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# Swtor Companion Gifts Guide

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Suicide Squad (2021-) #4

Star Wars

The Kingdoms of Dust

Episodes I - III Slipcased Graphic Novel Set

Star Wars Padawan

Darth Vader and Friends

The Cestus Deception: Star Wars Legends (Clone Wars)

The Star Thief

The Clone Wars Campaign Guide

Chicken 20 Ways

Deceived: Star Wars Legends (The Old Republic)

Knights of the Old Republic Campaign Guide

Star Trek: The Next Generation: Before Dishonor

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Designing Games

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Aerodynamics of the Airplane

World of Warcraft: Before the Storm

Legacy Era Campaign Guide

The Art of Star Wars Jedi: Fallen Order

Starfighters of Adumar: Star Wars Legends (X-Wing)

Epitaphs and Inscriptions from Burial Grounds and Old Buildings in the North-East of Scotland

Junk Pile!

Sith Academy

Star Wars: Commencement

Steel Roses

Tales from the Empire

Extraterrestrial Altruism

Ourika. [Translated into English.]

Dragon Age: Tevinter Nights

Star Wars Legends Epic Collection

Ultimate Alien Anthology

You

Star Wars: Force and Destiny RPG Core Rulebook

Shyness and Embarrassment

Intuition Girl

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Suicide Squad (2021-) #4 Dark Horse Books

Emperor Palpatine has a new weapon -- one that can annihilate a planet. But he's not targeting a planet -- he's targeting the future of the Jedi, Leia's children. It looks like a hopeless situation for Luke Skywalker, who has the critical task of protecting the children. But it's not the first time Luke has found hope where none existed. The finale to the Dark Empire trilogy is collected here.

Star Wars Dark Horse Comics

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.

The Kingdoms of Dust CRC Press

Task Force X missed its opportunity to extract a new speedster from Teen Titans Academy, but they return with a prize just as valuable-Red X. But the

tables quickly turn when it becomes apparent the Squad's newest target may have planned his own capture. Now hunted by X, the Squad begins to drop one by one, leaving team leader Amanda Waller scrambling for bargaining chips. *Episodes I - III Slipcased Graphic Novel Set* Marvel Entertainment

When the chance to run arrives, Beldon doesn't think twice about escaping into the shadows of an enchanted castle locked in an eternal winter. He just wants to bury a secret. But the castle is a cold, cruel place and his host is less than welcoming. The sparks that fly between them are icy and aggressive; the tension building until one night it almost costs Beldon his life. Then things change. Beldon's attention turns to the shadowy Beast and the mystery that surrounds him. There is a curse to be broken after all and Beldon promised to help find a mysterious figure known as Beauty. However, Beldon did not expect his secret to resurface within this frozen castle and as such he is forced to confront himself and answer one question. As he and The Beast grow closer, does he want this Beauty found?~~~~ The original draft for the community who wanted a physical copy~

Star Wars Padawan Titan Books (UK)

She might only be twenty-three, but Renna Carrizal is the most notorious thief in the galaxy. There's just one problem - all she wants is to get the frak out of the business. But when Renna rescues an injured boy from the warehouse she's casing, she finds herself on the run from the mob instead of enjoying retirement on a garden world. Turns out, the kid was a plant to lead her to MYTH, a top-secret galactic protection agency. MYTH needs Renna's special skills, and they make her an offer

she can't refuse – unless she'd like to spend the rest of her life on a prison ship. To make sure she does her job they shackle her with a MYTH watchdog, the handsome but arrogant Captain Finn. A former mercenary-turned-galactic-hero, Finn happens to have his own dirty secrets. Secrets that Renna wouldn't mind uncovering for herself. Together, they discover an experiment to develop illegal cybernetics that will create an unstoppable army. The intended target? The human star fleet. Now Renna must use her skills as the Star Thief to pull off the biggest job of her career – saving the galaxy. And herself. Recommended for 17+ due to mature themes and sexual content.

**Darth Vader and Friends** CreateSpace  
Collects in a box set the comic book adaptations of the popular Star Wars movies, Episodes I through III.

**The Cestus Deception: Star Wars Legends (Clone Wars)** Hansebooks  
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.

**The Star Thief** Star Wars:  
Commencement

When Russell joins Black Arts games, brainchild of two visionary designers who were once his closest friends, he reunites with an eccentric crew of nerds hacking the frontiers of both technology and entertainment. In part, he's finally given up chasing the conventional path that has always seemed just out of reach. But mostly, he needs to know what happened to Simon, his strangest and most gifted friend, who died under mysterious circumstances soon after Black Arts' breakout hit. As the company's revolutionary next-gen game

is threatened by a software glitch, Russell finds himself in a race to save his job, Black Arts' legacy, and the people he has grown to care about. The deeper Russell digs, the more dangerous the glitch appears -- and soon, Russell comes to realize there's much more is at stake than just one software company's bottom line.

[The Clone Wars Campaign Guide](#) Orbit  
THE STORY: A playground altercation between eleven-year-old boys brings together two sets of Brooklyn parents for a meeting to resolve the matter. At first, diplomatic niceties are observed, but as the meeting progresses, and the rum flows, tension

[Chicken 20 Ways](#) Titan Books

Who is Darth Vader? How did the once great Jedi become a fearsome villain? Who are the allies and foes Darth Vader has faced? In this biography -- complete with black-and-white illustrations, timelines, and character profiles -- young readers will delight in learning the complete history of the Sith Lord.

*Deceived: Star Wars Legends (The Old Republic)* Marvel Entertainment  
Epitaphs and Inscriptions from Burial Grounds and Old Buildings in the North-East of Scotland is an unchanged, high-quality reprint of the original edition of 1881. Hansebooks is editor of the literature on different topic areas such as research and science, travel and expeditions, cooking and nutrition, medicine, and other genres. As a publisher we focus on the preservation of historical literature. Many works of historical writers and scientists are available today as antiques only. Hansebooks newly publishes these books and contributes to the preservation of literature which has become rare and historical knowledge for the future.

Knights of the Old Republic Campaign Guide Simon and Schuster

Star Wars: Commencement Titan Books (UK)

Star Trek: The Next Generation: Before Dishonor "O'Reilly Media, Inc."

BEING A TEENAGER IS HARD ENOUGH WITHOUT ALSO TRAINING TO BE A JEDI.... Obi-Wan Kenobi has not been apprenticed 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 the mission alone, determined to prove himself. On a mysterious planet he encounters a pack of feral, Force-wielding teens who seem to be the planet's only inhabitants. 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....

**Empire's End** Mulholland Books

Daze of hate, knights of suffering! Fugitive Zayne Carrick joins forces with the Jedi Masters who killed his fellow Padawan in a bid to save the galaxy from the Mandalorians! But will the megalomaniac Lord Adasca outmaneuver them all? Then, in a story that reverberates across every era of

Star Wars, the clandestine Jedi Covenant is rocked by a terrifying vision of the far future - and one of its Shadows, Celeste Morne, faces the monstrous task of recovering an ancient Sith artifact! But will Zayne Carrick achieve vindication at last, clear his name and end his days as a renegade? Plus: the ultimate guide to the state of the galaxy 4,000 years before the rise of the Empire!

COLLECTING: STAR WARS: KNIGHTS OF THE OLD REPUBLIC #19-37, STAR WARS: KNIGHTS OF THE OLD REPUBLIC HANDBOOK.

God of Carnage Random House Worlds

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, 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 and features in-depth information on material drawn from Lucasfilm's new CG animated series, The Clone Wars.

**Designing Games** Disney Lucasfilm Press

"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."

Computer Simulations of Space Societies Cambridge University Press

With her master dead and her oaths foresworn, necromancer and spy Isyllt Iskaldur finds herself in exile. Hounded

by assassins, she seeks asylum in Assar, the empire she so recently worked to undermine. Warlords threaten the empire's fragile peace, and the empress is beset by enemies within the court. Even worse, darkness stirs in the deep desert. Ancient spirits long held captive are waking - spirits that can destroy Assar faster than any army. Accompanied by an outcast jinn, Isyllt must travel into the heart of the desert to lay the darkness there to rest once more. But her sympathies are torn between the captive spirits and the order of mages sworn to bind them. And whichever choice she makes could raze the empire to dust.

*Power of the Jedi Sourcebook* Dramatists Play Service, Inc.

In this "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.

*Digital Love* America's Test Kitchen

"Jedi Knight Obi-Wan Kenobi strides—and soars and plots and duels—again in this stirring new addition to the Star Wars saga. . . . This splendid adventure yarn offers a gut-wrenching surprise on nearly every page and a knock-the-socks-off ending."—Publishers Weekly When the economically depressed government of Ord Cestus threatens to sell incredibly deadly battle

droids to the Separatists, Supreme Chancellor Palpatine dispatches a team led by Jedi Knight Obi-Wan Kenobi to the planet. Their mission: to halt the deal. A peaceful resolution is preferable, but if all else fails, the Republic will not hesitate to demonstrate the consequences of disloyalty by launching a full-scale attack—wiping out not only the means of biodroid production but countless lives as well. The prospect of such a slaughter only fuels Obi-Wan's growing suspicions about the sinister path the Republic seems to be taking. Facing a crisis of conscience, Obi-Wan must find the wisdom and strength to prevent a bloodbath and safeguard the Republic—while abiding by the ancient code to which he has pledged his life.

*Aerodynamics of the Airplane* Chronicle Books

An all-new, official prequel novel to *The Battle for Azeroth*, Blizzard Entertainment's next expansion to the critically acclaimed *World of Warcraft*. In *Before the Storm*, Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their positions of power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the devastating war with the demonic Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of Azeroth.

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