***Trundle’s Quest* by Allan Jones; Illustrated by Gary Chalk**

Trundle is a hedgehog. Just a simple hedgehog leading a simple hedgehog life. He is a lamplighter in Shiverstones, a small, friendly port town in the Sundered Lands. Trundle enjoys his routine: after lighting the lamps in the evening, he returns to his small home to have dinner, tea, and read a book. And this suits him just fine. He’s not one for adventure. But one night upon returning home after lighting the lamps, Trundle finds his routine has been interrupted. As Trundle is walking in his front door, he is hit in the back and pushed inside the door. He falls to the floor and then feels someone sitting on him. It is a crazed-looking girl hedgehog, whom Trundle has never seen before. Her name is Esmeralda, and she tells Trundle that he must join her in a quest to find the Six Crowns. She tells him he is the chosen one. He is *the* Lamplighter who was chosen by the Fates and revealed in the prophecy. She also tells him they must hurry and leave, as there are others after them. Well, Trundle thinks Esmeralda is crazy and there is simply no way he is the one to go one this quest. He tells her she must leave; he will not be joining her. But then they hear a loud BOOM, followed by screams. [Read this from last paragraph on page 14: “It’s Captain Grizzletusk!” Esmeralda gasped, her voice shaking. “We’re too late! The pirates have found us!”] And so begins, *Trundle’s Quest*.

*Booktalk by Elizabeth Daigle*