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*Destinyquest The Legion
Of Shadow*

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Flames of the Dark Crystal #4 Disney
Electronic Content

The darkest hour approaches... To recover the final fragment of the Sword of Life, you are forced to make an uneasy alliance with the exiled prince who seeks its twin, the Sword of Death. The next phase of your quest takes you through the alleyways of the city of Crescentium, where assassins lurk in the shadows and fanatic crusaders

are vigilant to mete out punishment to any who break their harsh laws. But mortal foes are not your greatest threat. You must embark on a ship that voyages between worlds, face jinn and fire wizards, and contend against the still-powerful remnants of forgotten gods. In this land of sorcery, you will encounter terrors and wonders more fabulous than you have ever imagined - until your ultimate destination, the very shores of Life and Death, where you come face to face with your greatest foe. Blood Sword can be played either solo or in a team of up to

four people, providing the most exciting challenge yet in fantasy adventures, combining the best of role-playing, novels and tabletop games. What reviewers say: ""A lush and gorgeous campaign, one of the best I've played..."" ""Without exaggeration, the finest entry in the best 'ongoing story' gamebook series ever crafted..."" ""A grand adventure. Ends on an absolutely awesome cliffhanger that leaves you just gasping to read the fourth book in the series...""

The War-Torn Kingdom Canari
The end of the 23rd century. Earth lies in

the grip of a new Ice Age. Famine, cold and fanatic cults threaten what is left of civilization. Humanity is on the brink of extinction. Nine of the strongest heroes of the age come seeking the ultimate prize: the Heart of Volent, an object with the power to reshape reality. All are ruthless, powerful, determined. To succeed they must work together. But only one can have the Heart. Choose your alliances with care. Weigh up who to trust. Be ready for betrayal. When the moment comes, the future of mankind will rest on your judgement. * * * Critical IF books are interactive adventures with a difference. You can be a mutant with the power to warp reality. A soldier whose combat skills are a match for any foe. A stealthy assassin leaping between rooftops. An explorer who can survive in the harshest conditions. Be anyone you can imagine. Choose from almost five hundred different character types, each with their own unique skills. Strong stories, vivid settings and compelling characters make Critical IF the game-changers of the interactive fiction genre. Put yourself in the heart of the story.

Second Darkness HarperCollins

Although the Shadowmasters are finally on the run, the evil ones have no plans to relinquish their dreams of conquest, even if it means total annihilation, and it is up to Elminster, Khelben, and Alustriel to end the reign of terror forever. Original. 75,000 first printing.

The Warlock of Firetop Mountain Fabled Lands Llp

A dungeon quest and a dangerous treasure hunt... The reader must take on the role of an adventurer, travelling to find the treasure chest belonging to a powerful Warlock, deep within Firetop Mountain. This chest is guarded by a succession of terrifying monsters...

Knights of the Alliance Bellwether Media Magic can do a lot--give you flight, show you mermaids, help you taste the stars, and... solve the budget crisis? That's what the grown-ups will do with it if they ever make it to Neverland to steal its magic and bring their children home. However, Gwen doesn't know this. She's just a sixteen-year-old girl with a place on the debate team and a powerful crush on Jay, the soon-to-be homecoming king. She doesn't know her little sister could actually run away with Peter Pan, or that she might

have to chase after her to bring her home safe. Gwen will find out though--and when she does, she'll discover she's in the middle of a looming war between Neverland and reality. She'll be out of place as a teenager in Neverland, but she won't be the only one. Peter Pan's constant treks back to the mainland have slowly aged him into adolescence as well. Soon, Gwen will have to decide whether she's going to join impish, playful Peter in his fight for eternal youth. .. or if she's going to scramble back to reality in time for the homecoming dance.

The Legion of Shadow Matador

This is the latest title to join Fighting Fantasy's brand-new look! The multi-million selling gamebook series is back with a hugely popular revamped, updated package, a brilliant new interactive website and the monsters, dungeons and peril to capture a whole new generation of imaginations. Stranded miles from anywhere on a dark and stormy night, your only refuge is a distant ramshackle mansion. But the dangers outside are nothing compared to the nightmarish creatures that await you within its gruesome walls. Can you make it through

the night without being scared - to death?
DestinyQuest Troubador Publishing Ltd
 Miles goes on a mission to retrieve a frozen rover on an ice-covered exoplanet. Suddenly, his sister, Loretta, slips and gets swept away down the river. It's up to Miles to save her in this far-out, fast-paced early chapter book filled with super-stellar illustrations!

Sorcery Wizards of the Coast

You have no memory of your past. With only a sword and a backpack to your name, you must discover your destiny in an unfamiliar world full of monsters and magic. As you guide your hero through this epic adventure, you will be choosing the danger that they face, the monsters that they fight and the treasures that they find. Every decision that you make will have an impact on the story - and, ultimately, the fate of your hero. With hundreds of special items to discover in each book, you can completely customise your hero. You can choose their weapons, their armour, their special abilities - even the boots on their feet and the cloak on their back! No two heroes will ever be alike, which means your hero will always be unique to you. Welcome to a new

world. Welcome to Valeron. Welcome to DestinyQuest. PLEASE NOTE THAT ALTHOUGH THE EBOOK VERSION IS FULLY HYPERLINKED, YOU WILL STILL NEED DICE, PAPER AND A PENCIL TO PLAY!

Wake of the Watcher Fabled Lands Llp
 Before you watch the upcoming Netflix series (The Dark Crystal: Age of Resistance), read these original novels from J. M. Lee that tie into the events of the series. Jim Henson's The Dark Crystal #4 is the fourth book in a series of original young adult novels set in the world of Jim Henson's The Dark Crystal.

Steve Jackson and Ian Livingstone Present The Keep of the Lich-lord

Createspace Independent Publishing Platform

Many truths lie hidden beneath the desert sands... You are an orphan with a strange gift for magic. Do you have what it takes to survive on the cut-throat tides of the Dune Sea? You decide in this epic fantasy adventure - one where you make the decisions.

Shadows of Doom Modiphius

When a nearby dungeon begins to cough out hordes of the hungry dead, a band of heroes is called up to repel the menace

before the nearby town is literally swallowed up by the tide. Will anyone be able to stop this grim feast? Hungry are the Dead is a dungeon adventure set in the Pathfinder Chronicles setting, and is suitable for mid-level characters.

House of Hell St. Martin's Press
 Battle fearsome beasts and fight evil with Tom and Elenna in the bestselling adventure series for boys and girls aged 7 and up. Tom and Elenna's pirate enemy, Ria, is back - and she has a deadly new plan to take over the kingdom of Makai. Join our heroes as they battle Ria's Beast Menox, a monster with a tooth like a sword! There are FOUR thrilling adventures to collect in this series - don't miss out! Menox the Sabre-toothed Terror; Larnak the Swarming Menace; Jurog, Hammer of the Jungle and Nersepha the Cursed Siren. If you like Beast Quest, check out Adam Blade's other series: Team Hero, Sea Quest and Beast Quest: New Blood!

Balance of Fate Simon and Schuster
 The Wicked Wizard of Oz is a brand new nightmarish gamebook - a multi-path book, very much in the style of Choose Your Own Adventure and Fighting Fantasy

Gamebooks, in which you choose the course of the story - inspired by *The Wonderful Wizard of Oz*, by L. Frank Baum, and the Dieselpunk aesthetic movement. Anybody who has read and played *Alice's Nightmare in Wonderland* will have a very clear idea of what to expect!

For the Killing of Kings Ghost Network DestinyQuest: The Legion of Shadow takes its influence from two genres, the 'choose your own adventure' book and the computer role-playing game. It uses an innovative map system to allow readers to experience exciting quests, battle fearsome monsters and discover valuable rewards. Through their adventures, the reader can customise their hero from a selection of 400 items and 80 special abilities, allowing them to take on ever-greater challenges as they seek to save the kingdom from the sinister Legion of Shadow. Author Michael J. Ward draws on 10 years publishing experience and over 30 years of gaming to create a unique product; a book that draws on the latest innovations in computer-game design and fuses them with the old-style game books that initially attracted him to fantasy when he was younger. Aimed at readers of 12

and above, DestinyQuest will appeal to gamers and fantasy-enthusiasts as well as fans of online games such as *World of Warcraft*.

Heart of Ice Orchard Books

John and the other members of the Ghost Network travel to a top secret center in the Sahara desert and prepare for battle, hoping to wrestle back control from evil tech icon Roy Lykos.

Blood and Chocolate Puffin HC

This 96-page grimoire and character journal gives every spellcaster a robust, immersive journal in which to pen all of their character's favorite spells. Designed for use with *Bloodlines & Black Magic*, this grimoire and character journal provides players with basic tables, extra character sheets, and pages for notes related to those same characters. Designed to be the perfect companion for any copy of *Bloodlines & Black Magic*, these character journals make nice, lightweight options for busy players who don't want to carry around spell cards or who prefer to personalize their characters' magical acumen. These journals make great gifts, especially for gamers who love modern, dark, horror-themed games using their

favorite d20-based system! 3.x compatible!

Miles From Tomorrowland: Journey to the Frozen Planet Permuted Press+ORM

Rangers of Shadow Deep is a solo and cooperative tabletop miniatures game, in which players create their ranger, gather companions, and play through a series of missions in their fight to hold back the darkness. If their rangers survive, they will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments. Presented in an elegant Faux Leather Forest Green Cover with an embossed stamped logo Solo and cooperative tabletop miniatures game from the creator of *Frostgrave* and *Ghost Archipelago* Joseph A. McCullough Create your ranger, gather companions, and play through a series of missions in a fight to hold back the darkness. Survive and you will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments. Includes updated core rules combined with character-building elements first presented in *Temple of Madness*. Featuring a dozen new pieces of art from Barrett Stanley, New 'Challenge Levels' for all the scenarios can be used

when playing with 3 or 4 rangers to ramp up the difficulty, or if you want to replay the scenario with a higher-level Ranger. Includes the first supplement for the game, Burning Light. The Rangers' must venture to a ruined convent, searching for an ancient artefact. As they choose what order to explore the ruins, they must gather clues to the artefact's location. But they must be quick, for the longer they remain, the more the forces of the Shadow Deep become aware of their presence. This book contains the rules only, requires a couple of twenty-sided dice, a deck of standard playing cards, inch ruler and miniatures to play! Rangers of Shadow Deep was previously only available through DriveThruRPG and has been a huge hit with roleplayers and miniature gamers alike with its narrative-driven gameplay. Made in the UK.

Rider of the Black Sun Wizards of the Coast

Set out on a journey of fabulous adventure in lands beyond the limit of your imagination. Choose for yourself what role to play, where to venture, and what rewards to seek. In CITIES OF GOLD AND GLORY you can sail the high seas to

Golnir's distant ports. As a warrior, plunder ancient treasures and do battle with the legions of darkness in the hall of the death-god Nagil. As a spy, penetrate the labyrinth of lies and sinister secrets of the scheming merchants of Metriciens. As a sorcerer, barter in mysteries, spells and ancient lore with the immortal wizard Estragon. Amass wealth, honours and power that will take you on voyages to uncharted regions. Your journeys will bring you foes and friends, danger and triumph, fortune and fame - and more adventures than you have ever dreamed of. Here is role-playing as you've never known it before - in the perilous world of the FABLED LANDS.

Excalibur Independently Published
Are you ready for some of the most exciting, death-defying escape stories ever told? The fourth installment in the Great Escapes series is here—perfect for fans of the I Survived series! December 13, 1920. It was a typical Monday morning when three US Navy officials boarded a hot air balloon for an easy, routine training flight. But as evening came, heavy rain and wind knocked Lieutenants Louis Kloor,

Stephen Farrell, and Walter Hinton off course, eventually forcing a crash landing deep within the snowy Canadian wilderness. As the men searched for salvation, they were overcome by freezing temperatures, starvation, and fatigue. To survive this harrowing experience, the brave military officers would have to go up against their greatest enemies yet—desperation and despair. From reluctant reader to total bookworm, each book in this page-turning series—featuring fascinating bonus content and captivating illustrations—will leave you excited for the next adventure!

The Ghost Network Gollancz
Many are familiar with Andy Serkis's groundbreaking motion capture role as Gollum in the Lord of the Rings film series. But motion capture has come a long way since it first began! This title introduces the technology behind motion capture, using many of today's most popular movies as examples. Special features highlight famous uses of motion capture, and pioneer profiles introduce some of the most influential mocap filmmakers in history. This high-interest title is sure to capture the attention of readers!

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