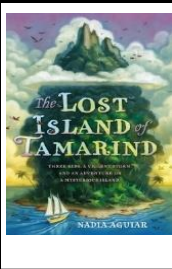
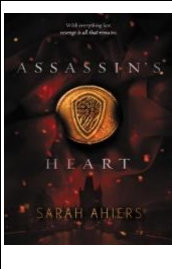


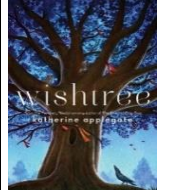
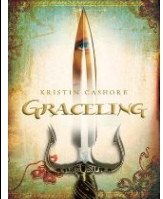
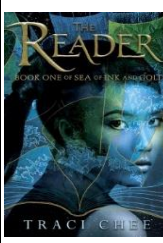
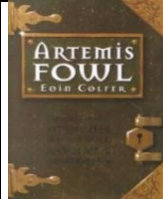

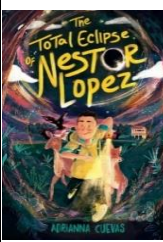



# Fantasy

\* Denotes first book in a series

Title	Author	Call #
<b>The Lost Island of Tamarind</b>	Aguiar, Nadia	FIC AGU
	<p>Maya Nelson has spent her whole life living on the sea with her marine biologist parents and her siblings. Maya used to love living on a sailboat, but lately, everything feels terribly claustrophobic. Maya longs to go to school on land. To make friends. To lead a normal life. But when a violent storm hits and Maya's parents are washed overboard, life becomes anything but normal. The children manage to steer the boat toward a mysterious island, to a place that doesn't exist on a map.</p> <p>Welcome to Tamarind, where fish can fly, pirates patrol the waters, jaguars lurk, the islanders are at war, and an evil, child-stealing enchantress rules the jungle. Maya never imagined she'd have to face so many dangers. But then, who could have imagined a place like Tamarind?</p>	
<b>Assassin's Heart</b>	Ahiers, Sarah	FIC AHI
	<p>Seventeen-year-old Lea Saldana is a trained assassin. She was born into one of the nine clipper Families in the kingdom of Lovero who lawfully take lives for a price. As a member of the highest-ranking clan, loyalty to Family is valued above all, but that doesn't stop Lea from getting into a secret relationship with a boy from a rival clan, Val Da Via.</p> <p>Then she awakens one night to a house full of smoke. Although she narrowly escapes, she isn't able to save her Family as their home is consumed by flames. With horror, she realizes that Val and his Family are the only ones who could be responsible. Devastated over his betrayal and the loss of her clan, there's just one thing on her mind: making the Da Vias pay. The heart of this assassin craves revenge.</p>	
<b>The Dungeoneers</b>	Anderson, John David	FIC AND
	<p>The world is not a fair place, and Colm Candorly knows it. While his parents and eight sisters seem content living on a lowly cobbler's earnings, Colm can't help but feel that everyone has the right to a more comfortable life. It's just a question of how far you're willing to go to get it.</p> <p>Colm uses his natural gift for pickpocketing to pilfer a pile of gold from the richer residents of town, but his actions place him at the mercy of a mysterious man named Finn Argos, a gilded-toothed, smooth-tongued rogue who gives Colm a choice: he can be punished for his thievery or he can become a member of Thwodin's Legions, a guild of dungeoneers who take what they want and live as they will. Colm soon finds himself part of a family of warriors, mages, and hunters, learning to work together in a quest to survive and, perhaps, to find a bit of treasure along the way.</p>	
<b>Granted</b>	Anderson, John David	FIC AND
	<p>In a magical land called the Haven lives a young fairy named Ophelia Delphinium Fidgets. Ophelia is no ordinary fairy--she is a Granter: one of the select fairies whose job it is to venture out into the world and grant the wishes of unsuspecting humans every day.</p> <p>It's the work of the Granters that generates the magic that allows the fairies to do what they do, and to keep the Haven hidden and safe. But with worldwide magic levels at an all-time low, this is not as easy as it sounds. On a typical day, only a small fraction of the millions of potential wishes gets granted.</p>	
<b>Wishtree</b>	Applegate, Katherine	FIC APP
	<p>Red is an oak tree who is many rings old. Red is the neighborhood "wishtree"—people write their wishes on pieces of cloth and tie them to Red's branches. Along with her crow friend Bongo and other animals who seek refuge in Red's hollows, this "wishtree" watches over the neighborhood.</p> <p>Red has seen it all. Until a new family moves in. Not everyone is welcoming, and Red's experiences as a wishtree are more important than ever.</p>	

<b>Arlo Finch in the Valley of Fire*</b>	August, John	FIC AUG
	<p>Some trails lead to magic. Some lead to danger. Arlo Finch is a newcomer to Pine Mountain, Colorado, a tiny town of mystery and magic, but he's already attracted the attention of dark and ancient forces. At first he thinks these increasingly strange and frightening occurrences are just part of being in Rangers, the mountain scouting troop where he learns how to harness the wild magic seeping in from the mysterious Long Woods. But soon Arlo finds himself at the center of a dangerous adventure, where he faces obstacles that test the foundations of the Ranger's Vow: Loyalty, Bravery, Kindness, and Truth.</p>	
<b>Sweep</b>	Auxier, Jonathan	FIC AUX
	<p>Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So, he tries his best to do his worst - and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come.</p>	
<b>Serafina the Black Cloak*</b>	Beatty, Robert	FIC BEA
	<p>Serafina has never had a reason to disobey her pa and venture beyond the grounds of the Biltmore estate. There's plenty to explore in her grand home, although she must take care to never be seen. None of the rich folk upstairs know that Serafina exists; she and her pa, the estate's maintenance man, have secretly lived in the basement for as long as Serafina can remember.</p> <p>But when children at the estate start disappearing, only Serafina knows who the culprit is: a terrifying man in a black cloak who stalks Biltmore's corridors at night. Following her own harrowing escape, Serafina risks everything by joining forces with Braeden Vanderbilt, the young nephew of the Biltmore's owners. Braeden and Serafina must uncover the Man in the Black Cloak's true identity before all of the children vanish one by one.</p>	
<b>The Iron Trial*</b>	Black, Holly & Cassandra Clare	FIC BLA
	<p>Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So, he tries his best to do his worst - and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come.</p>	
<b>Miss Ellicott's School for the Magically Minded</b>	Blackwood, Sage	FIC BLA
	<p>Chantel would much rather focus on her magic than on curtsyng, which is why she often finds herself in trouble at Miss Ellicott's School for Magical Maidens. But when Miss Ellicott mysteriously disappears along with all the other sorceresses in the city, Chantel's behavior becomes the least of her problems.</p> <p>Without any magic protecting the city, it is up to Chantel and her friends to save the Kingdom. On a dangerous mission, Chantel will discover a crossbow-wielding boy, a dragon, and a new, fiery magic that burns inside her—but can she find the sorceresses and transform Lightning Pass into the city it was meant to be?</p>	
<b>The Hero Revealed*</b>	Boniface, William	FIC BON
	<p>In a town where everyone is a superhero, what if you were the only person with no superpowers at all? Welcome to the life of Ordinary Boy. He's...well, he's pretty much exactly as his name suggests. But things are not so super in Superopolis these days, with the evil Professor Brain-Drain on the loose. To make matters worse, Ordinary Boy and his friends are thrown into the middle of a baffling mystery. Forget superheroes. In a city where everyone is extraordinary, this just might be a job for...Ordinary Boy!</p>	

<b>Graceling*</b>	Cashore, Kristin	FIC CAS
	<p>Katsa has been able to kill a man with her bare hands since she was eight—she's a Graceling, one of the rare people in her land born with an extreme skill. As niece of the king, she should be able to live a life of privilege, but Graced as she is with killing, she is forced to work as the king's thug. She never expects to fall in love with beautiful Prince Po. She never expects to learn the truth behind her Grace—or the terrible secret that lies hidden far away . . . a secret that could destroy all seven kingdoms with words alone.</p>	
<b>The Reader*</b>	Chee, Traci	FIC CHE
	<p>Sefia knows what it means to survive. After her father is brutally murdered, she flees into the wilderness with her aunt Nin, who teaches her to hunt, track, and steal. But when Nin is kidnapped, leaving Sefia completely alone, none of her survival skills can help her discover where Nin's been taken, or if she's even alive. The only clue to both her aunt's disappearance and her father's murder is the odd rectangular object her father left behind, an object she comes to realize is a book--a marvelous item unheard of in her otherwise illiterate society. With the help of this book, and the aid of a mysterious stranger with dark secrets of his own, Sefia sets out to rescue her aunt and find out what really happened the day her father was killed--and punish the people responsible.</p>	
<b>Artemis Fowl*</b>	Colfer, Eoin	FIC COL
	<p>Twelve-year-old Artemis Fowl is a millionaire, a genius, and above all, a criminal mastermind. But even Artemis doesn't know what he's taken on when he kidnaps a fairy, Captain Holly Short of the LEPrecon Unit. These aren't the fairies of bedtime stories—they're dangerous!</p>	
<b>Saint Philomene's Infirmary for Magical Creatures</b>	Cotter, W. Stone	FIC COT
	<p>Deep below ground, there is a secret hospital for magical creatures. At Saint Philomene's Infirmary, all creatures are welcome--except humans. So when twelve-year-old human boy Chance Jeopard unearths a plot to destroy the hospital and its millions of resident patients, he is launched into the role of unlikely--and unwelcome--hero. His infinitely pragmatic and skeptical sister, Pauline, thinks it's all nonsense until she finds herself swept up in the mission. It will take all their wit and courage for the brother and sister to save Saint Philomene's--and escape alive.</p>	
<b>The Total Eclipse of Nestor Lopez</b>	Cuevas, Adrianna	FIC CUE
	<p>When Nestor Lopez and his mother move to a Texas to live with his grandmother after his dad's latest deployment, Nestor plans to lay low. He definitely doesn't want anyone to find out his deepest secret: that he can talk to animals. But when the animals in his new town start disappearing, Nestor's grandmother becomes the prime suspect after she is spotted in the woods where they were last seen. As Nestor investigates the source of the disappearances, he learns that they are being seized by a tule vieja -- a witch who can absorb an animal's powers by biting it during a solar eclipse. And the next eclipse is just around the corner... Now it's up to Nestor's extraordinary ability and his new friends to catch the tule vieja -- and save a place he just might call home.</p>	
<b>The Ruins of Gorlan*</b>	Flanagan, John	FIC FLA
	<p>They have always scared him in the past — the Rangers, with their dark cloaks and shadowy ways. The villagers believe the Rangers practice magic that makes them invisible to ordinary people. And now 15-year-old Will, always small for his age, has been chosen as a Ranger's apprentice. What he doesn't yet realize is that the Rangers are the protectors of the kingdom. Highly trained in the skills of battle and surveillance, they fight the battles before the battles reach the people. And as Will is about to learn, there is a large battle brewing. The exiled Morgarath, Lord of the Mountains of Rain and Night, is gathering his forces for an attack on the kingdom. This time, he will not be denied...</p>	

<b>Legends of the Sky</b>	Flanagan, Liz	FIC FLA
	<p>On the island of Arcosi, dragons and their riders used to rule the skies. But now they are only legends, found in bedtime stories, and on beautiful murals and ancient jewelry. When servant girl Milla witnesses a murder and finds herself caring for the last four dragon eggs, she is forced to keep them secret amidst the growing tensions in the city. But how can Milla and her friends keep the eggs safe when it means endangering everything she's ever loved? Fiery friendships, forgotten family, and the struggle for power collide as Milla's fight to save the dragons leads her to discover her own hidden past.</p>	
<b>Inkheart*</b>	Funke, Cornelia	FIC FUN
	<p>One cruel night, Meggie's father reads aloud from a book called INKHEART-- and an evil ruler escapes the boundaries of fiction and lands in their living room. Suddenly, Meggie is smack in the middle of the kind of adventure she has only read about in books. Meggie must learn to harness the magic that has conjured this nightmare. For only she can change the course of the story that has changed her life forever.</p>	
<b>The Mark of the Dragonfly</b>	Johnson, Jaleigh	FIC JOH
	<p>Piper lives in a world where the veil into others is thin. Meteor storms rain down objects from other lands, which Piper and her neighbors gather and sell to the rich citizens of the Dragonfly territories. Scavenging these strange odds and ends is the only way to make money in the outer provinces. Piper is good at gathering debris from the storms, but it's dangerous work. And one day, proof of just how dangerous is lying amongst the rubble of her carriage, unconscious. The girl is beautiful and well dressed, and the dragonfly marking on her wrist confirms that she is the most valuable thing Piper's ever stumbled upon. But people don't leave valuables in the wastelands, so Piper decides to take her home. It's who comes for the mysterious girl that begins a journey that will change both of their lives forever.</p>	
<b>Firelight</b>	Jordan, Sophie	FIC JOR
	<p>With her rare ability to breathe fire, Jacinda is special even among the draki--the descendants of dragons who can shift between human and dragon forms. But when Jacinda's rebelliousness forces her family to flee into the human world, she struggles to adapt, even as her draki spirit fades. The one thing that revives it is the gorgeous, elusive Will, whose family hunts her kind. Jacinda can't resist getting closer to him, even though she knows she's risking not only her life but the draki's most closely guarded secret.</p>	
<b>Ice Wolves*</b>	Kaufman, Aime	FIC KAU
	<p>Everyone in Vallen knows that ice wolves and scorch dragons are sworn enemies who live deeply separate lives. So when twelve-year-old orphan Anders takes one elemental form and his twin sister, Rayna, takes another, he wonders whether they are even related. Still, whether or not they're family, Rayna is Anders's only true friend. She's nothing like the brutal, cruel dragons who claimed her as one of their own and stole her away. In order to rescue her, Anders must enlist at the foreboding Ulfar Academy, a school for young wolves that values loyalty to the pack above all else. But for Anders, loyalty is more complicated than obedience, and friendship is the most powerful shapeshifting force of all.</p>	
<b>Begone the Raggedy Witches*</b>	Kiernan, Celine	FIC KIE
	<p>On the night that Aunty dies, the raggedy witches come for Mup's family. Pale, cold, and relentless, the witches will do anything for the tyrannical queen who has outlawed most magic and enforces her laws with terror and cruelty -- and who happens to be Mup's grandmother. When witches carry off her dad, Mup and her mam leave the mundane world to rescue him. But everything is odd in the strange, glittering Witches Borough, even Mam. Even Mup herself. In a world of rhyming crows, talking cats, and golden forests, it's all Mup can do to keep her wits about her. And even if she can save her dad, Mup's not sure if anything will ever be the same again.</p>	

<b>Hunter*</b>	Lackey, Mercedes	FIC LAC
	<p>Long ago, the barriers between our world and the Otherworld were ripped open, and it's taken centuries to bring back civilization in the wake. Now, the luckiest Cits live in enclosed communities, behind walls that keep them safe from the hideous monsters fighting to break through. Others are not so lucky. To Joyeaux Charmand, who has been a Hunter in her tight-knit mountain community since she was a child, every Cit without magic deserves her protection from dangerous Othersiders, whatever that might cost her.</p>	
<b>Prisoner of Ice and Snow*</b>	Lauren, Ruth	FIC LAU
	<p>When Valor is arrested, she couldn't be happier. Demidova's prison for criminal children is exactly where she wants to be. Valor's sister Sasha is already serving a life sentence for stealing from the royal family and Valor is going to help her escape . . . from the inside.</p> <p>Never mind that no one has escaped in three hundred years. Valor has a plan and resources most could only dream about. But she didn't count on having to outsmart both the guards and her fellow prisoners. If Valor's plan is to succeed, she'll need to make unlikely allies. And if the plan fails, she and Sasha could end up with fates worse than prison.</p>	
<b>The Colossus Rises*</b>	Lerangis, Peter	FIC LER
	<p>One Boy: Jack McKinley is an ordinary kid with an extraordinary problem. In a few months, he's going to die.</p> <p>One Mission: Jack needs to find seven magic loculi that, when combined, have the power to cure him.</p> <p>One Problem : The loculi are the relics of a lost civilization and haven't been seen in thousands of years.</p> <p>Seven Wonders: Because they're hidden in the Seven Wonders of the Ancient World.</p>	
<b>Over the Moon</b>	Lloyd, Natalie	FIC LLO
	<p>Twelve-year-old Mallie's prospects are grim. In her mining town, Coal Top, boys leave school at 12 to work in the mines, and girls leave to work as servants for the rich people. Mallie can't stomach the idea of that kind of life, but what choice does she have? Especially when her family is counting on her wages to survive.</p> <p>All that changes when Mallie is recruited for a dangerous competition in which daring train flying horses to battle the monsters that lurk beneath Coal Top. If she wins, she'll earn a fortune for her struggling family. If she fails ... her family will have one less mouth to feed.</p> <p>But the situation proves even more sinister than Mallie realizes, and in addition to fighting for her life, she finds herself uncovering a dangerous mystery at the heart of Coal Top's struggles--a mystery that the charismatic ringleader Mortimer Good will do anything to protect.</p>	
<b>Wildwood</b>	Meloy, Colin	FIC MEL
	<p>Prue McKeel's life is ordinary. At least until her brother is abducted by a murder of crows and taken to the Impassable Wilderness, a dense, tangled forest on the edge of Portland. No one's ever gone in, or at least returned to tell of it. So begins an adventure that will take Prue and her friend, Curtis, deep into the Impassable Wilderness. There they uncover a secret world in the midst of violent upheaval, a world full of warring creatures, peaceable mystics, and powerful figures with the darkest intentions. And what begins as a rescue mission becomes something much greater, as the two friends find themselves entwined in a struggle for the very freedom of this wilderness. A wilderness the locals call Wildwood.</p>	
<b>Keeper of the Lost Cities*</b>	Messenger, Shannon	FIC MES
	<p>Twelve-year-old Sophie has never quite fit into her life. Sophie has a secret--she is a Telepath, someone who can read minds. The day Sophie meets Fitz, a mysterious boy, she learns she's not alone. He is a Telepath too, and it turns out the reason she has never felt at home is that...she isn't. Fitz opens Sophie's eyes to a shocking truth, and almost instantly, she is forced to leave behind her family for a new life in a place that is vastly different. But Sophie still has secrets, and they're buried deep in her memory for good reason: The answers are dangerous and in high-demand.</p>	

<b>The Traitor's Game*</b>	Nielsen, Jennifer A.	FIC NIE
	<p>Nothing is as it seems in the kingdom of Antora. Kestra Dallisor has spent three years in exile in the Lava Fields, but that won't stop her from being drawn back into her father's palace politics. He's the right hand man of the cruel king, Lord Endrick, which makes Kestra a valuable bargaining chip. A group of rebels knows this all too well -- and they snatch Kestra from her carriage as she reluctantly travels home. The kidnappers want her to retrieve the lost Olden Blade, the only object that can destroy the immortal king, but Kestra is not the obedient captive they expected. Simon, one of her kidnappers, will have his hands full as Kestra tries to foil their plot, by force, cunning, or any means necessary.</p>	
<b>Prophecy</b>	Oh, Ellen	FIC OH
	<p>Kira's the only female in the king's army, and the prince's bodyguard. She's a demon slayer and an outcast, hated by nearly everyone in her home city of Hansong. And, she's their only hope... Murdered kings and discovered traitors point to a demon invasion, sending Kira on the run with the young prince. He may be the savior predicted in the Dragon King Prophecy, but the missing treasure of myth may be the true key. With only the guidance of the cryptic prophecy, Kira must battle demon soldiers, evil shaman, and the Demon Lord himself to find what was once lost and raise a prince into a king.</p>	
<b>Ikenga</b>	Okorafor, Nnedi	FIC OKO
	<p>Nnamdi's father was a good chief of police, perhaps the best Kalaria had ever had. He was determined to root out the criminals that had invaded the town. But then he was murdered, and most people believed the Chief of Chiefs, most powerful of the criminals, was responsible. Nnamdi has vowed to avenge his father, but he wonders what a twelve-year-old boy can do. Until a mysterious nighttime meeting, the gift of a magical object that enables super powers, and a charge to use those powers for good changes his life forever. How can he fulfill his mission? How will he learn to control his newfound powers?</p>	
<b>Seafire*</b>	Parker, Natalie C.	FIC PAR
	<p>After her family is killed by corrupt warlord Aric Athair and his bloodthirsty army of Bullets, Caledonia Styx is left to chart her own course on the dangerous and deadly seas. She captains her ship, the Mors Navis, with a crew of girls and women just like her, who have lost their families and homes because of Aric and his men. The crew has one mission: stay alive, and take down Aric's armed and armored fleet. But when Caledonia's best friend and second-in-command barely survives an attack thanks to help from a Bullet looking to defect, Caledonia finds herself questioning whether to let him join their crew. Is this boy the key to taking down Aric Athair once and for all . . . or will he threaten everything the women of the Mors Navis have worked for?</p>	
<b>Anya and the Dragon*</b>	Pasternack, Sofiya	FIC PAS
	<p>Headstrong eleven-year-old Anya is a daughter of the only Jewish family in her village. When her family's livelihood is threatened by a bigoted magistrate, Anya is lured in by a friendly family of fools, who promise her money in exchange for helping them capture the last dragon in Kievan Rus. This seems easy enough, until she finds out that the scary old dragon isn't as old—or as scary—as everyone thought. Now Anya is faced with a choice: save the dragon, or save her family.</p>	
<b>The Magic Thief*</b>	Prineas, Sarah	FIC PRI
	<p>In a city that runs on a dwindling supply of magic, a young boy is drawn into a life of wizardry and adventure. Conn should have dropped dead the day he picked Nevery's pocket and touched the wizard's locus magicalicus, a stone used to focus magic and work spells. But for some reason he did not. Nevery finds that interesting, and he takes Conn as his apprentice on the provision that the boy find a locus stone of his own. But Conn has little time to search for his stone between wizard lessons and helping Nevery discover who or what is stealing the city of Wellmet's magic.</p>	

<b>Ashlords*</b>	Reintgen, Scott	FIC REI
	<p>Elite riders from clashing cultures vie to be crowned champion. But the sport requires more than good riding. Competitors must be skilled at creating and controlling phoenix horses made of ash and alchemy, which are summoned back to life each sunrise with uniquely crafted powers to cover impossible distances and challenges before bursting into flames at sunset. But good alchemy only matters if a rider knows how to defend their phoenix horse at night. Murder is outlawed, but breaking bones and poisoning ashes? That's all legal and encouraged. In this year's Races, eleven riders will compete, but three of them have more to lose than the rest--a champion's daughter, a scholarship entrant, and a revolutionary's son. Who will attain their own dream of glory? Or will they all flame out in defeat?</p>	
<b>Mañanaland</b>	Ryan, Pam Muñoz	FIC RYA
	<p>Maximiliano Córdoba loves stories, especially the legend Buelo tells him about a mythical gatekeeper who can guide brave travelers on a journey into tomorrow. If Max could see tomorrow, he would know if he'd make Santa Maria's celebrated fútbol team and whether he'd ever meet his mother, who disappeared when he was a baby. He longs to know more about her, but Papá won't talk. So when Max uncovers a buried family secret--involving an underground network of guardians who lead people fleeing a neighboring country to safety--he decides to seek answers on his own. With a treasured compass, a mysterious stone rubbing, and Buelo's legend as his only guides, he sets out on a perilous quest to discover if he is true of heart and what the future holds.</p>	
<b>Magyk*</b>	Sage, Angie	FIC SAG
	<p>The 7th son of the 7th son, aptly named Septimus Heap, is stolen the night he is born by a midwife who pronounces him dead. That same night, the baby's father, Silas Heap, comes across a bundle in the snow containing a newborn girl with violet eyes. The Heaps take this helpless newborn into their home, name her Jenna, and raise her as their own. But who is this mysterious baby girl, and what really happened to their beloved son, Septimus?</p>	
<b>The Eighth Day*</b>	Salerni, Dianne K	FIC SAL
	<p>When Jax wakes up to a world without any people in it, he assumes it's the zombie apocalypse. But when he runs into his eighteen-year-old guardian, Riley Pendare, he learns that he's really in the eighth day—an extra day sandwiched between Wednesday and Thursday. Some people—like Jax and Riley—are Transitioners, able to live in all eight days, while others, including Evangeline, the elusive teenage girl who's been hiding in the house next door, exist only on this special day. Evangeline is hiding because she is a descendant of the powerful wizard Merlin, and there is a group of people who wish to use her in order to destroy the normal seven-day world and all who live in it. Torn between protecting his new friend and saving the entire human race from complete destruction, Jax is faced with an impossible choice. Even with an eighth day, time is running out.</p>	
<b>The Box and the Dragonfly*</b>	Sanders, Ted	FIC SAN
	<p>From the moment Horace F. Andrews sees the sign from the bus--a sign with his own name on it--everything changes. The sighting leads him underground, to the House of Answers, a hidden warehouse full of mysterious objects. When Horace finds the Box of Promises in the curio shop, he quickly discovers that ordinary-looking objects can hold extraordinary power. From the enormous, sinister man shadowing him to the gradual mastery of his newfound abilities to his encounters with Chloe--a girl who has an astonishing talent of her own--Horace follows a path that puts the pair in the middle of a centuries-old conflict between two warring factions in which every decision they make could have disastrous consequences.</p>	

<b>Alcatraz Versus the Evil Librarians*</b>	Sanderson, Brandon	FIC SAN
	<p>A hero with an incredible talent for breaking things. A life or death mission to rescue a bag of sand. A fearsome threat from the powerful secret network that rules the world the evil librarians. Alcatraz Smedry doesn't seem destined for anything but disaster. But on his thirteenth birthday he receives a bag of sand and his life takes a bizarre turn. This is no ordinary bag of sand and it is quickly stolen by the cult of evil Librarians who are taking over the world by spreading misinformation and suppressing the truth. The sand will give the evil Librarians the edge they need to achieve world domination. Alcatraz must stop them all by infiltrating the local library, armed with nothing but eyeglasses and a talent for klutziness.</p>	
<b>The Dragonet Prophecy*</b>	Sutherland, Tui	FIC SUT
	<p>The seven dragon tribes have been at war for generations, locked in an endless battle over an ancient, lost treasure. A secret movement called the Talons of Peace is determined to bring an end to the fighting, with the help of a prophecy -- a foretelling that calls for great sacrifice. Five dragonets are collected to fulfill the prophecy, raised in a hidden cave and enlisted, against their will, to end the terrible war. But not every dragonet wants a destiny. And when the select five escape their underground captors to look for their original homes, what has been unleashed on the dragon world may be far more than the revolutionary planners intended.</p>	
<b>Museum of Thieves*</b>	Tanner, Lian	FIC TAN
	<p>Welcome to the tyrannical city of Jewel, where impatience is a sin and boldness is a crime. Goldie Roth has lived in Jewel all her life. Like every child in the city, she wears a silver guardchain and is forced to obey the dreaded Blessed Guardians. She has never done anything by herself and won't be allowed out on the streets unchained until Separation Day. When Separation Day is canceled, Goldie, who has always been both impatient and bold, runs away, risking not only her own life but also the lives of those she has left behind. In the chaos that follows, she is lured to the mysterious Museum of Dunt, where she meets the boy Toadspit and discovers terrible secrets. Only the cunning mind of a thief can understand the museum's strange, shifting rooms. Fortunately, Goldie has a talent for thieving. Which is just as well, because the leader of the Blessed Guardians has his own plans for the museum--plans that threaten the lives of everyone Goldie loves. And it will take a daring thief to stop him.</p>	
<b>Poison</b>	Zinn, Bridget	FIC ZIN
	<p>Sixteen-year-old Kyra, a highly skilled potions master, is the only one who knows her kingdom is on the verge of destruction—which means she is the only one who can save it. Faced with no other choice, Kyra decides to do what she does best: poison the kingdom's future ruler, who also happens to be her former best friend. But, for the first time ever, her poisoned dart misses. Now a fugitive instead of a hero, Kyra is caught in a game of hide-and-seek with the king's army and her potioneer ex-boyfriend, Hal. At least she's not alone. She's armed with her vital potions, a too-cute pig, and Fred, the charming adventurer she can't stop thinking about. Kyra is determined to get herself a second chance (at murder), but will she be able to find and defeat the princess before Hal and the army find her?</p>	