Not Quite a Ghost
by Anne Ursu
JF Ursu
After falling ill and spending a lot of
time in the room with the yellow
wallpaper in her new house, Violet
starts to suspect that she might not
be alone in the room at all.

Camp Sylvania
by Julie Murphy
JF Murphy
Maggie Hagen heads to Camp Rising
Star, where the campers are
encouraged to donate blood and the
reputed camp ghost may be the
least scary thing about the place.

Witchlings
by Claribel A. Ortega
JF Ortega
On the night of the Black Moon
Ceremony, Seven Salazar isn’t
placed in one of the five witch
covens. She’s a Spare! Spare covens
have fewer witches, are less
powerful, and are looked down on
by everyone.

Frances and the
Werewolves of the Black
Forest
by Refe Tuma
JF Tuma
When her great-grandfather’s
journal is stolen by a mad scientist,
Frances sets out to recover it,
traversing a werewolf-infested forest
and eluding a motley crew of
hunters to stop him.

Things in the Basement
by Ben Hatke
JGN Hatke
It was supposed to just be a normal
basement, but when Milo is sent by
his mother to fetch a left-behind
sock, he finds a whole world
down there.

Secrets in the Stacks
by Daniel Mauleón
JGN Library
When 12-year-old Rosa finds herself
in the Library of Doom, she runs into
a hungry When-Where-Why-Wraith
and must overcome this question
creature to return home.

The Big Book of Mysteries
by Tom Adams
J001.94 Ada
Get ready to be amazed as you
uncover the world’s greatest
mysteries, from Bigfoot to the
Bermuda Triangle.
**Juvenile Fiction**

**Nightmare Island**
by Shakirah Bourne
JF Bourne
Things get real when 12-year-old Serenity's parents take her brother, Peace, to Duppy Island for "treatment" and Serenity is confronted by faceless children who are trapped between the living and the dead.

**Monsters in the Mist**
by Juliana Brandt
JF Brandt
When Glennon McCue moves into a lighthouse on a mysterious island, he must figure out why those who visit are never heard from again before he and his family fall victim to the island's curse.

**The Cursed Moon**
by Angela Cervantes
JF Cervantes
When Rafael Fuentes tells a group of friends about The Caretaker, strange things start to happen around him. It turns out that Rafa has brought the ghost to life—and only he can stop him.

**The Tale of the Gravemother**
by Rin Chupeco
JF Chupeco
Fourteen-year-old Rhett discovers that the legend of the Gravemother is real, forcing him to find a way to put her ghost to rest—permanently.

**It Found Us**
by Lindsay Currie
JF Currie
When her brother's best friend Everett vanishes during a game of hide-and-seek in the cemetery, 12-year-old Hazel Woods must unravel terrifying clues to save Everett before he's gone forever.

**Camp Scare**
by Delilah S. Dawson
JF Dawson
When the mean girl in her cabin at summer camp turns all the other girls against her, with the exception of a strange girl named Jenny, Parker Nelson discovers there's a deep, dark secret to making friends.

**The Lonely Ghost**
by Mike Ford
JF Ford
After twin sisters Ava and Cassie move to a creepy old house, Cassie starts acting oddly. Ava can't put her finger on it, but she's just not quite herself. There’s a definite ghostly presence in their house—and it’s set its sights on Cassie.

**1-2-3 Scream!**
by R. U. Ginns
JF Ginns
Ten terrifying tales that include a villainous vending machine that eats kids like candy, a birthday-party-crashing robot, an evil app that can predict exactly how anyone who uses it will die, and more.

**Scarewaves**
by Trevor Henderson
JF Henderson
Guided by a mysterious radio host, a group of kids comes face to face with the horrors hiding within their town of Beacon Point, as they follow clues to a terrifying secret before it eats them alive.

**Nightmare King**
by Daka Hermon
JF Hermon
Coming back from the dead after a tragic accident, Shane is pulled into a dark world where the evil Nightmare King collects children and keeps them as treasure, forcing him to hold onto the good in himself long enough to destroy the King.

**The Bellwoods Game**
by Celia Krampien
JF Krampien
When it's her turn to play the Bellwoods Game, Bailee enters into the woods on Halloween night with two other players and discovers something sinister at work.

**Grounded for All Eternity**
by Darcy Marks
JF Marks
Mal and his friends break out of Hell and find themselves in Salem, Massachusetts. In order to return to their dimension they must stop one of history's greatest manipulators from shifting the balance on Earth.