

FANTASY NOVELS FOR TEENS



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Compiled by Ms. McNulty

Aveyard, V. **Red Queen**

The Reds are commoners, ruled by a Silver elite in possession of god-like superpowers. To Mare Barrow, a seventeen-year-old Red girl, it seems like nothing will ever change. But when Mare finds herself working in the Silver Palace, she discovers she possesses a deadly power of her own. One that threatens to destroy the balance of power.

Bardugo, L. **Six of Crows**

Criminal prodigy Kaz is offered the chance to pull off the heist of a lifetime. He pulls together a dream team of skilled friends who can help him, only to find that the stakes are higher than he ever thought – the fate of the world may be at stake.

Black, H. **The Cruel Prince**

Jude was seven years old when she was stolen away to live in the treacherous High Court of Faerie. Ten years later, Jude wants to belong there, despite her mortality. But many of the fey despise humans. Trying to win a place at the Court, Jude becomes embroiled in palace intrigues and deceptions, discovering her own capacity for bloodshed.

Bowen, N. **Skin of the Sea**

Transformed by the goddess Yemoja into a Mami Wati, an African mermaid charged with collecting the souls of those who die at sea, Simi goes against the gods to save a living boy, Kola, from drowning.

Carson, R. **The Girl of Fire and Thorns**

The younger of two princesses, Elisa has never done anything remarkable. But on her sixteenth birthday, she has become the secret wife of a handsome and worldly king—a king whose country is in turmoil. A king who needs the chosen one, not a failure of a princess.

Clare, C. **City of Bones**

Fifteen year old Clary witnesses a murder at a club, and is pulled into the world of the Shadowhunters, warriors who are dedicated to ridding the earth of demons. The fight becomes personal when her mother is kidnapped and Clary joins the Shadowhunters to find her.

Croggon, A. **The Naming**

A manuscript from the lost civilization of Edil-Amarandah chronicles the experiences of sixteen-year-old Maerad, an orphan gifted in the magic and power of the Bards, as she escapes from slavery and begins to learn how to use her Gift to stave off the evil Darkness that threatens to consume her world.

Fisher, C. Incarceron

Incarceron is a futuristic prison where the descendents of the original prisoners still live, torn apart by savagery. But Finn, a young prisoner, has memories of a different life. He manages to meet Claudia, who lives outside the walls inside a prison of a different sort, about to be forced into marriage and together, the two plot Finn's escape.

Little Badger, D. A Snake Falls to Earth

Nina is a Lipan girl in our world. Oli is a cottonmouth kid, from the land of spirits and monsters, who has been cast from home. He's found a new one on the banks of the bottomless lake. Nina and Oli have no idea the other exists. But a catastrophic event on Earth, and a strange sickness that befalls Oli's best friend, will drive their worlds together in ways they haven't been in centuries.

Maas, S. Court of Thorns and Roses

Dragged to a treacherous magical land she only knows about from stories, Feyre discovers that her captor is not an animal, but Tamlin, a High Lord of the faeries. As her feelings toward him transform from hostility to a fiery passion, the threats against the faerie lands grow. Feyre must fight to break an ancient curse, or she will lose Tamlin forever.

MacHale, D. The Merchant of Death

Seemingly ordinary Bobby Pendragon, is suddenly swept off to an alternate dimension called Denduron, a country ruled by a magical tyrant and on the cusp of revolution. It might just be up to Bobby to save the world.

Mahuran, S. Serpent & Dove

Two years ago Louise le Blanc fled her coven, forsaking all magic. Sworn to the Church as a Chasseur, Reid Diggory has lived by one principle: Thou shalt not suffer a witch to live. Then a wicked stunt forces the two into holy matrimony. Lou is unable to ignore her growing feelings, yet powerless to change what she is. A choice must be made... and love makes fools of us all.

Marsh, S. Reign of the Fallen

Odessa is one of Karthia's master necromancers. Whenever a noble dies, it's Odessa's job to raise them by retrieving their souls from the Deadlands. But the Dead must remain shrouded, or they turn into terrifying, Shades. Someone is intentionally creating Shades and training them to attack. Odessa is forced to contemplate a terrifying question: What if her magic is the weapon that brings the kingdom to its knees?

Neumeier, R. The Keeper of the Mist

The mists that hide the land of Nimmira have failed, leaving its people vulnerable. The Lord of Nimmira has died, leaving his daughter Keri, raised outside the palace by her mother, in charge of the kingdom. Its fate rests with her.

Rogerson, M. Sorcery of Thorns

When apprentice librarian Elisabeth is implicated in sabotage that released the library's most dangerous grimoire, she becomes entangled in a centuries-old conspiracy that could mean the end of everything.

Stiefvater, M. The Raven Boys

Blue comes from a family of psychics. She has always been told that she is destined to kill her true love. Then she meets Gansey – rich, good-looking, and searching for something more. As they begin to grow closer, Blue must face her destiny or lose her chance at happiness.

Uehashi, N. The Beast Player

Nahoko Uehashi's The Beast Player is an epic YA fantasy about a girl with a special power to communicate with magical beasts and the warring kingdom only she can save.