

Destinyquest The Legion Of Shadow

3 Unique Storylines. Over 50 Possible Endings. Just one question... Will YOU be a Hero or a Villain? You know the superhero fantasy. What would life be like if you had superhuman abilities? But really, given the choice, would you save the world or conquer it? In SUPERPOWERED, the choice is yours. After a bizarre experiment leaves you with one of three superpowers (play the book multiple times to explore all three!), you must ally with or confront the other two test subjects while the fate of Mercury City—nay, the world—hangs in the balance. Live your own interactive comic book adventure and Get SUPERPOWERED!

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 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!
The summer of 1898 finds Austria terrorized by a killer who the press calls "Vienna's Jack the Ripper." Four bodies have already been found, but when the painter Gustav Klimt's female model becomes the fifth victim, the police finger him as the culprit. The artist has already scandalized Viennese society with his erotically charged modern paintings. Who better to take the blame for the crimes that have plagued the city? This is, however, far from an open-and-shut case. Klimt's lawyer, Karl Werthen, has an ace up his sleeve. Dr. Hans Gross, the renowned father of criminology, has agreed to assist him in investigating the murders. Together, Gross and Werthen must not only clear Klimt's name but also follow the trail of a killer that will lead them in the most surprising of directions. By uncovering the cause of the crimes that have shaken the city, the two men may risk damaging Vienna more than the murders did themselves. Written by an acclaimed expert on Vienna and its history, The Empty Mirror introduces a new series of stunning historical mysteries that reveals the culture and curiosities of this fascinating fin de siècle metropolis.

On a First World War battlefield vampire Karl von Wultendorf struggles to free himself from his domineering maker, Kristian. The Neville sisters flourish in decadent, hedonistic London society in 1923: champagne, parties and the latest illegal substances. All except Charlotte, the middle of the three sisters who hides in a corner wishing she were back in Cambridge helping her professor father with his scientific experiments. When Charlotte meets her father's new research assistant Karl, it is the beginning of a deadly obsession that divides her from her sisters, her father and even her dearest friend. What price are they willing to pay to stay together?

The Tenth Parallel

Unwind with 50 Obnoxiously Fun Swear Word Coloring Pages

Pick the Plot

A Choose-Your-Own-Path Book

An Interactive Story

The Legion of Shadow

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..." ""Adventure Begins Here - Gamebook 1 Deep within his subterranean lair, an evil wizard is plotting his revenge on the kingdom. All have proved powerless against the wizard, leaving only YOU to stand against him. Use skill and luck to overcome the ancient evils that lurk within the mysterious Temple of the Morrigan, facing fiendish monsters, avoiding deadly traps and solving cunning puzzles to unlock its hidden secrets. Your travels will take you through forests, caves, mountains, underground dungeons and more. You will need two dice, a pencil and eraser to play this adventure gamebook. But can you succeed where all others have met their doom and defeat THE RENEGADE WIZARD?

A psychological horror with a literary twist, Kill Creek delivers elevated prose, while evoking the unnerving, atmospheric terror essential to greats like Peter Straub and Stephen King—a haunting that lingers long after turning the last page.

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.)

Here Be Monsters!

A Viennese Mystery

DestinyQuest

The War-Torn Kingdom

Deathtrap Dungeon

Fuck Off, I'm Coloring

"It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them..." Barbarians of Lemuria; swords & sorcery roleplaying, inspired by Thongor, Conan, Brak and Elric. Barbarians of Lemuria has been acclaimed by many as one of the best roleplaying games of this genre. This 'Legendary' version features updates and extra goodies to give you much more swords & sorcery role playing goodness.

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

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.

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 turn 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.

Into the Dungeon

Neverland

(Shadow Thief Book One)

Escape From Portsrood Forest

Spellbreaker

Heart of Fire

The darkest 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 with 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...

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 Castle 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!

When Owen finds himself stuck in a Pick Your Own Plot story, things get more complicated than ever in this fourth book in the New York Times bestselling series, Story Thieves—which was called a " fast-paced, action-packed tale " by School Library Journal—from the author of the Half Upon a Time trilogy. Being able to jump into books used to seem like the greatest thing in the world to Owen Conners. But now Owen ' s trapped in a time travel book where readers—that would be you—decide how the story goes. As if that weren ' t enough, Owen ' s also stuck in a prison for time criminals in a prehistoric era. He ' s surrounded by bizarre fellow prisoners, including Kara Dox. How does Kara recognize Owen if they ' ve never met before? She seems to think they ' re old friends, but that can ' t be possible. Still, Kara might just be the only chance Owen has to escape. And he has to find a way to save his friend Bethany, who ' s still in grave danger. Because unless Owen can stop him, Nobody is going to split Bethany into two, separating the fictional and non-fictional worlds forever. Will Owen be able to convince you, the reader, to help him find his way back to Bethany? Or will you feed him to dinosaurs just to teach him a lesson? It ' s all up to you when you Pick the Plot.

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.

Eyes Beyond the Torchlight

The Renegade Wizard

The Eye of Winter's Fury

The Allimer

A Taste of Blood Wine

The Demon's Claw

Color the shit out of this new stress-relieving swear word adult coloring book! With daily stresses like annoying coworkers, red-faced bosses, endless traffic, and whatever shit you have going on at home, sometimes all you need to tell everyone to "fuck off." Now you can say it in color! Relieve some stress with easy and beautiful art—that also happens to feature your favorite profanities. Feel the “zen” wash over you as you color in or outside the lines however you damn well please. Take your defiance up a notch with more complex patterns, or take the easy route when you unwind. Do whatever the fuck you want.

** Bestseller in Spain ' s second edition (November 2018) - This edition edited by Michael Reilly, Fast-paced and addictive, 'Heroes of Uroven' 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 Uroven, 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 Uroven' 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 five different difficulty levels, this is a gamebook where you truly live the adventure, becoming a hero of Uroven! 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 Uroven' 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 Uroven' - now available in English. Website and social networks: www.david-velasco.net/english*

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.

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 truth 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?

The Warlock of Firetop Mountain

Gamebook

The Raiders of Dune Sea

Rider of the Black Sun

You Are The Hero

Large Format Edition

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: 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 of 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.

You are the Bastard Elf! Kicked out of home at the cruelly young age of 60, you're left to fend for yourself in the wilds surrounding Bilgeton. Embark on an epic quest in search of your human father and his fabled couch upon which you might crash, or blow that off as soon as something better comes along. Can you survive in this strange and vicious fantasy realm? The Sword of the Bastard Elf is an epic single player gamebook adventure of ludicrous size and scope. It's more than 300,000 words long with 1825 sections to jump around and more than 100 original illustrations to gaze at. The sheer size and weighty presence of the book will dominate your bookcase and immediately draw the attention of anyone who walks into the room. It also includes a beer and pretzels role playing game for a 'Dungeon Bastard' and up to four players, and an introductory scenario to get you started. Featuring writing by the world and enigmatic Herman Skull, illustrations by the humble and enigmatic S. Jacob and a never-before-seen illustration by fantasy art legend Tony Hough (Fighting Fantasy illustrator for Spectral Stalkers, Night Dragon, Knights of Doom and Bloodbones).

there's a lot of entertainment waiting for you right here! So what are you waiting for? Grab a couple of dice, clench your fists and dive in to the longest, strangest and completely sideways gamebook adventure ever put to paper! Warning: this is not for small children! While there's nothing here that'd seriously upset a teenager, there's a lot of grown up humour, grotesque monsters and some fantasy violence. So give the little ones something else to read and don't risk putting them off gamebooks forever. Also, they won't get the jokes.

A classic fantasy adventure game using the modern Target12 gaming system.

All the Wrong Places

A Fantasy Gamebook

The Heart of Fire

The Shade of Death

Heroes of Uroven

Blood and Chocolate

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

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

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.

*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 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 creepier-cheddier 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 take 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.*

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 thides of the Dune Sea? You decide in this epic fantasy adventure - one where you make the decisions.

The Serpent King's Domain

The Sword of the Bastard Elf

Destiny Quest Book 3

Sometimes Destiny Likes to Play...

Barbarians of Lemuria (Legendary Edition)

The Eye of Hastur

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 matters: 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." -- SFEX "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

From Jerilee Kaye, author of best-selling novel "Knight in Shining Suit", comes the spin-off of the top-grossing interactive story, "All the Wrong Reasons". One last adventure. That was all Julianne wanted. One last trip to escape the pressures of an arranged marriage to a man she doesn't love and doesn't even like. One last time to experience freedom... to go wherever she wanted to go, to be anyone she wanted to be. On her last two weeks in Paris, she met someone unexpected-aspiring painter, Jas Mathieu. He was as handsome as hell, and as sweet as heaven. He captured her heart, lit her fire and consumed her soul.She wanted to give Jas every part of herself, but she was already promised to a powerful man who could easily ruin the simple life of the gogo she fell in love with. Terrified of what her father and fiancé could do to Jas if she stayed with him, she fled Paris and left him behind-with no real information about herself, not even her real name. Little did she know, that the passionate night they spent together would be the cause of her broken engagement and would change her life forever.Seven years later, after her father stripped her of her heiress title and privileges, she crossed paths with Jas Mathieu once again. And this time, she found out that he wasn't exactly the struggling artist she thought he was. And he was no stranger to the family and social circle she belonged to.It turned out that years ago, when they met... she wasn't the only one keeping secrets.

Having fallen for a human boy, a beautiful teenage werewolf must battle both her packmates and the fear of the townspeople to decide where she belongs and with whom. Simultaneous.

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.

Suppowered

Random Solo Adventure: Fantasy Dungeon

Dispatches from the Fault Line Between Christianity and Islam

The Empty Mirror

Heart of Ice

Kill Creek

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!

The Legion of ShadowDestinyQuestGollance

"Charming and whimsical, with sinister undertones." David Lowrie (The Hellscape Gamebook Series) "Immersive! The most like going for a real walk in the countryside we can do at the moment." James Spearing (My Gamebook Adventures) "An enchanting romp...reminds this reader of the classic gamebooks of the 80s." Adam C Mitchell (I, Virus) "The writing is good...I want to find out where the tiny shoes are!" Victoria Hancox (Nightshift, The Alchemist's Folly) A brave knight wakes up and is surprised to be in the middle of an enchanted forest, with no memories of the previous night and only a bunch of mysterious herbs as a clue to what the evening consisted of. That brave knight is you. Try to escape from the forest while piecing together what you did last night. On your journey you will encounter a raft of strange inhabitants, including dwarves, elves, goblins, pixies, the Green Man and, of course, the Black Knight, who's a real piece of work. Beautifully illustrated throughout, all you need is a quill and ink to get started.

Maelorum

Jalbreak