

Fantasy: Gr. 4-6

All books can be found in the Juvenile Fiction or Juvenile Paperback section by the author's last name.

* This book is part of a series or trilogy.

Anderson, Jodi Lynn MAY BIRD AND THE EVER AFTER

Lonely and shy, ten-year-old May Ellen Bird has no idea what awaits her when she falls into the lake and enters The Ever After, home of ghosts and the Bogeyman.

Anderson, M.T. WHALES ON STILTS

When a group of angry, laser-beaming whales who march upon stilts are set loose on the world by a vengeful madman, only Jasper Dash and Katie Mulligan have the experience and courage to put an end to the evil creatures who are certain to bring destruction and death wherever they roam.

Baccalario, Pierdomencio ULYSSES MOORE: THE DOOR TO TIME *

After moving from London to an old mansion on the English coast, elevenyear-old twins Jason and Julia discover that their new home has twisting tunnels, strange artifacts from around the world, and a mysterious, locked door.

Baker, E.D. THE FROG PRINCESS *

After reluctantly kissing a frog, an awkward, fourteen-year-old princess suddenly finds herself a frog, too, and sets off with the prince to seek the means--and the self-confidence--to become human again.

Barry, Dave PETER AND THE STARCATCHERS *

While young orphan Peter and his friends are forced to set sail aboard the Never Land to an island ruled by a villainous king, Peter decides to find out the mystery behind the cargo being carried deep within the ship, in hopes that it will help them escape.

Basye, Dale HECK: WHERE THE BAD KIDS GO

After being sent to Heck, an otherworldly reform school headed by the Principal of Darkness, for a deed gone wrong, siblings Milton and Marlo believe they have been seriously misjudged and must combine their creativity and wit to find a way to escape before it's too late.

Carroll, Michael QUANTUM PROPHECY: THE AWAKENING *

Ten years after the disappearance of superhumans--both heroes and villains--thirteen-year-olds Danny and Colin begin to develop super powers, making them the object of much unwanted attention.

Catling, Patrick THE CHOCOLATE TOUCH

A boy acquires a magical gift that turns everything his lips touch into chocolate.

Collins, Suzanne GREGOR THE OVERLANDER *

When eleven-year-old Gregor and his two-year-old sister are pulled into a strange underground world, they trigger an epic battle involving men, bats, rats, cockroaches, and spiders while on a quest foretold by ancient prophecy.

Cooper, Susan THE DARK IS RISING *

On his 11^{tth} birthday Will discovers that he is the last of the Old Ones, destined to seek the six magical Signs that will enable the Old Ones to triumph over the evil forces of the Dark.

Corder, Zizou LION BOY *

In the near future, a boy with the ability to speak the language of cats sets out from London to seek his kidnapped parents and finds himself on a Parisbound circus ship learning to train lions.

Dashner, James THE 13TH REALITY: THE JOURNAL OF CURIOUS LETTERS *

Thirteen-year-old Atticus "Tick" Higginbottom begins receiving mysterious letters from around the world signed only "M.G.," and the clues contained therein lead him on a journey to the perilous 13th Reality and a confrontation with evil Mistress Jane.

DiTerlizzi, Tony THE SPIDERWICK CHRONICLES: THE FIELD GUIDE *

When the Grace children go to stay at their Great Aunt Lucinda's worn Victorian house, they discover a field guide to fairies and other creatures and begin to have some unusual experiences.

DiTerlizzi, Tony KENNY & THE DRAGON

When the townsfolk in Kenneth's sleepy little village catch wind that there's a dragon running loose in the countryside, they call George--a retired knight and dragonslayer--out of retirement, and it is up to Kenneth to protect these two--who happen to be his two best friends.

Fletcher, Charlie STONEHEART *

When 12-yr old George accidentally decapitates a stone statue in London, he falls into a parallel dimension where he must battle ancient "live" statues and solve a dangerous riddle.

Funke, Cornelia INKHEART *

12 yr-old Meggie learns that her father, who binds books for a living, can "read" fictional characters to life when one of those characters abducts them and tries to force him into service.

Helgerson, Joseph HORNS AND WRINKLES

Along a magical stretch of the Mississippi River near Minnesota, 12-yr old Claire and her cousin Duke are drawn into an adventure involving Bodacious Deepthink the Troll, a helpful fairy, and a group of trolls searching for their fathers.

Kay, Elizabeth THE DIVIDE

While hiking on the Continental Divide of Costa Rica, a young boy with a heart condition falls into a magical otherworld full of fantastical creatures.

Kerr, P.B.

CHILDREN OF THE LAMP: THE AKHENATEN ADVENTURE *

When 12 year-old twins Philippa and John discover that they are descended from a long line of djinn, their mother sends them away to their Uncle Nimrod, who takes them to Cairo where he starts to teach them about their powers.

Lethcoe, Jason MISADVENTURES OF BENJAMIN BARTHOLOMEW PIFF: YOU WISH *

When a miserable orphan unknowingly disrupts the balance of power between the magical realms of wishes and curses, he must join forces with the Wishworks Factory to reclaim his errant wish and set things right again.

Lorey, Dean NIGHTMARE ACADEMY

Rescued from a sheltered life, 13-yr old Charlie learns that the monsters of his nightmares are real when he attends the Nightmare Academy.

Neff, Henry

THE TAPESTRY: THE HOUND OF ROWAN *

After glimpsing a hint of his destiny in a mysterious tapestry, twelve-year-old Max McDaniels becomes a student at Rowan Academy, where he trains in "mystics and combat" in preparation for war with an ancient enemy that has been kidnapping children like him

Nimmo, Jenny THE SNOW SPIDER

Gifts from Gwyn's grandmother on his 9th birthday open up a new world to him, as he discovers he has magical powers that help him heal the breach with his father that has existed ever since his sister's disappearance.

Owen, James HERE, THERE BE DRAGONS

Three young men are entrusted with the Imaginarium Geographica, an atlas of fantastical places to which they travel in hopes of defeating the Winter King whose bid for power is related to the First World War raging in the Real World.

Prévost, Guillaume THE BOOK OF TIME *

A visit to the Faulkner Antiquarian Bookstore transports Sam Faulkner back in time to medieval Ireland, ancient Egypt, Renaissance Bruges, and Dracula's castle in search of his missing father.

Sage, Angie

SEPTIMUS HEAP: MAGYK*

After learning that she is the Princess, Jenna is carried toward safety by the Extraordinary Wizard, those she believed were her father and brother, and a guard known only as Boy 412--pursued by agents who killed her mother 10 years earlier.

Said, S.F. VARJAK PAW

Guided by the spirit of his legendary Mesopotamian ancestor, Jalal, Varjak Paw, a pure-bred cat, leaves his home and pampered existence and sets out to save his family from the evil Gentleman who took their owner, the Contessa.

Scieszka, Jon

THE TIME WARP TRIO: KNIGHTS OF THE KITCHEN TABLE *

After Joe receives a magic book for his birthday present from his uncle, he and his friends are transported to a time when evil knights, fire-breathing dragons and vile-smelling giants roamed the land.

Simmons, Michael ALIEN FEAST

With feet-chomping alien invaders ravaging the land and ruining lives all over the world, William seeks the help of his strange relative, Uncle Maynard, to save Sophie's kidnapped parents from a horrible fate at the hands (and mouths) of the aliens.

Skye, Obert LEVEN THUMPS AND THE GATEWAY TO FOO *

When fate brings fourteen-year-old Leven and thirteen-year-old Winter together, they discover that for mankind to continue dreaming, the gateway between reality and dreams needs to be found and demolished.

Steer, Dugald DRAGON'S EYE *

While spending the summer with their parents' peculiar former tutor, Dr. Ernest Drake, Daniel Cook and his sister, Beatrice, begin studying dragonology and soon find themselves plunged into a race to find the stolen Dragon's Eye jewel before it falls into the wrong hands.

Stroud, Jonathan

THE BARTIMAEUS TRILOGY: THE AMULET OF SAMARKAND *

Nathaniel, a magician's apprentice, summons up the djinni Bartimaeus and instructs him to steal the Amulet of Samarkand from the powerful magician Simon Lovelace.

