

Fighting Fantasy The Gates Of Death

Fighting Fantasy™ is a brilliant series of adventure gamebooks created by games masterminds Steve Jackson and Ian Livingstone. Each book pits YOU - the reader - against a terrifying hoard of adversaries. Monsters like the foul Bloodbeast, the devilish Ganjee or noxious Orcs are all out to put a violent end to your daring quest. Often the choice is to kill or be killed... dare you enter the realm of Fighting Fantasy™? The once-peaceful world of Orb is in terrible danger. Dark forces are at work to unleash the awesome might of the Evil One – and only YOU can stop them. YOUR mission is to destroy the Talisman of Death before the dark lord's minions reach you. But beware! Time is running out ...

BOOK THREE IN THE NEW YORK TIMES BESTSELLING SERIES An Entertainment Weekly Summer Reads pick and New York Times bestseller! Beyond the Martial Empire and within it, the threat of war looms ever larger. Helene Aquilla, the Blood Shrike, is desperate to protect her sister's life and the lives of everyone in the Empire. But she knows that danger lurks on all sides: Emperor Marcus, haunted by his past, grows increasingly unstable and violent, while Keris Veturia, the ruthless Commandant, capitalizes on the Emperor's volatility to grow her own power--regardless of the carnage she leaves in her

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path. Far to the east, Laia of Serra knows the fate of the world lies not in the machinations of the Martial court, but in stopping the Nightbringer. But in the hunt to bring him down, Laia faces unexpected threats from those she hoped would help her, and is drawn into a battle she never thought she'd have to fight. And in the land between the living and the dead, Elias Veturius has given up his freedom to serve as Soul Catcher. But in doing so, he has vowed himself to an ancient power that demands his complete surrender--even if that means abandoning the woman he loves.

Fighting Fantasy co-creator Ian Livingstone OBE brings the world's original gamebook series - 30 years old in August 2012 - to the world of the zombie. Terrible things are happening in Goraya castle... Insane megalomaniac Gingrich Yurr is preparing to unleash an army of monstrous zombies upon the world. He must be stopped and his undead horde defeated. In this life-or-death adventure the decisions YOU make will decide the fate of the world. Can YOU survive or will YOU become a zombie too? A Fighting Fantasy gamebook in which YOU are the hero.

PART STORY, PART GAME - PURE ADVENTURE! Bestselling author, and long-time fan of Fighting Fantasy, Charlie Higson brings his own brand of heart-stopping action, terrifying monsters and page-turning plotting to Allansia... expect

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the unexpected! In this brand new addition to the multi-million-copy-selling Fighting Fantasy series, you - the hero - must respond to a call for help from the people of Allansia. Your quest to the Temple of Miracles in the Invisible City will be challenging and dangerous, and your simple mission will soon take a darker turn as you face the legendary Gates Of Death. On the other side waits the Queen Of Darkness, Ulrakhaar. To stop her, and save Titan from destruction, you will have to venture further than ever before... to the Kingdom Of The Dead. This is the latest title to join Fighting Fantasy's brand-new look! The multi-million selling gamebook series is back with a hugely popular revamped, updated package, a brilliant new interactive website and the monsters, dungeons and peril to capture a whole new generation of imaginations. Stranded miles from anywhere on a dark and stormy night, your only refuge is a distant ramshackle mansion. But the dangers outside are nothing compared to the nightmarish creatures that await you within its gruesome walls. Can you make it through the night without being scared - to death?

Death is not the end...You are a knightly warrior, returning to your ancestral castle having been away for a number of years fighting a crusade against the forces of darkness in the Mauristatian principality of Bathoria. You are just within sight of home when you are struck down by a band of murderers. Driven by the

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need to know why you have been killed, and on whose orders, you rise again as a ghost. This is where your adventure begins, as you set out to solve the mystery of your own murder. All that follows occurs during the course of one night.

Maya Brixton was an ordinary girl with a tragic past, losing her mother to the cruel circumstances of life... Or so she thought. When Maya meets a mysterious Beau Gabriel, she comes to realize that her mother's death may not have been a coincidence after all. She quickly learns that the life she had been living was not the life intended for her - but a life of power, secrets, and faith. Though nothing in life is free, and power always demands a price.

"The writing is flawless. The kingdoms and surrounding landscapes breathtaking. The Grimoire is a piece of imaginative genius that bedazzles from the moment Kara falls into the land of Ourea. -Nikki Jefford, author of the Spellbound Trilogy

----- The final page will leave you breathless. When Kara Magari uncovers a secret door in the middle of the forest, she discovers (and trips through) a portal to a hidden world full of terrifying things: Ourea. She just wants to go home, but the natives have other plans for her. She clashes with immortal shapeshifters, is carried off by a dragon, nearly dies on several occasions, and somehow becomes the master of an ancient book of magic called the Grimoire. Every time she thinks she's safe, her new "friends" show their true colors. Kara

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needs an ally, or she might not survive Ourea's monsters. She drops her guard when Braeden, a native soldier with a dark secret, vows to keep her safe. And though she doesn't know it, her growing attraction to him may just be her undoing. For twelve years, Braeden Drakonin has lived a lie. The Grimoire is his one chance at redemption, and it lands in his lap when Kara Magari comes into his life. Though he begins to care for this stranded girl, there's something he wants more. He wants the Grimoire. Welcome to Ourea, where only the cunning survive.

A band of war-weary soldiers have uncovered a plot that may tear the very fabric of reality forever. To save their own lives and to prevent a long-banished race of monsters from unleashing an army of horrors upon the waking world, they must reach the very heart of Dal Quor. To stop the cataclysm in time, they must fight their way to .

After years of peace, the kingdom of Femphrey is at war again - only this time it is with the elements! Devastating storms sweep across the country, destroying all in their path. Blizzards and floods threaten some areas while others suffer the worst droughts seen in centuries. But is this climate chaos all it appears to be? Or is there some dark design to this meteorological meltdown? You are a seasoned adventurer, known throughout the land. You have battled giants and

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slain dragons, but how can even a veteran warrior like yourself fight the weather? Are you ready to take up the challenge and face the perils that await you within the eye of the storm?

PART STORY, PART GAME - PURE ADVENTURE! Are YOU brave enough to enter the trap-filled lair of the sorcerer Balthus Dire.' You are a fearless young wizard, armed with magic spells - the last hope to defeat the dread warlord Balthus Dire whose sorcery threatens the land. You must enter his forbidden citadel and take on his monstrous minions, or perish in the process. step up, hero, it's time to fight!

"The songs of our ancestors are also the songs of our children." - The Druid Way Elijah Wadsworth lost his parents and twin sister in what he thought was little more than a tragic accident. But five years later, when Elijah begins manifesting strange abilities--which he neither understands nor can control--he discovers his family has been at the center of a cosmic battle for centuries... and his family's death was likely no accident at all. A mysterious "girl in black" with dark, magical abilities pursues him, hoping to lure him to her cause. After coming into possession of a mystical stone, which transports Elijah into his deceased father's ancient memories, Elijah and his closest friends must discover the source of his power together lest his newfound abilities drain his very soul, and open up our

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world to the blight of Samhuinn. When a girl he loves, however, is threatened he must make a choice to either save her by joining the sorceress, the "girl in black," or save the world. *Druid's Dance* is the first book in a coming of age modern fantasy that features a thrilling journey into the world of Celtic mythology, shocking plot twists, compelling characters, and an unlikely hero. With an enthralling magical romance, a compelling fantasy adventure, and a magical journey into the world of Celtic myth (including an encounter with a famous wizard), Monroe's *Druid's Dance* is an Arthurian modern fantasy that has something for everyone. THIS IS A NEWLY REVISED/EDITED EDITION, Re-Released June 24, 2020. UPCOMING RELEASE IN THIS SERIES: *Gates of Eden: The Druid Legacy - THE COMPLETE TRILOGY* (September 17, 2020) Chance and the reader's decisions determine whether the young men of Oyster Bay are rescued from the ruthless Lizard King.

In a world of blood and magic, a powerful epic fantasy begins... AN EMPEROR'S DAUGHTER WHO WILL NOT BE DENIED Just before her sixteenth birthday, Princess Katerina is refused her rightful place as heir to the Empire of the Ice-Bear--solely because of her sex. Determined to regain her inheritance, she murders the foreign lord she's been ordered to marry and embarks on a perilous voyage to the lush, tropical islands of the Laut Besar in search of the vast wealth

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and power she needs to claim the Empire for herself. **A PRINCE FORCED TO TAKE A STAND** On a small island kingdom, Prince Arjun's idyllic life is shattered when a malignant sorcerer invades, slaughters his people and steals the sacred sword of Jun's ancestors. With his royal father dead and his palace in ruins, Jun reluctantly tracks the sorcerer and the magical blade far across the pirate-infested waters of the Laut Besar. **A SORCERER SEEKING TO DESTROY THE WORLD** Long ago the powerful relics known as the Seven Keys were used to safely lock away the terrifying evils of the Seven Hells. With Jun's ancient sword in his grasp, the sorcerer Mangku has claimed the first Key, and begun his mission to unleash catastrophe upon the land. As the destinies of these three entwine in the lawless islands of the Laut Besar, the fate of humanity hangs in the balance. For if the sorcerer cannot be stopped, the world itself will be **unmade...**

With the Warhammer of Stonebridge lost and broken in the wilderness of Darkwood Forest, dooming the Dwarves of Stonebridge, the hero embarks on a quest into the unknown perils of Darkwood to find the legendary weapon, in an interactive fantasy adventure. Reprint.

PART STORY, PART GAME - PURE ADVENTURE! You, the hero, are the Silver Crusader, a superhero who protects Titan City. You must battle criminals the Scarlet

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Prankster, Dr. Macabre, the Serpent and the Alchemists and infiltrate a meeting between leaders of evil organization F.E.A.R. to capture master villain the Titanium Cyborg.

The diabolical reign of the evil sorcerer, Zagor, was ended ten years ago by a heroic adventurer who braves the countless perils of Firetop Mountain. Zagor has returned from the dead and plans to take revenge. Some brave adventurer-YOU- must enter the labyrinth and bring justice to the master of the Mountain. Ages 10+.

This is the latest title to join "Fighting Fantasy's" brand-new look! The multi-million selling gamebook series is back with a hugely popular revamped, updated package, a brilliant new interactive website and the monsters, dungeons and peril to capture a whole new generation of imaginations. Zanbar Bone and his bloodthirsty Moon Dogs are holding the town of Silverton to ransom. Only with the help of the mysterious wizard Nicodemus do you have any hope of saving the townspeople...

This is the latest title to join "Fighting Fantasy's" brand-new look! The multi-million selling gamebook series is back with a hugely popular revamped, updated package, a brilliant new interactive website and the monsters, dungeons and peril to capture a whole new generation of imaginations. The legions of Chaos are poised to descend on Allansia. In a unique twist, YOU are the fearsome Creature of Havoc. Yet only by mastering your bestial nature and overcoming the forces of evil do you have any hope of discovering who you really are.

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From the bestselling author of *A Ladder to the Sky*—“a darkly funny novel that races like a beating heart” (*People*)—comes a new novel that plays out across all of human history: a story as precise as it is unlimited. This story starts with a family. For now, it is a father and a mother with two sons, one with his father’s violence in his blood, one with his mother’s artistry. One leaves. One stays. They will be joined by others whose deeds will determine their fate. It is a beginning. Their stories will intertwine and evolve over the course of two thousand years. They will meet again and again at different times and in different places. From Palestine at the dawn of the first millennium and journeying across fifty countries to a life among the stars in the third, the world will change around them, but their destinies remain the same. It must play out as foretold. From the award-winning author of *The Heart’s Invisible Furies* comes *A Traveler at the Gates of Wisdom*, an epic tale of humanity. The story of all of us, stretching across two millennia. Imaginative, unique, heartbreaking, this is John Boyne at his most creative and compelling.

A dungeon quest and a dangerous treasure hunt... The reader must take on the role of an adventurer, travelling to find the treasure chest belonging to a powerful Warlock, deep within Firetop Mountain. This chest is guarded by a succession of terrifying monsters...

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*

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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 matter; 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." -- SFX "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

A reluctant trio are forced to investigate a mystery city, but in doing so find themselves fighting a demonic atrocity, in this staggering action novel set in the epic fantasy Descent games. When three separate adventurers are hired to investigate the recent

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sealing of Thelgrim, the great Dunwarr dwarf city, all three have misgivings. One is a wanted criminal and the other two have no wish to work together – but when the money is this good, it's hard to refuse. As the three head to Thelgrim by secret path, none of them know what awaits them. Terrinoth is in upheaval: new threats are rising, and this one comes from the dark.

Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners ignited flames, Tidlers beckoned waves, and Zelie's Reaper mother summoned forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king, maji were killed, leaving Zelie without a mother and her people without hope.

PART STORY, PART GAME - PURE ADVENTURE! You, the hero of this story, are a member of the Sky Watch keeping the floating island The Nimbus safe. When this island suddenly crashes out of the sky into the Ocean of Tempests below, you must battle storms and sea beasts in your mission to raise it from the deep.

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

In this brand new addition to the multi-million-copy-selling Fighting Fantasy series, you - the hero - must travel all over Allansia - from old haunts Darkwood Forest to Port Blacksand - on a dangerous quest. What starts as a treasure hunt soon takes a darker turn, with the potential return of the most terrifying foe of the original books, Zanbar Bone, on the increasingly dark horizon.

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Oscar is not looking forward to Grandad coming to look after him at the weekend - it means he'll have to play endless rounds of chess or Monopoly, instead of war games on his computer. But when he finds Dad's ancient laptop in the study, he can't resist logging on to something called Project X - and all too soon Oscar creates a real live warrior, who is programmed to obey his every command. However Monstroso's wires are more than a little crossed, and Oscar finds himself in all sorts of trouble... Crazy fighting and monsters abound in Charlie Higson's highly entertaining story for younger readers.

Deep within the Crystal Caves of Icefinger Mountains, the dreaded Snow Witch is plotting to bring on a new Ice Age. A brave trapper dies in your arms and lays the burden of his mission on your shoulders. But time is running out - will YOU take the challenge.

Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series. The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant

