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Vampire of the Mists VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) The Enemy Within Dance of the Dead A.D. 999 Mithras Court Scholar of Decay A Dance of the Dead Dark Lords Domains of Dread Knight of the Black Rose Tales of Ravenloft I, Strahd: Memoirs of a Vampire Ripples in the Mist Ravenloft Death of a Darklord Heart of Midnight Mordenheim Lord of the Necropolis To Sleep With Evil Heaven's Bones Monstrous Compendium Carnival of Fear Spectre of the Black Rose Tapestry of Dark Souls Secrets of the Dread Realms and Dungeon Master's Screen Assassin's Creed: Heresy I, Strahd Dungeons & Dragons: Escape from Castle

Ravenloft Under Sea's Shadow On Fire's Wings Dungeons & Dragons:
Ravenloft—Orphan of Agony Isle #3 King of the Dead Omen: Star Wars Legends
(Fate of the Jedi) Omen Allies Allies: Star Wars Legends (Fate of the Jedi) The Fantasy
Role-Playing Game Harlem Unbound Champions of Darkness

In the evil land of I'Morai, three carnival performers investigate a death along the sideshow boardwalk during a carnival, and their search unearths a conspiracy and leads to more murders. Original. 2. The Jedi Order is in crisis. The late Jacen Solo's shocking transformation into murderous Sith Lord Darth Caedus has cast a damning pall over those who wield the Force for good: Two Jedi Knights have succumbed to an inexplicable and dangerous psychosis, criminal charges have driven Luke Skywalker into self-imposed exile, and power-hungry Chief of State Natsi Daala is exploiting anti-Jedi sentiment to undermine the Order's influence within the Galactic Alliance. Forbidden to intervene in Jedi affairs, Luke is on a desperate mission to uncover the truth behind Jacen's fall to the dark side—and to learn what's turning peaceful Jedi into raving lunatics. But finding answers will mean venturing into the mind-bending space of the Kathol Rift and bargaining with an alien species as likely to destroy outsiders as deal with them. Still, there is no other choice and no time to lose, as the catastrophic events on Coruscant continue to escalate. Stricken by the same violent dementia that

infected her brother, Valin, Jedi Knight Jysella Horn faces an equally grim fate after her capture by Natasi Daala's police. And when Han and Leia Solo narrowly foil another deranged Jedi bent on deadly destruction, even acting Jedi Grand Master Kenth Hamner appears willing to bow to Daala's iron will—at the expense of the Jedi Order. But an even greater threat is looming. Millennia in the past, a Sith starship crashed on an unknown low-tech planet, leaving the survivors stranded. Over the generations, their numbers have grown, the ways of the dark side have been nurtured, and the time is fast approaching when this lost tribe of Sith will once more take to the stars to reclaim their legendary destiny as rulers of the galaxy. Only one thing stands in their way, a name whispered to them through the Force: Skywalker. 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!

Death of a Darklord focuses on a young woman who finds that she has a talent for magic in a land and a family unforgiving of such abilities, and her tragic attempts to redeem herself in the eyes of her family by aiding them on their quest to end the dark magic that has destroyed a neighboring town. From the Trade Paperback edition. When the riverboat on which she works as a dancer docks at a zombie-plagued island known as Sourange, Larissa Snowmane must rely on the help of the swamp creatures to save

her soul. Azalin, lord and master of the kingdom of Ravenloft, faces his greatest challenge when he journeys through time to slay an enemy two hundred years before his own birth. What began as a quest for truth has become a struggle for survival for Luke Skywalker and his son, Ben. They have used the secrets of the Mindwalkers to transcend their own bodies and speak with the spirits of the fallen, risking their very lives in the process. They have faced a team of Sith assassins and beaten the odds to destroy them. And now the death squad's sole survivor, Sith apprentice Vestara Khai, has summoned an entire fleet of Sith frigates to engage the embattled father and son. But the dark warriors come bearing a surprising proposition that will bring Jedi and Sith together in an unprecedented alliance against an evil more ancient and alien than they can imagine. While the Skywalkers and their Sith allies set off on their joint mission into the treacherous web of black holes that is the Maw, Han and Leia Solo risk arrest and worse to aid the Jedi imprisoned back on Coruscant. Tyrannical Chief of State Natasi Daala has issued orders that will open a permanent schism between her government and the Jedi Order—a schism that could turn all Jedi into renegades and wanted criminals. But it is in the depths of the Maw that the future of the galaxy will be decided. For there the Skywalkers and their Sith allies will engage a true monster in battle, and Luke will come face-to-face with a staggering truth. 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! Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign. Jonathan must destroy the Gathering Cloth, a web in which the darkest evils of Ravenloft are trapped, before the evil breaks him and dooms him to eternal darkness. By the author of Blood Rites. James Lowder brings forth a tale of horror & adventure in this, the second novel in the RAVENLOFT fantasy horror setting. By pitting Lord Soth, a strong evil character from the DRAGONLANCE saga, against the vampire lord of a dark domain, Lowder creates a strong tension that receives a resolution befitting the characters' nature. The death knight, Lord Soth is trapped in a netherworld with which he must come to terms. But as he searches for a way out, his obsessions become his doom. Each story in the RAVENLOFT series is complete in itself. KNIGHT OF THE BLACK ROSE is sure to appeal to the Gothic horror aficionado. Lowder also wrote CRUSADE, book three of the Empires Trilogy, set in the FORGOTTEN

REALMS world. A re-release of a haunting vampire tale from best-selling author P.N. Elrod. This striking new re-release of I, Strahd: Memoirs of a Vampire, a novel by well-known vampire author P.N. Elrod, features all new cover art and a new trade paperback size. This re-release is intended to introduce new readers to the author and showcase one of her early titles to her avid fans. P.N. "Pat" Elrod got her start in professional writing began at TSR doing gaming modules. A lifelong fan of vampire stories, gangster films, and pulp magazines, she combined all three into The Vampire Files, featuring the undead detective Jack Fleming. She also wrote the Jonathan Barrett: Gentleman Vampire series, edited Time of the Vampires with Martin H. Greenberg, and has contributed to several other anthologies. She collaborated with actor Nigel Bennett (LaCroix of TV's Forever Knight) on a series of vampire novels, beginning with Keeper of the King. Desperate to escape the terrors of Ravenloft, Marguerite came to Lord Donskoy's castle full of hope for the future. Instead, she found herself betrothed to a mysterious purveyor of flesh whose secret past, like the dead, refused to stay buried. Now Donskoy's marriage has invoked a dark curse, and Marguarite into a web of fear and passion. Once a powerful human wizard, Firan Zal'honan is transformed into Azalin, the King of the Dead, an anguished undead ruler with limitless dark powers, who can neither gain his own freedom nor bring back to life his long-dead

son. Original. 50,000 first printing. Many of today's hottest selling games--both non-electronic and electronic--focus on such elements as shooting up as many bad guys as one can (Duke Nuk'em), beating the toughest level (Mortal Kombat), collecting all the cards (Pokemon), and scoring the most points (Tetris). Fantasy role-playing games (Dungeons & Dragons, Rolemaster, GURPS), while they may involve some of those aforementioned elements, rarely focus on them. Instead, playing a fantasy role-playing game is much like acting out a scene from a play, movie or book, only without a predefined script. Players take on such roles as wise wizards, noble knights, roguish sellswords, crafty hobbits, greedy dwarves, and anything else one can imagine and the referee allows. The players don't exactly compete; instead, they interact with each other and with the fantasy setting. The game is played orally with no game board, and although the referee usually has a storyline planned for a game, much of the action is impromptu. Performance is a major part of role-playing, and role-playing games as a performing art is the subject of this book, which attempts to introduce an appreciation for the performance aesthetics of such games. The author provides the framework for a critical model useful in understanding the art--especially in terms of aesthetics--of role-playing games. The book also serves as a contribution to the beginnings of a body of criticism, theory, and aesthetics analysis of a mostly unrecognized and newly

developing art form. There are four parts: the cultural structure, the extent to which the game relates to outside cultural elements; the formal structure, or the rules of the game; the social structure, which encompasses the degree and quality of social interaction among players; and the aesthetic structure, concerned with the emergence of role-playing as an art form. Two young necromancers agree to assist Victor Mordenheim in his efforts to revive his dead wife, but the doctor's previous creation is determined to stop their work. The first-born son of his generation, Peter Balakian grew up in a close, extended family, sheltered by 1950s and '60s New Jersey suburbia and immersed in an all-American boyhood defined by rock 'n' roll, adolescent pranks, and a passion for the New York Yankees that he shared with his beloved grandmother. But beneath this sunny world lay the dark specter of the trauma his family and ancestors had experienced--the Turkish government's extermination of more than a million Armenians in 1915, including many of Balakian's relatives, in the century's first genocide. In elegant, moving prose, *Black Dog of Fate* charts Balakian's growth and personal awakening to the facts of his family's history and the horrifying aftermath of the Turkish government's continued campaign to cover up one of the worst crimes ever committed against humanity. In unearthing the secrets of a family's past and how they affect its present, *Black Dog of Fate* gives fresh meaning to the story of what it means to

be an American. Secrets hidden in the darkness of the sea... Stolen at birth by her sea-lord father, Copper is returned to her mother, the queen, to experience life on their island home. But something is missing within her, for she is without a soul. Copper is adrift and alone until strangers come with Companion creatures and tell her of her destiny. For Copper is the Sea Dancer, one of five elements incarnate, and the fate of the world depends on the Dancers joining. Yet there are those who would pervert the Dancers' destiny, and an Emperor who will stop at nothing to prevent them from finding one another. As conspiracies unfold, and secrets are pierced, the upwelling of power that Copper controls is put to the test. The uneasy marriage of land and sea is about to break apart. And all hangs on Copper's choice... A tale of fear from best-selling author Tanya Huff!

Scholar of Decay is the story of a man driven by love into the darkest corners of the world. When Aurek Nuiken's wife is attacked and made prisoner by an evil mage, he must search the Domains of Dread for the spell that will allow him to free her. But ultimately his wife's freedom - and his own - lies in the hands of a clan of wererats who are not inclined to assist him. Faced with both his own torment and the monsters of the Ravenloft world, Aurek is pushed to the edge of madness and to a choice that no man should ever have to make. In the horrific world of Ravenloft, populated by vampires, werewolves, and worse creatures, Casimir embraces

his own powers of evil in a struggle to throw off his monstrous father's curse of lycanthropy and avert his own murder. Original. 85,000 first printing. Alone in a strange world and torn by grief, a vampire accepts the hospitality of the local lord. But can the vampire trust him once he discovers the land's dark connection to his own quest for revenge? From the Trade Paperback edition. When Miranda's situation in Schloss Mordenheim becomes unbearable, she makes a daring escape, only to discover that Viktra's warnings about the outside world were true! Can Miranda choose between the doctor she knows and the doctor she doesn't? A latest entry in a best-selling series finds a precarious alliance between the Jedi and Sith compromised by a strange being that reaches out to Luke, interference from the Hutt family and conflicting edicts by the Galactic Alliance. By the award-winning author of Rise of the Lich King. Welcome to the Forgotten Realms Endless Quest books, where you don't just read a fantastic tale. You become the hero -- and choose your own fate. You have entered the mist-shrouded realm of Ravenloft, where you attract the attention of Count Strahd, who decides to make you one of his vampire spawn. After awakening to find yourself alone within the walls of Castle Ravenloft, you must figure out how to escape the vampire lord's Gothic lair before you are doomed to become his slave for all time. Keep your wits about you, cleric. A monstrous compendium of hauntings for the Ravenloft campaign setting.

Within these pages lurk the creatures of the realm of terror--vampires, werewolves, and other creatures that crawl out of the mists. All levels. Illustrations. Shrink-wrapped. Sourcebook and scenarios for 7th edition Call of Cthulhu In this chilling sequel to the best-selling Knight of the Black Rose, factions vie for control of Sithicus as Lord Soth -- darklord and former knight from the Dragonlance world -- fights to keep his reign from crumbling. Even as he struggles to defeat his enemies, rumor reaches him that the White Rose haunts the land. Has Kitiara finally returned to Soth, or is this another spectre from the death knight's tragic past? As Grand Master Luke investigates his nephew Jacen's strange powers, he leaves the Jedi Order vulnerable to its unstable members and an increasingly anti-Jedi government, a situation that is further complicated by a Sith plot. Love and death walk hand in hand... Dr. Sebastian Robarts is a man paralyzed by the fate of his adored wife, dead in childbirth, their only child with her. He searches for a way to build angels from women, a pastime known to Scotland Yard as murder. Robarts meets the Vistani seer named Trueblood, who becomes his assistant and leads him to the Antebellum-era domain of Riverbend, controlled by the sadistic Dr. Weldon, to create angels, unfettered by conventional morality, or even rules. When the murderer returns to earth, it is the task of a Vistani policeman and a woman with a strange connection to Robarts to stop him. If he can be

stopped. Heaven's Bones skillfully blends horror and steampunk and classic Victorian literary style into something exotic and fascinating. A night of eternal terror. A world ruled by fear and horror. Vampires who command the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a fearful populace. If ever a world needed heroes, it is the world of Ravenloft. Sir Tristan Hiregaard, terrified by his periodic transformation into the evil Malken, a hideous man-beast who controls a vast criminal empire, sets out to destroy, one way or another, his evil side. She was born without caste or position in Arukan, a country that prized both. Then a chance encounter led her to a better life. But it also brought her to danger and destiny. Because Kevla Bai-sha's fevered dreams--looming threats to their land and visions of dragons that had once watched over her people--held the promise of truth. Now Arukan--shadowed by mountains and myths--might be overcome by eternal darkness. Kevla, together with Jashemi-kha-Tahmu, rebel prince of the ruling household, would defy all law, all tradition, to embark on a daring quest for the half-forgotten elementals that will save the world. And so Kevla must sacrifice everything...only to be reborn in dragon's flames.... Ripples in the Mist is the journey of four warriors chosen by the mists of the Plane of Dread, a world of death and darkness. Once there, the four find themselves pitted against a deadly wraith and the destructive powers of a spell-wielding female

vampire sent by Lord Strand to test and collect them for his own evil desires. It's not long after their encounter with the Count Strand Von Zaruvich, dark lord over castle Raven Loft. These four learn that the embers of war have come to the lands of the master vampire. Soon they will face the collected forces of trench goblins and the foul stench of the lowly wererats, but none would be ready for the ancient evil. Their fighting would awaken an evil far deadlier than even Lord Strand himself. Will the four be enough to stand against the might of the dragon, or will they fall before it as so many have? A collection of short stories set in the Ravenloft world of vampires, werewolves, and other monstrous creatures features the talents of P.N. Elrod, James Lowder, J. Robert King, Elaine Bergstrom, and others Learn about the rulers of the DreadRealms, and the exciting new prestige class: the Witchhunter. ...Some of the parchment pages were the color of cream, thick and substantial, made to last many, many lifetimes. Other pages were thin and desiccated, positively yellow from age, and crackled alarmingly as Van Richten turned them over. There were no ornate illuminations, no fussy borders, only lines of plain text in hard black ink. The flowing handwriting was a bit difficult to follow at first; the writer's style of calligraphy had not been in common use for three hundred years. No table of contents, but from the dates it looked to be some kind of history. He turned to the first page and read: I, Strahd, Lord

of Barovia, well aware certain events of my reign have been desperately misunderstood by those who are better at garbling history than recording it, hereby set down an exact record of those events, that the truth may at last be known He caught his breath. By all the good gods, a personal journal?

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