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Neon Lit:city of Glass
The Mortal Instruments: The Graphic Novel, Vol. 4
Heir of Fire
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Queen of Shadows
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The Mortal Instruments: The Graphic Novel
City of Bones
The World of Throne of Glass
The City of Ember
A Face Like Glass
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The Mortal Instruments
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The Assassin and the Empire
The Shadowhunter's Codex

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edited by

MARKS DEVAN

NEON LIT:CITY OF GLASS

Bloomsbury Publishing
USA

Only the greatest sacrifice can turn the tide of war. War is brewing in the fifth book of the #1 bestselling Throne of Glass series by Sarah J. Maas. The long path to the throne has only just begun for Aelin Galathynius as war looms on the horizon. Loyalties have been broken and

bought, friends have been lost and gained, and those who possess magic find themselves increasingly at odds with those who don't. With her heart sworn to the warrior-prince by her side and her fealty pledged to the people she is determined to save, Aelin will delve into the depths of her power to protect those she loves. But as monsters emerge from the horrors of the past, dark forces stand poised to claim her world. The only chance for salvation lies in a desperate quest

that may take more from Aelin than she has to give, a quest that forces her to choose what-and who-she's willing to sacrifice for the sake of peace. Kingdoms collide in this fifth book in the #1 New York Times bestselling Throne of Glass series. *The Mortal Instruments: The Graphic Novel, Vol. 4* Bloomsbury Publishing USA
A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and

teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library

Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly,

Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred

HEIR OF FIRE

A&C Black
The Mortal Instruments collection, all six internationally bestselling Shadowhunters books in one set. Discover the world of the Shadowhunters as they wage a terrifying war to

keep the world safe from demons in the sensational and internationally bestselling Mortal Instruments series by Cassandra Clare.

City of Glass Mortal Instruments

The first book in the New York Times bestselling series that inspired the hit CW television show. No one has set foot on Earth in centuries -- until now. Ever since a devastating nuclear war, humanity has lived on spaceships far above Earth's radioactive surface. Now, one hundred juvenile

delinquents -- considered expendable by society -- are being sent on a dangerous mission: to recolonize the planet. It could be their second chance at life...or it could be a suicide mission.

CLARKE was arrested for treason, though she's haunted by the memory of what she really did.

WELLS, the chancellor's son, came to Earth for the girl he loves -- but will she ever forgive him?

Reckless BELLAMY fought his way onto the transport pod to protect his sister, the other half of the only

pair of siblings in the universe. And GLASS managed to escape back onto the ship, only to find that life there is just as dangerous as she feared it would be on Earth.

Confronted with a savage land and haunted by secrets from their pasts, the hundred must fight to survive. They were never meant to be heroes, but they may be mankind's last hope.

Queen of Shadows

Bloomsbury Publishing USA

The twist of a knife. The birth of a legend. Step

into the world of the #1 bestselling Throne of Glass series by Sarah J. Maas with this collection of prequel novellas. Celaena Sardothien is her kingdom's most feared assassin. Though she works for the powerful Assassin's Guild and its scheming master, Arobynn Hamel, she yields to no one and trusts only her fellow killer-for-hire, Sam. But when Arobynn dispatches her on missions that take her from remote islands to hostile deserts, Celaena finds herself

acting independently of his wishes and questioning her own allegiance. If she hopes to escape Arobynn's clutches, Celaena will have to put her faith in her wits and her blade . . . knowing that if she fails, she'll lose not just a chance at freedom but her life. A prequel to the New York Times bestselling Throne of Glass, this collection of five novellas explores the history of this cunning assassin and her enthralling-and deadly-world. Included in this

volume: The Assassin and the Pirate Lord The Assassin and the Healer The Assassin and the Desert The Assassin and the Underworld The Assassin and the Empire
The Iron Trial (Magisterium #1)
 Penguin
 An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.
[Throne of Glass eBook Bundle](#) Yen Press LLC
 Suddenly able to see demons and the Darkhunters who are

dedicated to returning them to their own dimension, fifteen-year-old Clary Fray is drawn into this bizarre world when her mother disappears and Clary herself is almost killed by a monster.

Simon and Schuster
City of Glass
Simon and Schuster

KINGDOM OF ASH

Penguin

Neil Gaiman's *Coraline* meets *Stranger Things* in a dark and twisted story about a sleepy town with a dark secret--and the

three kids brave enough to uncover it. Every thirteen years in the town of Eden Eld, three thirteen-year-olds disappear. Eleanor has just moved to the quiet, prosperous Eden Eld. When she awakes to discover an ancient grandfather clock that she's never seen before outside her new room, she's sure her eyes must be playing tricks on her. But then she spots a large bird, staring at her as she boards the school bus. And a black dog with glowing red eyes follows

her around town. All she wants is to be normal, and these are far from normal. And worse--no one else can see them. Except for her new friends, Pip and Otto, who teach her a thing or two about surviving in Eden Eld. First: Don't let the "wrong things" know you can see them. Second: Don't speak of the wrong things to anyone else. The only other clue they have about these supernatural disturbances is a book of fairytales unlike any they've read before. It tells tales of the

mysterious Mr. January, who struck a cursed deal with the town's founders. Every thirteenth Halloween, he will take three of their children, who are never heard from again. It's up to our trio to break the curse--because Eden Eld's thirteen years are up. And Eleanor, Pip, and Otto are marked as his next sacrifice.

The Mortal Instruments: The Graphic Novel Simon and Schuster

From Paul Auster, author of the forthcoming 4 3 2 1: A novel – his debut work of fiction, the first

volume in his acclaimed “New York Trilogy” series of novels Nominated for an Edgar Award for Best Mystery of the Year, *City of Glass* inaugurates the intriguing New York Trilogy of novels that the Washington Post Book World has classified as "post-existentialist private eye...It's as if Kafka has gotten hooked on the gumshoe game and penned his own ever-spiraling version." As a result of a strange phone call in the middle of the night, Quinn, a writer of detective fiction and

crime books, becomes enmeshed in a case more puzzling than any he might have written. New York Times-bestselling author Paul Auster combines dark humor with Hitchcock-like suspense to *City of Glass*. *City of Bones* Bloomsbury Publishing USA
Clary, who is still seeking a cure for her mother's enchantment, travels to the City of Glass, the capital of the forbidden country of the secretive Shadowhunters, where she uncovers important truths about her family's

past.

The World of Throne of Glass BenBella Books, Inc. An amnesiac girl explores an enchanting underground world filled with sinister secrets in this YA fantasy from the award-winning author of *The Lie Tree*. In the underground city of Caverna, the world's most skilled craftspeople toil in the darkness to create delicacies beyond compare—wines that remove memories, cheeses that make you hallucinate, and perfumes that convince you to trust

the wearer, even as he slits your throat. On the surface, the people of Caverna seem ordinary, except for one thing: their faces are as blank as untouched snow. Expressions must be learned, and only the famous Facesmiths can teach a person to express (or fake) joy, despair, or fear—at a steep price. Into this dark and distrustful world comes Neverfell, a girl with no memory of her past and a face so terrifying to those around her that she must always wear a mask.

Neverfell's expressions are as varied and dynamic as those of the most skilled Facesmiths, except hers are entirely genuine. And that makes her very dangerous indeed . . . Praise for *A Face Like Glass* An ALA/ALSC Notable Children's Book "Hardinge is at the top of her game with this entrancing and action-packed adventure. Her voluptuous prose is full of sensory details and wildly imaginative descriptions, yet the world-building is controlled and gradually revealed. . . . VERDICT A

compelling and triumphant follow-up to *The Lie Tree* for those who love to become immersed in a good story.” —School Library Journal, starred review “Using beautiful prose, Hardinge builds a richly imagined world that twists as much as the carefully orchestrated plot. Readers will eagerly follow noble Neverfell through its tunnels, marveling at the extraordinary sights and catching their breath at her daring escapades.” —Booklist, starred review “Hardinge excels at

wordplay and worldbuilding; witty but not trite, her utterly original setting and chaotic, fidgety protagonist anchor a cracking good story that raises important ideas surrounding the nature of friendship, the value of honesty, and the danger of too much.” —Kirkus Reviews, starred review **The City of Ember** City of Glass A #1 New York Times bestseller! Sarah J. Maas's brand-new CRESCENT CITY series begins with *House of Earth and Blood*:

the story of half-Fae and half-human Bryce Quinlan as she seeks revenge in a contemporary fantasy world of magic, danger, and searing romance. Bryce Quinlan had the perfect life—working hard all day and partying all night—until a demon murdered her closest friends, leaving her bereft, wounded, and alone. When the accused is behind bars but the crimes start up again, Bryce finds herself at the heart of the investigation. She'll do whatever it takes to avenge their deaths.

Hunt Athalar is a notorious Fallen angel, now enslaved to the Archangels he once attempted to overthrow. His brutal skills and incredible strength have been set to one purpose- to assassinate his boss's enemies, no questions asked. But with a demon wreaking havoc in the city, he's offered an irresistible deal: help Bryce find the murderer, and his freedom will be within reach. As Bryce and Hunt dig deep into Crescent City's underbelly, they discover

a dark power that threatens everything and everyone they hold dear, and they find, in each other, a blazing passion- one that could set them both free, if they'd only let it. With unforgettable characters, sizzling romance, and page-turning suspense, this richly inventive new fantasy series by #1 New York Times bestselling author Sarah J. Maas delves into the heartache of loss, the price of freedom- and the power of love.

A Face Like Glass Simon

and Schuster
A graphic, crime noir novel on a New York detective-cum-novelist who answers a wrong number. A double-barreled investigation, one from the perspective of the detective, the other from that of the novelist. Adapted from Paul Auster's *City of Glass* by the creators of *Maus*.
Shattering Glass
Bloomsbury Publishing USA
"The ... companion to *The mortal instruments series*"--Cover.
Tales from the

Shadowhunter Academy
Margaret K. McElderry
Books
A #1 New York Times
Bestseller! The
Shadowhunters must
catch a killer in Edwardian
London in this dangerous
and romantic sequel to
the #1 New York Times
bestselling novel *Chain of
Gold*, from New York
Times and USA TODAY
bestselling author
Cassandra Clare. *Chain of
Iron* is a Shadowhunters
novel. Cordelia Carstairs
seems to have everything
she ever wanted. She's
engaged to marry James

Herondale, the boy she
has always loved; she has
a new life in London with
her best friend Lucie; and
she bears the sword
Cortana, a legendary
hero's blade. But the truth
is far grimmer. Cordelia's
marriage is a lie, arranged
to save her reputation,
while James remains in
love with the Grace
Blackthorn. Cortana burns
her when she touches it.
And a serial murderer is
targeting the
Shadowhunters of
London, killing under
cover of darkness, then
vanishing without a trace.

Now Cordelia, James, and
Lucie must follow the trail
of the killer through the
city's most dangerous
streets. All the while, each
is keeping a shocking
secret: Lucie, that she is
attempting to raise the
dead; Cordelia, that she
has sworn a dangerous
oath of loyalty to a
mysterious power; and
James, that he himself
may be the killer they
seek.

The Mortal Instruments
Simon and Schuster
The #1 New York Times
bestselling sequel to the
breathtaking bestseller

The Wrath and the Dawn
"A satisfying fast-paced conclusion, Ahdieh explores the difficulty of family, lasting loyalty, and love giving you a tale you won't soon forget."--
InStyle In a land on the brink of war, Shahrzad has been torn from the love of her husband Khalid, the Caliph of Khorasan. She once believed him a monster, but his secrets revealed a man tormented by guilt and a powerful curse—one that might keep them apart forever. Reunited with her family,

who have taken refuge with enemies of Khalid, and Tariq, her childhood sweetheart, she should be happy. But Tariq now commands forces set on destroying Khalid's empire. Shahrzad is almost a prisoner caught between loyalties to people she loves. But she refuses to be a pawn and devises a plan. While her father, Jahandar, continues to play with magical forces he doesn't yet understand, Shahrzad tries to uncover powers that may lie dormant within her. With the help

of a tattered old carpet and a tempestuous but sage young man, Shahrzad will attempt to break the curse and reunite with her one true love.

City of Glass Bloomsbury Publishing
From #1 New York Times bestselling authors Cassandra Clare and Wesley Chu comes the second book in the Eldest Curses series and a thrilling new adventure for High Warlock Magnus Bane and Alec Lightwood, for whom a death-defying mission into the heart of

evil is not just a job, it's also a romantic getaway. *The Lost Book of the White* is a Shadowhunters novel. Life is good for Magnus Bane and Alec Lightwood. They're living together in a fabulous loft, their warlock son, Max, has started learning to walk, and the streets of New York are peaceful and quiet—as peaceful and quiet as they ever are, anyway. Until the night that two old acquaintances break into Magnus's apartment and steal the powerful Book of the White. Now Magnus

and Alec will have to drop everything to get it back. They need to follow the thieves to Shanghai, they need to call some backup to accompany them, and they need a babysitter. Also, someone has stabbed Magnus with a strange magical weapon and the wound is glowing, so they have that to worry about too. Fortunately, their backup consists of Clary, Jace, Isabelle, and newly minted Shadowhunter Simon. In Shanghai, they learn that a much darker threat awaits them. Magnus's

magic is growing unstable, and if they can't stop the demons flooding into the city, they might have to follow them all the way back to the source—the realm of the dead. Can they stop the threat to the world? Will they make it back home before their kid completely wears out Alec's mom? *The Assassin and the Empire* Abrams From the critically acclaimed author of *The 25th Hour* and *When the Nines Roll Over* and co-creator of the HBO series

Game of Thrones, a captivating novel about war, courage, survival — and a remarkable friendship that ripples across a lifetime. During the Nazis' brutal siege of Leningrad, Lev Beniov is arrested for looting and thrown into the same cell as a handsome deserter named Kolya. Instead of being executed, Lev and Kolya are given a shot at saving their own lives by complying with an outrageous directive: secure a dozen eggs for a powerful Soviet colonel to use in his daughter's

wedding cake. In a city cut off from all supplies and suffering unbelievable deprivation, Lev and Kolya embark on a hunt through the dire lawlessness of Leningrad and behind enemy lines to find the impossible. By turns insightful and funny, thrilling and terrifying, the New York Times bestseller City of Thieves is a gripping, cinematic World War II adventure and an intimate coming-of-age story with an utterly contemporary feel for how boys become men.

The Shadowhunter's

Codex Simon and Schuster

Don't miss The Mortal Instruments: City of Bones, soon to be a major motion picture in theaters August 2013. The first three books in the #1 New York Times bestselling Mortal Instruments series, available in a collectible paperback boxed set. Enter the secret world of the Shadowhunters with this MP3 collection that includes City of Bones, City of Ashes, and City of Glass. The Mortal Instruments books have

more than five million
copies in print, and this
collectible set of the first

three volumes in
paperback makes a great

gift for newcomers to the
series and for loyal fans
alike.

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