

Soul Eater Vol 16

With Noah and his followers ready to strike, Maka and Soul must undergo rigorous training in the newly formed Spartoi unit.

Kid has been freed from Noah's greedy clutches, but The Book of Eibon remains at large. Noah was a troublesome foe, but the vast knowledge contained within the book could itself be dangerous - and information is not all that lies in its pages... Meanwhile, Crona has resurfaced in Moscow, his madness and Medusa's maternal pressure having all but consumed the friend Maka once knew. The question is how many will be devoured by Crona's madness before he can be stopped?!

Kid's sense of order stands in sharp contrast to the unpredictable madness of the Kishin. But order and madness are two sides of the same coin. When Asura challenges the "tyrannical" Shinigami and his laws that serve to control humans' lives, Kid can feel the tendrils of madness within himself seeking purchase. The bonds of his friendships and his faith in order are tested to their limits as Asura makes his final stand against the forces of DWMA. When the moondust settles, who will emerge as lord of this world--Shinigami or Kishin?

"Maka is a weapon meister, determined to turn her partner, a living scythe named Soul Eater, into a powerful death scythe -- the ultimate weapon of Death himself! Charged with the task of collecting and devouring the tainted souls of ninety-nine humans and one witch, Maka and her fellow meisters strive to master their weapons as they face off against the bizarre and dangerous minions of the underworld. But the meisters' own personal quirks may prove a bigger obstacle than any sultry enchantress!" -- from publisher's web site.

Crona's crimes have become too terrible to ignore, and the troubled youth is added to Shinigami's list. Hoping to reach her friend first, Maka extends her soul perception ability to engulf the entire planet. But the sweep delivers even more than she had bargained for--the location of the Kishin's hideout!

Ding-dong! DEAD-dong! Class is about to begin, and you don't want to be late on your first day of school! Join Tsugumi Harudori in the NOT class at Death Weapon Meister Academy, a school dedicated to training transforming Weapons like Tsugumi and the Meisters who will wield them. Many NOT (Normally Overcome Target) students aspire to join the elite EAT (Especially Advantaged Talent) class, but it may take Tsugumi some time to find her confidence--and a partner--at this crazy school!

Like the other members of the newly formed Spartoi unit, Maka and Soul undergo rigorous training, probing the boundaries of Soul's hard-won new potential as a weapon. Maka's soul perception ability has made her the enemy's next target, and she and Soul will have to kick it up to a whole new level--and fast! Noah and his followers are coming, ready or not!!

Shinigami-sama summons the strongest weapons from around the world to contain the rogue kishin and the spread of his madness. As these powerful weapons strategize for what will be the most difficult battle of their lives, the students of DWMA try to get back to their normal lives as best they can. For Maka, adjusting to the dangerous times is nothing compared to Crona's struggle to adjust to life as a DWMA student!

On the night of DWMA's anniversary celebration, every meister and weapon in Death City has gathered at the school for an evening of music and dancing. Little do they know that the witch Medusa is about the crash Shinigami-sama's party. Trapping the meisters inside, the witch makes her way to the chamber where the First Kishin is imprisoned. Will the few meisters who've managed to escape be enough to prevent Medusa from rousing the madness that slumbers far below in the Kishin's domain?

As the madness of the Kishin continues to threaten the world, Noah and Medusa race to find Asura and ally themselves with him, and DWMA must devise ways to combat both evils while trying to seek and destroy Asura themselves.

Death the Kid and Black*Star race after Free and Eruka, ready to do whatever it takes to stop the Black Blood before it is used to revive the slumbering First Kishin. Meanwhile, Maka has allowed herself to slip into madness in an effort to reach Crona's troubled soul. In addition to being horribly embarrassing, her actions carry a great risk. If Maka can't find Crona fast, she too will be consumed by madness!

Shotaro and Tool square off against the Fear Robot, but they can't help feeling like something's missing. With Mana still nowhere to be found after the attack at the Robot Fight Tournament and Yohei firmly in the clutches of the King of Spin, it seems the best course of action is a covert rescue mission into enemy territory! But even with its greatest creation out roaming the streets, the Fear Factory still houses a few terrors that threaten to stop our heroes dead in their tracks...

Soul Eater Yen Press

The Great Cake Bake Festival is tomorrow! All of Ponyville is head over hooves with excitement as they prepare. But then...the big day never arrives. Each new day is still always the day before the festival. In fact, it seems like it's been the day before the festival for as long as anypony can remember. What could possibly be the reason? A mysterious artifact from ancient Mesoponyntamia? Is Discord up to his old tricks? Hopefully, somepony can solve the mystery and set things right! Don't miss this all-new manga series set in the world of Hasbro's My Little Pony: Friendship is Magic!

As Kid struggles against the madness deep in the Book of Eibon, a group of Spartoi members race to rescue their friend. Through page after page of Lust, Gluttony, and Envy, the students must conquer the seduction of their own fears and desires to reach the final chapter! Will their efforts be enough to give this tale a happy ending?!

Most humans use only a small percentage of their brainpower, but a certain group of people called "dokeshi" can use a greater percent of their brain to unleash special powers, given one condition...For dokeshi Shotaro, that condition is doing one good deed a day. In exchange, he has the ability to use the powers of any animal by biting its bones. When Mana meets Shotaro on her travels, she expects nothing but trouble from the childish, ignorant boy--until he takes off into the sky like a bird. Mana may be impressed, but dokeshi are viewed as freaks by most of the population. And with the governor missing, all dokeshi are under suspicion. Ever-optimistic Shotaro refuses to be discouraged and journeys on with Mana in the name of Justice!

A magical mixture of rules options for the world's greatest roleplaying game. The wizard Tasha, whose great works include the spell Tasha's

hideous laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her enemies wouldn't want these treasured secrets scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all.

EXPANDED SUBCLASSES. Try out subclass options for every Dungeons & Dragons class, including the artificer, which appears in the book.

MORE CHARACTER OPTIONS. Tasha's Cauldron of Everything introduces a host of class features and feats, plus straightforward rules for modifying a character's racial traits and customizing their origin.

INTRODUCING GROUP PATRONS. Whether you're part of the same criminal syndicate or working for an ancient dragon, each group patron option comes with its own perks and types of assignments.

SPELLS, ARTIFACTS & MAGIC TATTOOS. Discover more spells, as well as magic tattoos, artifacts, and other magic items for your campaign.

EXPANDED RULES OPTIONS. Try out rules for sidekicks, supernatural environments, natural hazards, and parleying with monsters, and gain guidance on running a session zero.

A PLETHORA OF PUZZLES. Ready to be dropped into any D&D adventure, puzzles of varied difficulty await your adventurers, complete with traps and guidance on using the puzzles in a campaign. Full of expanded content for players and Dungeon Masters alike, this book is a great addition to the Player's Handbook. Baked in you'll find more rule options for all the character classes in the Player's Handbook, including more subclass options. Thrown in for good measure is the artificer class, a master of magical invention. And this witch's brew wouldn't be complete without a dash of added artifacts, spellbook options, spells for both player characters and monsters, magical tattoos, group patrons, and other tasty goodies.

When "BREW" activates in the middle of his battle with Mosquito, Death the Kid's soul wavelength is amplified to a whole new level! But once Mosquito has recovered from the shock of seeing the real "BREW" in action, he redoubles his efforts to destroy the young shinigami before the intruders from DWMA unlock the way to the Spider Queen Room. Will Kid's awakened power be enough to defeat Mosquito's deadly form?!

Experience the quirky, action-packed adventures of Maka and Soul Eater like never before, with this all-new, deluxe collector's edition to celebrate Atsushi Ohkubo's global hit!! The saga of the Meisters and their Weapons takes on a whole new look in the gorgeous Soul Eater: Perfect Edition! Dive into Maka and Soul's adventures in a unique larger format on high-end paper stock that maximizes the dynamic art of the series! Each volume of this deluxe omnibus edition of the megahit manga includes the content of approximately 11?2 original volumes, the original color pages, an updated translation and lettering, and to top it all off, brand-new cover art drawn by creator Atsushi Ohkubo himself!

With Doctor Stein unable to carry on, Maka, Kid, and Black*Star enter the magnetic field to take up the mission and locate the tempestuous demon tool known as Brew. Time is quickly running out as the three face off against Mosquito, struggling to harmonize their wavelengths within the magnetized vortex. They'll be lucky to escape with their lives, let alone the demon tool!

Crona's loyalties are torn as Medusa regroups and plots to beat both DWMA and her sister, Arachne, in the arms race for Eibon's demon tools. As the madness of the Kishin continues to spread, Maka, Black*Star, and Kid begin even more rigorous training to master their weapons and work together as a team. Will they be ready to face Arachnophobia in time for their next mission? Or will internal strife tear them apart?!

In an alternate-reality fantasy world, four special +Anima beings, who possess animal-like characteristics and are shunned by "normal" society, travel to find others like themselves and seek to gain acceptance in a world cruel to anyone or anything that is different.

The remedial assignment continues as Soul and Maka confront Dr. Franken Stein, the man behind Sid-sensei's unfortunate transformation and the strongest meister ever to graduate from Death Weapon Meister Academy. Even without a weapon, his massive soul dwarfs them all—even big shot Black*Star! Can Maka rally her strength to face Stein in battle, or will despair be her downfall?

The remaining Death Weapons, along with Kid, gather to stage their assault on the moon. As they approach the Kishin's hideout, Stein and Justin clash in a violent, madness-fueled battle. Stein struggles to maintain his grip on sanity while Justin draws power from the Kishin's inexhaustible aura of madness. Everyone knows there will be casualties on the road to restoring "order"—but will Stein become the first?

Deep in the belly of Baba Yaga Castle, Maka, Soul, and Medusa prepare to face Arachne in her own chambers. Arachne has grown even stronger since their last meeting, and even the crafty Medusa is caught in her sister's twisted web. As Arachne's intense madness threatens everyone in and around the castle, Soul must perform a string concerto that will move his audience to their very souls...or be caught in the witch's net himself!

Torak has survived the summer and his heart-stopping adventure in the Seal Islands. He and Wolf are together again. But their reunion is all too short-lived. As mid winter approaches Torak learns the worst from the White Fox clan - Wolf has been snatched. In a desperate bid to rescue him, Torak and Renn must brave the frozen wilderness of the Far North. They tread a deadly dangerous path as they step into a world of deceit, treachery and lies and come face to face with the the most powerful and feared mages alive. Cruel Thiazzi, the Oak Tree Mage, Seshru the Viper Mage, beautiful and manipulative, and Nef the gruff Bat Mage - here too is Eostra, the mysterious Masked One - all of them bound by their desire for all creatures to bow before them. Under the dark wings of night Torak confronts vengeful ice bears, mistrust, broken promises and a terrifying evil. Another step is taken on his quest to destroy the Soul-Eaters, but with it comes the burden of an utterly chilling secret of his own... Launched at the height of the Harry Potter phenomenon, the Chronicles of Ancient Darkness is the ultimate magical adventure. This edition contains brand new interviews with Michelle Paver. Audio edition also available, read by Ian McKellen.

The enemy of my enemy is...still my enemy?! As the madness of the Kishin continues to threaten the world, Noah and Medusa race to find Asura and ally themselves with him. With Noah reliant on demon tools and Medusa on her experimental black blood, DWMA must devise ways to combat both evils while trying to seek and destroy Asura themselves!

THE GRAY OF HAIJIMA Now that Company 8 has learned that Haijima Industries is using children in an attempt to spark an Adolla Burst, Shinra is eager to put a stop to their heinous practices. To infiltrate their facilities, he agrees to let them study his own powers, and now he must face one of the ghosts of his childhood—the evil Kurono, a twisted pyrokinetic with enough power to rival the toughest soldier on the Fire Force.

Locked in a deadly battle with the King of Spin, NoFix, Yohei must rely on his wits and the hidden powers of his Law-Abiding Silver Gun to stay alive, but NoFix has a few hidden tricks of his own. With the Fear Factory crumbling around them, Shotaro unleashes his true, fearsome power to save his friend. But it's going to take more than the power of the Kyokotsu to stop the King of Spin NoFix and his lust to kill! Amidst the mayhem, the mysterious Emine and his henchmen lurk in the shadows...Will Shotaro finally meet up with his childhood friend? Find out in the final volume of Atsushi Ohkubo's B. Ichi!?

Fifty years after his creation, Astro Boy continues to lead the manga and anime charge, his adventures still as fresh and exciting as when first crafted by master storyteller/cartoonist/ animator Osamu Tezuka. Astro Boy is packed with action, laughs, and genuine emotion, interlacing fantastic situations with timeless themes and wry observances about technology, war, and the human condition.

The DWMA student body is still reeling after the news that one of their own is a witch. But as one young witch flees Death City, another has come back to DWMA hoping to strike a deal with Shinigami-sama. Medusa has already proven herself a traitor to the school, but the information she offers is critical to DWMA's efforts to take down Arachnophobia and curb the spread of madness. Can Medusa be trusted to lead a team of students into the heart of enemy territory?!

While Black*Star and Tsubaki keep Mifune and Mosquito distracted, Sid is able to locate Arachnophobia's demon tool and put an abrupt end to their sinister plans. But though the evil organization won't be manipulating anyone's morality anytime soon, the blueprints for the dangerous

tool are sealed away in Shinigami-sama's secret vault rather than destroyed. Surely Shinigami-sama would never think of constructing a demon tool himself?!

Maka is a weapon meister, determined to turn her partner, a living scythe named Soul Eater, into a powerful death scythe - the ultimate weapon of Death himself! Charged with the task of collecting and devouring the tainted souls of ninety-nine humans and one witch, Maka and her fellow meisters strive to master their weapons as they face off against the bizarre and dangerous minions of the underworld. But the meisters' own personal quirks may prove a bigger obstacle than any sultry enchantress!

Kid enters the witches' realm to appeal for help! Though they have been DWMA's enemies for years, the witches share a respect for order--and are equally threatened by the Kishin. Kid's immediate goal is to deal with the situation on the moon, but he hopes that the negotiations will forge a new pact between DWMA and witches in the future--assuming anyone survives the Kishin's madness!

Containing chapters 51-100 of China's best-loved work, in an edited, yet complete and wholly accurate translation for the Western reader. Travel with Monkey, Pig, Friar Sand and the Tang Priest as they continue their journey to India and finally attain the scriptures. Volume 2 contains some of the most famous episodes from this classic, including Monkey's duel with the Princess Iron Fan.

Shotaro continues his search for Emine in the I.C. Prefecture. But a careless comment sends him on the run from an angry kappa.

Meanwhile, Mana is eager to enter the Robot Fight Tournament - sponsored by the "Happy Factory" - and get another commendation, but Yohei senses there's something far more sinister than the tournament going on at the Fear Factory . . . That doesn't stop him from building a powerful battle robot that's guaranteed to take home the prize. Just when Mana is confident of her victory, the Fear Robot itself steps into the arena - with NoFix the King of Spin at the helm!

As Maka and a team of DWMA students slip into Baba Yaga Castle in the guise of Arachnophobic guards, Black*Star opts for his usual style of entrance: loud and without a trace of subtlety! But although Black*Star doesn't seem to have changed much on the outside, inwardly he has at last found the way to harness the true power of the Uncanny Sword. And that means he's ready to test his blade in a round three rematch against swordsman Mifune! Will Black*Star's transformation be enough? Or will he once again find himself at the mercy of the great samurai?!

Arachnophobia has taken the offensive and spreads the Kishin's madness throughout the world, using "BREW" to threaten anyone who stands in their way. In the wake of attacks at home and abroad, DWMA sends its top students to quell the madness and gather information wherever they can. But the madness is spreading much quicker and is stronger than they had anticipated. When confronted by an incarnation of the Kishin's madness itself, will Maka and Soul fall victim to the sinister Clown's manipulations?

Tsubaki and Black*Star set off on their most difficult mission yet: a battle with the Uncanny Sword Masamune, a soul on the brink of becoming a Kishin. But this fight holds personal significance for Tsubaki - their target is her older brother. Jealous of her inherited talents, Masamune is holding nothing back. Usually docile and complacent, Tsubaki must find the strength to overtake the Uncanny Sword before she too is sucked into the darkness.

In his madness, Death the Kid has embraced a new notion of "order": Only in nothingness can there be true balance and equilibrium. But for Black*Star, being on equal footing with anyone is not his style. Black*Star has always wanted to "transcend the gods"-now his only chance may be to overpower his shinigami friend and take Death down if he wants to save him...!

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