

## Dragon Age Tevinter Nights

Dragon Age: The Masked Empire  
Dragon Age: Blue Wraith  
Dragon Age Inquisition The Duke And I with Bonus Material  
Dragon Age: Origins  
Dragon Age Adult Coloring Book  
Dragon Age Volume 3: Until We Sleep  
Dragon Age Library Edition  
Dragon Age: Blue Wraith #2  
Echo Cycle  
Dragon Age: Hard in Hightown  
Dragon Age: Deception  
Dragon Age: Last Flight Deluxe Edition  
The Silent Girls  
BioWare: Stories and Secrets from 25 Years of Game Development  
Dragon Age: Asunder  
Dragon Age: The Calling  
Re-Coil  
Faces of Thedas  
Winterborne Home for Vengeance and Valor  
The Art of Dragon Age: Inquisition  
Dramatic Storytelling & Narrative Design  
Dragon Age  
Dragon Age: The World of Thedas  
The Sea Glass Cottage  
Spine of the Dragon  
Watch Me Play  
Dragon Age: The Stolen Throne  
Dragon Age: Tevinter Nights  
A Dragon Age Collection  
Conjure  
Dragon Age: Blue Wraith #3  
Dragon Age: Blue Wraith #1  
Dragon Age: Knight Errant  
Dragon Age: Magekiller  
Dragon Age Volume 2: Those Who Speak  
The Last Seance  
A Game of Birds and Wolves  
Art Of Atari  
Feeder

## Dragon Age: The Masked Empire

A monster-hunter teams up with super-powered teens to protect her brother in this fast-paced adventure novel that's X-Men meets Men in Black. Lori Fisher hunts monsters. Not with a sword or a gun, but with an interdimensional creature called Handler. Together they take down "feeders"—aliens who prey on

mankind. When Lori touches a feeder, Handler's impossibly large jaws appear and drag the beast into another dimension. It's a living—or was, until a job for the Lake Foundation goes wrong, and Lori stumbles across the Nix, a group of mutant teenagers held captive on the docks. Now the Lake Foundation is hunting Lori, and if they find Lori, they find Ben, the brother Lori would do anything to protect. There's only one thing to do: strike first. Lori teams up with the Nix to take on Lake, and to discover why the Nix were kidnapped in the first place. But as she watches their powers unfold, Lori realizes the Nix are nothing like her. She has no powers. She has...Handler. Maybe she's not the monster hunter after all. Maybe she's just the bait.

### **Dragon Age: Blue Wraith**

"Dragon Age: Magekiller is a fun and engaging fantasy story for anyone who enjoys the genre."—Comic Book Resources Tessa and Marius are mercenary partners who eliminate those that use magic to hurt others. When they betray a powerful patron intending to kill them, they're forced to flee and join the Inquisition. Collects issues #1–#5 of the miniseries.

### **Dragon Age Inquisition**

BioWare's bestselling fantasy franchise lives on in these canonical comics from Dark Horse! Olivia Pryde hasn't worked an honest day in years. Once an actress, she now lives by the con, and has come to

Tevinter with a new target: Calix Quintara, the heir to a wealthy house. Once she approaches the young man, she quickly realizes that he is not exactly who he says he is--and she may be in too deep. This version collects Dragon Age: Deception #1-#3.

### **The Duke And I with Bonus Material**

Fenris—the beloved character from Dragon Age II—makes his comics debut in this canonical continuation of BioWare's dark fantasy epic! With the fanatical Qunari seeking to topple the Tevinter mageocracy, one powerful young mage's desperate search for her father brings her face-to-face with a notorious mage hunter—Fenris, the Blue Wraith. Find out what Fenris has been up to since the incident in Kirkwall. Brought to you by the team behind both Dragon Age: Knight Errant and Dragon Age: Deception.

### **Dragon Age: Origins**

New York Times bestselling author Kevin J. Anderson triumphantly returns to epic fantasy with the Wake the Dragon series. Spine of the Dragon is a politically charged adventure of swords, sorcery, vengeance, and the rise of sleeping giants. Two continents at war, the Three Kingdoms and Ishara, are divided by past bloodshed. When an outside threat arises—the reawakening of a powerful ancient race that wants to remake the world—the two warring nations must somehow set aside generational hatreds and form an alliance to fight their true enemy. At the Publisher's

request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Dragon Age Adult Coloring Book**

Empress Celene of Orlais rose to the throne of the most powerful nation in Thedas through wisdom, wit, and ruthless manipulation. Now, the empire she has guided into an age of enlightenment is threatened from within by imminent war between the templars and the mages even as rebellion stirs among the downtrodden elves. To save Orlais, Celene must keep her hold on the throne by any means necessary. Fighting with the legendary skill of the Orlesian Chevaliers, Grand Duke Gaspard has won countless battles for the empire and the empress. But as the Circle fails and chaos looms, Gaspard begins to doubt that Celene's diplomatic approach Orlais' problems will keep the empire safe. Perhaps it is time for a new leader, one who lives by the tenets of the Chevalier's Code, to make Orlais strong again. Briala has been Celene's handmaid since the two of them were children, subtly using her position to help improve the lives of elves across Orlais. She is Celene's confidante, spymaster, and lover, but when politics force the empress to choose between the rights of the elves and the Orlesian throne, Briala must decide where her true loyalties lie. In this thrilling tie-in to the award-winning Dragon Age™ games, alliances are forged and promises broken as Celene and Gaspard battle for the throne of Orlais. But in the end, the elves who hide in the forests or starve in the slums may decide the fate of the masked empire. At

the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Dragon Age Volume 3: Until We Sleep**

As heard on the New Yorker Radio Hour: The triumphant and "engaging history" (The New Yorker) of the young women who devised a winning strategy that defeated Nazi U-boats and delivered a decisive victory in the Battle of the Atlantic. By 1941, Winston Churchill had come to believe that the outcome of World War II rested on the battle for the Atlantic. A grand strategy game was devised by Captain Gilbert Roberts and a group of ten Wrens (members of the Women's Royal Naval Service) assigned to his team in an attempt to reveal the tactics behind the vicious success of the German U-boats. Played on a linoleum floor divided into painted squares, it required model ships to be moved across a make-believe ocean in a manner reminiscent of the childhood game, Battleship. Through play, the designers developed "Operation Raspberry," a counter-maneuver that helped turn the tide of World War II. Combining vibrant novelistic storytelling with extensive research, interviews, and previously unpublished accounts, Simon Parkin describes for the first time the role that women played in developing the Allied strategy that, in the words of one admiral, "contributed in no small measure to the final defeat of Germany." Rich with unforgettable cinematic detail and larger-than-life characters, *A Game of Birds and Wolves* is a heart-wrenching tale of ingenuity, dedication, perseverance, and love, bringing to life the imagination and sacrifice

required to defeat the Nazis at sea.

### **Dragon Age Library Edition**

Dragon Age Lead Writer David Gaider brings his newest epic to a revealing conclusion! With her dark past laid bare, the pirate Isabela must resolve to escape this dungeon or lose herself forever, even as King Alistair must take up arms against an old ally if he is to have any hope of uncovering the fate of his father! \* Story by David Gaider, lead writer of Dragon Age: Origins and Dragon Age II!

### **Dragon Age: Blue Wraith #2**

Return to the dark fantasy world created for the award-winning, triple platinum game, Dragon Age™: Origins in this third tie-in novel! A mystical killer stalks the halls of the White Spire, the heart of templar power in the mighty Orlesian Empire. To prove his innocence, Rhys reluctantly embarks on a journey into the western wastelands that will not only reveal much more than he bargained for but change the fate of his fellow mages forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Echo Cycle**

Atari is one of the most recognized names in the world. Since its formation in 1972, the company pioneered hundreds of iconic titles including Asteroids, Centipede, and Missile Command. In

addition to hundreds of games created for arcades, home video systems, and computers, original artwork was specially commissioned to enhance the Atari experience, further enticing children and adults to embrace and enjoy the new era of electronic entertainment. The Art of Atari is the first official collection of such artwork. Sourced from private collections worldwide, this book spans over 40 years of the company's unique illustrations used in packaging, advertisements, catalogs, and more. Co-written by Robert V. Conte and Tim Lapetino, The Art of Atari includes behind-the-scenes details on how dozens of games featured within were conceived of, illustrated, approved (or rejected), and brought to life! Includes a special Foreword by New York Times bestseller Ernest Cline author of Armada and Ready Player One, soon to be a motion picture directed by Steven Spielberg. Whether you're a fan, collector, enthusiast, or new to the world of Atari, this book offers the most complete collection of Atari artwork ever produced!

### **Dragon Age: Hard in Hightown**

The next generation of fantasy is here! Go behind the scenes of Dragon Age: Inquisition, the most ambitious game ever created by legendary developer BioWare! Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of Dragon Age: Inquisition, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the

extraordinary world that they inhabit.

### **Dragon Age: Deception**

The beautiful worlds of Dragon Age are yours to explore in this amazing new coloring book, including forty-five fantastic original black-and-white illustrations of unforgettable characters and iconic scenes from the entire award-winning trilogy--each specifically crafted to be colored in any way that you choose! Thrill to the exploits of Alistair, Morrigan, Varric, and the rest, and adventure alongside them on your own journey of creativity! Whether you're a casual fan of fantasy, or the Herald of Andraste yourself, the Dragon Age Adult Coloring Book is not to be missed! The official Dragon Age coloring book! Color your favorite moments taken straight from the game! Includes forty-five pieces of beautifully detailed black and white artwork! A must-have for any Dragon Age fan! Printed on high-quality stock with a lay-flat binding!

### **Dragon Age: Last Flight Deluxe Edition**

The lead writer of BioWare's hit Dragon Age games concludes King Alistair's epic quest—in a journey beyond reality itself! Fans around the world have recognized the Dragon Age comics to be an integral addition to the video-game saga. Now, series writer David Gaider pits King Alistair and his noble companions Varric and Isabela against their most nefarious foe—the twisted blood mage Aurelian Titus! An essential read while you wait for Dragon Age III!

from Dragon Age lead writer DAVID GAIDER!

### **The Silent Girls**

Dragon Age: The Calling by David Gaider is another thrilling prequel to Dragon Age: Origins, the hit role-playing video game from award-winning developer BioWare! After two hundred years of exile, King Maric has allowed the legendary Grey Wardens to finally return to Ferelden. When they come, however, they bring dire news: one of their own has escaped into the Deep Roads and aligned himself with their ancient enemy, the monstrous darkspawn. The Grey Wardens need Maric's help, and he reluctantly agrees to lead them into the passages he traveled through many years before, chasing after a deadly secret that will threaten to destroy not only the Grey Wardens but also the Kingdom above.

### **BioWare: Stories and Secrets from 25 Years of Game Development**

Rae Armantrout has always taken pleasure in uncertainties and conundrums, the tricky nuances of language and feeling. In *Conjure* that pleasure is matched by dread; fascination meets fear as the poet considers the emergence of new life (twin granddaughters) into an increasingly toxic world: the Amazon smolders, children are caged or die crossing rivers and oceans, and weddings make convenient targets for drone strikes. These poems explore the restless border between self and non-self and ask us to look with new eyes at what we're doing. CARE

Dress like you care! Eat like you care! Care like you care! You don't think apples just grow on trees, do you? \* A fish taps a clam against a bony knob of coral to crack its shell - which demonstrates intelligence yes, but is the fish pleased with itself? \* Alone in your crib, you form syllables. Are you happy when one is like another? Add yourself to yourself. Now you have someone

### **Dragon Age: Asunder**

Gladiator meets 1984 in this near-future thriller featuring timeslips, ancient magic and a disturbingly plausible dystopian Britain 68 CE Fleeing disaster, young Winston Monk wakes to find himself trapped in the past, imprisoned by the mad Emperor Nero. The Roman civilization he idolized is anything but civilized, and his escape from a barbaric home has led him somewhere far more dangerous. 2070 CE As the European Union crumbled, Britain closed its borders, believing they were stronger alone. After decades of hardship, British envoy Lindon Banks joins a diplomatic team to rebuild bridges with the hypermodern European Confederacy. But in Rome, Banks discovers his childhood friend who disappeared without a trace. Monk appears to have spent the last two decades living rough, but he tells a different story: a tale of Caesars, slavery and something altogether more sinister. Monk's mysterious emergence sparks the tinderbox of diplomatic relations between Britain and the Confederacy, controlled by shadowy players with links back to the ancient world itself

## **Dragon Age: The Calling**

After his mother, the beloved Rebel Queen, is betrayed and murdered by her own faithless lords, young Maric becomes the leader of a rebel army attempting to free his nation from the control of a foreign tyrant, in the prequel to Dragon Age: Origins, the hit role-playing video game. Reprint. Video game tie-in.

## **Re-Coil**

BioWare's newest game Dragon Age: Inquisition will expand the universe of their epic series in profound ways. This comprehensive book of lore features exclusive art and information, exploring every corner of this dark fantasy masterpiece! Newcomers will appreciate how this volume covers everything they need to know about the world and characters of these smash-hit games! Dedicated fans will revel in the abundance of never-before-revealed secrets, the perfect companion to Dragon Age: The World of Thedas Volume 1! From heroes to villains, to songs and food, and everything in between, this book puts the breath and depth of this inimitable fantasy at your fingertips.

## **Faces of Thedas**

The Inquisition has sent some of its best agents on a mission of dire importance—steal back a powerful Tevinter relic before it can be used to unleash chaos across the land. If they are lucky, they can recruit

Fenris—the Blue Wraith—whose vendetta against his former master has put him on a similar path.

### **Winterborne Home for Vengeance and Valor**

Simon Basset, the irresistible Duke of Hastings, has hatched a plan to keep himself free from the town's marriage-minded society mothers. He pretends to be engaged to the lovely Daphne Bridgerton. After all, it isn't as if the brooding rogue has any real plans to marry - though there is something about the alluring Miss Bridgerton that sets Simon's heart beating a bit faster. And as for Daphne, surely the clever debutante will attract some very worthy suitors now that it seems a duke has declared her desirable. But as Daphne waltzes across ballroom after ballroom with Simon, she soon forgets that their courtship is a complete sham. And now she has to do the impossible and keep herself from losing her heart and soul completely to the handsome hell-raiser who has sworn off marriage forever! For a limited time, discover Julia Quinn for only \$1.99! Plus, dip into excerpts from new releases by Julia, Elizabeth Boyle, and Caroline Linden.

### **The Art of Dragon Age: Inquisition**

Previously published in the print anthology *Double Sin and Other Stories*. Raoul Daubreuil insists his fiancée give up her activities as a talented and successful medium when they marry. However, he agrees to attend what is to be her last séance—with Madame

Exe. But even Raoul can't foresee the tragedy ahead.

### **Dramatic Storytelling & Narrative Design**

An anthology of original stories based on the dark fantasy, role-playing video game series from Bioware. Ancient horrors. Marauding invaders. Powerful mages. And a world that refuses to stay fixed. Welcome to Thedas. From the stoic Grey Wardens to the otherworldly Mortalitasi necromancers, from the proud Dalish elves to the underhanded Antivan Crow assassins, Dragon Age is filled with monsters, magic, and memorable characters making their way through dangerous world whose only constant is change. Dragon Age: Tevinter Nights brings you fifteen tales of adventure, featuring faces new and old, including: "Three Trees to Midnight" by Patrick Weekes "Down Among the Dead Men" by Sylvia Feketekuty "The Horror of Hormak" by John Epler "Callback" by Lukas Kristjanson "Luck in the Gardens" by Sylvia Feketekuty "Hunger" by Brianne Battye "Murder by Death Mages" by Caitlin Sullivan Kelly "The Streets of Minrathous" by Brianne Battye "The Wigmaker" by Courtney Woods "Genitivi Dies in the End" by Lukas Kristjanson "Herold Had the Plan" by Ryan Cormier "An Old Crow's Old Tricks" by Arone Le Bray "Eight Little Talons" by Courtney Woods "Half Up Front" by John Epler "Dread Wolf Take You" by Patrick Weekes At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Dragon Age**

This comprehensive book of lore features exclusive art and information, exploring every corner of this dark fantasy game masterpiece.

### **Dragon Age: The World of Thedas**

Journey to the world of Thedas in these canonical comics from BioWare and Dark Horse! Tessa and Marius are mercenary partners who eliminate those using magic to hurt others. When they betray a powerful patron intending to kill them, they're forced to flee and join the Inquisition. Later, they're taken captive during a mission and it's up to an unwitting agent to rescue them: elven squire Vaea, who's just arrived in Kirkwall for a lavish party thrown by Varric Tethras. A talented thief, Vaea takes on an easy side job . . . but when she chooses to change the terms of the deal mid-heist, she is entangled in this dangerous recovery mission that is surely above her pay grade. Featuring work by Greg Rucka, Nunzio DeFilippis, Christina Weir, Carmen Carnero, and Fernando Heinz Furukawa, this oversized hardcover edition collects *Dragon Age: Magekiller #1-#5* and *Dragon Age: Knight Errant #1-#5* and features creator commentary and behind-the-scenes material!

### **The Sea Glass Cottage**

From the BioWare's isometric role-playing roots to its intense space operas and living worlds, chart the legendary game studio's first 25 years in this massive retrospective. *BioWare - Stories and Secrets from 25 Years of Game Development* puts you in the room

during key moments in BioWare's history, with never-before-seen art and photos anchored by candid stories from developers past and present. See what it took to make games in those wild early days. Pore over details of secret, cancelled projects. Discover the genesis of beloved characters and games. Presented and designed by Dark Horse Books, this tribute to BioWare's legacy is a must-have for any fan of the best stories you can play.

### **Spine of the Dragon**

BioWare's bestselling fantasy franchise, Dragon Age, lives on in these canonical comics from Dark Horse! Vaea, an elven squire, and her knight, the drunken Ser Aaron Hawthorne, arrive in Kirkwall just in time for Varric Tethras' appointment as Viscount. A talented thief, Vaea skips the party to take on an easy job recovering a hidden lock box . . . but when she chooses to change the terms of the deal mid-heist, she is entangled in a dangerous mission that is surely above her pay grade. Collects the comic series Dragon Age: Knight Errant, Issues #1-5

### **Watch Me Play**

New York Times and USA Today Bestseller With the dead of a bitter Vermont winter closing in, evil is alive and well . . . Frank Rath thought he was done with murder when he turned in his detective's badge to become a private investigator and raise a daughter alone. Then the police in his remote rural community of Canaan find an '89 Monte Carlo abandoned by the

side of the road, and the beautiful teenage girl who owned the car seems to have disappeared without a trace. Soon Rath's investigation brings him face-to-face with the darkest abominations of the human soul. With the consequences of his violent and painful past plaguing him, and young women with secrets vanishing one by one, he discovers once again that even in the smallest towns on the map, evil lurks everywhere—and no one is safe. Morally complex, seething with wickedness and mystery, and rich in gritty atmosphere and electrifying plot turns, *The Silent Girls* marks the return of critically acclaimed author Eric Rickstad. Readers of Ian Rankin, Jo Nesbø, and Greg Iles will love this book and find themselves breathless at the incendiary, ambitious, and unforgettable story.

### **Dragon Age: The Stolen Throne**

This book provides an industry professional's firsthand POV into narrative design's practical usage, day-to-day roles and responsibilities, and keys to breaking in and succeeding. The book will also delve into the foundations of compelling storytelling through structural analysis and character archetype breakdowns. The author widens the understanding of game narrative to include examples from other media. He will also break the structure down of two popular games and show how the structural elements are applied in practice. In addition to discussing industry trends (including Fortnite, Twitch, and Netflix's interactive TV shows), the author illustrates how the leveraging of transmedia can make a video

game franchise enduring over time. Because media appetites are radically changing, designing a story experience across various media outlets is not only preferable to meet the high demands of millennial and GenZ consumers; it's necessary as well. Key Features: Practical how-to's to meet the ever-increasing studio demands for a narrative designer Critical analysis of the narrative of two best-selling games Samples of a story structure diagram, character polling, transmedia release timeline, and a branching conversation tree Deep breakdowns and definitions of story beats and dramatic devices Pro-tips on better documentation and overall job preparedness

### **Dragon Age: Tevinter Nights**

Collecting 20 premium quality posters from BioWare's fan-favourite, award winning fantasy video game epic! Dark Horse is proud to present this assembly of removable prints, featuring gorgeous art hand-selected by the game's creators. Whether you're a hardcore fan or new to the world of Dragon Age, this beautiful poster book is not to be missed!

### **A Dragon Age Collection**

The Expanse meets Altered Carbon in this breakneck science fiction thriller where immortality is theoretically achievable, yet identity, gender and selfhood are very much in jeopardy Carter Langston is murdered whilst salvaging a derelict vessel--a major inconvenience as he's downloaded into a brand-new

body on the space station where he backed up, several weeks' journey away. But events quickly slip out of control when an assassin breaks into the medbay and tries to finish the job. Death no longer holds sway over a humanity that has spread across the solar system: consciousness can be placed in a new body, or coil, straight after death, giving people the potential for immortality. Yet Carter's backups--supposedly secure--have been damaged, his crew are missing, and everything points back to the derelict that should have been a simple salvage mission. With enemies in hot pursuit, Carter tracks down his last crewmate--re-coiled after death into a body she cannot stand--to delve deeper into a mystery that threatens humanity and identity as they have come to know it.

### **Conjure**

Fenris, the legendary "Blue Wraith," has joined a young mage and her companion, an agent of the Inquisition, in their quest to stop the reckless experiments of rogue Tevinter mages. In this bloody conclusion, they will have to overcome waves of Qunari and one of the most powerful mages in the land.

### **Dragon Age: Blue Wraith #3**

This discounted ebundle includes: Dragon Age: The Stolen Throne, Dragon Age: The Calling, Dragon Age: Asunder, Dragon Age: The Masked Empire, Dragon Age: Last Flight Based upon the critically acclaimed

Dragon Age series! Essential for any fan of Dragon Age, the books expand the fantastic world of Thedas. Whether you want to learn more about the kings and queens of Ferelden, the court intrigue of Orlais, or do a deep dive into the enigmatic history of the Grey Wardens, there is a book for you. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Dragon Age: Blue Wraith #1**

A look at the revolution in game live streaming and esports broadcasting Every day thousands of people broadcast their gaming live to audiences over the internet using popular sites such as Twitch, which reaches more than one hundred million viewers a month. In these new platforms for interactive entertainment, big esports events featuring digital game competitors live stream globally, and audiences can interact with broadcasters—and each other—through chat in real time. What are the ramifications of this exploding online industry? Taking readers inside home studios and backstage at large esports events, Watch Me Play investigates the rise of game live streaming and how it is poised to alter how we understand media and audiences. Through extensive interviews and immersion in this gaming scene, T. L. Taylor delves into the inner workings of the live streaming platform Twitch. From branding to business practices, she shows the pleasures and work involved in this broadcasting activity, as well as the management and governance of game live streaming and its hosting communities. At a time when gaming

is being reinvented through social media, the potential of an ever-growing audience is transforming user-generated content and alternative distribution methods. These changes will challenge the meaning of ownership and intellectual property and open the way to new forms of creativity. The first book to explore the online phenomenon Twitch and live streaming games, *Watch Me Play* offers a vibrant look at the melding of private play and public entertainment.

### **Dragon Age: Knight Errant**

After years in foster care, April gets to live in a mansion where she and four other children are caught up in a mystery related to a missing heir, a lost legacy, and the Phantom.

### **Dragon Age: Magekiller**

This deluxe edition features twenty-four brand new illustrations by Stefano Martino, Álvaro Sarraseca, Andres Ponce, and German Ponce in an intricately designed, foil stamped hardcover! The Templar order, once the sworn protectors of the Circle of Magi, are murdering and burning mages across the land. Seeking haven with the Grey Wardens, elf mage Valya joins a caravan to Weisshaupt. There, she stumbles onto an ages-old secret diary from the infamous end of the Fourth Blight once belonging to Isseya, another elven mage and fierce Grey Warden. Valya falls into her tragic story, learning that the griffon caretaker's dreams of protecting Thedas from the ever-

encroaching threat led to a perilous decision. Isseya's tale winds deep into Valya's heart, and now the fate of Thedas may also rest in her hands.

### **Dragon Age Volume 2: Those Who Speak**

\* Complete listings of all talents and skills for every class. Plus spell interactions for effective magic use. \* Full run down of pause-and-play tactics, how best to use this innovative system to your advantage. \* Detailed walkthrough for the entire game, showing key choices and different paths. \* All puzzles revealed. \* Art section with comments from the creators!

### **The Last Seance**

A group of Inquisition agents pursue the deadly elven warrior Fenris in this new chapter from the world of BioWare's dark fantasy RPG! From the video game developer of genre-defining roleplaying games such as Baldur's Gate, Star Wars: Knights of the Old Republic, and Mass Effect comes a canonical continuation of stories begun in the multiple game of the year award-winning Dragon Age: Inquisition. The power of the substance known as red lyrium is as dark as it is devastating, and a mysterious weapon containing a frightening amount of it is about to fall into the wrong hands. Enter knight Ser Aaron Hawthorne, elven thief Vaea, the magekillers Tessa Forsythia and Marius, and fledgling con artist Calix Pryde--a motley team of Inquisition agents whose task it is to recover the lyrium artifact before it's too late.

In order to do so, fellow agent Varric Tethras directs them to recruit one more to their party, a former associate from Kirkwall--Fenris. However, as the team quickly discovers, this legendary fighter has an agenda of his own, and convincing him to join their cause will be no small feat. Collects Dragon Age: Blue Wraith #1-#3.

### **A Game of Birds and Wolves**

From the New York Times bestselling author RaeAnne Thayne comes a brand-new novel for fans of Debbie Macomber and Susan Wiggs. RaeAnne Thayne tells the story of an emotional homecoming that brings hope and healing to three generations of women. The life Olivia Harper always dreamed of isn't so dreamy these days. The 16-hour work days are unfulfilling and so are things with her on-again, off-again boyfriend. But when she hears that her estranged mother, Juliet, has been seriously injured, Liv has no choice but to pack up her life and head home to beautiful Cape Sanctuary on the Northern California coast. It's just for a few months—that's what Liv keeps telling herself. But the closer she gets to Cape Sanctuary, the painful memories start flooding back: Natalie, her vibrant, passionate older sister who downward-spiraled into addiction. The fights with her mother who enabled her sister at every turn. The overdose that took Natalie, leaving her now-teenaged daughter, Caitlin, an orphan. As Liv tries to balance her own needs with those of her injured mother and an obstinate, resentful fifteen-year-old, it becomes clear that all three Harper women have been keeping

heartbreaking secrets from one another. And as those secrets are revealed, Liv, Juliet, and Caitlin will see that it's never too late—or too early—to heal family wounds and find forgiveness. Don't miss Thayne's next release, *The Path to Sunshine Cove*: three love stories in one with the emotional pull of Debbie Macomber, Barbara Delinsky and Susan Wiggs!

### **Art Of Atari**

Prolific dwarven author and heroic companion of the Dragon Age games, Varric Tethras brings us the collected edition of his breakthrough crime-noir drama, *Hard in Hightown* (with help from his trusted human confidante, Mary Kirby)! This volume is beautifully illustrated by Stefano Martino, Álvaro Sarraseca, Andres Ponce, and Ricardo German Ponce Torres, with a painted cover by E.M. Gist! Twenty years of patrols have chiseled each and every stone of the Kirkwall streets into city guardsmen *Donnen Brennokovic*. Weary and weathered, *Donnen* is paired with a recruit so green he might as well have leaves growing out of his armor. When the mismatched pair discover a dead magistrate bleeding out on the flagstones, they're caught up in a clash between a shadowy organization known only as the *Executors* and a secretive group of *Chantry* agents--all over some ancient artifact. This is a prose novel featuring 24 black and white full page images.

### **Feeder**

Character guide for the Dragon Age role playing

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game.

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