

Swtor Class Guide

"Power of the Jedi" provides the most comprehensive look at the Jedi ever created. It includes details of the origin and rise of the Jedi, as well as information about the Jedi throughout the timeline of the Star Wars universe, including material from "Star Wars: Episode II: Attack of the Clones."

BEING A TEENAGER IS HARD ENOUGH WITHOUT ALSO TRAINING TO BE A JEDI... Obi-Wan Kenobi has not been appreciated long to Qui-Gon Jinn, and he is chafing at Qui-Gon's training style, all meditation, no action. Obi-Wan yearns to prove himself on a mission, but when he and Qui-Gon are finally set to leave on an assignment, Qui-Gon is nowhere to be found. Angered by his master's abandonment, Obi-Wan sets out on his mission alone determined to prove himself. On a mysterious planet he encounters his friend Anakin Skywalker. As he experiences wild freedom with them and wonders if this isn't the life he was meant for, Obi-Wan can't escape the nagging sense that something is wrong with the Force there. Romantic complications, startling revelations, and a looming threat to both the planet and his new friends will bring Obi-Wan face-to-face with his worst fear that maybe he was never supposed to be a Jedi at all. Can he connect with the living Force in time to save himself and everyone around him? It's the star of the Obi-Wan Kenobi Disney+ limited series as you've never seen him before....

As Darth Karrid, commander of the Imperial battle cruiser Ascendant Spear, continues her efforts to spread Sith domination in the galaxy, Theron Shan joins with smuggler Tefifiith and Jedi warrior Gnost-Dural for a dangerous mission to end Ascendant Spear's reign of terror.

This supplement contains advanced starship combat rules for the "Star Wars] Roleplaying Game Saga Edition." In addition, it provides new character options for spacefaring heroes as well as descriptions, deckplans, and statistics for starships from all eras.

Coruscant and the Core Worlds
Star Wars Padawan
Star Wars
The Winter of Our Discontent
MediCaring Communities
A guide to the new massive multi-player online game "Star Wars, the Old Republic" outlines character types and provides detailed but spoiler-free information on all the planets in which the game takes place.
A compelling sympathy of the faiths that fill the gap between who we set out to be and who we ultimately become
A powerful debut novel about a priest who has lost his church, his mentor, and, most upsetting, his ability to pray. How can Father Dominic protect or guide his parish when everything he loves falls away? How can he counsel Dolores, a troubled teenager prone to emotional panic and spiritual monomania? Or James, a promising African American pianist, struggling to realize his artistic ambitions by bringing his own voice to a piece that has been played by the world's most brilliant pianists, Bach's Goldberg Variations. Into this malaise comes Andrea, a sophisticated New York editor attracted at first by Dom's blog and then by the man himself. Dom's journey from the clothe into the secular world will offer carnal knowledge, but also something deeper, a more resistant knowledge as life fails to offer happiness or redemption. In press both searching and muscular. John Donachick's "The Variations has located the right metaphor for our spiritual crisis in this story of one man's spiritual disillusion and ache for self-knowledge."
This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic.
More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the "Star Wars" setting.
Star Wars: Boba Fett - Enemy of The Empire
Rust for Rustaceans
Kingdom Hearts HD 1.5 Remix
The Adventures of Corduroy
Scum and Villainy

An all-new official prequel novel to Shadowlands, the next expansion for Blizzard Entertainment’s legendary online game World of Warcraft “The Horde is nothing!” With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas’s whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor’themar Theron, Baine Bloodhoof, First Arcanist Thalysarra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.
A brand-new Star Wars: The Old Republic novel from bestselling Star Wars author Drew Karpyshyn. As well as exploring what happened to Revan after Knights of the Old Republic, in this novel readers will learn who the Sith Emperor is in the time of the Old Republic, where he came from and how he has held onto power for so long... There’s something out there. A juggernaut of evil bearing down to crush the Republic - unless one lone Jedi, shunned and reviled, can stop it. Revan: hero, traitor, conqueror, villain, savior. A Jedi who left Coruscant to defeat Mandalorians—and returned a disciple of the dark side, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was high. His memories have been erased. All that’s left are nightmares—and deep, abiding fear. What exactly happened beyond the Outer Rim? Revan can’t quite remember, yet can’t entirely forget. Somehow he stumbled across a terrible secret that threatens the very existence of the Republic. With no idea what it is, or how to stop it, Revan may very well fail, for he’s never faced a more powerful and diabolic enemy. But only death can stop him from trying...
How to take care of people in our part of the world is different from that described in this book; this way is still in force in some countries. Here, people have little or no knowledge of the guards. But forever lights, for example, each population particularly knew his guardians and vice versa, and that philosophical knowledge is so special that the guards know each of them individually by their cultural identities, the population knows their worldview and respond at any time, at the call of their guardian. As wonderfully illustrates the close relationship between democracy nation builders and their supporters: the national community. They sacrifice for them—they know our particular way of seeing things in society, our strengths and our weaknesses—they all know. They take care of us, they help us in the trials and difficulties, they protect us from the social crises that are so strong for us. Their speech is a call to brotherhood than any other speech resembles them. Their speech sounds the chord of justice meelez rope of solidarity and all resonant with humanity and Authority. Other economic theories, projects, financial arrangements or occult, do not have a harmony of tone similar to the message that the In addition, when the good citizens hear the speeches of the nation guards, this discourse meets their desires, expectations like no other could.
NOW A MAJOR MOTION PICTURE The #1 New York Times bestselling worldwide sensation with more than 12 million copies sold, “a painfully beautiful first novel that is at once a murder mystery, a coming-of-age narrative and a celebration of nature” (The New York Times Book Review). For years, rumors of the “Marsh Girl” have haunted Barkley Cove, a quiet town on the North Carolina coast. So in late 1969, when handsome Chase Andrews is found dead, the locals immediately suspect Kyia Clark, the so-called Marsh Girl. But Kyia is not what they say. Sensitive and intelligent, she has survived for years alone in the marsh that she calls home, finding friends in the gulls and lessons in the sand. Then the time comes when she yearns to be touched and loved. When two young men from town become intrigued by her wild beauty, Kyia opens herself to a new life—until the unthinkable happens. Where the Crawdads Sing is at once an exquisite ode to the natural world, a heartbreaking coming-of-age story, and a surprising tale of possible murder. Delia Owens reminds us that we are forever shaped by the children we once were, and that we are all subject to the beautiful and violent secrets that nature keeps.

The Variations
The Art of Star Wars Jedi: Fallen Order
Deceived: Star Wars Legends (The Old Republic)
Legacy Era Campaign Guide
The Witches' Commencement
2020 IBPA Awards Winner! Discover the world of Star Wars' Jedi through this fun and fully interactive reading experience. Join Jedi Master Luke Skywalker on a fully interactive journey into the world of the Jedi. Discover the storied history of this noble order of peacekeepers; explore the secrets of the Force; study the art of mastering the lightsaber; and learn about the lives of some of the most revered Jedi of all time, including Yoda, Obi-Wan Kenobi, and Anakin Skywalker. Featuring amazing original illustrations and unique special features—including a pop-up holocron, a translator card, a Jedi equipment board, pullouts, and more—this book is the ultimate exploration of the Jedi and their incredible impact on the galaxy.
An anthology of original stories based on the dark fantasy, role-playing video game series from BioWare. Ancient horrors. Marauding invaders. Powerful magics. And a world that refuses to stay fixed. Welcome to Thedas. From the stoic Grey Wardens to the otherworldly Mournhallow necromancers, from the proud Dalish elves to the underhanded Antivan Crow assassins, Dragon Age is filled with monsters, magic, and memorable characters making their way through dangerous world whose only constant is change. Dragon Age: Tevinter Nights brings you fifteen tales of adventure, featuring faces new and old, including: "Three Trees to Midnight" by Patrick Weekes "Down Among the Dead Men" by Sylvia Feketecky "The Horror of Hornak" by John Epler "Callback" by Lukas Kristjansson "Luck in the Gardens" by Sylvia Feketecky "Hunger" by Brianna Batye "Murder by Death Mages" by Caitlin Sullivan Kelly "The Streets of Miranholms" by Brianna Batye "The Wigmaker" by Courtney Woods "Gentive Dies in the End" by Lukas Kristjansson "Herold Had the Plan" by Ryan Cormier "An Old Crow's Old Tricks" by Arone Le Bray "Eight Little Talons" by Courtney Woods "Half Up From" by John Epler "Dread Wolf Take You" by Patrick Weekes At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.
More people get into medical school with a Kaplan MCAT course than all other courses combined. Now the same results are available with Kaplan's MCAT Biology Review. This book features thorough subject review, more questions than any competitor, and the highest-yield questions available. The commentary and instruction come directly from Kaplan MCAT experts and include targeted focus on the most-tested concepts plus more questions than any other guide.
Kaplan's MCAT Biology Review offers: UNPARALLELED MCAT KNOWLEDGE: The Kaplan MCAT team has spent years studying every document related to the MCAT available. In conjunction with our expert psychometricians, the Kaplan team is able to ensure the accuracy and realism of our practice materials. THOROUGH SUBJECT REVIEW: Written by top-rated, award-winning Kaplan instructors. All material is more vetted than by editors with advanced science degrees and by a medical doctor. EXPANDED CONTENT THROUGHOUT: While the MCAT has been updated continuously to match the AAMC's guidelines precisely—no more worrying if your prep is comprehensive! MORE PRACTICE THAN THE COMPETITION: With questions throughout the book and access to one practice test, Kaplan's MCAT Biology Review has more practice than any other MCAT Biology book on the market. ONLINE COMPANION: Access to online resources to augment content studying, including one practice test. The MCAT is a computer-based test, so practicing in the same format as Test Day is key. TOP-QUALITY IMAGES: With full-color, 3-D illustrations, charts, graphs and diagrams from the pages of Scientific American, Kaplan's MCAT Biology Review turns even the most intangible, complex science into easy-to-visualize concepts. KAPLAN'S MCAT REPUTATION: Kaplan gets more people into medical school than all other courses, combined. UTILITY: Can be used alone or with other companion books in Kaplan's MCAT Review series.

Kaplan MCAT Biology Review
Annihilation
Dragon Age: Tevinter Nights
Computer Simulations of Space Societies
Step-By-Step Recipes with the Silver Spoon
Star Wars fans the world over are buzzing in anticipation of what promises to be a defining moment in the history of multiplayer online gaming: the release of Star Wars: The Old Republic. The game follows the escalating war between the Jedi and the Sith thousands of years before the events of the Star Wars films, and its innovative design allows players to choose sides and help shape the history of the galaxy. This gorgeous, full-color volume takes the depth and behind the highly anticipated release from BioWare and LucasArts. With character sketches, interviews, and artwork featuring the game's new weapons, starships, and previously unexplored worlds. The Art and Making of Star Wars: The Old Republic is the ultimate chronicle of the newest Star Wars experience.
DIFFERENT KIND OF HEAVY METAL SUPERSTAR Whether they're doctors or diplomats, soldiers or secretaries, translators or nightclub waiters, the myriad mechanical marvels known as droids are an indispensable part of what keeps the Star Wars galaxy humming. The varieties and classes of droids are nearly as infinite as their designated specialties. In this updated and expanded nuts-to-bolts survey, each and every droid receives its due—from the simplest droids to the most sophisticated automators, from heroic protocol model, C-3PO, and his multitasking sidekick, R2-D2, to the insidious Separatist leader General Grievous. Inside you'll discover:
• All the newest droids: from The Phantom Menace, Attack of the Clones, and Revenge of the Sith to the Knights of the Old Republic video games and the Clone Wars animated TV series, plus the bestselling multinovel series Star Wars: The New Jedi Order—all catalogued here for the first time
• Detailed histories and capabilities of nearly one hundred droids along with full-color computer-generated illustrations and schematics of their construction highlights
• Special sections, including "A Layperson's Guide to Droids," "Major Manufacturers," and "A Short History of Droids"
• An easy reference at your fingertips—each entry is arranged by Droid Type, including medics and scientists, repair units, battle units, and cyborgs—plus special expanded entries for R-series astromechs, the 3PO protocol series, and battle droids
For the definitive debriefing on droids, there's only one official, authoritative, and absolutely essential technical guide!
All the stuffed toys at the store try to help Corduroy find his missing button so that he can find a home.
In the "Star Wars" roleplaying game supplement, players can find everything they need to create heroes that fit perfectly into the Legacy Era, while Gamemasters can learn to create exciting adventures against the backdrop of a galaxy ruled by the Sith.
Idiomatic Programming for Experienced Developers
Star Wars: Battlefront II: Inferno Squad
Dooku: Jedi Lost (Star Wars)
Worth Returning
World of Warcraft: Grimoire of the Shadowlands and Beyond

The afterlives await in this sprawling compendium, lovingly crafted by the World of Warcraft game team and official Blizzard Entertainment historian Sean Copeland. What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the afterlives. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never glimpsed by mortal eyes, a stunning fold-out map, and fresh secrets straight from the game team, Grimoire of the Shadowlands and Beyond is made to be treasured for eternity. In his authorial debut, Blizzard Entertainment historian Sean Copeland opens the vaults of both World of Warcraft and his years of hidden knowledge for all curious souls.
The final novel of one of America’s most beloved writers—a tale of degeneration, corruption, and spiritual crisis A Penguin Classic in awarding John Steinbeck the 1962 Nobel Prize in Literature, the Nobel committee stated that with The Winter of Our Discontent, he had “resumed his position as an independent expounder of the truth, with an unbiased instinct for what is genuinely American.” Ethan Allen Hawley, the protagonist of Steinbeck’s last novel, works as a clerk in a grocery store that his family once owned. With Ethan no longer a member of Long Island’s aristocratic class, his wife is restless, and his teenage children are hungry for the tantalizing material comforts he cannot provide. Then one day, in a moment of moral crisis, Ethan decides to take a holiday from his own scrupulous standards. Set in Steinbeck’s contemporary 1960 America, the novel explores the tenuous line between private and public honesty, and today ranks alongside his most acclaimed works of penetrating insight into the American condition. This Penguin Classics edition features an introduction and notes by leading Steinbeck scholar Susan Shillinglaw. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.
This Star Wars novel ties in with the MMORPG of the same name, and is written by Sean Williams, the acclaimed science fiction author whose previous Star Wars game tie-in The Force Unleashed debuted at #1 in the New York Times bestseller list. 3,500 years in the past of the far-away galaxy, when the Jedi and Galactic Republic clashed with the Sith Empire, smuggler Jet Nebula has stumbled across a treasure richer than he ever dreamed. The Hutts want to auction it to the highest bidder, be it the Republic or the Empire, both of whom hope to bolster their chances in the coming conflict. But the Sith are interested too, and they don’t bargain with anyone; the Jedi High Council is sending someone to investigate; a mysterious Mandalorian is chasing something connected to a long-forgotten crime; while a spy plays every side at once. What Jet has unearthed will surprise all of them, and leave none of them unchanged.
Engage in a Golden Age Saga - Strategies for fighting and equipment usage - Exclusive maps for every level, from Endar Spire to the climatic final battle - Strategies for each character class - Details on every NPC and party member - Complete strategies for the card game Pazaak - Comprehensive item, power-up, and weapon lists - Complete walkthrough from Padawan to Jedi Master - Tips for resisting (or receiving) the dark side! - All puzzle solutions, minigames, and side quests revealed
The Guardian of the Republic
Ultimate Alien Anthology
A Novel
Star Wars Knights of the Old Republic

Master professional-level coding in Rust. For developers who’ve mastered the basics, this book is the next step on your way to professional-level programming in Rust. It covers everything you need to build and maintain larger code bases, write powerful and flexible applications and libraries, and confidently expand the scope and complexity of your projects. Author Jon Gjengset takes you deep into the Rust programming language, dissecting core topics like ownership, traits, concurrency, and unsafe code. You’ll explore key concepts like type layout and trait coherence, delve into the inner workings of concurrent programming and asynchrony with async/await, and take a tour of the world of no_std programming. Gjengset also provides expert guidance on API design, testing strategies, and error handling, and will help develop your understanding of foreign function interfaces, object safety, procedural macros, and much more. You’ll Learn:
• How to design reliable, idiomatic, and ergonomic Rust programs based on best principles
• Effective use of declarative and procedural macros, and the difference between them
• How asynchrony works in Rust – all the way from the Pin and Waker types used in manual implementations of Futures, to how async/await saves you from thinking about most of those words
• What it means for code to be unsafe, and best practices for writing and interacting with unsafe functions and traits
• How to organize and configure more complex Rust projects so that they integrate nicely with the rest of the ecosystem
• How to write Rust code that can interoperate with non-Rust libraries and systems, or run in constrained and embedded environments
Brimming with practical, pragmatic insights that you can immediately apply, Rust for Rustaceans helps you do more with Rust, while also teaching you its underlying mechanisms.
Set the stage for the aftermath of Rogue One: A Star Wars Story, this action-packed prequel to the hotly anticipated videogame Battlefront II introduces the Empire’s elite force: Inferno Squad. After the humiliating theft of the Death Star plans and the destruction of the battle station, the Empire is on the defensive. But not for long. In retaliation, the elite Imperial soldiers of Inferno Squad have been called in for the crucial mission of infiltrating and eliminating the Partisans—the rebel faction once led by notorious Republic freedom fighter Saw Gerrera. Following the death of their leader, the Partisans have carried on his extremist legacy, determined to thwart the Empire—no matter the cost. Now Inferno Squad must prove its status as the best of the best and take down the Partisans from within. But the growing threat of being discovered in their enemy’s midst turns an already dangerous operation into a do-or-die acid test they dare not fail. To protect and preserve the Empire, to what lengths will Inferno Squad go . . . and how far beyond them? The Rebellion may have heroes like Jyn Erso and Luke Skywalker. But the Empire has Inferno Squad.

Americans want a long life and most of us will get to live into our 80’s and beyond, but we have not squarely faced the challenges of living well in the last years of long lives. This book lays out a thoroughly pragmatic way to organize service delivery and financing so that Americans could count on living comfortably and meaningfully through the period of disability and illness that most will experience in the last years of life - all at a cost that families and taxpayers can sustain. MediCaring Communities offers to customize care around the priorities of elders and their families and to manage the local care system so it is reliable and efficient.Three out of four of us will need long-term care. The period of needing someone’s help every day now lasts more than two years, on average. Most of us will not have saved enough to get through this part of life without financial help from family or government - indeed, we’ll spend almost half of our total lifetime healthcare expenditures in this last part of life, mostly on personal care that is not covered by Medicare. We have not yet required housing to be modified for living with disabilities or secured a ready supply of home-delivered food, and we certainly have not required medical care to focus on the patient and family priorities in order to enable the last years to be meaningful and comfortable. Family caregiving will be a crisis as families become smaller, more dispersed, older, and facing inadequate retirement income for the younger generation. MediCaring Communities improve care by building care plans around the health needs and living situation of the elderly person and family, and especially from respecting their choices about priorities. The improvements in service delivery arise from integrating supportive services at home with customized medical care and installing local monitoring and management. The improvements in finance arise from harvesting savings from the current overuse of medical tests and treatments in this part of life. These come together in MediCaring Communities.Strong evidence supports each component, but the real strength is in the combination, where savings support critical community-based services, communities build the necessary environment, and elders and their families craft their course with the help of interdisciplinary teams. This book lays it out, using expansion of PACE (The Program of All-Inclusive Care of the Elderly) as the test case. The book provides a strong and complete guide to serious reform, and just in time for the aging of the Boomers which will escalate the needs dramatically during the 2030’s. Now is the time to act.Advance Praise for MediCaring Communities'For decades, Joanne Lynn's has been the clearest, strongest, most soulful voice in America for modernizing the ways in which we care for frail elders. This essential book is her masterpiece. It offers a magisterial, evidence-based vision of that new care, and an entirely plausible pathway for reaching it. Facing a tsunami of aging, our nation simply cannot afford to ignore this counsel."-Donald M. Berwick, MD, President Emeritus and Senior Fellow, Institute for Healthcare Improvement, and former Administrator, Centers for Medicare & Medicaid Services."MediCaring Communities integrates good geriatrics and long-term services and supports, and building upon an expanded PACE program can be a tangible start. We should try this!"-Jennie Chin Hansen, Lead in Developing PACE; Past President, AARP; and Past CEO of On Lok Senior Health Services and the American Geriatrics Society.

The second novel set in the Old Republic era and based on the massively multiplayer online game Star Wars®: The Old Republic™ ramps up the action and brings readers face-to-face for the first time with a Sith warrior to rival the most sinister of the Order’s Dark Lords—Darth Malgus, the mysterious, masked Sith of the wildly popular “Deceived” and “Hope” game trailers. Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace would transform him into something far more heinous—something Malgus would never want to be, but cannot stop, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. And now she’s going to find out what happened to him, even if it means breaking every rule in the book. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Prima Official Game Guide
Star Wars: The New Essential Guide to Droids
The Art of Anthem Limited Edition
Shadows Rising (World of Warcraft: Shadowlands)
Van Richten's Guide to Ravenloft (Dungeons & Dragons)
This in-depth review of the core worlds region of the "Star Wars(" galaxy features an emphasis on the capital world, Coruscant. Full-color maps & illustrations.
Star Wars:The Old Republic Explorer's Guide

At the intersection of astronautics, computer science, and social science, this book introduces the challenges and insights associated with computer simulation of human society in outer space, and of the dynamics of terrestrial enthusiasm for space exploration. Never before have so many dynamic representations of space-related social systems existed, some deeply analyzing the logical implications of social-scientific theories, and others open for experience by the general public as computer-generated virtual worlds. Fascinating software ranges from multi-agent artificial intelligence models of civilization, to space-oriented massively multiplayer online games, to educational programs suitable for schools or even for the world's space exploration agencies. At the present time, when actual forays by humans into space are scarce, computer simulations of space societies are an excellent way to prepare for a renaissance of exploration beyond the bounds of Earth.

Hundreds of pieces of art with commentary detailing the creation of BioWare's groundbreaking epic in an expertly designed hardcover volume! This limited edition features:
• Die-cut clamshell case
• Gallery-quality art print
• Exclusive cover
• Metallic-printed and embossed miniature replica of an ancient Fort Tarsis mural! From the studio behind the hit franchises Dragon Age and Mass Effect comes the thrilling world of Anthem. Dark Horse Books and BioWare are proud to present The Art of Anthem, showcasing the grandeur and beauty of this dangerous new world.

Knights of the Old Republic Campaign Guide
Fatal Alliance
Star Wars: Force and Destiny Rpg - Core Rulebook
Getting What We Want and Need in Frail Old Age at an Affordable Price
The Old Republic Explorer's Guide
• Ribbon Bookmark - keep your place in over 400 pages of strategy content in this hardcover guide that is printed on high quality paper
• FREE eGuide access – Every print guide comes with a code giving access to the eGuide
• Find Everything - Fully labeled maps show the locations for all items, collectibles and points of interest
• Know Your Enemy - Complete breakdowns for every enemy type that shows their weakness, statistics and item drops
• All Secrets Revealed - Locations for all hidden enemies, Dalmatian puppies and secret bosses are shown

A full-color oversized hardcover volume that captures the development of the newest canonical and interactive addition to the Star Wars universe. A galaxy-spanning adventure awaits in Star Wars Jedi: Fallen Order, the new action-adventure videogame from Respawn Entertainment. Explore the artistic creation of Cal Kestis's quest to rebuild the Jedi Order as he learns the ways of the Force, travels to exotic worlds, and battles tyrannical foes. With detailed concept art of all-new characters, exciting weapons and equipment, and locales both familiar and new, this tome offers a behind-the-scenes look at the production of a hit game—all accompanied by intimate artists' commentary that reveals how this incredible universe is brought together. Dark Horse Books, Lucasfilm Limited, and Respawn Entertainment are honored to present The Art of Star Wars Jedi: Fallen Order, guiding readers on Cal's odyssey. This uniquely designed work is sure to thrill dedicated Jedi acolytes and gamers alike.

Rob had not been in love with her when he'd married her. This, Maria concluded, was why he had not been able to keep his marriage vows. When he betrayed her just a few years into their marriage, she wanted to leave him immediately, despite the fact that she still loved him. But knowing how their separation would devastate their children, she decided to stay, at least until both children were old enough. Later, she would learn about Rob's greater betrayal, committed before they'd even been married.Maria finally found the courage to leave Rob when their children were grown and married. Her leaving came as a great shock to him, who'd assumed his wife would stay forever. She hadn't left him when she had first learned of his betrayals, had she? So why did she have to leave at all?It was only after she was gone that Rob realized how much he needed her. Her absence was almost unbearable. He'd tried to win her back, but it was too late. She had fallen in love with another man.Now, nearly a decade after their estrangement, Rob and Maria find themselves in the same tour group doing the Camino de Santiago. She'd joined the tour, hoping it would help assuage her grief over her partner's death; Rob had joined because he thought it would be 'fun'. Neither of them could have predicted how much the Camino tour would transform their lives.The lives of Nina and Joy, friends and neighbors of Maria who did the Camino with them, and those of the other pilgrims in their group are transformed as well. This is their story too.

Bake like an Italian with this latest Silver Spoon treasure - a culinary inspiration and go-to kitchen companion The Silver Spoon is known throughout the world as the authoritative voice on Italian cuisine and the leading Italian culinary resource. The Italian Bakery is the first volume in the Silver Spoon library to focus on dolci - the Italian term for all sweet treats. Dishes found in bakeries throughout Italy's diverse regions come to life in 140 accessible classic and contemporary patisserie recipes, including a library of 50 core recipes for basic baking building blocks, each illustrated with step-by-step photography, geared toward novices and experienced bakers alike. Filled with cakes, pastries, pies, cookies, sweets and chocolates, and frozen puddings, the collection showcases a wide range of delectable desserts suitable for everyday indulgences and special-occasion celebrations - the Italian way.

Star Wars: The Secrets of the Jedi
Power of the Jedi Sourcebook
The Italian Bakery
The Art and Making of Star Wars: The Old Republic
Explore the horrors of Ravenloft in this companion sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths.
• Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters
• Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghostly in all the right ways
• Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword
• Unleash nightmareish monsters from an expanded bestiary, and brew a collection of mysterious trinkets
• Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun
This premier guide to alien races in the Star Wars universe, which complements the Star Wars Roleplaying Game, is a revised and updated collection of more than 125 alien species suitable for play as characters in the game.
Delve into the history of the sinister Count Dooku in the original script to the thrilling Star Wars audio production! Darth Tyrannus. Count of Serenno. Leader of the Separatists. A red saber, unsheathed in the dark. But who was he before he became the right hand of the Sith? As Dooku courts a new apprentice, the hidden truth of the Sith Lord's past begins to come to light. Dooku's life began as one of privilege—born within the stony walls of his family's estate, orbited by the Funeral Moon where the bones of his ancestors lie interred. But soon, his Jedi abilities are recognized, and he is taken from his home to be trained in the ways of the Force by the legendary Master Yoda. As he hones his power, Dooku rises through the ranks, befriending fellow Jedi Sifo-Dyas and taking a Padawan of his own, the promising Qui-Gon Jinn—and tries to forget the life that he once led. But he finds himself drawn by a strange fascination with the Jedi Master Lene Kostana, and the mission she undertakes for the Order: finding and studying ancient relics of the Sith, in preparation for the eventual return of the deadliest enemies the Jedi have ever faced. Caught between the world of the Jedi, the ancient responsibilities of his lost home, and the alluring power of the relics, Dooku struggles to stay in the light—even as the darkness begins to fall.
Before the events of A New Hope, Darth Vader employs Boba Fett, on a mission to discover and bring to Vader a single small box, the contents of which could change the fate of the galaxy. But there's a catch: Vader trusts no one, and the truth of the box's mystery is too important to allow the bounty hunter to live! When Fett retrieves the prize, he finds himself the target of more of Vader's thralls. Also includes the hard-to-find 1997 Wizard magazine exclusive, Boba Fett #1/2.*
Starships of the Galaxy
Prima's Official Strategy Guide
Revan
Where the Crawdads Sing (Movie Tie-In)