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Knights Of The Old Republic Guide

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Star Wars and the History of Transmedia Storytelling Dark Horse

A guided tour of the mysterious Star Wars™ galaxy during the turbulent times of the Old Republic Enter the world of The Old Republic, the new online Star Wars™ game franchise, with Star Wars™ The Old Republic Encyclopedia. Explore the characters, weapons, vehicles, events, locations and planets of the galaxy in the times of the Old Republic. Created in collaboration with LucasArts, this is more than just an encyclopedia - it is a guided tour of a dangerous, compelling and mysterious universe featuring amazing stills and plans from the groundbreaking video game. Star Wars™ The Old Republic Encyclopedia is a must-have for Star Wars™ fans of all ages.

King Arthur and His Knights Prima Games

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.

Star Wars Lost Tribe of the Sith: The Collected Stories Random House Worlds

The fate of the Dragon Lands are at play The knights of the Lightraider Order disappeared nearly two generations past. Now, the Keledan have withdrawn behind their barriers, and the Dragon Lands of bordering Tanelethar are overrun with dark oppression. The people are living in disobedience to the Rescuer who freed them long ago. A shepherd boy, Connor Enarian, and four young initiates rekindle the fires of the Lightraider Order in the hope of striking out across the mountains into Tanelethar to destroy a portal and stop an impending invasion. Once in the Dragon Lands, Connor learns that the key to success lies with a missing Lightraider spy and his lifelong companion, a talking silver wolf. Can Connor and his friends find the spy before the portal grows too large to destroy? Or will a local young woman--or Connor's own family history--betray them? The dangers and secrets of Tanelethar test both trust and loyalty, and to save his homeland, Connor may have to sacrifice his innermost dreams.

Star Wars: Knights of the Old Republic Volume 3--Days of Fear, Nights of Anger Marvel

Entertainment

You are the Republic's only hope . . . or biggest threat. -Detailed stats, equipment, and ability descriptions for all party members -Covers all main allies and foes -Exhaustive Jedi Mastery helps you master each Jedi class -Detailed maps for every planet and location -Construct the ultimate weapon and armor kits with our expert workbench tips -All Secret Powers unearthed! -All Jedi Party Members Revealed! -The best ranged and melee weapons combat tested and approved!

Blue Moon Rising Del Rey

The #1 bestselling chapter book series of all time celebrates 25 years with new covers and a new, easy-to-use numbering system! When Jack and Annie receive an invitation to spend Christmas Eve in Camelot—a magical place that exists only in myth and fantasy—they know they are in for their biggest adventure yet. What they don't know is that the invitation will send them on a quest to save

Camelot. Can they succeed even though Camelot's greatest knights have failed? Formerly numbered as Magic Tree House #29, the title of this book is now Magic Tree House Merlin Mission #1: Christmas in Camelot. Did you know that there's a Magic Tree House book for every kid? Magic Tree House: Adventures with Jack and Annie, perfect for readers who are just beginning chapter books Merlin Missions: More challenging adventures for the experienced reader Super Edition: A longer and more dangerous adventure Fact Trackers: Nonfiction companions to your favorite Magic Tree House adventures Have more fun with Jack and Annie at MagicTreeHouse.com!

Annihilation: Star Wars Legends (The Old Republic) Marvel

Imprisoned on the planet Corellia, Han Solo finds himself at the mercy of his evil cousin, Thracken Sal-Solo. Thracken plans to restore the Imperial system and seize total power -- no matter what the cost. Han has one chance to stop him. But to do so he must turn his back on his human cousin and join forces with a female alien. Dracmus was arrested as a ringleader in a plot against the corrupt Human League. Now she and Han will attempt a daring escape to Selonia in time to warn Leia, Luke Skywalker, and Lando of Thracken's plan. But can Han trust the alien to keep her word? Meanwhile, other questions threaten the New Republic -- and the lives of millions. Who is behind the deadly Starbuster plot? Why is someone attempting to take possession of Corellia's powerful planetary repulsors? And what is the secret behind the mysterious Centerpoint Station, and ancient, artificial world of unknown origin that has suddenly -- and inexplicably -- come alive?

Star Wars Knights of the Old Republic II Dark Horse

Not since Emperor Palpatine have the Jedi battled such monstrous evil. Unless they succeed against staggering odds, the galaxy is doomed. Luke Skywalker's daring mission to halt the Yuuzhan Vong's nefarious plot to overthrow the New Republic is struggling on all fronts. And time is slipping away for Han and Leia Organa Solo, trapped on a small planet whose rulers are about to yield to Yuuzhan Vong pressure to give up the Jedi rebels. On Coruscant, Luke and Mara Jade Skywalker have made a shocking discovery that is preventing the Yuuzhan Vong from exerting complete control. But when the enemy tracks them down, Luke and Mara are thrust into a fierce battle for their lives. Suddenly, the chances of escaping appear nearly impossible. And in space, another battle rages, one that holds ominous consequences for the New Republic—and for the Jedi themselves. . . .

Deceived: Star Wars Legends (The Old Republic) Random House Digital, Inc.

Jack and Annie journey back in time in the Magic Tree House to medieval England, where they encounter a remarkable castle that comes complete with a fierce dragon, terrifying dungeon, and secret passageway. Simultaneous.

Vector Prime DK Publishing (Dorling Kindersley)

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Star Wars and History Random House Digital, Inc.

A long, long time ago, the Star Wars galaxy was a very different place. Welcome to the Old Republic! When young Jedi Zayne Carrick is framed for murder by his own masters, he goes on the run with three unlikely allies: con artist Marn Hierogryph, fugitive scientist Camper and bodyguard Jrael. But

can they survive long enough to clear Carrick's name, uncover a conspiracy -- and maybe gain a bit of profit along the way? Strap in for an adventure that spans the galaxy, as this ragtag group of heroes face corrupted Jedi, deadly Mandalorians, the power of the Sith and much more!

COLLECTING: Star Wars: Knights of the Old Republic (2006) 1-50, Star Wars: Knights of the Old Republic - War (2012) 1-5, Star Wars: Knights of the Old Republic Handbook (2007) 1, material from Star Wars: Knights of the Old Republic/Rebellion (2006) 0

Star Wars: Commencement Simon and Schuster

Set a thousand years before the events of Star Wars: A New Hope, Drew Karpysyn's electrifying Darth Bane novels take us deep into the dark side. This action-packed series follows the transformation of a lost young man who becomes a legendary Sith Lord, able to wield the awesome power of the Force as never before. Packed with nonstop thrills, the entire Darth Bane trilogy is now available as an eBook bundle featuring PATH OF DESTRUCTION RULE OF TWO DYNASTY OF EVIL After a high-stakes card game ends violently, Dessel, a lowly miner, vanishes into the ranks of the Sith army and ships out to join the war against the Republic and its Jedi champions. There, Dessel's brutality, cunning, and exceptional command of the Force swiftly win him renown as a warrior. But in the eyes of his watchful masters, a far greater destiny awaits him . . . if he can prove himself worthy. As an acolyte in the Sith Academy, studying at the feet of its greatest masters, Dessel embraces his new identity: Bane. However, in order to gain full acceptance into this chilling Brotherhood, he must surrender completely to the dark side. Only by defying the most sacred traditions of the Sith can Bane hope to triumph—and forge from the ashes a new era of absolute power.

The Knight at Dawn Random House

Collects STAR WARS: AGE OF REPUBLIC □ ANAKIN SKYWALKER, OBI-WAN KENOBI, PADMÉ AMIDALA and QUI-GON JINN and material from STAR WARS: AGE OF REPUBLIC SPECIAL. This is the Age of Star Wars □ an epic series of adventures uniting your favorite characters from all three trilogies! Join the greatest heroes of the Old Republic. Witness the moments that define them, the incredible battles that shaped them □ and their eternal conflict between light and darkness! Maverick Jedi Knight Qui-Gon Jinn is known to bend the rules □ but a mission gone awry forces him to confront his conflicting beliefs! Anakin Skywalker has a chance to strike a devastating blow to the separatist cause. Will he choose the darker path or hold true to the Jedi code? Padmé Amidala sets out on a secret mission! Obi-Wan Kenobi, Master Jedi, takes on an apprentice. Will his mission alongside his young Padawan bring them closer together or sow the seeds that will drive them apart? Plus: Mace Windu, Captain Rex and Jar Jar Binks!

Assault at Selonia: Star Wars Legends (The Corellian Trilogy) Simon and Schuster

One of the Republic's elite spies, Theron Shan, embarks on an assignment to uncover dark secrets that could shatter the fragile peace with the Sith and plunge the galaxy back into war! An old Jedi, Ngani Zho--once Theron's mentor, and formerly thought lost in Sith territory--has returned quite a bit more peculiar than before he left . . . Unfortunately, he is the only one who can guide Theron on his mission. Quickly, Theron's hands are full with Zho, a troublesome thief, and the Sith who never should have let that old Jedi return to the Republic! * Direct connections between game and comic! * Written by Alexander Freed, a senior writer of the game! * Starring Theron Shan of the legendary Shan bloodline.

The Dragon and the George Random House Books for Young Readers

In 1982, George Lucas saw potential in the fledgling videogame industry and created his own interactive-entertainment company. Twenty-five years and dozens of award-winning games later, LucasArts has earned a prestigious place in the industry and in the hearts of gamers everywhere. *Rogue Leaders* is the first substantive survey of a videogame company's deluxe compilation that traces its history through never-before-published interviews. In addition, more than 300 pieces of concept art, character development sketches, and storyboards have been lavishly reproduced to showcase the creative talent behind such videogame classics as *The Secret of Monkey Island*, *Grim Fandango*, and *Star Wars: Knights of the Old Republic*, as well as games that were never publicly released. A thrill for millions of videogame and LucasArts fans around the world.

Darth Bane: Star Wars Legends 3-Book Bundle Harry N. Abrams

Follows the adventures of Zayne Carrick, one lone Padawan who becomes a fugitive hunted by his own Masters for the charge of murdering every one of his fellow Jedi-in-training and his desperate race to clear his name.

Star Wars Paw Prints

At last—an analysis of the historical patterns that influenced the creation and storyline of the Star Wars saga Star Wars took place long ago in a galaxy far, far away, but its epic stories are based on our own history. From Ancient Egypt and the Roman Empire to the French Revolution and the Vietnam War, *Star Wars and History* explores the major historical turning points, heroes, and villains in human history and their impact on the creation of the Star Wars saga. *Star Wars and History* shows how the atomic and hydrogen bombs led to the Death Star; how Princess Leia's leadership in the Rebel Alliance resembled the daring work of intrepid women in the French Resistance during World War II and the Mexican Revolution; historical parallels between the Jedi Code and Bushido as well as those linking the Jedi culture with that of the Templar Knights and other warrior monks; and all of the history that underlies the Star Wars galaxy. Read how our own civilization's civil wars, slavery, international corporation states, and teenage queens were transformed into the epic Star Wars history and discover how Tatooine reflects the lawless frontiers of the past and Coruscant our own history of glittering and greedy capitals. The first book devoted to analyzing the actual historical events in our past that influenced the creation of the space fantasy, *Star Wars Features 11* essays by a wise "council" of history scholars, written in close collaboration with George Lucas and Lucasfilm Gives new insights into central Star Wars characters and historical figures who helped inspire them (including Luke Skywalker, Princess Leia, Han Solo, Darth Vader, Obi-Wan Kenobi, Queen Amidala, Yoda, Jabba the Hutt, Lando Calrissian, Emperor Palpatine, and others) Includes both stunning photos from the Lucasfilm Image Archives and historical photos that demonstrate the parallels between both worlds Filled with fascinating historical comparisons and background that will take your experience of the Star Wars saga to a new level, *Star Wars and History* is an essential companion for every Star Wars fan.

Star Wars the Old Republic Encyclopedia Dark Horse Books

Star Wars: Commencement Titan Books (UK)

Rogue Leaders Simon and Schuster

Thousands of years before the time of Luke Skywalker and Darth Vader, on the remote world

Tython, ancient philosophers and scientists share their mystical knowledge and study the ways of the Force. They establish the order of the Je'daii - which, in years to come, will become the Jedi. But first these visitors from so many different planets must colonise a dangerous new homeworld and surmount societal conflicts as the burgeoning Rakatan Empire prepares to conquer the known galaxy.

Star Wars Knights of the Old Republic Titan Books (UK)

Sixteen stories from the most infamous cantina in the universe...by some of today's leading writers of science fiction. In a far corner of the universe, on the small desert planet of Tatooine, there is a dark, nic-i-tain-filled cantina where you can down your favorite intoxicant while listening to the best jazz riffs in the universe. But beware your fellow denizens of this pangalactic watering hole, for they are cutthroats and cutpurses, assassins and troopers, humans and aliens, gangsters and thieves.... Featuring original stories by: Kevin J. Anderson * Doug Beason * M. Shayne Bell * David Bischoff * A.C. Crispin * Kenneth C. Flint * Barbara Hambly * Rebecca Moesta * Daniel Keys Moran * Jerry Oltion

* Judith & Garfield Reeves-Stevens * Jennifer Roberson * Kathy Tyers * Tom Veitch & Martha Veitch * Dave Wolverton * Timothy Zahn

Star Wars Legends Epic Collection Star Wars: Commencement

Book Excerpt: d of the archbishop on Twelfth day, which is the sixth of January, all the great lords assembled in the churchyard. Each tried to draw forth the sword, and each failed. Then the untitled people came and tried. Everyone failed until at last Arthur stepped forward. He hardly more than touched the sword when it came away in his hand. At this many of the great lords were angry. [Illustration: "He hardly more than touched the sword"] "He is but a boy," they said, "and not of high blood." They refused to believe the story of his birth told by Merlin and Sir Hector. And because of all the quarreling, it was decided to have another trial at Candlemas, which fell in the month of February. Again Arthur was victorious. Then the great lords decreed that there should be another trial at Easter, and again Arthur succeeded. Next they decided to have a final trial at the feast of the Pentecost, which fell in May. Meanwhile, Merlin advised the archbishop to see that Arthur had a

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