
Destinyquest The Legion Of Shadow

You Are The Hero

House of Hell

The War-Torn Kingdom

DestinyQuest

Hungry Are the Dead

Creature of Havoc

The Pit of No Return

The Art of Magic: The Gathering - War of the

Spark

Complete History of the Rosicrucian Order

Secret of the Djinn

The Warlock of Firetop Mountain

War of Ascension Trilogy

Misplaced - Magic Gone Awry

Thunderbirds Secret Files

Excalibur

Villains Rising

Heroes of Urowen

Maelorum

The Scarab Path

Escape From Portsrood Forest

Project Venom

Homestead Defense Force

Heart of Ice

Black Legion

Into the Dungeon

Blood and Chocolate

The Legion Of Shadow
Rider of the Black Sun
Broken Moon
Great Escapes #4
Army of Darkness
The Legion of Shadow
Beowulf Beastslayer
DestinyQuest
Balance of Fate
Realms of Valor
The Wicked Wizard of Oz
The Eye of Winter's Fury
Spell Creator
Steve Jackson and Ian Livingstone Present The
Keep of the Lich-lord

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The Legion blog.gmeryu.edu
Of Shadow by guest*

VALENTINE NAVARRO

**You Are The
Hero** Fighting
Fantasy
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.

House of Hell Wizards of the Coast
A collection of stories featuring characters from the "Forgotten Realms" novels includes contributions by Douglas Niles, Troy Denning, Ed Greenwood, R.A. Salvatore, and others
The War-Torn

Kingdom Stripes
Publishing
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 THE WAR-TORN KINGDOM, revolution rages in Sokara. You can join forces with the king to restore his throne - or look for profit in the pay of the dictator, Grieve

Marlock. Use fighting skills or sorcery, bribery or skulduggery to survive the assassins in the city backstreets. Descend to the sewers of Yellowport to defeat the vile rat-king, Skabb. Retrieve the golden net of the gods from the Repulsive Ones deep beneath the sea - and use the rewards of your victories to travel beyond the boundaries of the known world in the world's first open world gamebook

saga. Your journeys will bring you foes and friends, danger and triumph, fortune and fame - and more adventures than you ever dreamed of. Role-playing as you've never known it before - in the amazing world of the FABLED LANDS. [DestinyQuest](#) Book Tree Misspelled is the third anthology in the Legion of Dorks series. These books are put together with love and a

generous heart as a way to give back. So 50 percent of all proceeds goes to charity. For Magic Gone Awry, you'll experience: - a magical ER where curses abound - an ancient fairy godmother whose hearing isn't what it used to be - a little girl who summons the monster under her bed on purpose - an apprentice magician who discovers all magic isn't illusion - and so much more. Pick up your copy today and join

the adventure while supporting children in need.

Hungry Are the Dead

Snowbooks

Adventure Gamebooks

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?

Creature of Havoc iBooks
Fighting

Fantasy gamebooks have sold over 17 million books worldwide, in over 30 languages. But when Steve Jackson and Ian Livingstone sat down to write *The Warlock of Firetop Mountain* they had no idea this one book would go on to spawn another eighty or more titles, and have an immeasurable impact on a generation of children growing up in the 1980s. Part history, part

celebration, YOU ARE THE HERO chronicles more than three decades of Fighting Fantasy. Written by Jonathan Green (author of seven Fighting Fantasy titles), this mighty tome will appeal to anyone who ever wiled away a washed-out summer holiday with only two dice, a pencil, and an eraser for company. This is a fixed format PDF eBook, with all of the same stunning, full-

colour artwork as the hardback and paperback. Best viewed on a colour screen of 7" upwards, as a daily reader to keep your precious hardback safe. "YOU ARE THE HERO is as read-under-the-covers immersive as its subject matter; great characters, amazing stories and a surprise behind every door. 5 stars!" -- SCIFI Now "The most comprehensive history of the Fighting Fantasy phenomenon

I've ever seen. With its maps, notes, art and photographs it's not just a celebration but a fascinating resource." -- SFX "How many thousands of heroes did these books create? And how many lost their lives with a bad roll of the dice? A publishing phenomenon, without which computer games wouldn't be what they are today. About time these books were celebrated. Now go to page 45 and

face your nemesis." -- Charlie Higson
The Pit of No Return
 Delacorte Press
 In this unique interactive adventure, the reader is the Creature of Havoc, a monstrous beast with a taste for fighting. Ruled only by hunger and rage, the beast has no knowledge of its past or destiny. All readers need is a pencil and eraser to participate.
 Original.
The Art of Magic: The Gathering -

War of the Spark Stone Arch Books
 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...
Complete History of the Rosicrucian Order VIZ Media LLC
 The war with the Wasp

Empire has ended in a bitter stalemate, and Collegium has nothing to show for it but wounded veterans.
 Cheerwell Maker finds herself crippled in ways no doctor can mend, haunted by ghosts of the past that she cannot appease, seeking for meaning in a city that no longer seems like home. The Empress Seda is regaining control over those imperial cities who refused to

bow the knee to her, but she draws her power from something more sinister than mere armies and war machines. Only her consort, the former spymaster Thalric, knows the truth, and now the assassins are coming and he finds his life and his loyalties under threat yet again. Out past the desert of the Nem the ancient city of Khanaphes awaits them both, with a terrible secret entombed

beneath its stones...

Secret of the Djinn

Gollancz
This is the compilation of the 3-book fantasy novel series. It contains Book I: The Prophecy, Book II: Dark Magic and Book III: The Tome. It is a saga that begins with unforeseen events that bring a wizard, a knight, a priestess and a bounty hunter face to face with a mysterious prophecy. The bonds of their friendship are tested as the

path they take leads them towards an ancient and sinister truth. *The Warlock of Firetop Mountain*
Wizards of the Coast
This book presents the complete adaptation of the Army of Darkness feature film! Featuring 88 pages of non-stop Ash action, this is a must-have for your reading collection! Also features an interview with Bruce Campbell by writer Kurt Busiek who also provides

the forward.
*War of
 Ascension
 Trilogy*
 Enchanted
 Woods Press
 Returning
 after his long
 self-imposed
 exile,
 Abaddon
 offers the
 disparate
 Chaos Space
 Marine
 warbands
 within the Eye
 of Terror a
 simple choice
 - join him or
 die. Ezekyle
 Abaddon and
 his warlords
 strive to bind
 the newborn
 Black Legion
 together
 under threat
 of destruction.
 Now Khayon,
 Abaddon's
 most-trusted

assassin, is
 tasked with
 ending the
 threat of
 Thagus
 Daravek, the
 self-
 proclaimed
 Lord of Hosts
 and a rival to
 the dark fate
 that Abaddon
 claims as his
 own. Fighting
 the vile
 whispers of
 the Dark Gods
 within his
 mind,
 Abaddon turns
 a fevered
 gaze back to
 the Imperium,
 where his true
 destiny
 awaits. Yet
 the Emperor's
 Champion and
 his Black
 Templars
 stand guard at
 the gates of

Hell, and
 Sigismund has
 waited
 centuries to
 face Abaddon
 in battle...
*Misplaced -
 Magic Gone
 Awry*
 Bickering Owls
 Publishing
 The author, a
 former high
 ranking
 Rosicrucian
 and prolific
 author on the
 subject for
 many years,
 reveals the
 true history of
 the
 Rosicrucian
 order. Explore
 some of the
 world's most
 ancient
 mystical
 secrets, what
 they really
 mean, and
 why they were

preserved for centuries by the Rosicrucians. Thunderbirds Secret Files Gollancz Timmy and Bear Company are out of the city but find themselves surrounded by the Dark in the countryside. They find shelter in an old barn with rugged bunch of armored, stuffed farm animals. *Excalibur* Dynamite 'A fool's quest, ' they declared, shaking their heads in disbelief. 'Reckless and

foolhardy, ' said others, 'and one that will surely claim your life.' In any event, you have never been one to shy away from a challenge, and in this case, the lure of adventure and the promise of great treasure are just too tempting! And so begins an epic and unforgettable adventure that will ultimately decide the very fate of your beloved Ataraxia... Villains Rising Troubador Publishing Ltd

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. *Heroes of Urowen* Harper Collins You have heard tales of a place...a passage hidden away in the ruins of a forgotten castle, full of

terrible dangers, and, for those who dare to face them, endless reward... Provisions are gathered, blades sharpened, and, trying to shake the feeling of dread, you set out to find your way...Into the Dungeon. Into the Dungeon is a 100+ page choose-your-own-path game-in-a-book, where all you need to play is a pencil. The reader gets to decide which way to go and how to explore, with

hundreds of different paths through the story. On some paths you'll find untold riches, ancient artifacts, strange creatures or secret passages, on others, you'll barely make it out alive (or die horribly.) *Maelorum* HarperCollins For the very first time - all the characters, all the ships and all the information you need on International Rescue in one book. Features cross-section

diagrams of every craft used by the team, an in-depth profile of every character and much more. The Scarab Path Independently Published 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! [Escape From Portsrood Forest](#) Snowbooks Ltd When the savage lord of Ustalav's werewolves is mysteriously murdered, the

nation's forests run with lycanthropic blood. War in the wilds soon spills onto the streets, as the people of the land, seeing the strife among their long-time foes, begin a hunt to scour the nation of the deadly shape-shifters. Entreated by a lord of the werewolves to help unite his savage people, the heroes must risk becoming

tainted by the curse of lycanthropy as they race across the heart of the nation to find an outcast heir. But can they do so before bestial assassins and the agents of the Whispering Way find him, or the heroes, first? An adventure for 6th-level characters, this volume continues the Carrion Crown Pathfinder Adventure Path.

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