



2009

The Farwalker's Quest

Tessa McMillan

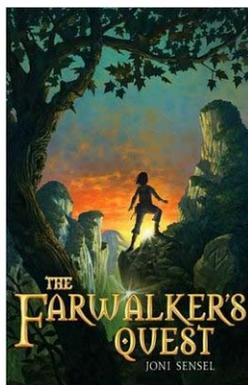
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Sensel, Joni. *The Farwalker's Quest*. Bloomsbury, 2009. ISBN 9781599902722. \$16.99. 372 p.

Reviewer: Tessa McMillan

Reading Level: Intermediate, Young adult

Rating: Outstanding

Genre: Fantasy fiction;

Subject: Adventure and adventurers--Juvenile fiction; Identity--Juvenile fiction; Books--

Reviews;

Ariel is not sure what occupation suits her, but she needs to decide before Naming day. Meanwhile, she and her friend Zeke find a valuable dart in Zeke's favorite tree. After the dart's discovery, two Finders named Elbert and Scarl come into town on a mission to locate the darts and destroy the receivers. The Finders don't believe that Ariel was the intended receiver so they kidnap her, murder her mother, and devastate the town. Zeke follows the Finders and rescues Ariel, but The Finders soon catch up to them on their escape. However, Scarl kills Elbert informs Ariel that the dart was sent to her because she is a Farwalker. The dart arrived to let her know about the Vault, a place housing the technologies and secrets of the past. Scarl and Ariel hope to find this place to help people survive in the present. After much searching, losing loved ones, and following clues, Zeke, Ariel, and Scarl find the Vault.

Sensel's writing is engaging, intuitive, and insightful. Her story is about the rebirth of the world after it is ravished by war. But her story's point is that there isn't a promise of a better life if we neglect the technologies that help people survive. For readers 12 and older.

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