

Magical Stories

Molly Moon Series

Byng JF BYN

She might not be as photogenic as Harry Potter, but the charming Molly Moon makes up the difference in pluck in this somewhat similar story of a put-upon English orphan who finds that she has abilities beyond her wildest imagining.

Children of the Red King Series (Charlie Bone)

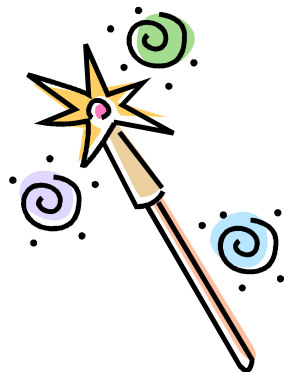
Nimmo JF NIM

Seemingly ordinary Charlie Bone suddenly discovers that he can hear the thoughts of people in photographs, a talent that dour Grandma Bone and her three baleful sisters work to bend to their own ends by sending him to Bloor's and to its sinister headmaster. It's not an easy year for Charlie despite the friends he makes. Too many people have it in for him as he's swept into an age-old battle being waged by descendants of a powerful king of long ago. A mysterious box, a missing girl, a strange man who flits in and out in the company of three brightly colored cats, and various villains all figure into Charlie's exciting, fast-paced adventure tale, which happily is the first book in planned quintet called Children of the Red King.

The Magician Trilogy

Nimmo JF NIM

On Gwyn's 9th birthday, his grandmother tells him he may be a magician, like his Welsh ancestors. She gives him five gifts to help him—a brooch, a piece of dried seaweed, a tin whistle, a scarf, and a broken toy horse. One blustery day, unsure what to do with his newfound magic, Gwyn throws the brooch to the wind and receives a silvery snow spider in return. Will he be able to use this special spider to bring his missing sister, Bethan, home? The Snow Spider spins an icy, sparkly web of mystical intrigue that sets the stage for the next two books in this outstanding trilogy!



The Underland Chronicles (Gregor)

Collins JF COL

Gregor and his two-year-old sister fall into an amazing underground world. Taken in by people who have lived beneath the earth for centuries, the 11-year-old learns about the giant-sized talking creatures that also reside there, including bats, cockroaches, and vicious rats. Gregor just wants to get home, but a prophecy hints that he may be the "overlander" destined to save the humans from the warlike rodents. He is reluctant until he learns that his father, who disappeared from their New York City home a few years before, is a prisoner of the rats.

Mrs. Frisby and the Rats of NIMH (The Secret of NIMH)

O'Brien JF OBR

Mrs. Frisby, a widowed mouse with four small children, must move her family to their summer quarters immediately, or face almost certain death. But her youngest son, Timothy, lies ill with pneumonia and must not be moved. Fortunately, she encounters the rats of NIMH, an extraordinary breed of highly intelligent creatures, who come up with a brilliant solution to her dilemma.

The Heroic Misadventures of Hiccup the Viking Series

Cowell JF COW

Young Hiccup may be the son of Stoick the Vast, chief of the Hairy Hooligans, but he isn't exactly heroic Viking material. When he and the other boys of his tribe are sent on a mission to fetch dragons to train, Hiccup comes back with the scrawniest creature ever seen. Toothless, as Hiccup names him, is also rude, lazy, and greedy, but when the tribe is faced with horrible danger, Hiccup's unorthodox dragon-training techniques prove successful and he and his unique beast become true heroes.

The Edge Chronicles Series

Stewart JF STE

An un-traditional coming-of-age story, the *Edge Chronicles* begins with *Beyond the Deepwoods*, in which our put-upon protagonist, Twig (a misplaced human boy who's being raised by woodtrolls) gets a hint of his true heritage, sheds his Deepwoods upbringing, and does the unthinkable: He strays from the path. Alone for the first time and surviving by his wits, Twig must surmount all manner of perils to pursue a destiny that is whisperingly, mysteriously promised to him "beyond the Deepwoods."

Half Magic, Knight's Castle, Magic by the Lake and The Time Garden

Eager JF EAG

Faced with a dull summer in the city, Jane, Mark, Katharine, and Martha suddenly find themselves involved in a series of extraordinary adventures after Jane discovers an ordinary-looking coin that seems to grant wishes.

Seven Day Magic

Eager JF EAG

A seven-day book of magic proves to be fractious for five children, who must learn the book's rules and tame its magic.

Five Children and It

Nesbit JF NES

When four brothers and sisters discover a Psammead, or sand-fairy, in the gravel pit near the country house where they are staying, they have no way of knowing all the adventures its wish-granting will bring them.

The Phoenix and the Carpet

Nesbit JF NES

The four children acquired the magic carpet when they found a special fire egg which had hatched in their nursery fireplace. A phoenix came from the egg, and when he saw their mother's new Persian rug, he showed them that it was a magical thing, a flying carpet that would take them any time to any place they could wish for.

Wet Magic

Nesbit JF NES

In Nesbit's 1913 novel, *Wet Magic*, the children of the Desmond family -- Francis, Mavis, Bernard and Kathleen -- are looking forward to a holiday by the sea. They get more of an adventure than they had planned on, though, when they accidentally summon a mermaid. And when that mermaid is captured and put on display at a local circus, they decide they must rescue her. As their reward, they are permitted to visit the hidden kingdom of the mer-people, but find they must now stop a war to save their new friends.

Land of Elyon Series

Carman JF CAR

Elyon is a land of dark hills, enchanted forests, and great walls that connect and encircle the cities of Lathbury, Turlock, Lunenburg, and Bridewell like spokes in a wagon wheel. On her annual summer trips to Bridewell with her father, the mayor of Lathbury, Alexa Daley spends much of her time dreaming of escape. Having lived within the walls all of her 12 years, she wants nothing more than to explore the uncharted wilderness beyond. But, the walls are heavily guarded, and frightening legends suggest that forests and hills are no place for a child, especially a young girl. When a mysterious conversation and an unfortunate accident put Alexa within reach of a way outside the wall, she must decide; heed the warnings of her elders, or satisfy her curiosity and unravel the mysteries of Elyon.



The Society of Super Secret Heroes Series

Shalant JF SHA

As fourth grade begins for Fin and his three buddies, they're afraid their days of playing superheroes are over. But "something" is telling them to form a club, a secret society. When the magical power reveals itself and boasts that it can "turn ordinary mortals into extraordinary ones," the Secret Superheroes are ready for their first missions: thwarting the school bullies and saving the class hermit crabs.



How to Save Your Tail

Hanson JF HAN

How does a cookie-baking Rat named Bob save his tail from being gobbled by two hungry cats? By serving them cookies and telling them fantastic fairy tales about his family, of course.

You Wish

Lethcoe JF LET

Benjamin lives in a horrible orphanage where he is punished by having to use a toothbrush to clean out the moldy cooking pots. He can still remember his parents and the life he used to lead before they died. When a social worker stops by with a birthday cake for him, his life is changed with a single wish come true—that he will have unlimited wishes. While this is good news for Benjamin, it's bad for the world as it upsets a natural balance and opens the door for Curseworks to put an evil plan in place that will make curses so strong that they cannot be stopped.

Septimus Heap Series

Sage JF SAG

The seventh son of the seventh 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 new born 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?

The Secret Country

Johnson JF JOH

Iggy, a talking cat in Mr. Dodds' Pet Emporium, convinces 12-year-old Ben Arnold to buy him, and tells Ben about a land of magic called Eidolon, from which Iggy has been kidnapped. The cat and boy discover that with the help of Ben's evil uncle, Mr. Dodds is capturing and transporting magical creatures to modern-day Britain in a plot to weaken their magic and the magic of Eidolon.

Araminta Spookie

Sage JF SAG

Araminta Spookie lives in a sprawling haunted house. She spends her days hunting for ghosts, avoiding her cranky Aunt Tabby, and helping her nocturnal Uncle Drac.

The Bartimaeus Trilogy

Stroud JF STR

Nathaniel is a boy magician-in-training, sold to the government by his birth parents at the age of five and sent to live as an apprentice to a master. Powerful magicians rule Britain, and its empire, and Nathaniel is told his is the "ultimate sacrifice" for a "noble destiny." Nathaniel's master, Arthur Underwood, is a cold, condescending, and cruel middle-ranking magician in the Ministry of Internal Affairs. The boy's only saving grace is the master's wife, Martha Underwood, who shows him genuine affection that he rewards with fierce devotion. Nathaniel gets along tolerably well over the years in the Underwood household until the summer before his eleventh birthday. Everything changes when he is publicly humiliated by the ruthless magician Simon Lovelace and betrayed by his cowardly master who does not defend him.

Peter Pan

Barrie JF BAR

Peter Pan, the book based on J. M. Barrie's famous play, is filled with unforgettable characters: Peter Pan, the boy who would not grow up; the fairy, Tinker Bell; the evil pirate, Captain Hook; and the three children—Wendy, John, and Michael—who fly off with Peter Pan to Neverland, where they meet Indians and pirates and a crocodile that ticks.

Peter Pan in Scarlet

McCaughrean JF MCC

In August 2004 the Special Trustees of Great Ormond Street Children's Hospital, who hold the copyright in *Peter Pan*, launched a worldwide search for a writer to create a sequel to J.M. Barrie's timeless masterpiece. Renowned and multi award-winning English author Geraldine McCaughrean won the honor to write this official sequel, *Peter Pan in Scarlet*.



Peter and the Starcatchers

Barry JF BAR

(Prequel to Peter Pan) At sea, unwittingly heading toward a perilous fate in a cruel king's court, Peter and a group of fellow orphans become involved in a plot to steal a mysterious star substance that can make people fly. Teenager Molly, also aboard ship, is one of the Starcatchers, those who want to preserve the integrity of the substance and save it from falling into the wrong hands. Alas, there are evil, grabby hands all around, including those of the cruel pirate Black Stache.

Rare Beasts / Tourist Trap

Ogden JF OGD

Inspired by a TV show about the value of exotic animals, they decide to steal all the local pets, decorate them with old Christmas ornaments, and sell them at market price.

Edgar and Ellen's hometown, Nod's Limbs, is about to become a prime tourist destination unless the twins can do something to stop the success of the mayor's high-profile publicity campaign.

Fifteen Minutes

Young JF YOU

It's not that Casey Little is always late. It's just that everything starts a little too early. But when Casey discovers a weird little time machine, he figures he'll never be late again. Unfortunately, it's not a very good time machine. It can only go back 15 minutes. And it seems to have a mind of its own. Still what could possibly go wrong?

The Somebodies

Bode JF BOD

There is a city beneath New York City, one made by and for Anybodies. There you can find Bing Chubb's Ballpark, Willy Fattler's ever-changing Underground Hotel, and a castle whose spire sticks up into the dirt-filled sky...dangerously close to the rear ends of unsuspecting picnic-goers in Central Park. It's an extraordinary place, but it is in danger of becoming ordinary because of the nefarious Blue Queen. Somebody has to stop her, and if anybody is going to, nobody is better than everybody's favorite Anybody. Fern takes on the biggest, baddest, bluest opponent ever.

The Runaway Princess

Coombs JF COO

Princess Meg, 15, has a problem. Her father, the king of Greeve, has issued a proclamation offering her hand in marriage to any prince who can defeat a dragon, a witch, and a hoard of local bandits. The princess isn't thrilled with this plan. After all, the witch is harmless, the dragon defunct, and the bandits steal from the rich and give to the poor. Unfortunately, because she objects so strongly, she is immediately sequestered to the tower until the contest is over. Fortunately, Meg knows how to get out of a difficult situation, and it's up to her to warn the witch, help the bandits, and take care of a relatively innocent young dragon before some of the less-than-honorable princes wreak havoc on the kingdom.

The Frog Princess / Dragon's Breath / Once Upon a Curse / No Place for Magic

Baker JF BAK

Many years ago a slighted fairy placed a curse on a beautiful young princess--a curse that caused her and all her female descendants to turn into mean, ugly witches if they ever touched a flower after turning sixteen. Now, Princess Emma, who is about to turn sixteen herself, is determined to break the spell once and for all.

Chronicles of Narnia

Lewis JF LEW

Four children travel repeatedly to a world in which they are far more than mere children and everything is far more than it seems. Richly told, populated with fascinating characters, perfectly realized in detail of world and pacing of plot, and profoundly allegorical, the story is infused throughout with the timeless issues of good and evil, faith and hope.

The Spiderwick Chronicles

DiTerlizzi JF DIT

With their evocative gothic-style pencil drawings and color illustrations, rhyming riddles, supernatural lore, and well-drawn characters, these books read like old-fashioned ripping yarns.

Trolls Go Home

MacDonald JF MAC

When a family of Trolls moves into the quiet suburb of Biddlesden, it's likely that things are going to get ugly (and possibly hairy and smelly) very soon, since trolls like to roar as loudly as possible and stomp their hairy feet. Even worse, the Trolls have moved in next door to the Priddle family. BIG mistake, and sparks will fly!

The Gammage Cup / The Whisper of Glocken

Kendall JF KEN

A handful of Minnipins, a sober and sedate people, rise up against the Periods, the leading family of an isolated mountain valley, and are exiled to a mountain where they discover that the ancient enemies of their people are preparing to attack.

Prompted by a terrible flood, a seemingly unheroic group of little people sets out on a quest to restore an ancient treasure and make the valley of the Watercress safe again.

The Alchemist's Son Trilogy

Booth JF BOO

When a pale boy named Sebastian steps from a passageway of the old Rawne estate and asks its current residents, Tim and Pip, for a glass of water, it's "good-bye MTV and the Cartoon Channel," hello "real-life version of Tomb Raider."

Junior high has begun for new kids Pip and Tim, but it offers little escape from the terrors of *Doctor Illuminatus*. It seems their homeroom teacher is a reincarnated fifteenth-century mage specializing in mind control. Compounding that bad luck is the task of training Sebastian, a medieval good guy only recently awakened from a state of suspended animation, to pose as a student so he can keep an eye on things.

Wizard at Work

Vande Velde JF VAN

A young wizard, who runs a school to teach wizards, looks forward to a quiet summer off but is drawn into adventures with princesses, unicorns, and ghosts instead.

Witch's Wishes

Vande Velde JF VAN

While trick-or-treating, six-year-old Sarah and her obnoxious older brother encounter a befuddled old witch struggling to get out of a grocery store dumpster. The kind girl lends a hand, prompting the witch to grant Sarah's costume wand magical powers for the night. Of course, things turn out badly, and before the evening is over everyone in the world has a puppy.

The Enchanted Forest Chronicles

Wrede JF WRE

Patricia C. Wrede's hilarious adventure stories about Cimorene, the princess who refuses to be proper.



Karmidee Series

Haptie JF HAP

The First Book of the Karmidee takes place in the City of Trees, which has long been isolated from the world by encircling mountains as well as magic. Otto Hush, who had always thought his family normal, is jolted by several revelations: his father, a mild-mannered librarian, is actually the King of the Karmidees; his prim grandmother is a spell-casting shape-shifter; and his baby sisters can fly.

Carpet-flying Otto, returns in this second book. His home, The City of Trees, suffers from the uneasy relationship between the Normal citizens and the magical Karmidee. Here, the tension increases as unusual weather conditions threaten everyone and the Karmidee are blamed. Otto finds himself at the center of many adventures that include the disappearance of two children, a blackmail attempt, and a powerful bird charmer.

The Book Without Words

Avi JF AVI

Thirteen-year-old Sybil is the servant of Thorston, an alchemist who attempts to steal her "life's breath" but dies before the magic can take effect. Thorston's companion, a talking raven, convinces Sybil to help him seek the secret of alchemy, contained within an enchanted book--a task that's complicated by a flurry of visitors ("A sniff of gold makes everyone sneeze") and by Thorston's stubborn refusal to stay quietly in his grave.

Gnat Stokes and the Foggy Bottom Swamp Queen

Keehn JF KEE

In spite of her unfortunate parentage (no one knows who her mother is and her long-gone father is a "no-good Rebel," though the war ended years ago) and the fact that local folks think she "was born to raise trouble," Gnat longs to be a hero. When she intercepts a mysterious locket, it immediately triggers a series of bizarre, dangerous events, inextricably linking Gnat's fate with the lovers Penelope and Goodlow.

Diary of a Fairy Godmother

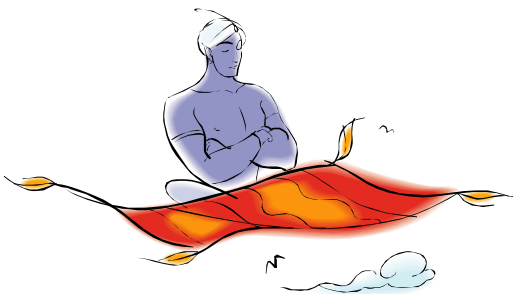
Codell JF COD

Hunky Dory's mother expects her to become the wickedest witch wherever the four winds blow. Hunky, well on her way to accomplishing that feat, is first in her class at witch's charm school. Through a series of misadventures described in her diary, Hunky realizes that she would rather learn more about wishcraft than witchcraft. When the fact is revealed that Hunky likes granting wishes and is interested in learning how to become a (gasp!) F.G. (Fairy Godmother), she is expelled from school.

Whispering to Witches

Dale JF DAL

When his father is called away at Christmas, Joe resigns himself to spending the holiday in Canterbury with his mother, stepdad, and seven-year-old half sister, Esme. After a train ride leaves him stranded at the wrong station, he borrows a large tricycle that seems to have a will of its own. It transports him to the ramshackle headquarters of the somewhat disreputable Dead-nettle Coven. The witch world is in an uproar over the theft of the world's most dangerous spell, and, apparently, somebody thinks that Joe has it.



Leon and the Spitting Image

Kurzweil JF KUR

Leon, a fourth grader at The Ethical School, tries to outwit the school bully and learn to sew for fanatical teacher Miss Cronheim, with unexpected help from his final project-- a doll with magical powers.

The Little Gentleman

Pearce JF PEA

When Mr. Franklin is laid up with a broken leg, he asks young Bet, the granddaughter of his cleaning woman, to read aloud in what appears to be an empty meadow. It turns out that her audience is a mole, who befriends Bet and tells her of the inadvertent role he played in the death of King William III and his subsequent transformation by a witch from an ordinary animal into one that is immortal, intelligent, and able to speak.

Wishing Moon

Tunnell JF TUN

Aminah is an orphan living on the streets of Al-Kal'as. When she appeals to the princess for help, the black-hearted wife of Aladdin throws an old lamp at her head. The lamp holds an obstreperous jinni who informs Aminah that she can make three wishes after each full moon. With the jinni's magic, Aminah regains security and comfort, and she even assembles a makeshift family. Still, Aminah cannot achieve true happiness until she has improved the lives of the people she left behind. Meanwhile, the power-hungry princess hunts down Aminah and the lamp. Will Aminah's good deeds lead to her demise?

Copper

Lisle JF LIS

On Copper Beech's 10th birthday, her whole world changes. Her dear Aunt Ruby, who has raised her since she was a little girl, sends her away to the Marble Mountains saying she'll be safe there. Safe? Safe from what? And why do the Marble Mountains feel so familiar? Why does living in an enormous Spindle Tree, with chairs that put you to sleep, spoons that shift to fit the form of your hand, and birds who are alarm clocks and fire lookouts, feel so comfortable?

Interference Powder

Korelitz JF KOR

After fifth-grader Nina Zabin receives a 68 on her history test, she paints a picture of herself handing the test to her mother with a perfect score. Finding some interference powder in her art teacher's bag, she sprinkles it on her painting. But the powder does more than give a shine to the painting; it magically transforms her grade! Then, to her horror, Nina discovers that her high score means that she must represent her class in an all-school history quiz. Along the way, the interference powder causes more havoc, culminating in Nina's finding that every time she opens her mouth, her words come out in song.

Wild Robert

Jones JF JON

Heather dislikes living in a castle. Her parents are curators who spend all day leading tourists through the place, so her summer is filled with noise and crowds. Her boredom ends when she accidentally summons Wild Robert, who lived at Castlemaine 350 years earlier and was banished underground by his brothers because of his mischievous, magical powers. The handsome but naughty young man announces his intention to claim his inheritance, and woe to those who annoy him.

Stopping for a Spell

Jones JF JON

In three wild and wacky tales, find out what can happen when...

...An old armchair that you've finally decided to get rid of comes to life -- and has a definite attitude. It thinks it can rule the entire household!

...Not one, but four grannies come to take care of you and your stepsister. You manage to work some magic, and are granted three wishes -- but soon fear you may get what you wished for!

...The rudest uninvited house guest comes to visit -- and won't leave! He insults every person who comes his way. But when he starts in on the furniture, that's the last straw. Even the furniture thinks so!

The Great Ghost Rescue

Ibbotson JF IBB

Humphrey is a small ghost with a big problem. His family has lost their home, and they're off to find a new haunting ground. But soon Humphrey and his parents discover that ghosts all over the country are being turned out as dank castles are converted to cheerful tourist hotels. Humphrey knows something must be done to help the homeless ghosts. And with the help of a sympathetic schoolboy named Rick, maybe he can do something to aid all the ghosts of England after all.

The Secret of Platform 13

Ibbotson JF IBB

The door between our world and the enchanted Island is only open for nine days every nine years.

Unfortunately, in the last minutes before it closes in 1983, the baby prince of the Island is kidnapped by a nasty woman named Trottle. For nine long years, the king and queen pine and plan for his rescue. Which of the magical creatures of their land should be sent to rescue their lost child? Finally, the team is chosen: Cor, an ancient wizard; Gurkie, a lovable agricultural fairy; Hans, a one-eyed giant; and Odge, a resourceful young hag. Guided by the ghosts who guard our end of the portal (called a gump), the team sets out to rescue little Raymond Trottle.

Dial-a-ghost

Ibbotson JF IBB

Miss Pringle and Mrs. Mannerling, founders of the Adopt-A-Ghost agency, are delighted when they find homes for two of their hard-to-place clients, the Wilkinson family of five (who died all at once when a bomb hit their house) and the Shriekers, a pair of maimed and foul-smelling aristocrats who, after suffering the loss of their only child, aim to rid the world of as many living youngsters as possible. Due to a clerical error, the spirits wind up in the wrong homes.

Island of the Aunts

Ibbotson JF IBB

It isn't easy taking care of an entire island and its needy, sometimes magical inhabitants and visitors, so the caregivers, Aunts Myrtle, Etta, and Coral, decide to kidnap three children from London to help them with such tasks as cleaning mermaids who were caught in an oil slick and coaxing an egg-bound boobrie to lay its enormous eggs.

Not Just a Witch

Ibbotson JF IBB

A witch who wants to Do Good? Heckie, a graduate of one of the best witch schools, settles in the town of Wellbridge, determined to discover evildoers and turn them into animals. She turns the mean owner of a nasty nursing home into a warhog, a bank robber into a mouse, and a cruel chicken farmer into a fish. The Wellbridge Zoo is pleased, but Heckie's do-gooding is about to land her and some of her young friends in big, hairy trouble.

The Haunting of Granite Falls

Ibbotson JF IBB

American millionaire Hiram C. Hopgood will stop at nothing to make his daughter, Helen, happy—even if it means buying her an ancient Scottish castle and shipping it back to Texas. Assembling the castle isn't a problem for the oil tycoon . . . it's the ghosts that worry him. Hopgood has made up his mind: the ghouls have got to go. But these spirits don't spook so easily.

