

Unsouled

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The Brokenhearted

Outside Sacred Valley, ancient ruins rise from the earth, drawing sacred artists from miles around to fight for the treasures within. Lindon has reached Copper, taking the first step on the road to power, but the warriors of the outside world are still far beyond him. To advance, he turns to the arcane skills of the Soulsmiths, who craft weapons from the stuff of souls. With new powers come new enemies, and Lindon soon finds himself facing an entire sect of Golds.

UnStrung

Sacred artists follow a thousand Paths to power, using their souls to control the forces of the natural world. Lindon is Unsouled, forbidden to learn the sacred arts of his clan. When faced with a looming fate he cannot ignore, he must rise beyond anything he's ever known and forge his own Path.

Sufficiently Advanced Magic

Not every child who dies goes on to the afterlife. Some are caught halfway between life and death, in a sort of limbo known as Everlost: a shadow of the living world, filled with all the things and places that no longer exist. It's a magical, yet dangerous place where bands of lost kids run wild and anyone who stands in the same place too long sinks to the center of the Earth. Allie and Nick don't survive the car crash, and end up in Everlost, where coins are more valuable than anyone knows, fortune cookies tell the truth, monsters are real, and the queen of lost souls lives in a once-beloved tower. Nick and Allie have to learn to survive in a world with different rules, and figure out who they can trust--and who they must oppose at all costs. At stake is nothing less than the fate of Everlost and the living world they have left behind. In this gripping trilogy, Neal Shusterman explores questions of life, death, and what just might lie in between.

UnSouled

Emriss
Silentborn, Memory of the World.
Tiberian Arelius, the fallen Patriarch.
Akura Malice, Queen of Shadows.
Seshethkunaaz, King of Dragons.
Reigan Shen, Emperor of Lions.
Luminous Queen Sha Miara.
The Eight-Man Empire.
Northstrider.
The

Monarchs, the most powerful sacred artists on Cradle, rule with unquestioned authority. They are mysterious and distant, and catching a glimpse of one is privilege enough for a lifetime. Now, they have all gathered in one place, bringing their heirs and greatest students together for a competition to determine whose successor is the best in the world: The Uncrowned King tournament

The Ultimate Unwind Collection

"June and Day have sacrificed so much for the people of the Republic--and each other--and now their country is on the brink of a new existence. Just when a peace treaty is imminent, a plague outbreak causes panic in the Colonies, and war threatens the Republic's border cities"--

The Accelerati Trilogy, Book Two: Edison's Alley

This expanded fourth edition defines and cross-references 9,040 homophones and 2,133 homographs (up from 7,870 and 1,554 in the 3rd ed.). As the most comprehensive compilation of American homophones (words that sound alike) and homographs (look-alikes), this latest edition serves well where even the most modern spell-checkers and word processors fail—although rain, reign, and rein may be spelled correctly, the context in which these words may appropriately be used is not obvious to a computer.

Undivided

Don't miss a moment of the complete New York Times bestselling Unwind dystology from Neal Shusterman, now available as a collectible paperback boxed set. After the Second Civil War, the Bill of Life states that human life may not be touched from the moment of conception until a child reaches the age of thirteen. However, a loophole allows parents to retroactively get rid of a teenager through a process called "unwinding." Three teens defy the system and run away from their unwinding: Connor, a rebel whose parents have ordered his unwinding; Risa, a ward of the state who is to be unwound due to cost-cutting; and Lev, his parents' tenth child whose unwinding has been planned since birth as a religious tithing. As their paths intersect and lives hang in the balance, Connor, Risa, and Lev must work together to survive—and they may change the fate of America in the process. This complete boxed set includes paperback editions of Unwind, UnWholly, UnSouled, UnDivided, and Unbound.

Magician's Heir

All three thrilling books in Neal Shusterman's New York Times bestselling Unwind trilogy, together in one boxed set. After the Second Civil War, the Bill of Life states that human life may not be touched from the moment of conception until a child reaches the age of thirteen. However, a loophole allows parents to retroactively get rid of a teenager through a process called "unwinding." Three teens defy the system and run away from their unwinding: Connor, a rebel whose parents have ordered his unwinding; Risa, a ward of the state who is to be unwound due to cost-cutting; and Lev, whose unwinding has been planned since birth as a religious

tithing. As their paths intersect and lives hang in the balance, Connor, Risa, and Lev have to work together to survive. The complete riveting trilogy, which VOYA calls “smart, intense, and thought provoking,” is packaged together in this boxed set that includes *Unwind*, *UnWholly*, and *UnSouled*.

UnWholly

Simon spent the last six months hunting Incarnations, and has begun to realize that his power alone won't be enough to stop a true enemy. Leah is queen over a nation of refugees, driven from their homes by the fury of Territories gone mad. Alin rules his city with an iron fist, imposing the virtues of Elysia on an imperfect population. Now, the three must stand united as the balance of the world shifts once more. A greater threat looms, and it has made its presence known. The Incarnations are missing.

Crescent Calling

In the first novel in the #1 New York Times bestselling Dresden Files series, Harry Dresden's investigation of a grisly double murder pulls him into the darkest depths of magical Chicago... As a professional wizard, Harry Dresden knows firsthand that the “everyday” world is actually full of strange and magical things—and most of them don't play well with humans. And those that do enjoy playing with humans far too much. He also knows he's the best at what he does. Technically, he's the only at what he does. But even though Harry is the only game in town, business—to put it mildly—stinks. So when the Chicago P.D. bring him in to consult on a double homicide committed with black magic, Harry's seeing dollar signs. But where there's black magic, there's a black mage behind it. And now that mage knows Harry's name “A great series—fast-paced, vividly realized and with a hero/narrator who's excellent company.”—Cinescape

Downsiders

Beneath the sewer grates and manholes of the city lies a strange and secret world called the Downside. Every Downsider knows that it's forbidden to go Topside, and most fear a collision of the two worlds. But fourteen-year-old Talon is curious about what goes on above ground, and one day he ventures out in search of medicine for his ailing sister. There he meets Lindsay, who is as curious about Talon's world as he is about hers. When Lindsay visits the Downside for the first time, she marvels at the spirit of the Downsiders, and the way they create works of art from topside “trash,” like old subway tokens and forgotten earrings. As awed as she is by the Downside, however, she also questions its origins, and when she finds out that this fantastic world is not all it appears to be, she is determined to tell Talon the truth. Then a construction accident threatens to crush Talon's world, and his loyalty is put to the test. Can the truth save the Downside, or will it destroy an entire civilization? Neal Shusterman takes readers on an amazing journey into a place that's only a few steps away, yet beyond their wildest dreams.

Uncrowned

The Guild of Navigators has ruled the Aion Sea for centuries, using their fleet of mystical ships to collect trade for the Aurelian Empire. Now the Emperor is dead. For Calder Marten, Captain of The Testament, the Emperor's death is not an end, but an opportunity. He and his crew seek the legendary Heart of Nakothi, an artifact that could raise a second Emperor and earn Calder a fortune. But they're not the only ones who want the Heart. The Consultant's Guild, an ancient order of spies and assassins, will stop at nothing to keep the world in chaos. They seek to destroy the Heart, and prevent the world from uniting under a single Emperor ever again. On the seas, a man works to restore the dying Empire. In the shadows, a woman seeks to destroy it. Will you explore the seas here with Calder? Or will you walk the shadows with Shera, in the parallel novel "Of Shadow and Sea"?

UnBound

With his duel fast approaching, Lindon is locked away in prison. As a Blackflame, he is too dangerous to remain free. The Skysworn, protectors of the Empire, have imprisoned him to keep him under control until the day of his promised fight arrives. When it does, he will face Jai Long. But a new danger approaches the Empire, closer every day. Only the Skysworn stand between the people of the land and total annihilation. And Lindon may be forced to join them.

The Columbian Cyclopedia

Connor's parents want to be rid of him because he's a troublemaker. Risa has no parents and is being unwound to cut orphanage costs. Lev's unwinding has been planned since his birth as part of his family's strict religion. Brought together by chance, and kept together through desperation, these three unlikely companions make a harrowing cross-country journey, knowing all the while that their lives are hanging in the balance. If they can survive until their eighteenth birthdays, they can't be harmed. But when every piece of them, from their hands to their hearts, are wanted by a world gone mad, eighteen seems far, far away "Gripping, brilliantly imagined futuristic thriller... The issues raised could not be more provocative - the sanctity of life, the meaning of being human - while the delivery could hardly be more engrossing or better aimed to teens." Publishers Weekly, starred review "A thought-provoking, well-paced read that will appeal widely" School Library Journal, starred review "A breathless tale turning pages for teenage boys, as it challenges not just where life begins and ends, but what it means to be alive." Educ8 magazine "a powerful, shocking, and intelligent novel It's wonderful, wonderful stuff." thebookbag.co.uk "This is the kind of rare book that makes the hairs on your neck rise up. It is written with a sense of drama that should get it instantly snapped up for film." The Times

Jiwa yang Tercerabut (Unsouled)

"Thanks to Connor, Lev, and Risa, and their high-profile revolt at Happy Jack Harvest Camp, people can no longer turn a blind eye to unwinding. Ridding society of troublesome teens and, in the same stroke, providing much-needed tissues for transplant might be convenient, but its morality has finally been brought into question. However, unwinding has become big business, and there are powerful

political and corporate interests that want to see it not only continue, but expand, allowing the unwinding of prisoners and the impoverished. Cam is a teen who does not exist. He is made entirely out of the parts of other unwinds. Cam, a 21st century Frankenstein, struggles with a search for identity and meaning, as well as the concept of his own soul, if indeed a rewind being can have one. When a sadistic bounty hunter who takes "trophies" from the unwinds he captures starts to pursue Connor, Risa and Lev, Cam finds his fate inextricably bound with theirs"--

Game Changer

"A collection of stories from the Unwind world; a compliment to the Unwind Dystology by Neal Shusterman"-

Magician's War

What if reality is the worst form of madness? Loneliness, a failing magic business, and stacks of unpaid bills make amateur magician Adam Gray's life one of unending drudgery and desperation. He's trapped in the tiny town of Elliston, and excitement's not exactly knocking down his door. Until it does. A cryptic peddler, peculiar merchandise, and insatiable curiosity combine to tear Adam away from the mundane safety of his everyday existence... and into the impossible world of Tantris: a land of giants, mages and the magic Adam's hoped for his entire life. But is this a world of sanity or madness? A dream or nightmare? Adam must answer these questions, and soon. Because Tantris has a mortal enemy—ruthless, evil and hungry for the souls of the innocent. And the Dark Mage just chose Adam as his next victim.

Two Week Curse

Lindon has a year left. When his time runs out, he'll have to fight an opponent that no one believes he can beat. Unless he learns sacred arts the right way, from scratch, he won't have a chance to win and even then, the odds are against him. In the course of their training, he and Yerin travel to the Blackflame Empire, where they fight to master an ancient power. Success means a chance at life, but failure means death. In the sacred arts, only those who risk the most can travel far.

The Unwind Collection

After the destruction of the Graveyard, Connor and Lev are on the run, seeking a woman who may be the key to bringing down unwinding forever while Cam, the rewind boy, tries to prove his love for Risa by bringing Proactive Citizenry to its knees.

The Everlost

The Heart of Nakothi has been lost, the Consultants were victorious, and the Empire remains free of Elder control. For now. Shera has become a Soulbound, but with her new powers comes a terrifying burden. Her Soulbound Vessel has begun to poison her mind, slowly transforming her into a monstrous, bloodthirsty killer.

Meanwhile, Calder Marten and his Imperialist Guilds have begun to work against the Consultantseven to the point of raising their own band of homegrown assassins. Assassins with unique ties to Shera's past.On the seas, a man will do anything to seize control of a throne.In the shadows, a woman fights for her own soul.

Underlord

Fourteen-year-old Nick has learned that the strange antiques in his attic bedroom were left there by the eccentric inventor Nikola Tesla. They are pieces of Tesla's Far Range Energy Emitter, capable of transmitting "free energy" to the globe. Some components of the contraption are still missing, but the objects themselves seem to be leading Nick and his friends to their current owners. However, members of the Accelerati, a menacing secret society of physicists, are on the hunt too, and their brazen leader, Dr. Alan Jorgenson, will stop at nothing to foil Nick and steal the objects. It takes a dangerous build-up of electromagnetic energy in the atmosphere to reverse everyone's fortunes--and lead Nick to his destiny. Readers who enjoyed the strange science, quirky humor, and out-of-this-world plot twists in Tesla's Attic will be captivated by this second book in the electrifying Accelerati Trilogy.

Skysworn

Five years ago, Corin Cadence's brother entered the Serpent Spire -- a colossal tower with ever-shifting rooms, traps, and monsters. Those who survive the spire's trials return home with an attunement: a mark granting the bearer magical powers. According to legend, those few who reach the top of the tower will be granted a boon by the spire's goddess.He never returned.Now, it's Corin's turn. He's headed to the top floor, on a mission to meet the goddess.If he can survive the trials, Corin will earn an attunement, but that won't be sufficient to survive the dangers on the upper levels. For that, he's going to need training, allies, and a lot of ingenuity.The journey won't be easy, but Corin won't stop until he gets his brother back.

The Spider's War

Simon can only watch, helpless, as his family is killed and his friends captured by enemy Travelers--men and women who can summon mystical powers from otherworldly Territories. To top it off, another young man from Simon's village discovers that he's a savior prophesied to destroy evil and save the realm.Prophecy has nothing to say about Simon. He has no special powers, no magical weapons, and no guarantee that he'll survive. But he sets off anyway, alone, to gain the power he needs to oppose the Travelers and topple their ruthless Overlord. It may not be his destiny, but Simon's determined to rescue his fellow villagers from certain death.Because who cares about prophecy, really?

Homophones and Homographs

They promised him one weekend a month. The House or Reason swore the 9th

would never leave their gentle homeworld. But after Kublar, things changed for Sergeant Fetch and the Caledonian Reserve Legion Corps. Thrown into a meat grinder conflict in a desperate bid to hold the line, it doesn't matter whether you're reserve or active, only that you kill and survive. A searing tale of combat and honor at any price from a wounded veteran of the War in Iraq who fought to keep the MSRs open from Mosul to Tikrit.

The Skinjacker Trilogy

How did Lev Calder move from an unwillingly escaped Tithe to a clapper? In this revealing short story, Neal Shusterman opens a window on Lev's adventures between the time he left CyFi and showed up at the Graveyard. Pulling elements from Neal Shusterman's critically acclaimed *Unwind* and giving hints about what is to come in the riveting sequel, *UnWholly*, this short story is not to be missed.

Ghostwater

UNSOULED (Jiwa yang Tercerabut) Connor dan Lev melarikan diri setelah kehancuran Graveyard, tempat aman terakhir bagi para Unwind yang minggat. Namun, untuk pertama kali, mereka bukan cuma melarikan diri dari sesuatu. Kali ini, mereka lari menuju jawaban-jawaban, dalam sosok wanita yang ingin dihapus Proactive Citizenry dari sejarah. Jika dapat menemukannya, dan mengetahui mengapa sosok-sosok samar di balik pemisahan raga begitu takut pada wanita itu, mereka mungkin menemukan kunci untuk mengakhiri proses pemisahan raga untuk selamanya. Cam, bocah yang disatukan lagi, menyusun rencana untuk membuyarkan organisasi yang menciptakannya. Ia tahu bahwa kalau ia dapat membuat Proactive Citizenry bertekuk lutut, Risa akan tahu bagaimana perasaan Cam sesungguhnya terhadap gadis tersebut. Dan tanpa Risa, Cam sulit mengingat bagaimana rasanya menjadi manusia. Saat Juvenile Authority dan pihak-pihak yang ingin membalas dendam memburu mereka, jalan mereka akan bertemu secara eksplosif---dan semua akan berubah.

Of Sea and Shadow

"War has come. We can stand as men, hoping to win the day, or be ground beneath the boot heels of a tyrant. There is no neutral side in this conflict." With those words, Adam Gray struggles to rise from the ashes of despair, only to find himself friendless and alone. Shunned as love's betrayer, he can find absolution for his crimes through victory alone. Yet how can one man hope to endure against the hordes of evil incarnate? The harder Adam struggles to unravel the webs of malice and deceit, the more entangled he becomes in the Dark Mage's snares. War has come, indeed. And it leads Adam to one terrible conclusion: Perhaps this is a war he's destined to lose.

Unwind

A tournament approaches. All around the world, great clans and sects prepare their disciples to fight against one another in a competition of young Underlords. Even the Blackflame Empire is drawn in, but their youth are not strong

enough to compete. Yet.

UnSouled

Long ago, the Monarch Northstrider created a world of his own. This world, known as Ghostwater, housed some of his most valuable experiments. Now, it has been damaged by the attack of the Bleeding Phoenix, and a team of Skysworn have been sent to recover whatever they can from the dying world. Now, Lindon must brave the depths of this new dimension, scavenging treasures and pushing his skills to new heights to compete with new enemies. Because Ghostwater is not as empty as it seems.

The Reservist

Perfect for fans of Marissa Meyer's *The Lunar Chronicles* and Marie Lu's *Legend* series, Amelia Kahaney's *The Brokenhearted* is a gorgeous, gritty, and imaginative take on the superhero story. Anthem Fleet, talented ballerina and heir to the Fleet fortune, has always been closely guarded by her parents in their penthouse apartment. Lured by the handsome and dangerous Gavin, Anthem is drawn into the dark and exhilarating world on the wrong side of town. But when the couple runs into trouble, Gavin goes missing and Anthem winds up dead . . . only to awaken in an underground lab with a bionic heart ticking in her chest. Now she can run faster, jump higher, fight better. But the only thing that matters to her is getting Gavin back. And when she uncovers the sinister truth behind those she trusted the most, she is determined to use her newfound powers for the ultimate revenge. Set in the ruined fictional landscape of Bedlam, a Gotham-like city, this tale of heartbreak and revenge is both gripping and cinematic.

Champion

After the destruction of the Graveyard, Connor and Lev are on the run, seeking a woman who may be the key to bringing down Unwinding forever while Cam, the rewind boy, tries to prove his love for Risa by bringing Proactive Citizenry to its knees.

The Complete Unwind Dystology

Game Changer has descriptive copy which is not yet available from the Publisher.

House of Blades

Nick and Allie don't survive the crash, and now they are in limbo, stuck halfway between life and death, in a netherworld known as Everlost. Everlost is home to those who didn't make it to their final destination: A magical yet dangerous place filled with shadows where lost souls run wild. Shocked and frightened, Nick and Allie aren't ready to rest in peace just yet. They want their lives back. Desperate for a way out, their search takes them deep into the uncharted regions of Everlost. But the longer they stay, the more they forget about their past lives. And with all memory of home fading fast and an unknown evil lurking in the shadows, Nick and

Allie may never escape this strange, terrible world. In this imaginative, supernatural thriller, Neal Shusterman explores questions of life, death, and what just might lie in between.

Of Darkness and Dawn

The Helix was created to revolutionize the way we communicate. But even the purest of intentions can spawn terrible evil. This wasn't what Lithia had in mind when she decided to run away from home. Her ship was not meant to carry a fugitive wanted in two galaxies, or the stowaways running from a war that wasn't hers. She just wanted to live a quiet, peaceful life alongside her brother. But now she knows too much about The Helix, the secret hidden deep within it, and what it would mean for all humankind if she walked away.

The Amaranth Chronicles

Proactive Citizenry, the company which created Cam from the parts of unwound teens, has a plan: to mass produce Rewound teens like Cam for military purposes. But below the surface is of that horror lies another shocking level of intrigue: Proactive Citizenry has been suppressing technology that could make unwinding completely unnecessary. As Conner, Risa and Lev uncover these shocking secrets, enraged teens begin to march on Washington to demand justice and a better future. But more trouble is brewing. Starkey's group of storked teens are growing more powerful and militant with each new recruit. And if they have their way, they'll burn the harvest camps to the ground, and put every adult in them before a firing squad-which could destroy any chance America has for a peaceful future. Praise for UNWIND: "This is the kind of rare book that makes the hairs on your neck rise up. It is written with a sense of drama that should get it instantly snapped up for film." The Times "Gripping, brilliantly imagined futuristic thriller... The issues raised could not be more provocative - the sanctity of life, the meaning of being human - while the delivery could hardly be more engrossing or better aimed to teens." Publishers Weekly, starred review "a powerful, shocking, and intelligent novel It's wonderful, wonderful stuff." thebookbag.co.uk "This book challenges ones ideas about life, about morality, about religion, about fanatics. It is not a comfortable read but it is thought-provoking." Carousel

City of Light

Soulsmith

One reluctant witch. One hot Irishman. One epic battle to save magic from extinction. When Skye Williams receives news of her estranged mother's death, she must go to Ireland to claim her inheritance. But when she arrives in the tiny village of Derrydun, she isn't prepared for what she finds nestled amongst the rolling hills of the Emerald Isle. Lumped with her mother's crystal shop, a moody goth girl for an employee, and a crumbling cottage, selling up sounds like a great plan...until she sees the hot Irishman she's been crushing on turn into a fox. Thrust into a world she never knew existed, Skye discovers she's a witch, like her mother

before her, but it comes with a heavy price. She is the last of her coven, the Crescent Witches, and is on her own with a terrible burden. Witches are being hunted—and Skye might be the only one who can stop magic dying out...before it's gone forever. The Crescent Witch Chronicles is a series stuffed full of Irish charm, myth and mayhem. Come on an adventure fraught with danger and forbidden romance and the ultimate battle to save magic before it's gone forever.

Blackflame

Thrust into an unknown, unwanted situation, most would feel panic, fear anger and fall into chaos. Erik and Rugrat are not immune to those feelings, but they have stepped into chaos so many times, it is simply a different challenge. Two weeks ago, Erik lost his legs and his arm. Today he got a message. "You have been randomly selected to join the Ten Realms. One may choose to ascend the Ten Realms, thereupon making a request to the Gods of the Realms. Only those who are Level 10, 20, 30, 40, 50, 60, 70, 80, and 90 may ascend to the next realm. Fortune favors the strong!" For a retired combat medic and Marine Recon sniper, the Ten Realms offer a clear challenge and sense of purpose that they had only found on the battlefield. How much trouble can you get into in a new realm?

Unsouled

Don't miss a moment of the complete New York Times bestselling Unwind dystology from Neal Shusterman, now available as a collectible paperback boxed set. After the Second Civil War, the Bill of Life states that human life may not be touched from the moment of conception until a child reaches the age of thirteen. However, a loophole allows parents to retroactively get rid of a teenager through a process called "unwinding." Three teens defy the system and run away from their unwinding: Connor, a rebel whose parents have ordered his unwinding; Risa, a ward of the state who is to be unwound due to cost-cutting; and Lev, his parents' tenth child whose unwinding has been planned since birth as a religious tithing. As their paths intersect and lives hang in the balance, Connor, Risa, and Lev must work together to survive—and they may change the fate of America in the process. This complete boxed set includes paperback editions of Unwind, UnWholly, UnSouled, and UnDivided.

Storm Front

The epic conclusion to The Dagger and The Coin series, perfect for fans of George R.R. Martin. Lord Regent Geder Palliako's great war has spilled across the world, nation after nation falling before the ancient priesthood and weapon of dragons. But even as conquest follows conquest, the final victory retreats before him like a mirage. Schism and revolt begin to erode the foundations of the empire, and the great conquest threatens to collapse into a permanent conflict of all against all. In Carse, with armies on all borders, Cithrin bel Sarcour, Marcus Wester, and Clara Kalliam are faced with the impossible task of bringing a lasting peace to the world. Their tools: traitors high in the imperial army, the last survivor of the dragon empire, and a financial scheme that is either a revolution or the greatest fraud in the history of the world. The Dagger and the Coin The Dragon's Path The King's

Blood The Tyrant's LawThe Widow's HouseThe Spider's War Writing as James S. A. Corey (with Ty Franck) The Expanse (soon to be a major SyFy Channel television series)Leviathan WakesCaliban's WarAbaddon's GateCibola BurnNemesis Games

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