

FAIRYLAND SERIES / Catherynne Valente

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.

1. *The Girl Who Circumnavigated Fairyland in a Ship of Her Own Making*
2. *The Girl Who Fell Beneath Fairyland and Led the Revels There*

THE CASTLE BOOKS / Elizabeth Winthrop

An ancient Roman coin sends a young boy back to the Middle Ages. *Gr. 4+*

1. *The Castle in the Attic*
2. *The Battle for the Castle*

THE ENCHANTED FOREST CHRONICLES / Patricia Wrede

Bored with palace life, a princess goes to live with the dragons and soon becomes involved in the fight against disreputable wizards. *Gr. 6+*

1. *Dealing with Dragons*
2. *Searching for Dragons*
3. *Calling on Dragons*
4. *Talking to Dragons*

THE YOUNG MERLIN TRILOGY / Jane Yolen

An abandoned boy in Old England lives alone in the forest until tamed. *Gr. 5+*

1. *Passager*
2. *Hobby*
3. *Merlin*



Mt. Lebanon Public Library
16 Castle Shannon Blvd.
Pittsburgh, PA 15228
(412) 531-1912
www.mtlebanonlibrary.org

Updated July 2013



Fantasy Series

For Upper Elementary & Middle School Students
Suggestions from Mt. Lebanon Public Library

*Most of the following titles are located in Juvenile Fiction under the author's last name.
Other copies may be available; please check the catalog or ask a librarian for help.*

THE WATERSHIP DOWN BOOKS / Richard Adams

The legend-filled lives of a group of English rabbits. *Gr. 5+*

1. *Watership Down*
2. *Tales from Watership Down*

THE PRYDAIN CHRONICLES / Lloyd Alexander

Taran and Eilonwy have epic adventures in the mythical Celtic land of Prydain. *Gr. 5+*

1. *The Book of Three*
2. *The Black Cauldron*
3. *The Castle of Llyr*
4. *Taran Wanderer*
5. *The High King*

THE INDIAN IN THE CUPBOARD SERIES / Lynne Reid Banks

The plastic Indian is just the first toy that the magic cupboard brings to life. *Gr. 4+*

1. *The Indian in the Cupboard*
2. *The Return of the Indian*
3. *The Secret of the Indian*
4. *The Mystery of the Cupboard*
5. *The Key to the Indian*

ABARAT / Clive Barker

When a girl from Chickentown, Minnesota, finds herself on the edge of a foreign world that is populated by strange creatures, her life is forever changed.

Gr. 6+

1. Abarat
2. Days of Magic, Nights of War
3. Absolute Midnight

THE LOST YEARS OF MERLIN / T.A. Barron

A teenaged Merlin begins to discover his magical powers. *Gr. 5+*

1. The Lost of Years Of Merlin
2. The Seven Songs of Merlin
3. The Fires of Merlin
4. The Mirror of Merlin
5. The Wings of Merlin

PETER AND THE STARCATCHERS / Dave Barry

An orphan and a young Starcatcher aboard the ship Never Land guard magical stardust from a greedy pirate. *Gr. 5+*

1. Peter and the Starcatchers
2. Peter and the Shadow Thieves
3. Peter and the Secret of Rundoon
4. Peter and the Sword of Mercy
5. The Bridge to Never Land

THE OZ BOOKS / L. Frank Baum

Did Dorothy return to Oz? Find out, and discover Ozma, Tik-Tok, the Wooden Gargoyles, the Nome King, the Wogglebug, and other Ozites. *Gr. 3+*

1. The Wizard of Oz
2. The Land of Oz
3. Ozma of Oz
4. Dorothy & the Wizard in Oz
5. The Road to Oz
6. The Emerald City of Oz
7. The Patchwork Girl of Oz
8. Tik-Tok of Oz
9. The Scarecrow of Oz
10. Rinkitink in Oz
11. The Lost Princess of Oz
12. The Tin Woodman of Oz
13. The Magic of Oz
14. Glinda of Oz

THE BOOKS OF BEGINNING / John Stephens

Ten years ago, siblings Kate, Michael, and Emma were taken from their parents' home and have lived in orphanage after orphanage ever since. Newly arrived at their latest abode, they find an enchanted old atlas that transports them back in time...and into the clutches of an evil countess who's seeking the book that they've found.

1. The Emerald Atlas
2. The Fire Chronicle

THE BARTIMAEUS TRILOGY / Jonathan Stroud

A twelve-year-old magician summons a 5000 year old djinni (who provides some very funny narration) to steal an amulet and thus get revenge on a vicious magician. *Gr. 5+*

1. The Amulet of Samarkand
2. The Golem's Eye
3. Ptolemy's Gate
4. The Ring of Solomon (prequel)

THE KEEPERS TRILOGY / Lian Tanner

Goldie, an impulsive and bold twelve-year-old, escapes the oppressive city of Jewel, where children are required to wear guardchains for their protection, and finds refuge in the extraordinary Museum of Dunt, an ever-shifting world where she discovers a useful talent for thievery and mysterious secrets that threaten her city and everyone she loves. *Gr. 4+*

1. Museum of Thieves
2. City of Lies
3. Path of Beasts

THE MIDDLE-EARTH BOOKS / J.R.R. Tolkien**The Hobbit**

A hobbit goes on an adventure with dwarves to steal a dragon's gold. *Gr. 4+*

THE LORD OF THE RINGS TRILOGY

The fate of Middle-Earth rests on the shoulders of the hobbit Frodo. *Gr. 6+*

1. The Fellowship of the Ring
2. The Two Towers
3. The Return of the King

THE RESCUERS BOOKS / Margery Sharp

The unforgettable Miss Bianca, Bernard, and the Mouse Prisoner's Aid Society. *Gr. 4+*

1. The Rescuers
2. Miss Bianca
3. The Turret
4. Miss Bianca in the Salt Mines
5. Miss Bianca in the Orient
6. Miss Bianca in the Antarctic
7. Miss Bianca and the Bridesmaid
8. Bernard the Brave
9. Bernard Into Battle
10. The Rescuers Down Under

THE WREN TRILOGY / Sherwood Smith

All her life, Wren had hoped for an adventure, but when she leaves the orphanage, wicked beasts and magicians make her have second thoughts. *Gr. 5+*

1. Wren to the Rescue
2. Wren's Quest
3. Wren's War

THE EDGE CHRONICLES / Paul Stewart & Chris Riddell

Thirteen-year-old Twig, who has always looked and felt different from his woodtroll family, learns that he is adopted and travels out of his Deepwoods home to find where he belongs. *Gr. 5+*

1. Beyond the Deepwoods
2. Stormchaser
3. Midnight Over Sanctaphrax
4. The Curse of the Gloamglozer
5. The Last of the Sky Pirates
6. Vox
7. Freeglader
8. Winter Knights
9. Clash of the Sky Galleons
10. The Immortals

THE SPIDERWICK CHRONICLES /

Holly Black & Tony DiTerlizzi

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. *Gr. 3+*

1. The Field Guide
2. The Seeing Stone
3. Lucinda's Secret
4. The Ironwood Tree
5. The Wrath of Mulgarath

BEYOND THE SPIDERWICK CHRONICLES

1. The Nixie's Song
2. A Giant Problem
3. The Wyrn King

THE SECRET SERIES / Pseudonymous Bosch

Two eleven-year-old misfits try to solve the mystery of a dead magician and stop the evil Dr. L and Ms. Mauvais, who are searching for the secret of immortality. *Gr. 4+*

1. The Name of This Book is Secret
2. If You're Reading This, It's Too Late
3. This Book is Not Good for You
4. This Isn't What It Looks Like
5. You Have to Stop This

LITTLE FUR / Isobelle Carmody

When half-elf, half-troll Little Fur learns that servants of the troll king aim to destroy her beloved trees, she embarks on an ambitious and dangerous journey into the human world. *Gr. 4+*

1. The Legend Begins
2. A Fox Called Sorrow
3. A Mystery of Wolves
4. Riddle of Green

TALES OF GOM IN THE LEGENDS OF ULM / Grace Chetwin

A woodcutter's son discovers he has inherited a special ability from his mother to communicate with animals and nature. *Gr. 5+*

1. Gom on Windy Mountain
2. The Riddle and the Rune
3. The Crystal Stair
4. The Starstone

THE SWORD OF THE SPIRITS TRILOGY / John Christopher

Who are the Seers and what are the Spirits in this future medieval society?

Gr. 6+

1. The Prince in Waiting
2. Beyond the Burning Lands
3. The Sword of the Spirits

ARTEMIS FOWL / Eoin Colfer

A 12-year-old criminal mastermind plots to get some Fairy gold, but when he kidnaps one of ‘The People,’ he gets more trouble than he bargained for.

LEPrecon—Lower Elements Police Reconnaissance. *Gr. 5+*

1. Artemis Fowl
2. The Arctic Incident
3. The Eternity Code
4. The Opal Deception
5. The Lost Colony
6. The Time Paradox
7. The Atlantis Complex
8. The Last Guardian
9. The Seventh Dwarf

UNDERLAND CHRONICLES / Suzanne Collins

Eleven-year-old Gregor and his 2-year-old sister are pulled into a strange world beneath New York City where they trigger an epic battle that involves the people, bats, rats, cockroaches, and spiders who populate this underworld.

Gr. 5+

1. Gregor the Overlander
2. Gregor and the Prophecy of Bane
3. Gregor and the Curse of the Warmbloods
4. Gregor and the Marks of Secret
5. Gregor and the Code of Claw

THE DARK IS RISING SEQUENCE / Susan Cooper

The struggle between the Light and the Dark is viewed through encounters in modern England and Wales with figures of Celtic legend.

Gr. 5+

1. Over Sea, Under Stone
2. The Dark is Rising
3. Greenwitch
4. The Grey King
5. Silver on the Tree

THE HARRY POTTER BOOKS / J.K. Rowling

Harry Potter is an orphan living with his dreadful aunt and uncle until he is sent to Hogwarts, a school for wizardry.

1. Harry Potter and the Sorcerer’s Stone
2. Harry Potter and the Chamber of Secrets
3. Harry Potter and the Prisoner of Azkaban
4. Harry Potter and the Goblet of Fire
5. Harry Potter and the Order of the Phoenix
6. Harry Potter and the Half-Blood Prince
7. Harry Potter and the Deathly Hallows

SEPTIMUS HEAP / Angie Sage

After learning that she is the Princess, Jenna is whisked from her home and carried toward safety by the Extraordinary Wizard, those she always believed were her father and brother, and a young guard known only as Boy 412—pursued by agents of those who killed her mother ten years earlier.

Gr. 5+

1. Magyk
2. Flyte
3. Physik
4. Queste
5. Syren
6. Darke
7. Fyre

THE SECRETS OF THE IMMORTAL NICHOLAS FLAMEL /

Michael Scott

Having discovered the secret to eternal youth, 14th-century alchemist Nicholas Flamel and his wife are alive and well in present-day San Francisco, California.

But they won’t stay well if 15-year-old twins Sophie and Josh Newman don’t fulfill their prophesied role of either saving or destroying the world, starting by getting back an ancient text stolen from Flamel’s bookstore.

Gr. 5+

1. The Alchemyst
2. The Magician
3. The Sorceress
4. The Necromancer
5. The Warlock
6. The Enchantress

HIS DARK MATERIALS / Philip Pullman

The epic fantasy of two ordinary children in an extraordinary adventure in which they are in the midst of a battle between good and evil, armored bears, angels, flying witches and dust. *Gr. 6+*

1. The Golden Compass
2. The Subtle Knife
3. The Amber Spyglass

PERCY JACKSON AND THE OLYMPIANS / Rick Riordan

Twelve-year-old Percy Jackson learns he is a demigod, the son of a mortal woman and Poseidon, god of the sea. His mother sends him to a summer camp for demigods where he and his new friends set out on a quest to prevent a war between the gods. *Gr. 5+*

1. The Lightning Thief
2. The Sea of Monsters
3. The Titan's Curse
4. The Battle of the Labyrinth
5. The Last Olympian

THE HEROES OF OLYMPUS / Rick Riordan

Jason, Piper, and Leo, three students from a school for “bad kids,” find themselves at Camp Half-Blood, where they learn that they are demigods and begin a quest to free Hera, who has been imprisoned by Mother Earth herself. *Gr. 5+*

1. The Lost Hero
2. The Son of Neptune
3. The Mark of Athena

THE KANE CHRONICLES / Rick Riordan

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. *Gr. 5+*

1. The Red Pyramid
2. The Throne of Fire
3. The Serpent's Shadow

THE PENTECOST BOOKS / W. J. Corbett

The story of a strange mouse who leads his tribe from certain death. *Gr. 6+*

1. The Song of Pentecost
2. Pentecost and the Chosen One

THE YOUNG WIZARDS SERIES / Diane Duane

Two New York teens train to be wizards and join in the battle of good vs. evil. *Gr. 5+*

1. So You Want to be a Wizard
2. Deep Wizardry
3. High Wizardry
4. A Wizard Abroad
5. The Wizard's Dilemma
6. A Wizard Alone
7. Wizard's Holiday
8. Wizards at War
9. A Wizard of Mars

CITY OF EMBER / Jeanne DuPrau

In a dark underground city with no natural light, failing electricity, and dwindling supplies, two friends try to find a way out. *Gr. 5+*

1. The City of Ember
2. People of Sparks
3. The Prophet of Yonwood
4. The Diamond of Darkhold

TALES OF MAGIC / Edward Eager

Children find magic, but it never works exactly as they think it should. *Gr. 4+*

1. Half Magic
2. Knight's Castle
3. Magic by the Lake
4. The Time Garden
5. Magic or Not?
6. The Well-Wishers
7. Seven-Day Magic

THE SEA OF TROLLS / Nancy Farmer

Captured by Vikings, a boy and his sister undertake a quest to the home of the trolls. *Gr. 6+*

1. The Sea of Trolls
2. The Land of the Silver Apples
3. The Islands of the Blessed

THE ORACLE PROPHECIES / Catherine Fisher

A girl chosen to be “Bearer of the God” sets out on a quest to find the true representative of God on Earth in a fantasy world much like ancient Greece and Egypt. *Gr. 5+*

1. The Oracle Betrayed
2. The Sphere of Secrets
3. Day of the Scarab

THE RANGER’S APPRENTICE / John Flanagan

When 15-year-old Will is rejected by battleschool, he becomes the apprentice to the mysterious Ranger Halt, and winds up protecting the kingdom from danger. *Gr. 5+*

1. The Ruins of Gorlan
2. The Burning Bridge
3. The Icebound Land
4. The Battle for Skandia
5. The Sorcerer of the North
6. The Siege of Macindaw
7. Erak's Ransom
8. The Kings of Clonmel
9. Halt’s Peril
10. The Emperor of Nihon-Ja
11. The Lost Stories

STONEHEART / Charlie Fletcher

When twelve-year-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. *Gr. 5+*

1. Stoneheart
2. Ironhand
3. Silvertongue

INKHEART / Cornelia Funke

Twelve-year-old Meggie learns that her father, who repairs and 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. *Gr. 5+*

1. Inkheart
2. Inkspell
3. Inkdeath

SILVERWING SAGA / Kenneth Oppel

A small bat becomes separated from his colony and tries to rejoin them as well as save them from marauding cannibal bats. *Gr. 5+*

1. Silverwing
2. Sunwing
3. Firewing
4. Darkwing

AIRBORN ADVENTURES / Kenneth Oppel

Aboard an airship, a boy and girl team up to search for the existence of mysterious winged creatures reportedly living hundreds of feet above the Earth’s surface. *Gr. 5+*

1. Airborn
2. Skybreaker

THE INHERITANCE CYCLE / Christopher Paolini

A young farm boy’s life is forever changed when he finds a rare dragon’s egg and discovers that he and the hatchling are to play a vital role together in the coming war between good and evil. *Gr. 5+*

1. Eragon
2. Eldest
3. Brisingr
4. Inheritance

SONG OF THE LIONESSE QUARTET / Tamora Pierce

When Alanna switches places with her twin brother so she can train as a knight, she feels that she has found her true calling. In her adventures she also discovers a gift of magic and a strong desire to battle evil. *Gr. 6+*

1. Alanna: The First Adventure
2. In the Hand of a Goddess
3. The Woman Who Rides Like a Man
4. Lioness Rampant: Song of the Lioness

DISCWORLD / TIFFANY ACHING ADVENTURES / Terry Pratchett

As part of the Discworld series of fantasies written for adults, these books for children introduce Tiffany Aching, a witch-in-training, and her companions, the blue, tattooed, 6-inch-high Wee Free Men. *Gr. 6+*

1. The Amazing Maurice and His Educated Rodents
2. The Wee Free Men
3. A Hat Full of Sky
4. Wintersmith
5. I Shall Wear Midnight

ASCENDANCE TRILOGY / Jennifer Nielsen

In the country of Carthya, a devious nobleman engages four orphans in a brutal competition to be selected to impersonate the king's long-missing son in an effort to avoid a civil war. *Gr. 5+*

1. **The False Prince**
2. **The Runaway King**

CHILDREN OF THE RED KING / Jenny Nimmo

At Bloor Academy, for the endowed descendants of the Red King, Charlie Bone, who can hear voices in pictures, encounters other students who have wizardly powers which some use for good and some for evil. *Gr. 4+*

1. **Midnight for Charlie Bone**
2. **Charlie Bone and the Time Twister**
3. **Charlie Bone and the Invisible Boy**
4. **Charlie Bone and the Castle of Mirrors**
5. **Charlie Bone and the Hidden King**
6. **Charlie Bone and the Beast**
7. **Charlie Bone and the Shadow**
8. **Charlie Bone and the Red Knight**

THE ABHORSEN TRILOGY / Garth Nix

The daughter of a necromancer fights the powers of darkness in the land of Death where she and her father are trapped in their battle to stop the dead who seek to return to the land of the living. *Gr. 6+*

1. **Sabriel**
2. **Lirael: Daughter of the Clayr**
3. **Abhorsen**

KEYS TO THE KINGDOM / Garth Nix

Arthur Penhaligon is supposed to die at a young age, but is saved by a mysterious key that causes bizarre creatures to come from another realm, bringing with them a plague. What is the secret of the key and the sinister man who will stop at nothing to get it back? *Gr. 6+*

1. **Mister Monday**
2. **Grim Tuesday**
3. **Drowned Wednesday**
4. **Sir Thursday**
5. **Lady Friday**
6. **Superior Saturday**
7. **Lord Sunday**

THE JUNIPER BOOKS / Monica Furlong

The magical girl Juniper grows up in medieval Cornwall surrounded by both beauty and harsh dangers. *Gr. 5+*

1. **Wise Child**
2. **Juniper**
3. **Colman**

CASTLE GLOWER / Jessica Day George

Eleven-year-old Princess Celie lives at Castle Glower, which adds rooms, stairs, and secret passageways most every Tuesday. When the king and queen are ambushed while travelling, Celie must use her knowledge of its never-ending twists and turns, to protect her home and save her kingdom. *Gr. 5+*

1. **Tuesdays at the Castle**
2. **Wednesdays in the Tower**

THE KARMIDEE / Charlotte Haptie

In the City of Trees live two sets of people: the Normal and the magical Karmidee. Young Otto always thought his family was normal, until he discovers that his librarian father is actually King of the Karmidee, his sisters can fly, and his grandmother can turn into a unicorn. *Gr. 5+*

1. **Otto and the Flying Twins**
2. **Otto and the Bird Charmers**

WARRIORS / Erin Hunter

A housecat finds that he is a brave warrior when he wanders into the forest where four clans of wild cats share power. *Gr. 5+*

1. **Into the Wild**
2. **Fire and Ice**
3. **Forest of Secrets**
4. **Rising Storm**
5. **A Dangerous Path**
6. **The Darkest Hour**

WARRIORS: THE NEW PROPHECY

Called by StarClan to fulfill a new prophecy, a group of young cats sets out on a long and dangerous journey, as the adventures of the warrior clans continue.

1. **Midnight**
2. **Moonrise**
3. **Dawn**
4. **Starlight**
5. **Twilight**
6. **Sunset**

WARRIORS: POWER OF THREE

In a troubled time for the Clans, three young cats, grandchildren of the legendary Firestar, begin their training as warriors and discover their true destiny.

1. **The Sight**
2. **Dark River**
3. **Outcast**
4. **Eclipse**
5. **Long Shadows**
6. **Sunrise**

WARRIORS: OMEN OF THE STARS

A mysterious prophecy has been foretold—an omen that will change the warrior Clans forever—but in order to pave the path, three young cats must delve deeply into their Clan's past.

1. **The Fourth Apprentice**
2. **Fading Echoes**
3. **Night Whispers**
4. **Sign of the Moon**
5. **The Forgotten Warrior**
6. **The Last Hope**

WARRIORS: SUPER EDITIONS

Firestar, leader of the Thunder Clan, sets off on a harrowing journey to find a long-lost clan of cats that had been forced to leave the forest many moons ago.

1. **Firestar's Quest**
2. **Bluestar's Prophecy**
3. **Skyclan's Destiny**
4. **Crookedstar's Promise**
5. **Yellowfang's Secret**

WARRIORS: DAWN OF THE CLANS

A tribe of cats leaves their mountain home in search of a better life, and find themselves in a lush forest filled with water, prey, and unexpected dangers.

1. **The Sun Trail**

CHRONICLES OF FAERIE / O.R. Melling

Two teenage cousins, one Irish, the other from the United States, set out to find a magic doorway to the Faraway Country, where humans must bow to the little people. *Gr. 5+*

1. **The Hunter's Moon**
2. **The Summer King**
3. **The Light-Bearer's Daughter**
4. **The Book of Dreams**

THE INQUISITOR'S APPRENTICE / Chris Moriarty

In early twentieth-century New York, Sacha Kessler's ability to see witches earns him an apprenticeship to the police department's star Inquisitor, Maximillian Wolf, to help stop magical crime. *Gr. 6+*

1. **The Inquisitor's Apprentice**
2. **The Watcher in the Shadow**

BEYONDERS / Brandon Mull

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. *Gr. 5+*

1. **A World Without Heroes**
2. **Seeds of Rebellion**
3. **Chasing the Prophecy**

FABLEHAVEN / Brandon Mull

When Kendra and Seth go to stay at their grandparents' estate, they discover that it is a sanctuary for magical creatures and that a battle between good and evil is looming. *Gr. 5+*

1. **Fablehaven**
2. **Rise of the Evening Star**
3. **Grip of the Shadow Plague**
4. **Secrets of the Dragon Sanctuary**
5. **Keys to the Demon Prison**

THE PSAMMEAD TRILOGY / E. Nesbit

Five children discover a sand-fairy—the Psammead—who grants one wish of theirs per day, with unexpected results. *Gr. 5+*

1. **Five Children and It**
2. **The Phoenix and the Carpet**
3. **The Story of the Amulet**

6. The Rivers of Zadaa
7. The Quillan Games
8. The Pilgrims of Rayne
9. Raven Rise

THE DRAGONRIDERS OF PERN / Anne McCaffrey

Mennolly finds fire lizards and becomes a harper against all odds. *Gr. 5+*

1. Dragonsong
2. Dragonsinger
3. Dragondrums

THE AGE OF MAGIC TRILOGY / Tom McGowan

Trolls, dragons, and humans are enemies, but need to learn to cooperate. *Gr. 5+*

1. The Magical Fellowship
2. A Trial of Magic
3. A Question of Magic

THE DAMAR BOOKS / Robin McKinley

A girl enters Damar where magic rules both horses and people. *Gr. 6+*

1. The Blue Sword
2. The Hero and the Crown
3. A Knot in the Grain and Other Stories
4. The Stone Fey

THE NAVIGATOR / Eoin McNamee

Owen is not prepared for the knowledge that he has a mission to help the Wakeful, the custodians of time, to stop the Harsh from reversing the flow of time. *Gr. 5+*

1. The Navigator
2. City of Time
3. The Frost Child

GODS OF MANHATTAN / Scott Mebus

Thirteen-year-old Rory discovers a spirit world that thrives alongside his contemporary New York City, filled with fantastical creatures and people from the city's colorful past who have become gods and goddesses and who have chosen Rory to perform a dangerous mission. *Gr. 5+*

1. Gods of Manhattan
2. Spirits in the Park
3. The Sorcerer's Secret

THE REDWALL BOOKS / Brian Jacques

The chronicles of warrior mice, villainous rats, and noble badgers. *Gr. 5+*

1. Redwall
2. Mossflower
3. Mattimeo
4. Mariel of Redwall
5. Salamandastron
6. Martin the Warrior
7. The Bellmaker
8. Outcast of Redwall
9. Pearls of Lutra
10. The Long Patrol
11. Marlfox
12. The Legend of Luke
13. Lord Brocktree
14. Taggerung
15. Triss
16. Loamhedge
17. Rakkety Tam
18. High Rhulain
19. Eulalia!
20. Doomwyte
21. The Sable Quean
22. The Rogue Crew

THE DEPTFORD MICE TRILOGY / Robin Jarvis

A community of mice battle evil, sewer-dwelling rats. *Gr. 5+*

1. The Dark Portal
2. The Crystal Prison
3. The Final Reckoning

THE DEPTFORD HISTORIES

Prequels to The Deptford Mice Trilogy.

1. The Alchemist's Cat
2. The Oaken Throne
3. Thomas

THE DALEMARK QUARTET / Diana Wynne Jones

The mythical Kingdom of Dalemark has warring earls and evil magicians. *Gr. 5+*

1. Cart & Cwidder
2. Drowned Ammet
3. The Spellcoats
4. The Crown of Dalemark

HOWL'S MOVING CASTLE / Diana Wynne Jones

An enchanted girl, a moving castle, and a not-so-evil wizard. *Gr. 5+*

1. **Howl's Moving Castle**
2. **Castle in the Air**
3. **House of Many Ways**

THE CHRONICLES OF CHRESTOMANCI / Diana Wynne Jones

The adventures of Chrestomanci, an English wizard with nine lives who has the responsibility of overseeing magic in every world. *Gr. 5+*

2. **Charmed Life**
3. **The Lives of Christopher Chant**
4. **The Magicians of Caprona**
5. **Witch Week**
6. **Conrad's Fate**
7. **The Pinhoe Egg**

SKULDUGGERY PLEASANT / Derek Landy

When twelve-year-old Stephanie inherits her weird uncle's estate, she must join forces with Skulduggery Pleasant, a skeleton mage, to save the world from the Faceless Ones. *Gr. 5+*

1. **Skulduggery Pleasant**
2. **Playing with Fire**
3. **The Faceless Ones**
4. **Dark Days**

THE HALL FAMILY CHRONICLES / Jane Langton

The Hall children of Massachusetts, who live in a house full of secrets from the past, share mysterious and magical adventures. *Gr. 4+*

1. **The Diamond in the Window**
2. **The Swing in the Summerhouse**
3. **The Astonishing Stereoscope**
4. **The Fledgling**
5. **The Fragile Flag**
6. **The Time Bike**
7. **The Mysterious Circus**
8. **The Dragon Tree**

ORACLES OF DELPHI KEEP / Victoria Laurie

In 1938, three orphans—Theo, Carl, and Ian, ages ten to thirteen—lead three teachers through a portal that takes them from Dover, England, to Morocco in their quest to locate six silver boxes before the ancient prophecies therein are found by the evil Demogorgon's offspring. *Gr. 5+*

1. **Oracles of Delphi Keep**
2. **The Curse of Deadman's Forest**
3. **Quest for the Secret Keeper**

THE EARTHSEA CYCLE / Ursula LeGuin

A young boy becomes a great wizard in the fantasy world of Earthsea. *Gr. 5+*

1. **The Wizard of Earthsea**
2. **The Tombs of Atuan**
3. **The Farthest Shore**
4. **Tehanu**
5. **Tales from Earthsea**
6. **The Other Wind**

THE TIME QUARTET / Madeleine L'Engle

Classic fantasies in which three children travel through time and space to save the people they love as well as to protect the world. *Gr. 4+*

1. **A Wrinkle in Time**
2. **A Wind in the Door**
3. **A Swiftly Tilting Planet**
4. **Many Waters**

THE CHRONICLES OF NARNIA / C. S. Lewis

Narnia, a land filled with talking animals and ruled by a magical lion. *Gr. 4+*

1. **The Lion, the Witch, and the Wardrobe**
2. **Prince Caspian**
3. **The Voyage of the Dawn Treader**
4. **The Silver Chair**
5. **The Horse and His Boy**
6. **The Magician's Nephew**
7. **The Last Battle**

PENDRAGON / D.J. MacHale

Bobby Pendragon is a seemingly normal fourteen-year-old boy. He has a family, a home, and even Marley, his beloved dog. But before he can object, he is swept off to an alternate dimension known as Denduron, a territory inhabited by strange beings, ruled by a magical tyrant, and plagued by dangerous revolution. *Gr. 5+*

1. **The Merchant of Death**
2. **The Lost City of Faar**
3. **The Never War**
4. **The Reality Bug**
5. **Black Water**