

## Saga Edition Character Sheet

*Includes section "Reviews".*

*A glorious Collector's Edition of New York Times bestselling, epic fantasy novel, SIX OF CROWS. Beautifully designed, with an exclusive letter from the author and six stunning full-colour character portraits. This covetable hardback with red sprayed edges is a perfect gift for fans, and a perfect way to discover the unforgettable writing of Leigh Bardugo. Criminal prodigy Kaz Brekker is offered a chance at a deadly heist: break into the Ice Court - a military stronghold that has never been breached - and retrieve a hostage whose knowledge could change Grisha magic forever. To succeed would mean riches beyond his wildest dreams - but he can't pull it off alone . . . A convict with a thirst for revenge. A sharpshooter who can't walk away from a wager. A runaway with a privileged past. A spy known as the Wraith. A Heartrender using her magic to survive the slums. A thief with a gift for unlikely escapes. Six dangerous outcasts. One impossible heist. Together they might just be unstoppable - if they don't kill each other first. 'Fast, thrilling heist fantasy, boasting a brilliant new cast of characters.' METRO 'A full-throttle adventure . . . crackling dialogue and sumptuous description. Bardugo dives deep into this*

*world.' - NEW YORK TIMES*

*Containing all the rules needed to play the popular Star Wars Roleplaying Game, this rulebook has been updated and expanded to include changes based on customer feedback and all-new "Star Wars: Attack of the Clones" material.*

*This stunning set, complete with five editions of Twilight, New Moon, Eclipse, Breaking Dawn, and The Short Second Life of Bree Tanner: An Eclipse Novella, makes the perfect gift for fans of the bestselling vampire love story. Deeply romantic and extraordinarily suspenseful, The Twilight Saga capture the struggle between defying our instincts and satisfying our desires*

*Knights of the Old Republic Campaign Guide*

*Revised Core Rulebook*

*MOAR! Monsters Know What They're Doing*

*A Roleplaying Game of Stone and Sorcery*

*Shatter Me*

*The Mecha Hack*

From the author of The Monsters Know What They're Doing comes a follow-up strategy guide MOAR! monster tactics for Dungeon Masters playing fifth edition Dungeons & Dragons. Keith Ammann's first book based on his popular blog, The Monsters Know What They're Doing, unpa

## Download File PDF Saga Edition Character Sheet

strategies, tactics, and motivations for creatures found in the Dungeons & Dragons Monster. Now, in MOAR! Monsters Know What They're Doing, he analyzes the likely combat behaviors of more than 100 new enemies found in Volo's Guide to Monsters and Mordenkainen's Tome of Magic. Your campaign will never be the same!

"Raise your blade. Take up the mantle of Slayer." Adam's life was anything but easy. With people at both school and home eager to make his life a living hell, the only place that he felt like himself was in the virtual world. At least there he had some control. When the newest VRMMORPG title was announced, Adam and his best friend Max are more than ready to dive in. Launch day arrives quickly, and Adam is plunged into a world that's more immersive than anything he's experienced before. Although the game offers a bevy of character choices, Adam quickly chooses the title of Slayer, a class that specializes in taking down stronger, more difficult opponents. Adam begins his adventure, but it's not long before he realizes that there's much more at stake when taking on a new game. The pain is very real and death... is permanent. Now, trapped in a virtual world, Adam must take the mantle of Zander Darkblade and brave the dangers of the Aether Gate. It is a world of mighty creatures and fallen gods. A world where powerful familiars bond with their masters, and wield extraordinary powers that they wield with uncanny force... and as Adam and the others soon discover, it is a world of secrets that have laid hidden for far too long...Welcome to Aether Online\*\*\*Disclaimer: This novel is a litRPG/ gamelit title. It's contents include various roleplaying game stats and video game references.\*\*\*

DeityLulu.com Star Wars Roleplaying Game Revised Core Rulebook

This carefully crafted ebook: "The Forsythe Saga - The Complete Edition: The Forsythe Saga + A Modern Comedy + End of the Chapter + On Forsythe 'Change (A Prequel to The Forsythe Saga)"

## Download File PDF Saga Edition Character Sheet

formatted for your eReader with a functional and detailed table of contents. The Forsyte Saga is a series of three novels and two interludes published between 1906 and 1921 by Nobel Prize-winning English author John Galsworthy. They chronicle the vicissitudes of the leading members of a London-based commercial upper middle-class English family, similar to Galsworthy's own. The second trilogy of the Forsyte Saga is A Modern Comedy, written in the years 1924 to 1928. This comprises a novel, White Monkey, an interlude, A Silent Wooing, a second novel, The Silver Spoon, a second interlude, Passers By, and a third novel Swan Song. The third trilogy of the Forsyte Saga is End of the Chapter, comprising Maid in Waiting, Flowering Wilderness, and Over the River (also known as One More River), chiefly dealing with Michael Mont's young cousin, Dinny Cherrell. The three trilogies are published under the collective title of The Forsyte Chronicles. In 1930 Galsworthy published On Forsyte 'Change which deals in the main with the older Forsytes before the events chronicled in The Man of Property. John Galsworthy (1867-1933) was an English novelist and playwright. He won the Nobel Prize in Literature in 1932. Table of Contents: The Forsyte Chronicles: The Forsyte Saga Book 1: The Man of Property Interlude: Indian Summer of a Forsyte Book 2: In Chancery Interlude: Awakening Book 3: To Let A Modern Comedy (Second Trilogy of the Forsyte Saga) Book 1: The White Monkey Interlude: A Silent Wooing Book 2: The Silver Spoon Interlude: Passers By Book 3: Swan Song End of the Chapter (Third Trilogy of the Forsyte Saga) Book 1: Maid in Waiting Book 2: Flowering Wilderness Book 3: Over the River (One More River) On Forsyte 'Change This carefully crafted ebook: "The Forsyte Saga - The Complete Edition: The Forsyte Saga + A Modern Comedy + End of the Chapter + On Forsyte 'Change (A Prequel to The Forsyte Saga)" is formatted for your eReader with a functional and detailed table of contents. The Forsyte Saga is a series of three novels and two interludes published between 1906 and 1921 by Nobel Prize-winning English author

## Download File PDF Saga Edition Character Sheet

Galsworthy. They chronicle the vicissitudes of the leading members of a large commercial upper-middle-class English family, similar to Galsworthy's own. The second trilogy of the Forsyte Saga, Modern Comedy, written in the years 1924 to 1928. This comprises a novel, The White Monk interlude, A Silent Wooing, a second novel, The Silver Spoon, a second interlude, Passers By, and a third novel Swan Song. The third trilogy of the Forsyte Saga is End of the Chapter, comprising in Waiting, Flowering Wilderness, and Over the River (also known as One More River), chiefly dealing with Michael Mont's young cousin, Dinny Cherrell. The three trilogies are published under the collective title of The Forsyte Chronicles. In 1930 Galsworthy published On Forsyte 'Chances', which deals in the main with the older Forsytes before the events chronicled in The Man of Property. John Galsworthy (1867-1933) was an English novelist and playwright. He won the Nobel Prize for Literature in 1932. Table of Contents: The Forsyte Chronicles: The Forsyte Saga Book 1: The Man of Property Interlude: Indian Summer of a Forsyte Book 2: In Chancery Interlude: ...

Monumenta Nipponica

A Star Wars Core Rulebook

The Clone Wars Campaign Guide

The House of Royals Saga

Beowulf

Star Wars Scavengers Guide to Droids

"In this second volume of the trilogy, we meet Dag again, who is now slightly older. He is now Old-Dag. His son, Young-Dag, is married off to Adelheid Barre, an officer's daughter, something her urban office-holding family is not immediately thrilled about. But Old-Dag makes a grand impression on them at the wedding, and the objectors fall silent. Adelheid's life at the

## Download File PDF Saga Edition Character Sheet

farm is different than she expected. Her marriage is especially difficult to comprehend. She grows close to Old-Dag, and finds much joy in his company and in long and deep conversations with him. Young-Dag is in many ways a stranger both to her and the family. A tragedy prompts him to run away from the farm, into the woods - all the way to Death Mountain. From there, nobody returns. But he does anyway, and the experiences become a turning point in the relationship between Young-Dag and Adelheid. The trilogy: Beyond Sing the Woods No Way Around"--Goodreads

Unleash the Force and fight the Empire. The Emperor has swept away the last vestiges of the Old Republic. Darth Vader and his dark apprentice hunt down the surviving Jedi one by one, but a few escape capture and find refuge on backwater worlds. Fewer still reach deep into the Force, unleashing powers beyond their wildest imaginings. Meanwhile, other brave heroes rise to oppose the tyranny of the Empire, heralding the birth of the Rebellion. This campaign guide draws its inspiration from *The Force Unleashed*, a revolutionary new video game from Lucasfilm, Ltd. It presents a complete campaign setting during the period between *Episode III: Revenge of the Sith* and *Episode IV: A New Hope*. The guide offers exciting new character options and Force powers for players as well as adventure content, campaign seeds, and ready-to-play adversaries for Gamemasters. This supplement is designed for use with the *Star Wars Roleplaying Game Saga Edition* core rulebook.

Lords of Gossamer & Shadow Our world is but one of untold many, a flux of chance caught in the struggle between form and cacophony. Always, these forces are at war, shaping the infinite worlds. The immortal, self-appointed sovereigns of battle move between planes of reality with impunity: they are creators, shapers, and destroyers of worlds. In *Lords of Gossamer &*

## Download File PDF Saga Edition Character Sheet

Shadow, you are caught up in this immense conflict. Possess unique and idiosyncratic magic artifacts, command legions drawn from the myriad of otherworlds, and wield incredible powers that alter the very substance of reality. Whether born into it or discovering it later, your character has inherited a legacy of unimaginable power... and with it great danger! Lords of Gossamer & Shadow is an original sourcebook and role-playing game using Erick Wujcik's Diceless Role-Playing system (used in Amber Diceless Role-Playing). This is a standalone product with an original setting, though it is compatible with Amber Diceless Role-Playing. The dark empire of Granbretan has conquered much of the world with its twisted science and vast armies, directed by the animal-masked nobles who mark their bestial natures on their faces as well as in their hearts. The small Duchy of the Kamarg, ruled by the noble Count Brass has managed to endure the endless sieges and plots unleashed by Granbretan against that rogue state. The warrior called Hawkmoon was once an assassin sent to kill Count Brass, his hand forced by the fiendish black jewel that sent its foul tendrils burrowing into his brain. But then he discovered his destiny as the Eternal Champion and held the Runestaff, and magic and hope returned to the world! Continuing the Eternal Champion rpg line, the Hawkmoon rpg takes players to our distant future, to a realm where science battles sorcery!

Ender's Game

A Warrior's Burden

The Wind from the Mountains

The War of the Worlds

A LitRPG Saga (Aether Gate Online Book 1)

Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons)

## Download File PDF Saga Edition Character Sheet

Scores of nefarious characters, fearsome creatures, and droids of various levels are defined in this "Star Wars" supplement.

Everything is not well in The Land. The dead lay restless in their graves and Richter's actions have not gone unnoticed. He arrogantly tried to create something good. How could he not understand that the forces of destruction would demand their due ... in blood. Reichter will learn that his earlier sacrifices were nothing. Not when compared to what will be taken. His enemies will leave him broken, but they will learn something as well. The wrath of a chaos seed is not to be taken lightly!

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need *How to Be a GURPS GM*. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical

## Download File PDF Saga Edition Character Sheet

insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. *How to Be a GURPS GM* is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With *How to Be a GURPS GM*, you'll be on your way to unleashing the full potential of GURPS like never before!

Where he walks, death follows. He was once known as Prince Bernard, ruler of his people and the man who led them in the Fey War against creatures out of myth and legend, beings out of nightmare. A man renowned for his strength, a man feared by his own people as much as his enemies. But there are other names for him, too. Kingslayer. Oathbreaker. Traitor. The Crimson Prince. And they are all true. Now, he is simply Cutter, a man who arrived at the village of Brighton, a small place on the outskirts of the Known Lands, where men and women brave the harsh temperatures and freezing winds to survive. A man who brought with him a past full of regrets and an infant child, one he swore to protect. For fifteen years, he watched over the child, hidden away in the desolate wilderness. But a man cannot run from his past-not forever. Sooner or later, it catches him. Always, it catches him. Death comes to Brighton, led by a brother he betrayed and the troops of a kingdom he betrayed. Death comes to Brighton-and it is he who brought it. With an entire kingdom against him, with the Fey stirring restlessly in the Black wood, eager for revenge, a lone warrior, once a prince, will be forced to take

up his axe once more to protect the youth. To keep his promise. It is heavy that axe, that promise, but he carries it, as he must. It is the price of his sins. It is a warrior's burden. A Warrior's Burden is the first book in Saga of the Known Lands, a new series by bestselling author Jacob Peppers. It is a grimdark epic fantasy tale of creatures out of myth and legend, magic, battles, and warriors pitted against each other in a deadly struggle to survive. Are you looking for an action-filled character-driven fantasy? Then come and take your first steps into the Known Lands...

Star Wars Revised Rulebook

Undead. . Survivor's Guide

Diceless Role-Playing

The Force Unleashed Campaign Guide

How to Be a Gurps GM

Starfinder

**An anthology of seventeen mystery-themed adventures for the world's greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries—each one a doorway to**

**adventure. Dare you cross that threshold? · 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep · Easy to run as stand-alone mini adventures or to drop into your home campaign · Adventures span play from levels 1 to 16 · Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it · Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs) Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1-16. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.**

**The gripping first installment in New York Times bestselling**

**author Tahereh Mafi's Shatter Me series. One touch is all it takes. One touch, and Juliette Ferrars can leave a fully grown man gasping for air. One touch, and she can kill. No one knows why Juliette has such incredible power. It feels like a curse, a burden that one person alone could never bear. But The Reestablishment sees it as a gift, sees her as an opportunity. An opportunity for a deadly weapon. Juliette has never fought for herself before. But when she's reunited with the one person who ever cared about her, she finds a strength she never knew she had. And don't miss Defy Me, the shocking fifth book in the Shatter Me series!**

**Full set of Dungeons & Dragons character sheets for use in any Eberron or other D & D campaign. Each character sheet features a folio-style layout, with room to keep track of everything that makes your character unique.**

- 1.) All the rules of the game, for players and Gamemasters.**
- 2.) Character creation, featuring Fast-track templates and nearly limitless options.**
- 3.) Details on how to play in any time frame- Episode I (The Rise of the Empire), Episodes IV-VI (The**

**Rebellion), or the New Republic era (The New Jedi Order).  
4.) Equipment, weapons, vehicles, and aliens from the Star Wars movies and expanded universe 5.) An action-packed starting adventure 6.) Conversion information for previous Star Wars roleplaying game systems. 7.) Game statistics for the iconic characters in the Star Wars universe.**

**Star Wars: The Poster Collection (Mini Book)**

**Paleomythic**

**The Land**

**Deity**

**Illustrated**

**Hawkmoon**

*This new saga edition encapsulates all six "Star Wars" feature films while presenting a thorough revision of the rules, making the game easier to learn while improving the overall game experience.*

*"The classic of modern science fiction"--Front cover.*

*The War of the Worlds first appeared in print in 1897. It is perhaps the most notorious of all science fiction works, and one*

*of the first to envision a full-scale conflict between humans and extra terrestrials. Orson Welles famously adapted the novel for radio in 1938, presenting the drama as a series of simulated news bulletins—convincingly enough to cause panic among a large portion of the national audience. Many other adaptations have been produced over the years, the most recent of which was the 2005 feature film starring Tom Cruise. Sayre Street Books offers the world's greatest literature in easy to navigate, beautifully designed digital editions.*

*Relive your favorite Star Wars adventures with this collection of the galaxy's greatest posters. Judge a book by its size, do you? Hold over four decades of cinematic history in the palm of your hand with Star Wars: The Poster Collection. This mini book features posters from all eras of Star Wars, from the original trilogy's classic theatrical posters and the epic one-sheets of the prequel films to the latest artwork for Star Wars: The Rise of Skywalker. Featuring iconic posters and rarely seen artwork and promotional imagery, Star Wars: The Poster Collection spotlights the art that has captured the imaginations of multiple generations, making it the perfect gift for all Star*

*Wars fans.*

*The Twilight Saga Complete Collection*

*The Forsyte Saga - The Complete Edition: The Forsyte Saga + A Modern Comedy + End of the Chapter + On Forsyte 'Change (A Prequel to The Forsyte Saga)*

*Core Rulebook*

*Threats of the Galaxy*

*Complete Nine Novels*

*Hush, Hush*

WINNER OF THE LOCUS AWARD FOR BEST FANTASY NOVEL, 2022

"Lee's series will stand as a pillar of epic fantasy and family drama."

—Library Journal (starred review) The Kaul siblings battle rival clans for honor and control over an East Asia-inspired fantasy metropolis in Jade Legacy, the page-turning conclusion to the Green Bone Saga. Jade, the mysterious and magical substance once exclusive to the Green Bone warriors of Kekon, is now coveted throughout the world. Everyone wants access to the supernatural abilities it provides. As the struggle over the control of jade grows ever larger and more deadly, the Kaul family, and the ancient ways of the Kekonese Green Bones,

will never be the same. Battered by war and tragedy, the Kauls are plagued by resentments and old wounds as their adversaries are on the ascent and their country is riven by dangerous factions and foreign interference. The clan must discern allies from enemies, set aside bloody rivalries, and make terrible sacrifices . . . but even the unbreakable bonds of blood and loyalty may not be enough to ensure the survival of the Green Bone clans and the nation they are sworn to protect. Praise for the Green Bone Saga: "Jade City has it all: a beautifully realized setting, a great cast of characters, and dramatic action scenes. What a fun, gripping read!" —Ann Leckie "An instantly absorbing tale of blood, honor, family, and magic, spiced with unexpectedly tender character beats."—NPR The Green Bone Saga  
Jade City Jade War Jade Legacy

Finest heroic poem in Old English celebrates the exploits of Beowulf, a young nobleman of southern Sweden. Combines myth, Christian and pagan elements, and history into a powerful narrative. Genealogies. What would you do if you woke up in a strange world which has three moons? What if you had no memory of how you got there? And what would you do, upon realizing that you are in a world manifests itself to

you in the form of a videogame? The World of Venia promises action, adventure, mystery, intrigue, and danger at every turn. With the Dread King rising, the knights tired of fighting, the rogues resorting to kidnapping, and the mages rapidly declining, it is up to a modern day young man to navigate through this mad world of magic and beasts and deception - whether he wants to or not.

High school sophomore Nora has always been very cautious in her relationships, but when Patch, who has a dark side she can sense, enrolls at her school, she is mysteriously and strongly drawn to him, despite warnings from her best friend, the school counselor, and her own instincts.

A Life of Shadows

Venia Online

Jade Legacy

Life and Death: Twilight Reimagined

The Slayer

Lords of Gossamer & Shadow

A guide for players and game masters provides strategies for building droid characters using manufacturer templates and a variety of equipment, modification

## Download File PDF Saga Edition Character Sheet

and talents, in a supplement that also contains droid profiles for inclusions in adventures and campaigns.

A Game of Life and Death (Warning: Contains violence as well as adult situations and language) Ben sat down to play a brand-new MMORPG, Eternal Journey Online. Next thing he knew, he had been transformed into his character, first-level Paladin Hawke Lightseeker, and found himself in a corpse-filled cavern complex crawling with monsters and undead. Armed with a sentient sword, Hawke must learn the rules of a reality where magic and power-leveling are as real as swords, knives, and where you only get a limited number of respawns before you die for good. Follow Hawke as he explores the mysterious Common Realm, meets new friends and foes, battles to survive, and learns more about his growing power and inner strength. Note to LitRPG Fans: This novel concentrates primarily on action-adventure, with a focus on power-leveling and learning new magic and class subsystems. Future novels will deal with town and stronghold management. There is also a harem-lite subplot that plays a part in the story without detracting from the main plot. For the first time, enjoy the HOUSE OF ROYALS saga in one combined volume. This edition includes all five novels: House of Royals House of Pawns House of Kings House of Judges House of Ravens When the sun goes down, proving loyalty means far more than blood. Every town has its history and skeletons, but Silen

## Download File PDF Saga Edition Character Sheet

Bend, Mississippi's are darker than most. Ruled from the shadows by the House—the immortal Born and their aging, enslaved Bitten—everyone knows not to go out after dark and that the police will never look into crimes involving blood. Alivia Ryan didn't know the man who claims to be her father through a will even existed until she inherits the Conrath plantation. Instead of the sleepy house she expects, she finds a mansion and a staff who look at her with fear in their eyes. Ward tried to kill Alivia the first time they met, and then insisted he train her to defend herself against the House, who he claims will try to manipulate and take in for their own political reasons. And the growing attraction between them will threaten their lives—Ian is a sworn enemy of the House. In Silent Bend, people disappear, the threat of a demented King and the legend of his resurrecting Queen hang over everyone's heads, and proving loyalty means far more than blood. You better watch who you trust in this town... The House of Royals Saga is a total take on vampire paranormal romance with a brave and cunning heroine, a smoldering, brooding hero, and a twist that will drop your jaw to the floor. Perfect for fans of Bella Forrester, I.T. Lucas, Stephanie Meyer, Eva Chase, Jaymin Eve, and K.F. Breene.

Bring your Star Wars Roleplaying Game campaign into the epic battles of the Clone Wars. This book includes new information for heroes on both sides of the war,

## Download File PDF Saga Edition Character Sheet

including new talents, feats, prestige classes, and equipment designed to tailor characters to the unique feel of the Clone Wars conflict. More than just information for players, The Clone Wars Campaign Guide provides Gamemasters with descriptions and statistics for starships, vehicles, allies, opponents, and planets. It features in-depth information on material drawn from Lucasfilm's new CG animated series, The Clone Wars.

Six of Crows: Collector's Edition

A LitRPG Saga

Slightly Scandalous

A Star Wars Roleplaying Game Supplement

Outbreak

***"Open Game License version 1.0a"--4th unnumbered page. Sawyer Matthews knows how to put one foot in front of the other, to keep moving while the nightmares haunt her, and her own failures taunt her. She's become a master at doing awful things with good intentions, terrible things for the sake of those who need her. She's long given up on being the hero, trying to find peace in no longer being the villain. When her***

***past comes back and she finds herself caught by the International Magi Police Organization, she'll have to revisit her own personal hells and finally confront the very monster that made her what she is. The very monster that has already killed her once before. Will the "dead" Magi assassin Shadow finally come out of the dark to begin a fight for a redemption she doesn't believe she deserves? Or will her nightmares drag her back into the shadows that have defined her life? \*This is an Urban Fantasy reverse harem series of full length novels where the leading lady doesn't have to choose from her romantic interests. This series will have M/M content. These books are rated for mature audiences, 18+ due to violence, language, and sexual themes. This series deals with several triggering topics including, but not limited to, suicide, child abuse, rape, and PTSD.\****

***For fans of the worldwide phenomenon Twilight comes a bold reimagining of Stephenie Meyer's novel, telling the classic love story but in a world where the characters' genders are reversed. There are two sides to every story . . . You know Bella and***

***Edward, now get to know Beau and Edythe. When Beaufort Swan moves to the gloomy town of Forks and meets the mysterious, alluring Edythe Cullen, his life takes a thrilling and terrifying turn. With her porcelain skin, golden eyes, mesmerizing voice, and supernatural gifts, Edythe is both irresistible and enigmatic. What Beau doesn't realize is the closer he gets to her, the more he is putting himself and those around him at risk. And, it might be too late to turn back . . . With a foreword and afterword by Stephenie Meyer, this compelling reimaging of the iconic love story is a must-read for Twilight fans everywhere. The series has been praised as New York Times and USA Today bestsellers, a Time magazine Best Young Adult Book of All Time, an NPR Best Ever Teen Novel, and a New York Times Editor's Choice. Enrapturing millions of readers since its first publication, Twilight has become a modern classic, leaving readers yearning for more. It's here! #1 bestselling author Stephenie Meyer makes a triumphant return to the world of Twilight with the highly anticipated companion, Midnight Sun: the iconic love story of***

***Bella and Edward told from the vampire's point of view. "People do not want to just read Meyer's books; they want to climb inside them and live there." -- Time "A literary phenomenon." -- The New York Times***

***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.***

***The Roleplaying Game***

***Eberron Player Character Sheets***

***Eberron Campaign Accessory***

***Star Wars Roleplaying Game***

***Book One of Saga of the Known Lands***

***Twilight Templar***

***During a visit to Bath, independent, adventure-loving Lady Freyja Bedwyn gets more than she had bargained for when Joshua Moore, Marquess of Hallmere, enlists her aid to thwart the matchmaking schemes of his family by posing as his fiancTe. Original.***

*Paleomythic is a roleplaying game of grim survival and mythical adventures in the land of Ancient Mu, a harsh prehistoric world full of mysterious ruins and temples to explore, huge and terrible creatures that roam and spread fear across the land, and nefarious mystics and sorcerers who plot dark schemes from the shadows. It is a world of biting cold winters, of people hunting and foraging to survive, and tribes that wage relentless war. Taking on the roles of hunters, healers, warriors, soothsayers, and more, players will navigate a world of hostile tribes, otherworldly spirits, prehistoric beasts, and monstrous creatures lurking in the dark places of the world. Players have huge scope in sculpting the game experience that best suits them, whether it's a gritty survival story without a trace of the mystical or a tale of grand adventure and exploration in a mythic setting.*

*Omnibus Edition*

*Alliances; a Litrpg Saga*