton, You Write It! Lays out for kids the format, organization, and development of a fantasy book. Novice writers of all ages will find this book a detailed yet easy-to-follow guide for turning thoughts and ideas into readable written works.

This book introduces fundamentals of drawing dragons and fantasy subjects to new artists -- particularly those with real interest in skill development. Included is an emphasis on helping students find their "inner" artist.

Discover the monsters and creatures populating Greek mythology and see how fearless Greek mortals pitted their wits against the ugliest and most monstrous forms known to humans.

Describes the features and characteristics of dangerous fantasy creatures in a quick-reference format.

Interviews with 13 American and English authors of fantasy fiction discussing their lives, literary influences, work routines and their beliefs about the place of fantasy in literature and our lives. Includes a "reader" listing each author's major fantasy works.

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Last Updated Feb-21 MDN