

Destinyquest The Legion Of Shadow

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The Serpent King's Domain - Paul Gresty 2018-02-04

FABLED LANDS is an epic series of interactive books with the scope of a massively multiplayer game world. You can choose to be an explorer, merchant, priest, scholar or soldier of fortune. Buy a ship or a townhouse, join a temple, undertake desperate adventures in the wilderness or embroil yourself in court intrigues and the sudden violence of city backstreets. Undertake missions that will earn you allies and enemies, or stay a free agent and find fortune where you will. A thousand quests await you and every decision is in your hands. Be whoever you choose, go anywhere you please, do anything you want. The only limit is your imagination. * * * SET OUT ON A JOURNEY OF FABULOUS ADVENTURE IN LANDS TO STAGGER YOUR IMAGINATION Enter THE SERPENT KING'S DOMAIN, a vast jungle forbidden to outsiders. Along these uncharted paths lie a thousand opportunities for adventurers bold enough to seek profit, glory, knowledge or raw power. Defy the ever-vigilant hunters whose traps wait to claim the lives of the unwary. Explore the mysteries of the Plateau of Dragons, high above the forest canopy where no human has ever set foot. Exorcise the ghosts that haunt the creeper-choked city of Tarshesh. And finally confront the immortal Serpent King, living avatar of an ancient god, the deadliest warrior of this mysterious realm. Choose your own destiny - what role to play, where to go, and what to do. Pick from hundreds of quests and encounters. Decide for yourself how to face the snares and dangers of the jungle, and reap the rewards that will carry you on to even greater adventures in the role-playing world of the FABLED LANDS.

Heroes of Urowen - David Velasco 2017-03-11

* Bestseller in Spain * Second edition (November 2018) - This edition edited by Michael Reilly. Fast-paced and addictive, 'Heroes of Urowen' mixes the best of fantasy novels, videogames and role-playing games into an interactive tale of adventure. Travel to a land full of magic and powerful enemies, where every choice you make may help to improve your chance of success. Fight to the death, upgrade your armor, gain powerful weapons, learn spells, discover treasures, gamble, get drunk in a tavern or enjoy other adult pleasures - all this and much more can be experienced in the mythical Lands of Urowen, where the road to becoming a hero will be full of many surprises. Create your character, choose your race and profession, and live the adventure in a world full of dangers, where every action and every important decision will mark your future. 'Heroes of Urowen' is written in the style of classic gamebooks from the 80s, but incorporates a new and very exciting game system, totally upgraded and directed to an adult audience. Featuring elaborate rules that allow you to enjoy dynamic battles, use magical and special items, and play at five different difficulty levels, this is a gamebook where you truly live the adventure, becoming a hero of Urowen! Opinions published on Amazon.es: * Very addictive. * The best gamebook I've read in my life. * Pure role. * A 10 for the writer. * Excellent. * A great gamebook. I hope the author continues to write them. * If you like gamebooks, you have to have it. * I encourage the author to write more gamebooks like this one. Did you know that 'Heroes of Urowen' was the number one for sales in role-playing games at the popular Gigamesh Bookstore (Spain), and that David Velasco was featured in the TOP 20 of Gigamesh's bestselling books of 2012? Also, he was the only Spanish writer in that ranking, alongside authors such as George R.R. Martin, Terry Pratchett and Brandon Sanderson. This all happened during 2012 and was thanks to 'Heroes of Urowen' - now available in English. Website and social networks:

www.david-velasco.net/english

The Warlock of Firetop Mountain - Steve Jackson 2009

The bestselling, classic, first-ever Fighting Fantasy title, relaunched for a new generation.

Stormslayer - Jonathan Green 2009

After years of peace, the kingdom of Femphrey is at war again - only this time it is with the elements! Devastating storms sweep across the country, destroying all in their path. Blizzards and floods threaten some areas while others suffer the worst droughts seen in centuries. But is this climate chaos all it appears to be? Or is there some dark design to this meteorological meltdown? You are a seasoned adventurer, known throughout the land. You have battled giants and slain dragons, but how can even a veteran warrior like yourself fight the weather? Are you ready to take up the challenge and face the perils that await you within the eye of the storm?

Random Solo Adventure: Fantasy Dungeon - J. Pingo Lindstrom 2015-11-23

Deep in the dark dungeons, dwells demons and dragons! Now you can become the hero of an amazing adventure... In this interactive solo role playing book, you help the Kingdom in a dangerous quest. Each game is random - each game is unique. With several different endings, and lots of items, weapons and magic potions to gather, you will have hours of fun play ahead of you. Fast paced, easy to learn, rules. You only need pencil, paper and dice. This solo role playing adventure is a new take on the fantasy adventure books. With inspiring illustrations and colorful descriptions, this game book gives you an interesting world to explore.

ASSASSINS OF ALLANSIA - Ian Livingstone 2019-09-05

PART STORY, PART GAME - PURE ADVENTURE! After accepting a challenge to survive on Snake Island, a nightmare unfolds when a bounty is placed on your head. From being the hunter, you become the hunted. Now you must find the Assassins before they find you. But who are they? Where are they? Everybody you meet could be an assassin. Trust no-one...

The War-Torn Kingdom - Jamie Thomson 2016-01-15

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.

Heart of Ice - Dave Morris 1994

Fire Officer - 2010-08-19

The National Fire Protection Association (NFPA) And The International Association Of Fire Chiefs (IAFC) Are Pleased To Bring You The Second Edition Of Fire Officer: Principles And Practice, A Modern Integrated Teaching And Learning System For The Fire Officer I And II Levels. Fire Officers Need To Know How To Make The Transition From Fire Fighter To Leader. Fire Officer: Principles And Practice, Second Edition Is

Designed To Help Fire Fighters Make A Smooth Transition To Fire Officer. Covering The Entire Scope Of NFPA 1021, Standard For Fire Officer Professional Qualifications, 2009 Edition, Fire Officer Combines Current Content With Dynamic Features And Interactive Technology To Better Support Instructors And Help Prepare Future Fire Officers For Any Situation That May Arise. Safety Is Principle! The Second Edition Features A Laser-Like Focus On Fire Fighter Safety. Reducing Fire Fighter Injuries And Deaths Requires The Dedicated Efforts Of Every Fire Fighter, Fire Officer, Fire Department, And The Entire Fire Community Working Together. It Is With This Goal In Mind That We Have Integrated The 16 Firefighter Life Safety Initiatives Developed By The National Fallen Firefighters Foundation Into The Text. Likewise, In Each Of The Chapters, Actual National Fire Fighter Near-Miss Reporting System Cases Are Discussed To Drive Home Safety And The Lessons Learned From Those Incidents. Some Of The Guiding Principles Added To The New Edition Include: •Description Of The "Everybody Goes Home" And The National Fire Fighter Near-Miss Reporting System, Including Over A Dozen Company Officer Near-Miss Examples Throughout The Text. •Description Of The IAFC/IAFF Firefighter Safety And Deployment Study. •The Latest Fire Fighter Death And Injury Issues As Reported By The NFPA? National Fallen Firefighters Foundation, IAFC, And IAFF, Including Results Of A Thirty-Year Retrospective Study. •Changes In Fire-Ground Accountability And Rapid Intervention Practices. •Results Of National Institute Of Standards And Technology Research On Wind-Driven Fires, Thermal Imaging Cameras, And Fire Dynamics As Related To Fire Fighter Survival. •The Latest Developments In Crew Resource Management. The Second Edition Also Reflects The Latest Developments In: •Building A Personal Development Plan Through Education, Training, Self-Development, And Experience, Including A Description Of The Fire And Emergency Services Higher Education (FESHE) Program. •The Impact Of Blogs, Video Sharing, And Social Networks. •How To Budget For A Grant. •Changes In The National Response Framework And National Incident Management System. Additional Items Related To Fire Fighter Safety And Health Are Included.

Maelorum - William Fincher 2013-01-01

The Heart of Fire - Michael J. Ward 2018-03-06

Return to the world of Valeron in another astounding adventure. Deeper and more complex than THE LEGION OF SHADOW, the options available to your hero are exciting, carefully planned and beautifully written. The Heart of Fire is awakening, and only you can save the world ... You are a prophet, both gifted and cursed by your strange powers. Imprisoned in the infamous dungeon of the inquisition, you are tormented by visions of a nightmarish future. No-one has ever escaped. Doomed to live out your days in chains and darkness, a twist of fate provides you with a chance for freedom - to take on a new identity and start a new life. But no matter where you go, where you hide, you can never escape the haunting images of your own prophecy ... Is it possible to outwit destiny and change the future? You decide in this epic fantasy adventure - the highly-anticipated follow-up to the bestselling gamebook The Legion of Shadow. Every decision you make will have an impact on the story - and, ultimately, your fate.

Restless Heart of Evil - Marc Wilson 2014-07-16

Under a baleful sun, the decadent and careless city of Deva bakes. Will the chaotic din of old allies - and new enemies to come - awaken the unfathomable evil laid dormant this past millennium. Can you avoid the many dangers which await you, and prevent the cataclysmic events which will otherwise befall these foreign lands. Only YOU can determine the course of events about to unfold. 'Restless Heart of Evil' is the first in an exciting new series of 'Dangerous Worlds' Adventure Gamebooks! Set in a dark fantasy world of perilous adventure, this book adheres to the genres finest traditions, while dispensing of the need for dice.

Rider of the Black Sun - Swen Harder 2018-11-22

Heart of Ice - Dave Morris 2013-09

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.

The Altimer - Samuel Isaacson 2019-10-18

Reviews "This book contains the best elements of what I want from a gamebook: Compelling story...Thrilling mystery...Interesting characters...Coupled with the atmospheric artwork, I highly recommend this, and can't wait for more!" -James Spearing, My Gamebook Adventures "It oozes quality...It's stunningly good...Possibly the best gamebook I've ever read." -Paul Stapleton, author of The Curse of Saltash Mine "What a sense of satisfaction to conquer it. That is one well-constructed gamebook and my brain boggles at what you had to do to put it together!" -Victoria Hancox, author of Nightshift, on Escape From Portsrood Forest From the back cover The year is 2162, intelligent extra-terrestrial life has been discovered, and a new recruit arrives at the Global Interstellar Group to be trained as an astronaut. That trainee is you. Immerse yourself in a mysterious sci-fi horror in which you will discover the truth behind a new alien threat...or die trying.

DestinyQuest - Michael J. Ward 2021-10-28

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.

The Eye of Winter's Fury - Michael J. Ward 2014-05-01

The cold north awaits you ... War is coming to Valeron. From the west, the blood-thirsty Wiccans burn and pillage their way towards the capital - where an ill and ineffectual king is beset on all sides by the scheming of ambitious men. His youngest son, Prince Arran, untested in combat and naïve to ways of the world, is sent on a fool's errand - to convince a cowardly lord to honour his oath and defend the realm from its enemies. But the real threat is yet to be revealed ... You are Prince Arran, son of Leonidas and second heir to the throne of Valeron. They call you the ghost prince - the sickly boy who haunts the palace library, filling your head with dreams of high adventure. Now, as the shadows lengthen and danger threatens your beleaguered kingdom, you must finally prove yourself. It is time to take up your hallowed sword, Duran's Heart, and forge your own destiny in a cruel and savage world - one that has no mercy for weakling princes. No happy endings. Will you defy fate and become a great hero of legend? You decide in this epic fantasy adventure - one where you make the decisions. The cold north awaits you ... are you ready for the challenge?

DestinyQuest - Michael J. Ward 2011-02-01

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.

Crypt of the Vampire - Dave Morris 2013-10

In the middle of a lonely wood, as night falls, you come upon a half-ruined mansion where dwells the undead Lord Tenebron among his servitors - depraved mortals, creatures of darkness, and luckless adventurers enslaved to his will. Your only hope of escape is to prevail against the dangers that beset you and battle your way to the very heart of the catacombs. There, in the deepest chamber of the vampire's crypt, you must face him and try to end his reign of terror for all time. This is fantasy adventure with a

difference: YOU are the hero! A pencil, an eraser and two dice are all you need to embark on your quest. Success and vast riches - or failure and savage death - will depend on the decisions you make! Crypt of the Vampire was originally published as the first in the classic Golden Dragon Gamebook series.

[The Legend of Weathertop](#) - Heike Kubasch 1985-12-01

The Gamebook Zine #1 - Dave Sharock 2021-02-16

Gamebook zine #1 Spring 2021. Welcome to the Gamebook Zine - a new magazine released free online and also available for print and kindle. Grab the printed version here with two extra mini stories or head over to the ko-fi and itch.io pages for the pdf. Includes: Malivor: Cataclysm's Edge By TroyAnthony Schermer, 'Gunslinger' By Dave Sharock, Worldsend and Catacombs of the BloodStone by Simon Palmer, How To Start Writing A Novel By James Day, Time To Smite The Dragon By Adam Mitchell and How to begin writing a gamebook as part of Don Bosco's Gamebook Academy. Also includes fantastic pencil artwork by Pat O'Neil. Printed and extended issues include two extra 4 page short games, 'The Invisible Gardener' and 'The Witch's Familiar'

The Forge of Destiny - George E. Crater 1914

Fire Officer: Principles and Practice - Michael J Ward 2020

This textbook for Fire Officer, Fourth Edition is packaged with Navigate 2 Preferred Access that unlocks a complete eBook, Study Center, homework and Assessment Center, a dashboard that reports actionable data and TestPrep. The fourth edition of Fire Officer: Principles and Practice was significantly updated and reorganized to better serve the Fire Officer I and Fire Officer II. The content meets and exceeds the job performance requirements for Fire Officer I and II in the 2020 Edition of NFPA 1021, Standard for Fire Officer Professional Qualifications. The new edition places an emphasis on the application of leadership traits and management theories, common leadership and management challenges, and how leadership is used to meet objectives. The basic principles and methods of Community Risk Reduction are also discussed. In addition, the program now has two distinct sections: Section One includes eight chapters, which set the foundation for Fire Officer I knowledge and understanding. Section Two comprises six chapters, which encompass the higher level competencies required for Fire Officer II. This new organization will allow you the flexibility to teach your Fire Officer I and II course(s) exactly the way you wish.

Blood and Chocolate - Annette Curtis Klause 2007-08-14

Vivian Gandillon relishes the change, the sweet, fierce ache that carries her from girl to wolf. At sixteen, she is beautiful and strong, and all the young wolves are on her tail. But Vivian still grieves for her dead father; her pack remains leaderless and in disarray, and she feels lost in the suburbs of Maryland. She longs for a normal life. But what is normal for a werewolf? Then Vivian falls in love with a human, a meat-boy. Aiden is kind and gentle, a welcome relief from the squabbling pack. He's fascinated by magic, and Vivian longs to reveal herself to him. Surely he would understand her and delight in the wonder of her dual nature, not fear her as an ordinary human would. Vivian's divided loyalties are strained further when a brutal murder threatens to expose the pack. Moving between two worlds, she does not seem to belong in either. What is she really--human or beast? Which tastes sweeter--blood or chocolate?

The Tenth Parallel - Eliza Griswold 2010-08-17

A riveting investigation of the jagged fault line between the Christian and Muslim worlds The tenth parallel—the line of latitude seven hundred miles north of the equator—is a geographical and ideological front line where Christianity and Islam collide. More than half of the world's 1.3 billion Muslims live along the tenth parallel; so do sixty percent of the world's 2 billion Christians. Here, in the buzzing megacities and swarming jungles of Africa and Asia, is where the two religions meet; their encounter is shaping the future of each faith, and of whole societies as well. An award-winning investigative journalist and poet, Eliza Griswold has spent the past seven years traveling between the equator and the tenth parallel: in Nigeria, the Sudan, and Somalia, and in Indonesia, Malaysia, and the Philippines. The stories she tells in *The Tenth Parallel* show us that religious conflicts are also conflicts about land, water, oil, and other natural resources, and that local and tribal issues are often shaped by religious ideas. Above all, she makes clear that, for the people she writes about, one's sense of God is shaped by one's place on earth; along the

tenth parallel, faith is geographic and demographic. An urgent examination of the relationship between faith and worldly power, *The Tenth Parallel* is an essential work about the conflicts over religion, nationhood and natural resources that will remake the world in the years to come.

INFECTED 10th Anniversary Illustrated Collector's Edition - James Schannep 2021-05

A deluxe hardcover edition celebrating 10 years of interactive zombie action. Illustrated and packed full of bonus content. Are YOU ready to get INFECTED?

The Eye of Hastur - Scott King 2015-07-17

Make Your Fate! A mysterious cult is summoning The Yellow King. Should he awake, he will use The Eye of Hastur to plunge all of mankind into a horrible madness. Only you have the power to find the cult and stop The Yellow King. Will you be a hero? Will you hold onto your sanity? Or will you let the world burn? Stop the darkness and start your adventure!

Deathtrap Dungeon - Ian Livingstone 2009

Baron Sukumvit's devilish labyrinth of Fang is riddled with fiendish traps and bloodthirsty monsters.

Jailbreak - David Lowrie 2020-03-05

Your name is Shadow, and you are a thief. An exceptional thief. For the last 3 years, you have been working the rooftops of the city of Laevani, stealing from the rich and powerful. You are well named, as you seem to have the ability to move unseen in the dark and pass like a shadow in the night. For the last three nights, you have been watching a local merchant. You have worked out his routine and his weaknesses and tonight you intend to rob him blind. However what starts as a routine burglary of his townhouse turns into something else completely. For the first time in your short career, you are captured, and then as you try to escape, you find yourself cast into the centre of an evil plot. For beneath the city, an evil dark power waits, restless, trapped in the dark. If the portents are true, then its time has almost come, and when it rises again, the whole world will tremble. Its servants search the city for the last key needed to unlock it from its eternal jail. And the net is closing. On you. You are no hero. No great warrior from the epics. You are just a street rat, who has grown into a thief. You are beholden to nothing except the Guild of Thieves. But now you find yourself thrown into a world of dark magic and cruelty. And you may be the only person in Laevani who can stop the return of this eons old terror. Are you the hero? In this gamebook, you play Shadow. You make all the decisions, and choose unique abilities that may help (or hinder) you as you try to uncover this terrifying scheme. Armed with two 6-sided dice, a pencil, paper and an eraser, are you ready to take on the dark powers? But first you must escape. First you must break out of jail.

Zombocalypse Now - Matt Youngmark 2009

"112 possible endings. At least 7 in which you don't die!"--front cover.

A Taste of Blood Wine - Freda Warrington 2013-10-08

1918. A First World War battlefield becomes the cosmic battleground for two vampires, as Karl von Wultendorf struggles to free himself from his domineering maker, Kristian. 1923. Charlotte Neville watches as her father, a Cambridge professor, fills Parkland Hall with guests for her sister Madeleine's 18th birthday party. Among them is his handsome new research assistant Karl - the man Madeleine has instantly decided will be her husband. Charlotte, shy and retiring, is happy to devote her life to her father and her dull fiance Henry - until she sees Karl ... For Charlotte, it is the beginning of a deadly obsession that sunders her from her sisters, her father and even her dearest friend. As their feverish passion grows, Karl faces the dilemma he fears the most. Only by deserting Charlotte can his passion for her blood be conquered. Only by betraying her can he protect her from the terrifying attentions of Kristian - for Kristian has decided to teach Karl a lesson in power, by devouring Charlotte.

The Legion of Shadow - Michael J. Ward 2012-06-14

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!

Spellbreaker - Steve Jackson 2007

Rassin Abbey has guarded its arcane treasures for centuries. But when their Black Grimoire spellbook is stolen, the land of Ruddlestone is plunged into a crisis of epic proportions. Should the legendary Casket of Shadows be opened, the Infernal Beast will be unleashed to wreak its terrible carnage across the Old World. On the night of Shekka's Moon, scant days away, this will surely come to pass. Unless, that is, one brave hero can retrieve the Black Grimoire in the nick of time - a hero like YOU!

Cities of Gold and Glory - Dave Morris 2016-01-15

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.

Into the Dungeon - Hari Conner 2020-09-29

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.)

Heart of Fire - Linda Howard 2011-08-09

A fabulous lost Amazon city once inhabited by women warriors and containing a rare red diamond: it sounded like myth, but archeologist Jillian Sherwood believed it was real, and she was willing to put up with anything to find it -- even Ben Lewis. Ruffian, knock-about, and number one river guide in Brazil, Ben was all man -- over six feet of rock-hard muscles that rippled under his khakis, with lazy blue eyes that taunted her from his tanned face. Jillian watched him come to a fast boil when she refused to reveal their exact destination upriver in the uncharted rain forests -- and resolved to stand her ground. Neither of them could foresee what the days ahead promised: an odyssey into the fiery heart of passion and betrayal, and a danger that would force them to cast their fates together, immersed in the eternal, unsolved mysteries of love....

Alice's Nightmare in Wonderland - Jonathan Green 2015-11-25

Several years after the events of Alice's Adventures in Wonderland and Through the Looking Glass, Alice finds herself back in Wonderland and called upon to save the world of playing cards and talking animals from the increasingly deranged Queen of Hearts. But all is not as it first appears in the fluctuating dream world and soon Alice is battling to save herself from the nightmare that is rapidly overtaking the realm. Have you ever wondered what would have happened if Alice hadn't drunk from the bottle labelled 'Drink Me', or if she hadn't joined the Hatter, the March Hare, and the Dormouse for tea? Well now you can find

out. In Alice's Nightmare in Wonderland, YOU decide which route Alice should take, which perils to risk, and which of Wonderland's strange denizens to fight. But be warned - whether Alice succeeds in her quest or meets a dire end as the nightmare escalates will be down to the choices YOU make. Are you ready to go back down the rabbit-hole? This luxury illustrated cloth-bound Demy hardback is an unnumbered limited edition of just 80 copies, and features ruby-red endpapers front and back, gold stamped foil on white cloth on front, back and spine, saddle-stitched binding with head and tail bands, and Kev Crossley's sketchbook including sketches that did not appear in the main edition as an additional 23-page illustrated section.

The Demon's Claw - Dave Morris 2014

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 Heart of Fire - Michael J. Ward 2012-11-15

Return to the world of Valeron in another astounding adventure. Deeper and more complex than THE LEGION OF SHADOW, the options available to your hero are exciting, carefully planned and beautifully written. The Heart of Fire is awakening, and only you can save the world ... You are a prophet, both gifted and cursed by your strange powers. Imprisoned in the infamous dungeon of the inquisition, you are tormented by visions of a nightmarish future. No-one has ever escaped. Doomed to live out your days in chains and darkness, a twist of fate provides you with a chance for freedom - to take on a new identity and start a new life. But no matter where you go, where you hide, you can never escape the haunting images of your own prophecy ... Is it possible to outwit destiny and change the future? You decide in this epic fantasy adventure - the highly-anticipated follow-up to the bestselling gamebook The Legion of Shadow. Every decision you make will have an impact on the story - and, ultimately, your fate.

Escape This Book! Tombs of Egypt - Bill Doyle 2021-05-04

Activity book meets adventure in this series that is Choose Your Own Adventure meets I Survived meets doodle book! Doodle, decide, and demolish your way out of history's greatest events--the perfect book for fun and educational summer reading! Reader, beware! Once you open this book, there is NO turning back. You will have THREE chances to escape this ancient Egyptian tomb. You must choose a path first: Pharaoh: Want to be the top ruler of ancient Egypt? Choose this path and become one of history's greatest pharaohs. Pyramid worker: You've built some of the world's most amazing monuments. Will that help you escape before being turned into a mummy? Archaeologist: You make incredible discoveries, and you're about to enter an ancient, hidden tomb . . . but can you discover a way out? In the Escape This Book! series, YOU are the star of history! Doodle your way through adventures as you decide the best path for survival. Don't be afraid to rip or fold a page . . . your escape may depend on it! Looking for another escape? Don't miss Escape This Book! Titanic.