Edgeland

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On the island of Edgeland, the main business is funerals. People from all over the world float their dead into a nearby ocean hole called the Drain. Alec works for the best funeral home on the island and acquires a major client. Unfortunately, his payment is accidentally placed on a barge heading for the Drain. Alec and Wren, Alec’s best friend, attempt to retrieve the funds, but they get sucked into the Drain. Deep inside, they see the dead returning to life. To stay alive, Wren and Alec must hide that they are living and find allies to help them escape. Working with a rebel group, Wren and Alec defeat the ruling class to reopen the gateways to heaven. As the island is emptied of its inhabitants, the seas flood, making Wren and Alec’s escape back to Edgeland possible.

Edgeland is a deliciously complex story granting a unique perspective on religion, death, and the afterlife. Death is displayed from the viewpoints of both faith and profit. Alec strongly believes in a comfortable afterlife and uses his faith to promote his funeral services. Hardened by life on the streets, Wren survives on the discarded monetary devotions of believers. However, once in purgatory, both Alec and Wren’s afterlife expectations melt away as they see the dilemma the dead are facing. Together they develop a new belief in fighting for a heaven the dead deserve. Edgeland is a compelling work of master world-building, solid story, and deep character development for ages twelve and up.

*Contains mild violence.