

Franklin High School Library Media Center

Fantasy Fiction

Adams, Douglas, 1952-. *Life, the Universe, and Everything*. Sequel to: *The Hitchhiker's Guide to the Galaxy* and *The Restaurant at the End of the Universe*. The people of Krikkit are planning to destroy the rest of the universe.

Adams, Richard. *Watership Down*.

A community of rabbits is forced to leave their home when it is bulldozed to make a construction site. So starts their adventurous search for a new home.

Alexander, Lloyd. *The Arkadians*.

To escape the wrath of the king and his wicked soothsayers, an honest young man joins with a poet-turned-jackass and a young girl with mystical powers on a series of epic adventures.

Alexander, Lloyd. *The Kestrel*.

With war in Westmark and the assumption of the throne by Mickle, all Theo's talents are needed, as well as those of his former companions.

Alexander, Lloyd. *The Remarkable Journey of Prince Jen*.

In search of the legendary court of Tien-kuo, Prince Jen uses the six gifts presented to him by a mysterious old man – a saddle, a sword, a paint box, a bowl, a kite, and a flute – to complete his harrowing journey.

Alexander, Lloyd. *Westmark*.

Theo is forced to leave town because of a murder he thinks he committed. He becomes involved with a medicine showman, a dwarf, a beautiful girl, and Cabbarus, who is influencing the King against him. (1st book of the Westmark trilogy)

Anthony, Piers. *And Eternity*.

Three women form a triumvirate and pursue and pursue a mysterious quest that takes them through numerous trials and their souls become the proving ground for eternal questions of good, evil, and divinity.

Anthony, Piers. *Bearing an Hourglass*.

Grieving over the loss of his loved ones, Norton agrees to become the Incarnation of Time.

Anthony, Piers. *Being a Green Mother*. Orb is a gifted musician, searching for the mystic music that controls all things when she falls in love with a man named Natasha. Her mother reveals that Orb has been chosen as the Incarnation of Nature and that she is fated to marry Evil.

Anthony, Piers. *Castle Roogna*.

The twelve-year-old magician, Dor, embarks on a quest into the past to prove his right to rule Xanth 800 years in the future.

Anthony, Piers. *The Color of Her Panties*.

In the struggle for the Goblin crown, Gwenny is forced to compete with her awful brother Gobble in a battle of wits. To prove herself worthy to become chieftain, she sets out to find the most precious secret, the color of Mela Merwoman's undergarments.

Anthony, Piers. *Crewel Lye: a Caustic Yarn*.

Jordan was once a valorous knight before he was killed. Now he is a ghost in Xanith riding his horse on dangerous missions over 400 years into the past.

Anthony, Piers. *Demons Don't Dream*.

Drawn into Xanth by a harmless-looking computer game, Dug and Kim battle their way across Xanth, testing their courage against dozens of fearsome obstacles.

Anthony, Piers. *Dragon on a Pedestal*.

In Xanth the Gap Dragon had escaped from the Gap and was ravaging across the land. The forget-spell that had covered the Gap was breaking into small forget-whorls that wandered about, giving amnesia to all they touched.

Anthony, Piers. *Faun & Games*.

Young satyr Forrest Faun sets off to find his heart's desire on Ptero, a tiny planet that orbits the head of Princess Ida of Castle Roogna, accompanied by Imbri, an enchanted magical steed that has the ability to assume the form of a beautiful young woman.

Anthony, Piers. *Geis of the Gargoyle*.

A young gargoyle disguised as a human is on a mission to find a philtre to rescue the land of Xanth from an ancient evil.

Anthony, Piers. *Harpy Thyme*.

Gloha, the offspring of a chance mating between a goblin and a harpy, is the only creature of her kind in the wide, wonderful Land of Xanth. Accompanied by Cynthia the Centauress, Amanda the Griffon-girl, Graeboe the Invisible giant, and Trent the Magician, Gloha must face many dangers on a perilous quest for truth, friendship, and happiness.

Anthony, Piers. *If I Pay Thee Not in Gold*.

In the Age of the Mazonians, women rule through magic and men suffer. Xylina, in order to avoid execution, must use her magic to conquer the most glorious male Mazonia has ever seen.

Anthony, Piers. *Night Mare*.

Mare Imbrium is exiled to the day world with a message for King Trent of Xanth: "Beware the Horseman!" She had no idea of its meaning until she met the Horseman.

Anthony, Piers. *Ogre, Ogre*.

Smash, a half human ogre, finds himself in Xanth coming to the aid of seven assorted females and wondering how all that high-flown conversation can be coming out of his mouth.

Anthony, Piers. *Question Quest*.

Lacuna, one of the Castle Zombie twins, goes to Hell to find a missing sorcerer and the Elixir of Youth and learns the history of the mythical world of Xanth.

Anthony, Piers. *Roc and a Hard Place*.

Seeking a solution to a personal problem, Metria asks for help. Before she can be helped she must perform a perilous mission to find a suitable jury for the trial of the noble and virtuous bird, Roxanne Roc. This leads her to some surprising truths about herself and Xanth.

Anthony, Piers. *The Source of Magic*.

King Trent of Xanth orders Bink, the only one of his subjects immune to supernatural harm, to undertake a quest to discover the wellspring of Xanth's uniqueness.

Anthony, Piers. *A Spell for Chameleon*.

Exiled from the land of Xanth, twenty-five-year-old Bink must prove to his people that he holds magical powers.

Anthony, Piers. *Wielding a Red Sword*.

Rather than give in to the Rajah's plans to have him marry, Mym, an Indian prince, agrees to assume the office of the Incarnation of War and wield the Red Sword that is the powerful symbol of the position.

Anthony, Piers. *Zombie Lover*.

Breanna, a beautiful, brassy young girl who has the power to see in the darkness, must use all her worldly wiles to escape the attentions of King Xeth, the decomposed ruler of Zombies in the magical land of Xanth.

Applegate, Katherine. *Realm of the Reaper*.

David and his friends discover a part of Everworld which is the opposite of heaven.

Applegate, Katherine. *Search for Senna*.

David and his friends are transported to a fantastic world where they search for their friend Senna.

Applegate, Katherine. *Enter the Enchanted*.

David and his friends fail to find their friend Senna. However, they encounter Merlin, the force behind Everworld.

Applegate, Katherine. *Realm of the Reaper*.

David and his friends discover a part of Everworld which is the opposite of heaven.

Applegate, Katherine. *Land of Loss*.

David and his friends continue to search for their friend Senna. It does not seem likely that they can escape from Everworld in the near future.

Atwater-Rhodes, Amelia. *Demon In My View*.

Seventeen-year-old Hessa Allodola discovers that the vampire world of her fiction is real when she develops relationships with an alluring vampire named Aubrey and the teenage witch who is trying to save Jessica from his clutches.

Atwater-Rhodes, Amelia. *Falcondance*

As the peaceful coexistence of the avian and serpentine realms becomes increasingly precarious, nineteen-year-old Nicias, heir to the ancient and powerful falcon realm, learns some lessons about the past that will shape the future of their shared world.

Atwater-Rhodes, Amelia. *Hawksong*

In a land that has been at war so long that no one remembers the reason for fighting, the shapeshifters who rule the two factions agree to marry in the hope of bringing peace, despite deep-seated fear and distrust of each other.

Atwater-Rhodes, Amelia. *Midnight Predator*

Vampire hunter Turquoise Draka goes undercover as a human slave in order to enter the fabled vampire realm of Midnight and assassinate Jeshikah, one of the cruelest vampires in history, but her guise brings up old memories of her past enslavement and she finds herself comforted by her benign master Jaguar.

Atwater-Rhodes, Amelia. *Persistence of Memory*

Diagnosed with schizophrenia as a child, sixteen-year-old Erin has spent half of her life in therapy and on drugs, but now must face the possibility of weird things in the real world, including shapeshifting friends and her "alter," a centuries-old vampire

Atwater-Rhodes, Amelia. *Shattered mirror*

As seventeen-year-old Sarah, daughter of a powerful line of vampire-hunting witches, continues to pursue the ancient bloodsucker Nikolas, she finds herself in a dangerous friendship with two vampire siblings in her high school.

Atwater-Rhodes, Amelia. *Snakecharm*

The peace forged by the love between Zane and Danica, leaders of the avian and serpentine realms that had been at war for generations, is threatened by the arrival of Syfka, an ancient falcon who claims one of her people is hidden in their midst.

Atwater-Rhodes, Amelia. *Wolfcry*

Knowing that she must soon choose a mate, twenty-year-old Oliza, heir to the Wyvern throne that unites the avian and serpentine peoples, weighs the political ramifications of her choice while also longing to follow her heart.

Atwater-Rhodes, Amelia. *Wyvernail*

In order to protect the people and the world she loves from the future she sees in increasingly horrific visions, Hai is forced to throw away her own happiness and ascend the serpentine throne.

Atwater-Rhodes, Amelia. *In the Forests of the Night*.

Risika, a teenage vampire, wanders back in time to the year 1684 when, as a human, she died and was transformed against her will.

Babbitt, Natalie. *Tuck Everlasting*.

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 an older.

Barker, Clive, 1952. *The Thief of Always*.

After a mysterious stranger promises to end his boredom with a trip to the magical Holiday House, ten-year-old Harvey learns that his fun has a high price.

Beagle, Peter. *The Last Unicorn*.

The sole remaining unicorn is aided by Schmendrick, an inept sorcerer, and Molly Grue, a thief's unkempt consort, against the likes of King Haggard and his Red Bull.

Baum, Frank L. *The Wizard of Oz*.

A girl from Kansas is carried away by a cyclone to a magic land where she embarks on a huge adventure.

Bond, Nancy. *Another Shore*.

While working at a historical site in costume, Lyn Paget suddenly finds herself thrown back in time. The story unfolds as she searches for a way back to the present.

Bradley, Marion Simmer. *The Mists of Avalon*.

A creation of the Arthurian legend as seen through the eyes of Morgaine and Viviane, King Arthur's sister and aunt, and Arthur's wife, Guinevere.

Bradley, Marion Simmer. *The Forest House*

On the Isle of Avalon, the Druidic priestess Eilan must guard the ancient rites against the approach of the Roman Empire

Bradley, Marion Simmer. *Black Trillium*

As the ancient guardianship of the Archimage Binah fades she bestows upon triplet princesses the power of the Black Trillium, a symbol of ancient magic.

Bradley, Marion Simmer. *Priestess of Avalon*

Eilan, a British princess known to the Romans as Helena, banished from Avalon for indulging in a forbidden love, grows to be a wise woman who finds herself in the unique position, as mother of the Emperor Constantine, of having to find a way to bridge the gap between the pagan world of the Goddess and the new Christian empire her son created.

Brooks, Terry. *The Druid of Shannara*.

In the 300 years since the death of the Druid Allamon, the mysterious, evil Shadowen have seized control and are ruining the Four Lands. The shade of Allamon summons the four scions of Shannara, whom he commands defeat the Shadowen.

Brooks, Terry. *The Elf Queen of Shannara*.

Wren and her friend Garth travel to Morrowindl in an attempt to return the Elves to the Westlands.

Brooks, Terry. *The Elfstones of Shannara*.

Ancient evil threatens the Elves now that the Ellcrys, a magic tree, is dying. A perilous quest by Wil Ohmsford and Amberle may save them.

Brooks, Terry. *The Sword of Shannara*.

In spite of his protests that he is only an ordinary man and not a hero, Shea Ohmsford eventually accepts his role as the leader of his people in the struggle against the Lord of Evil.

Brooks, Terry. *The Talismans of Shannara*.

Leader of the Shadowen, Rimmer Dall, sends his four Horsemen against Walker Boh and the scions of Shannara.

Brooks, Terry. *The Wishsong of Shannara*.

Allanon, legendary Druid protector of the Races, must seek aid from Brin, a descendent of the Elven king Shannara.

Calhoun, Dia. *Aria of the Sea*.

In the magical kingdom of Windward, 13-year-old Cerinthe arrives at the Royal Dancing, where she finds herself torn between the two careers of dancer and healer.

Calhoun, Dia. *Firegold*.

Jonathan Brae is blamed for the blight destroying the Valley orchards because he has blue eyes, and therefore, must leave his home.

Calhoun, Dia. *Aria of the Sea*

In the magical kingdom of Windward, thirteen-year-old Cerinthe arrives at the Royal Dancing School, where she finds herself torn between the two careers of dancer and healer.

Card, Orson Scott. *Earthborn*.

The artificial intelligence, the Oversoul of Harmony, has returned to Earth, its planet of origin, because it needed the Keeper of Earth to repair damages. Shedemei, a human, must search for the keeper.

Carroll, Lewis. *Alice's Adventures in Wonderland*.

A girl named Alice reaches a magic land after she follows a white rabbit down a hole in the ground.

Cast, P.C. *Betrayed*

Sixteen-year-old Zoey Redbird settles in at the House of Night, a finishing school for fledgling vampyres; but when a series of murders is traced back to the school, Zoey begins to think about the connections that still exist between her old and new worlds.

Cast, P.C. *Chosen : a house of night novel*

Zoey Redbird, a fledgling vampyre, becomes confused about who to trust, with friends becoming enemies and enemies becoming friends at the House of Night prep school, and the need for caution becomes increasingly important when she finds herself juggling three boyfriends, and vampyres start turning up really dead.

Cast, P.C. *Hunted : a house of night novel*

Zoey and her friends encounter evil in an unexpected place when they learn that Kalona, the newest member of the House of Night, is hiding a deadly secret.

Cast, P.C. *Marked*

After being accepted as a fledgling vampire at the House of Night prep school and receiving special powers by a goddess, sixteen-year-old Zoey Montgomery discovers one of her peers is misusing her powers and must decide what the right thing to do is.

Cast, P.C. *Tempted : a house of night novel*

After Kalona and Neferet are banished from Tulsa, Zoey Redbird is haunted by A-ya--the ancient Cherokee maiden who tempted Kalona--making her susceptible of seduction from the dangerous immortal; and meanwhile, Stevie Rae's secrets add strain to her friendship with Zoey.

Cast, P.C. *Untamed : a house of night novel*

Zoey Redbird's life at the House of Night prep school for fledgling vampyres gets a lot tougher when she loses all three of her boyfriends and her group of friends turns against her, which makes it all the more difficult to get anyone to listen when she discovers Neferet has declared war on humans.

Clement-Davies, David. *Firebringer*

Rannoch, born with a fawn mark the shape of an oak leaf on his forehead, is destined to lead the deer out of the Lord of the Herd's tyranny, but he must first complete a journey through the Great Land.

Cashore, Kristin. *Fire*

In a kingdom called the Dells, Fire is the last human-shaped monster, with unimaginable beauty and the ability to control the minds of those around her, but even with these gifts she cannot escape the strife that overcomes her world.

Cashore, Kristin. *Graceling*

In a world where some people are born with extreme and often-feared skills called Graces, Katsa struggles for redemption from her own horrifying Grace of killing and teams up with another young fighter to save their land from a corrupt king.

Coville, Bruce. *Into the Land of the Unicorns*.

Having jumped off the church roof and into the fantastic Land of Luster, Cara joins Lightfoot the unicorn in the search for the Unicorn Queen Arabella Skydancer.

Cooney, Caroline. *Both Sides of Time*.

Annie falls in love and through time to 1895.

Cooney, Caroline. *For All Time*

The fourth installment in the time travel series finds Annie, a teenager in 1999, attempting to get back to 1899 Egypt where she hopes to join her boyfriend, Strat, but she instead ends up in ancient Egypt and in great danger.

Cooney, Caroline. *Prisoner of Time*

Attempting to break free from the oppression of women in the nineteenth century, sixteen-year-old Devonny steps through time hoping to find the power to change her fate.

Donaldson, Stephen R. *The Illearth War*.

Thomas Covenant finds himself once again summoned to the Land. The Council of Lords needs him to move against Foul the Despiser who holds the Illearth Stone, ancient source of evil power. But although Thomas holds the legendary ring, he does not know how to use its strength and he risks losing everything.

Donaldson, Stephen R. *Lord Foul's Bane*.

Thomas Covenant finds himself magically shunted to a mysterious world know as the Land, a world threatened by the evil intentions of Lord Foul the Despiser.

Duane, Diane. *The Wizard's Dilemma*.

Teenage wizard Nita travels to other universes to find a cure for her mother who has brain cancer.

Farmer, Nancy. *The Sea Trolls*.

After Jack becomes apprenticed to a Druid bard, he and his little sister Lucy are captured by Biking Berserkers and taken to the home of King Ivar the Boneless and his half-troll queen, leading Jack to undertake a vital quest to Jotunheim, home of the trolls.

Furlong, Monica. *Wise Child*.

A spellbinding fantasy of a faraway age. In choosing between Juniper, a healer and sorceress, and her mother, Maeve, a black witch, young Wise Child discovers her own supernatural powers. Maeve's black magic puts Juniper and Wise Child in what may be inescapable danger.

Grahame, Kenneth. *The Wind in the Willows*.

This is the classic collection of delightful adventures of Mole, Water Rat, Toad, Badger, and many other well-meaning creatures.

Hilgartner, Beth. *Colors in the Dreamweaver's Loom*.

The themes of honor, friendship, and loyalty are woven into the fabric of a fantasy whose heroine, Zan, has been flung heedlessly into a new world after the death of her father.

Hobb, Robin. *Ship of Destiny*.

The final volume in the Liveship Traders trilogy finds Althea Vestrit continuing her quest to regain the liveship Vivacia from the ruthless pirate Kennit.

Hoffman, Mary. *Stravaganza: City of Flowers*

Seventeen-year-old Sky joins Georgia and the other Stravagante when he leaves London for Giglia, a city similar to renaissance Florence, and becomes involved in ancient feuds and palace intrigue.

Hoffman, Mary. *Stravaganza: City of Masks*

While sick in bed with cancer, Lucien begins making journeys to Belleza, a place in a parallel world that resembles Venice, Italy, and becomes caught up in the political intrigues surrounding the Duchessa who rules the city.

Hoffman, Mary. *Stravaganza: City of Stars*

Fifteen-year-old Georgia, who loves horses as much as she hates her bullying stepbrother, buys a figurine of a winged horse and finds it has magical powers that transport her from present-day London to the sixteenth-century world of Talia where, in the city of Remora, similar to Sienna, Italy, she finds danger and intrigue as well as friendship and a chance to perfect her riding skills.

Jacques, Brian. *Castaways of the Flying Dutchman*.

In 1620, a boy and his dog are rescued from the doomed ship, Flying Dutchman, by an angel who guides them in travelling the world, eternally helping those in great need.

Jacques, Brian. *The Mellmaker; A Novel of Redwall*.

Worried about his daughter Mariel, Joseph the Bellmaker is led by a dream from Redwall Abbey to Southward, where he is caught up in the battle between Squirrking Gael and the vicious Foxwolf Nagru.

Jacques, Brian. *Mariel of Redwall*.

The mousemaid Mariel achieves victory at sea for the animals of Redwall Abbey, fighting the savage pirate rat Gabool the Wild, warlord of rodent corsairs.

Jacques, Brian. *Outcast of Redwall*.

The destinies of the badger lord dubbed Sunflash and his mortal enemy, the ferret warlord Swartt Sixclaw, are entwined with those of many creatures, particularly the inhabitants of Redwall Abbey.

Jacques, Brian. *Redwall*.

When the peaceful life of ancient Redwall Abbey is shattered by the arrival of the evil rat Cluny and his villainous hordes, Matthias, a young mouse, determines to find the legendary sword of Martin the Warrior which, he is convinced, will help Redwall's inhabitants destroy the enemy.

Jones, Diana Wynne. *Dark Lord of Derkholm*.

Derk, an unconventional wizard, and his magical family become involved in a plan to put a stop to the devastating tours of their world arranged by the tyrannical Mr. Chesney.

Jordan, Robert, 1948-. *The Path of Daggers*.

After Nynaeve and her friends conquer the Seanchan forces they travel to Caemlyn to reclaim the throne, but on their way they encounter enemies more powerful than they imagined, and they may have to sacrifice their lives to save the world.

Kretzer-Malvey, Terry, 1955-. *Passage to Little Bighorn*.

Fifteen-year-old Dakota, who has Lakota blood in him, is hurled back through time to meet his ancestor Sitting Bull and witness the massacre at the Battle of Little Bighorn.

L'Engle, Madeleine. *An Acceptable Time*.

Polly's visit to her grandparents in Connecticut becomes an extraordinary experience as she encounters old friends and mysterious strangers and finds herself traveling back in time to play a crucial role in a prehistoric confrontation.

L'Engle, Madeleine. *Many Waters*.

Identical twins, Sandy and Dennys, are accidentally sent back to a strange Biblical time period in which mythical beasts roam the desert and a man named Noah is building a boat in preparation for a great flood. (Continues the Marry family saga; also the first book in the Time Quartet)

L'Engle, Madeleine. *A Wrinkle in Time. A Wind in the Door. A Swiftly Tilting Planet*.

L'Engle's Time trilogy features Meg Murray and her little brother Charles, who travel from their backyard into galactic space and back, with such side trips as a journey into the bloodstream. (The Book Report)

Le Guin, Ursula K., 1929-. *Tales from Earthsea*.

A boy grows to manhood while attempting to subdue the evil he unleashed on the world as an apprentice to the Master Wizard.

Le Guin, Ursula K., 1929-. *Tales from Earthsea*.

Explores further the magical world of Earthsea through five tales of events which occur before or after the time of the original novels, as well as an essay on the people, languages, history and magic of the place.

Levine, Gail Carson. *Ella Enchanted*.

In this novel based on the story of Cinderella, Ella struggles against the childhood curse that forces her to obey any order given to her.

Lewis, C.S. *The Lion, the Witch and the Wardrobe*.

The first volume of the Chronicles of Narnia in which the Pevensie children are transported back to the Kingdom of Narnia. An enduring classic.

Lewis, C.S. *The Lion the Witch and the Wardrobe*

Four English school children find their way through the back of a wardrobe into the magic land of Narnia and assist Aslan, the golden lion, to triumph over the White Witch who has cursed the land with eternal winter.

Lewis, C.S. *The Boy and His Horse*

A boy and a talking horse share an adventurous and dangerous journey to Narnia to warn of invading barbarians.

Lewis, C.S. *The Last Battle*

When evil comes to Narnia, Jill and Eustace help fight the great last battle and Aslan leads his people to a glorious new paradise.

Lewis, C.S. *The Magician's Nephew*

When Digory and Polly try to return the wicked witch Jadis to her own world, the magic gets mixed up and they all land in Narnia where they witness Aslan blessing the animals with human speech.

Lewis, C.S. *The Silver Chair*.

Two English children undergo hair-raising adventures as they go on a search and rescue mission for the missing Prince Rilian, who is held captive in the underground kingdom of the Emerald Witch.

Lewis, C.S. *Voyage of the Dawn Treader*.

Lucy and Edmund, accompanied by their peevish cousin Eustace, sail to the land of Narnia where Eustace is temporarily transformed into a green dragon because of his selfish behavior and skepticism.

Lewis, C.S. *Prince Caspian: The Return to Narnia*

Four children help Prince Caspian and his army of Talking Beasts to free Narnia from evil.

Marillier, Juliet. *Child of the Prophecy*.

The ways of Man are working to drive the Old Ones to the West, where their magic and ancient ways will be forgotten, and it is up to the Sevenwaters clan and the spirits of Eire to decipher the old prophecies and find salvation.

Marillier, Juliet. *Daughter of the Forest*.

A retelling of the Celtic "Swans" myth, in which Sorcha, the only daughter in a family of seven children, is forced to leave the only safe place she has ever know in order to save her brothers from a spell that only she can lift.

Marillier, Juliet. *Son of the Shadows*.

Liadan, the daughter of Sorcha, must take up her mother's quest to save her brothers from the spell that has held them captive

McCaffrey, Anne. *The Weyrs of Pern*.

The greatest dream of the dragonriders was to find a way to eradicate Thread completely, so that never again would their beloved Pern be threatened with destruction.

McCaffrey, Anne. *The Dolphins of Pern*.

After generations of battling a plague, humans have nearly forgotten the intelligence-enhanced dolphins that were among the first colonists on the planet Pern. Then a young dragonrider and his friend make contact with the legendary shipfish, renewing the bond between the land and ocean dwellers.

McCaffrey, Anne. *Dragondrums*.

When his boy soprano voice begins to change, Piemur is drafted by Masterharper Robinton to help with political work and is sent on missions that lead him into unusual and sometimes dangerous adventures.

McCaffrey, Anne. *Dragonflight*.

Exciting adventure as Lessa of Pern wages a single-handed secret battle to become Weyrwoman of Benden. She soon discovers and even more deadly battle looms ahead of her and only her daring ideas can save the people of Pern.

McCaffrey, Anne. *Dragonquest*.

On a small beleaguered planet patrolled by giant dragons, a tiny golden fire-lizard brings a searing threat greater than any Pern has ever met.

McCaffrey, Anne. *Dragonsdawn*.

Colonists from Earth set out to protect their new home, Pern, from the deadly spores that fall from the sky and devour everything in their path.

McCaffrey, Anne. *Dragonsong*.

Pursuing her dream to be a Harper of Pern, Menolly studies under the Masterharper, learning that more is required than a facility with music and a clever way with words.

McCaffrey, Anne. *Dragonsong*.

Forbidden by her father to indulge in music in any way, a girl on the planet of Pern runs away, taking shelter with the planet's fire lizards who along with her music, open a new life for her. (First volume in the Harper Hall Trilogy)

McCaffrey, Anne. *The Girl Who Heard Dragons*.

Aramina is a teenage girl of Pern, who hears dragons – a skill which does not solve any of her family's problems. Her mother fears losing her daughter to the life of a dragonrider. But Aramina exploits her rare abilities without deserting her beloved family.

McCaffrey, Anne. *Moreta, Dragonlady of Pern*.

All seems well on Pern until a mysterious ailment strikes, killing myriads of holders, craftsmen, and dragonriders. Pern is left in mortal danger with no one to rise to char the parasitic Thread.

McCaffrey, Anne. *Nerilka's Story*.

A deadly epidemic is spreading over the land of Pern and Nerilka secretly leaves home to take supplies and medicine where they are needed.

McCaffrey, Anne. *The Renegades of Pern*.

A band of renegades, led by Lady Thella, rise from the ranks of criminals and the disaffected and pursue Aramina, who has a telepathic link to the dragons, as their quarry.

McCaffrey, Anne. *The White Dragon*.

On the planet of Pern, a small white dragon and his rider prove their value as destroyers of Threadfire.

McKinley, Robin. *Beauty: The Retelling of the Story of Beauty and the Beast*. (398.2 MCK)

Contrary to her name, Beauty is not the prettiest girl in the family. But she is the cleverest, bravest, and most honorable. When her father makes a promise to the beast in the castle, Beauty fulfills her father's pledge and enters the beast's domain.

McKinley, Robin. *The Blue Sword*.

Harry, a teen-age girl bored with her sheltered life in the remote orange-growing colony of Daria, discovers magic in herself when she is kidnapped by a native king with mysterious powers.

McKinley, Robin. *Fire: Tales of Elemental Spirits*

Collects five tales about mythical animals, such as a dragon and a phoenix, and other characters who have experiences with the element of fire.

McKinley, Robin. *The Hero and the Crown*.

Aerin, with the guidance of the wizard Luthe and the help of the blue sword, wins the birthright due her as the daughter of the Damarian king and a witchwoman of the mysterious, demon-haunted North. (Prequel to *The Blue Sword*: also a Newberry Award Winner.

McKinley, Robin. *A Knot in the Grain and other Stories*.

Five tales of magical worlds in which women have control over their own destinies.

McKinley, Robin. *Rose Daughter*

Beauty grows to love the Beast at whose castle she is compelled to stay, and through her love he is released from the curse that had turned him from man to beast.

McKinley, Robin. *Spindle's End*.

The infant princess Briar Rose is cursed on her name day by Pernicia, an evil fairy, and then whisked away by a young fairy to be raised in a remote part of a magical country, unaware of her real identity and hidden from Pernicia's vengeful powers.

McKinley, Robin, Peter Dickinson. *Water: Tales of Elemental Spirits*.

Presents six fantasy stories about mermaids, sea serpents and other fabulous creatures associated with the element of water.

Morris, Gerald. *The Savage Damsel & the Dwarf*.

Lynet, a feisty young woman, journeys to King Arthur's court in order to find a champion to rescue her beautiful older sister, and she is joined in her quest by a clever dwarf and a bold kitchen knave, neither of whom are not what they seem.

Morris, Gerald, 1963-. *The Squire, His Knight, & His Lady*.

After several years at King Arthur's court, Terence, as Sir Gawain's squire and friend, accompanies him on a perilous quest that tests all their skills and whose successful completion could mean certain death for Gawain.

Nix, Garth. *Abhorsen*

Lirael, the young Second Assistant Librarian of the Clayr, is abruptly transformed into the Abhorsen-in-Waiting--a future guardian of the border between life and death--and immediately finds the fate of all life in her hands.

Nix, Garth. *Lirael: Daughter of the Clayr*.

When a dangerous necromancer threatens to unleash a long-buried evil, Lirael and prince Sameth are drawn into a battle to save the Old Kingdom and reveal their true destinies.

Nix, Garth. *Sabriel*

Sabriel, daughter of the necromancer Abhorsen, must journey into the mysterious and magical Old Kingdom to rescue her father from the Land of the Dead.

Orwell, George. *Animal Farm*.

Rebellious animals attempt to create a society based on equality.

Pierce, Tamora. *Alanna: The First Adventure (Song of the Lioness: bk 1)*

Eleven-year-old Alanna, who aspires to be a knight even though she is a girl, disguises herself as a boy to become a royal page, learning many hard lessons along her path to high adventure.

Pierce, Tamora. *Briar's book (Circle of Magic #4)*

Briar, a young mage-in-training, and his teacher Rosethorn must use their magic to fight a deadly plague that is ravaging Summersea.

Pierce, Tamora. *Daja's Book (Circle of Magic #3)*

While at Gold Ridge castle to the north of Winding Circle, Daja and the three other mages-in-training who have become her friends develop their unique magical talents as they try to prevent a devastating forest fire from consuming everything in its path.

Pierce, Tamora. *Emperor Mage (Immortals, bk. 3)*

When she is sent as part of the delegation from Tortall to negotiate a peace treaty with Carthak, fifteen-year-old Daine must use her powers to communicate with animals for more than healing the Carthak emperor's dying birds.

Pierce, Tamora. *Magic Steps (Circle opens; bk. 1)*

Lady Sandrilene Fa Toren must combine her magic with that of her young student Pesco in order to reveal a mysterious murderer who has the power to reduce essence to nothingness.

Pierce, Tamora. *The Realms of the Gods (Immortals)*

After Daine and her mentor, Numair, learn the truth about Daine's past in the Divine Realms, the pair embarks on a dangerous, homeward-bound journey toward Tortall, in which they must face dragons and their great enemy, Ozorne.

Pierce, Tamora. *Street Magic (Circle opens; bk. 2)*

Former "street rat" Briar Moss must face his past when he discovers a young mage in need of a mentor.

Pierce, Tamora. *Trickster's Queen*

Aly fails to foresee the dangers that await as she uses her magic to safeguard Dova and her younger siblings, despite knowing that her thirteen-year-old charge might be queen of the Copper Isles when the colonial rulers are defeated.

Pierce, Tamora. *Tris's Book (Circle of Magic; bk. 2)*

With the defenses of Winding Circle Temple seriously weakened by an earthquake, Tris and her fellow mages-in-training try to join their different magic powers to protect the Winding Circle community from a pirate attack. Pierce, Tamora. *Wild Magic*.

Pierce, Tamora. *Wolf-speaker (Immortals)*

With the help of her animal friends, Daine fights to save the kingdom of Tortall from ambitious mortals and dangerous immortals.

Pike, Christopher. *Remember Me 3: the Return.*

As a murder victim, Shari resides in a place of eternal light and love. When she is given the chance to return to earth, reborn into the body of an unhappy teenager, Shari will do a great service to humanity -- if the evil ones do not have their way.

Pike, Christopher. *Remember Me 3: the Last Story.*

Shari Cooper is a Wanderer—a soul who has taken up residence in a mature body—and has returned to mortal life to write lessons for young people about the afterlife, but when a story comes to her that warns of great danger to humanity, creatures from the dark beyond try to shut her up for good.

Plum, Amy. *Die for Me*

After their parents are killed in a car accident, sixteen-year-old Kate Mercier and her older sister Georgia, each grieving in her own way, move to Paris to live with their grandparents and Kate finds herself powerfully drawn to the handsome but elusive Vincent who seems to harbor a mysterious and dangerous secret.

Pullman, Philip, 1946-. *The Amber Spyglass. (His dark materials; bk. 3)*

Lyra and Will find themselves at the center of a battle between the forces of the Authority and those gathered by Lyra's father, Lord Asriel.

Pullman, Philip, 1946-. *The Golden Compass. (His dark materials; bk. 1)*

Accompanied by her daemon, Lyra Belacqua sets out to prevent her best friend and other kidnapped children from becoming the subject of gruesome experiments in the Far North.

Pullman, Philip, 1946-. *The Subtle Knife. (His dark materials; bk. 2)*

As the boundaries between worlds begin to dissolve, Lyra and her daemon help Will Parry in his search for his father and for a powerful, magical knife.

Rowling, J.K. *Harry Potter and the Chamber of Secrets. #2*

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. (second book in series)

Rowling, J.K. *Harry Potter and the Goblet of Fire. #4*

Harry Potter, a fourth-year student at Hogwarts School of Witchcraft and Wizardry, longs to escape his hateful relatives, the Dursleys, and live as a normal fourteen-year-old wizard, but what Harry does not yet realize is that he is not a normal wizard, and in his case, different can be deadly. (fourth book in series)

Rowling, J.K. *Harry Potter and the Prisoner of Azkaban. #3*

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. (third book in series)

Rowling, J.K. *Harry Potter and the Sorcerer's Stone. #1*

Rescued from the outrageous neglect of his aunt and uncle, a young boy with destiny proves his worth while attending Hogwarts School of Witchcraft and Wizardry. (first book in series)

Rowling, J.K. *Harry Potter and the Deathly Hallows #6*

Follows the journey of the series' protagonist Harry Potter as he attempts to bring an end to his archenemy, Lord Voldemort.

Rowling, J.K. *Harry Potter and the Order of the Phoenix #5*

Harry Potter, now a fifth-year student at Hogwarts School of Witchcraft and Wizardry, struggles with a threatening teacher, problematic house elf, the dread of upcoming final exams, and haunting dreams that hint toward his mysterious past.

Rowling, J.K. *The Tales of Beedle the Bard*

Contains five illustrated moral tales for children from the world of Harry Potter, reportedly discovered and translated by young witch Hermione Granger, with an introduction and commentary from Albus Dumbledore, headmaster of Hogwarts School of Witchcraft and Wizardry

Stewart, Mary. *The Hollow Hills. (Authurian sage, bk. 2)*

Merlin discovers the orphaned Arthur who he guides through manhood, and Arthur learns the secret powers of the mysterious sword leading him to claim the throne of Britain.

Stewart, Mary. *The Last Enchantment. (Authurian sage, bk. 3)*

As King Arthur struggles to achieve unity in Britain, Merlin realizes that all of his prophecies are coming true.

Stewart Mary. *The Wicked Day (Authurian sage, bk. 4)*

Relates the tale of Mordred, bastard son of King Arthur, who was prophesied by Merlin to be the doom of King Arthur.

Stewart, Mary. *Mary Stewart's Merlin Trilogy.*

A retelling of the legend of King Arthur as experienced by his guardian and teacher, Merlin the enchanter. (Includes *The Crystal Cave, The Hollow Hills, and The Last Enchantment*)

Swift, Jonathan. *Gulliver's Travels.*

The voyages of an Englishman carry him to a land of people six inches high, a land of giants, an island of sorcerers, and a land where horses are masters of human-like creatures.

Tolkien, J.R.R. *The Hobbit, or, There and Back Again.*

The Hobbit is the introductory book that sets the stage for the Ring Trilogy consisting of *The Fellowship of the Ring, The Two Towers*, and *The Return on the King*. Bilbo Baggins, a respectable, well-to-do hobbit, lives comfortably in his hobbit-hole until the day the wandering wizard Gandalf chooses him to take part in an adventure from which he may never return.

Tolkien, J.R.R. *The Fellowship of the Ring: Being the First Part of the Lord of the Rings.*

Frodo the hobbit and a band of warriors from the different kingdoms set out to destroy the Ring of Power before the evil Sauron grasps control.

Tolkien, J.R.R. *The two towers : being the second part of The lord of the rings*

Recounts the deeds of the individual members of the Fellowship of the Ring after being divided by an attack of orc-soldiers, following Frodo and his servant Samwise on their continuing quest to destroy the Ring of Power in the Mountain of Fire.

Tolkien, J.R.R. *The Return of the King; Being the Third Part of The Lord of the Rings.*

Tells of the opposing strategies of the wizard Gandalf and the evil Sauron as Frodo and Sam struggle to end the great darkness with the Ring of Power.

Tolkien, J.R.R. *The Lays of Beleriand (The History of Middle-Earth, Vol 3).*

Written as poetry, this tale tells of the early year of Turin the Tall as he journeys through darkness on his quest to find his father.

Tolkien, J.R.R. *Roverandom.*

A dog who has been turned into a toy dog encounters rival wizards and experiences various adventures on the moon with giant spiders, dragon moths, and the Great White Dragon.

Tolkien, J.R.R. *The Silmarillion.*

Includes "The Silmarillion" and four short works: "Ainulindale," "Valaquenta," "Akallabeth," and "Of the Rings of Power and the Third Age."

Tolkien, J.R.R. *The War of the Jewels: The Later Silmarillion, Part 2, the Legends of Beleriand.*

Tells of the conflict of the High Elves and the Men who were their allies with the power of the dark Lord and continues the saga of Turin Turambar and his sister Nienor

Wangerin, Walter. *The Crying for a Vision*.

On a journey of self-discovery Moves Walking, a Lakota Indian orphan with unusual powers, finds his life intertwined with that of Fire Thunder, a hunter with a thirst for war.

White, T.H. *The Once and Future King*.

White's retelling of the Arthurian legend emphasizes Merlin's magic and how it helps the young Arthur to learn by transforming him into various animals.

White, T.H. *The Book of Merlyn*.

The unpublished conclusion to *The Once and Future King* that tells how Arthur, Guinevere and Lancelot come to their ends.

White, T.H. *The Sword in the Stone*

A retelling of the Arthurian legend.

Yep, Laurence. *Dragon Cauldron*.

A dragon princess named Shimmer, a monkey wizard, a reformed witch, and two humans go on a quest to mend the magic cauldron needed to repair the dragon's home.

Yep, Laurence. *Dragon Steel*.

To free her clan from slavery at underwater forges, the dragon princess Shimmer and her human companion Thorn combat the Dragon King's jealousy and treachery.

Yep, Laurence. *Dragon War*.

The dragon princess Shimmer and her companions fight a war against the evil Boneless King in order to rescue their friend Thorn and restore the dragons' underwater home.

Yolen, Jane. *Briar Rose*.

The tale of Sleeping Beauty and the dark tale of the Holocaust twined together in a story of darkness and redemption.

Short Story Collections:

SC WHI Whispers: An Illustrated Anthology of Fantasy and Horror