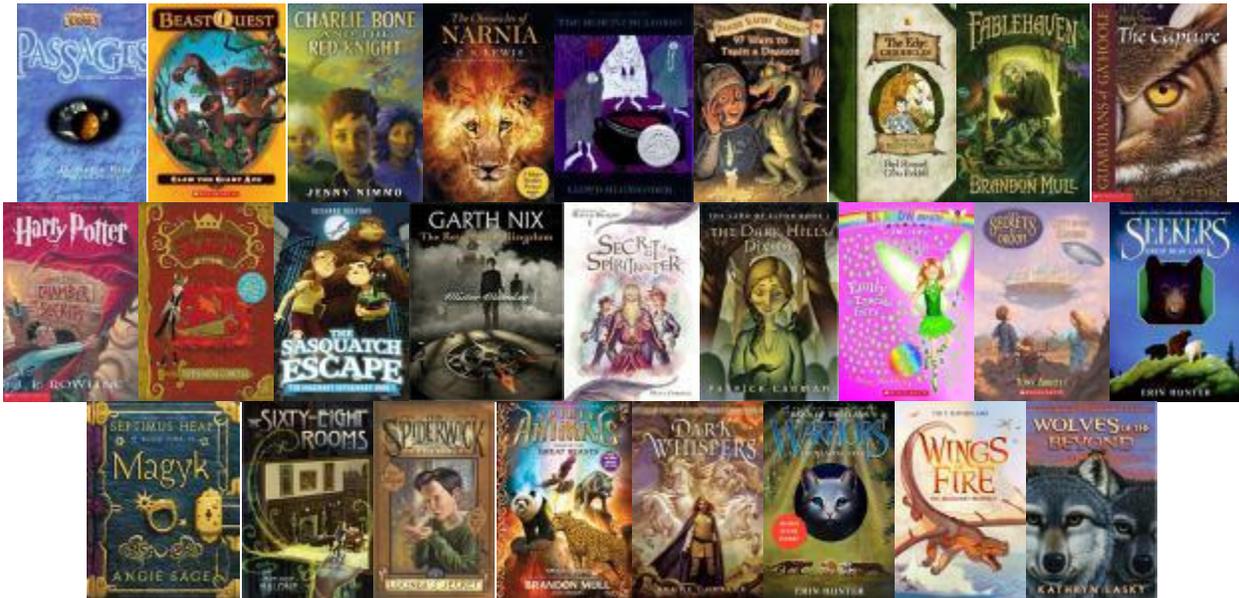


## Fantasy books found on the series wall:

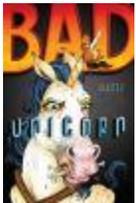
Adventures in Odyssey	Beast Quest	Charlie Bone
Chronicles of Narnia	Chronicles of Prydain	Dragon Slayer's Academy
Edge Chronicles	Fablehaven	Guardians of Ga'Hoole
Harry Potter	How to Train Your Dragon	The Imaginary Veterinary
Keys to the Kingdom	Knights of the Silver Dragon	Land of Elyon
Rainbow Magic	Secrets of Droon	Seekers
Septimus Heap	Sixty-Eight Rooms	Spiderwick Chronicles
Spirit Animals	Tales From Terrestia	Unicorn Chronicles
Warriors	Wings of Fire	Wolves of the Beyond



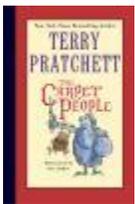
## Fantasy Books



**An Army of Frogs. Trevor Pryce, 304 pgs.** For years, the frogs of the Amphibilands have lived in safety—protected by an elite group of poisonous frogs named the Kulipari and by the dreamcasting spell of the turtle king that cloaks their lands in mystery. Now the spell is threatened by the Spider Queen, a talented spellcaster, and Lord Marmoo, leader of the scorpions. With the Kulipari off training in secret, the Amphibilands have never been so vulnerable. Enter Darel, a young frog who dreams of joining the Kulipari, despite his utter lack of poison and limited fighting skills. With the help of a motley crew of friends, Darel has the chance to become the warrior of his dreams.



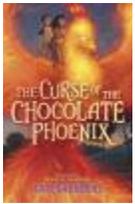
**Bad Unicorn. Platte Clark, 448 pgs.** Princess the Destroyer is not an average unicorn. She loves nothing more than hunting down, killing, and eating other creatures. After all, what's the point of having a sharp horn on your forehead if you don't use it for destructive purposes? And right now Princess has a very definite purpose: Find Max and retrieve the lost Codex for an evil sorcerer and his mysterious master. If she can do that, she's been promised an all-the-humans-you-can-eat buffet in Texas.



**The Carpet People. Terry Pratchett, 304 pgs.** *In the beginning, there was nothing but endless flatness. Then came the Carpet . . .* That's the old story everyone knows and loves. But now the Carpet is home to many different tribes and peoples, and there's a new story in the making. The story of Fray, sweeping a trail of destruction across the Carpet. The story of power-hungry mounds—and of two brothers who set out on an adventure to end all adventures when their village is flattened.



**The Cup and the Crown. Diane Stanley, 368 pgs.** Molly is a lady of Westria now, raised from servant to noble status by King Alaric in *The Silver Bowl* (HarperCollins, 2011). Political unrest with neighboring kingdoms means Alaric must secure an alliance by marrying a princess who doesn't want to marry him. He asks Molly to find the Loving Cup, rumored to be made by her grandfather, which will cause anyone who drinks from it to fall in love. He assembles a crew, including Tobias, friend of Molly and fellow former peasant, to go on a quest to find the cup. The journey leads them to Harrowsgode, the land of Molly's magical ancestors, but this village has a sinister secret, and in order to keep it, no one is ever allowed to leave.



**The Curse of the Chocolate Phoenix. Kate Saunders, 272 pgs.**  
**Oz and Lily's magical chocolate-filled adventure continues in the sequel to *The Whizz Pop Chocolate Shop*, perfect for fans of Roald Dahl's *Charlie and the Chocolate Factory*!**  
Oz and Lily have a top-secret mission. Alba the witch has gotten her hands on a magical chocolate phoenix and is plotting to use it for some serious evil. With the help of an army of rats and an unreliable talking cat, the children must pursue her not only across London but through time itself. This might be their toughest adventure yet.



**Goblin Secrets. William Alexander, 256 pgs.**  
In the town of Zombay, there is a witch named Graba who takes in stray children, and Rownie is the youngest boy in her household. Rownie's only real relative is his older brother Rowan, who is an actor. But acting is outlawed in Zombay, and Rowan has disappeared. Desperate to find him, Rownie joins up with a troupe of goblins who skirt the law to put on plays. But their plays are not only for entertainment, and the masks they use are for more than make-believe. The goblins also want to find Rowan—because Rowan might be the only person who can save the town from being flooded by a mighty river.



**The Grave Robber's Apprentice. Allan Stratton, 288 pgs.** Hans doesn't know who he is or where he came from. When he was a baby, he washed ashore in a wooden box and was adopted by the conniving grave robber, Knobbe the Bent. Now fate has thrown him together with Angela von Schwanenberg, a young countess fleeing for her life from the evil Archduke Arnulf and his dreaded Necromancer. Together, these friends are on a daring quest to discover Hans' true identity and to save Angela's parents from the archduke.



**Icefall. Matthew Kirby, 336 pgs.** Trapped in a hidden fortress tucked between towering mountains and a frozen sea, Solveig--along with her brother the crown prince, their older sister, and an army of restless warriors--anxiously awaits news of her father's victory at battle. But as winter stretches on, and the unending ice refuses to break, terrible acts of treachery soon make it clear that a traitor lurks in their midst. Solveig must also embark on a journey to find her own path. Yet, a malevolent air begins to seep through the fortress walls, as a smothering claustrophobia slowly turns these prisoners of winter against one another.



**Jinx. Sage Blackwood, 384 pgs.** Nearly abandoned in a forest by his stepfather, young orphan Jinx lands, instead, in the home of a wizard, Simon. There Jinx, who has always had an ability to see others' feelings in colors and symbols, develops the ability to communicate with the forest's trees. But after Simon performs a spell, Jinx loses his capacity as an emotional seer. Setting out into the forest to look for a counterspell, Jinx joins company with a girl and a boy, both of whom are suffering under their own curses.



**The Last Dragonslayer. Jasper Fforde, 306 pgs.** In the good old days, magic was indispensable. But now magic is fading: Drain cleaner is cheaper than a spell, and magic carpets are used for pizza delivery. Fifteen-year-old Jennifer Strange runs Kazam, an employment agency for magicians—but it's hard to stay in business when magic is drying up. And then the visions start, predicting the death of the world's last dragon at the hands of an unnamed Dragonslayer. If the visions are true, everything will change for Kazam—and for Jennifer



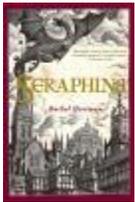
**The Map to Everywhere. Carrie Ryan & John Parke Davis, 464 pgs.** To Master Thief Fin, an orphan from the murky pirate world of the Khaznot Quay, the Map is the key to finding his mother. To suburban schoolgirl Marrill, it's her only way home after getting stranded on the Pirate Stream, the magical waterway that connects every world in creation. With the help of a bumbling wizard and his crew, they must scour the many worlds of the Pirate Stream to gather the pieces of the Map to Everywhere—but they aren't the only ones looking. A sinister figure is hot on their tail, and if they can't beat his ghostly ship to find the Map, it could mean the destruction of everything they hold dear!



**The Nine Pound Hammer. John Claude Bemis, 384 pgs.** Twelve-year-old Ray is haunted by the strangest memories of his father, whom Ray swears could speak to animals. Now an orphan, Ray jumps from a train going through the American South and falls in with a medicine show train and its stable of sideshow performers. The performers turn out to be heroes, defenders of the wild, including the son of John Henry. They are hiding the last of the mythical Swamp Sirens from an ancient evil known as the Gog. Why the Gog wants the Siren, they can't be sure, but they know it has something to do with rebuilding a monstrous machine that John Henry gave his life destroying years before, a machine that will allow the Gog to control the will of men and spread darkness throughout the world.



**Pegasus: The Flame of Pegasus. Kate O'Hearn, 416 pgs.** When Pegasus crashes onto a Manhattan roof during a terrible storm, thirteen-year-old Emily's life changes forever. Suddenly allied with a winged horse she'd always thought was mythical, Emily is thrust into the center of a fierce battle between the Roman gods and a terrifying race of multiarmed stone warriors called the Nirads. Emily must team up with a thief named Paelen, the goddess Diana, and a mortal boy named Joel in order to return Pegasus to Olympus and rescue the gods from a certain death.



**Seraphina: a Novel. Rachel Hartman, 528 pgs.** In the kingdom of Goredd, dragons and humans live and work side by side – while below the surface, tensions and hostility simmer. When a member of the royal family is brutally murdered, Seraphina is drawn into the investigation alongside the dangerously perceptive—and dashing—Prince Lucien. But as the two uncover a sinister plot to destroy the wavering peace of the kingdom, Seraphina's struggle to protect her secret becomes increasingly difficult... while its discovery could mean her very life.



**Summer and Bird. Katherine Catmull, 352 pgs.** When their parents disappear in the middle of the night, young sisters, Summer and Bird, set off on a quest to find them. A cryptic picture message from their mother leads them to a familiar gate in the woods, but comfortable sights quickly give way to a new world entirely--Down--one inhabited by talking birds and the evil Puppeteer queen. Summer and Bird are quickly separated, and their divided hearts lead them each in a very different direction in the quest to find their parents, vanquish the Puppeteer, lead the birds back to their Green Home, and discover the identity of the true bird queen.