

Fighting Fantasy The Caverns Of The Snow Witch

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VAZQUEZ KAELYN

The Genie Rings Puffin HC

Terror stalks the night. You are an adventurer, and the town of Silverton, held to ransom, turns to you in her hour of need. Your mission takes you along dark, twisting streets where creatures of the night lie in wait.

Curse of the Mummy Wizard Books

Deep inside the Citadel of Chaos, the dread sorcerer Balthus Dire is plotting the downfall of the good folk of the Vale of Willow. His battle plans are laid, his awesome army equipped, and attack is surely imminent, and YOU are the Vale of Willow's only hope!

Island of the Lizard iBooks

Fighting Fantasy is the brilliant series of adventure gamebooks in which YOU are the hero! Decide which monsters to fight, which paths to take, who to trust and when to run. Can you survive the clutches of the hideous Bloodbeast, or defeat a noxious inhuman Orc? Deep in the caverns beneath Firetop Mountain lies an untold wealth of treasure, guarded by a powerful Warlock -or so the rumor goes. Several adventurers like yourself have set off for Firetop Mountain in search of the Warlock's hoard. None has ever returned. Do you dare follow them?

The Riddling Reaver Wizard Books

Lupravia is a cursed land, haunted by the spirits of the restless dead. Peasants struggle daily with survival, living in constant fear of attacks from ravenous wild beasts. Only the foolhardy or insane would willingly pass beyond its borders and enter that benighted realm of predators.

The Caverns of Kalte Wizard Books

The legendary Warhammer of Stonebridge lies lost and broken in the treacherous wilderness of Darkwood Forest. Without it, the Dwarves of Stonebridge are doomed...Only the foolhardy would enter the murky depths of Darkwood. But your quest will lead you into the very heart of the forest. Dare you take on the unknown perils of Darkwood, and survive the puzzles, traps and fearsome creatures that lie in wait for you? You alone must find the missing pieces of the Warhammer and save the Dwarves of Stonebridge before it is too late!

Fighting Fantasy: The Caverns of the Snow Witch iBooks

When an ancient tomb in the Desert of Skulls turns out to belong to Akharis, a legendary ruler from a previous age, you discover some of his followers are trying to return the evil pharaoh to life. Soon YOU will have to learn the true meaning of The Curse of the Mummy! It will take a real hero to defeat Akharis and win the treasure. Dare YOU take on the challenge?

Temple of Terror Puffin HC

PART STORY, PART GAME - PURE ADVENTURE! After accepting a challenge to survive on Snake Island, a nightmare unfolds when a bounty is placed on

your head. From being the hunter, you become the hunted. Now you must find the Assassins before they find you. But who are they? Where are they? Everybody you meet could be an assassin. Trust no-one...

Freeway Fighter Hardie Grant Publishing

Science fiction.

ASSASSINS OF ALLANSIA Laurel Leaf

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.

52 Night Dragon Hardie Grant Publishing

The first brand new Fighting Fantasy book for over 10 years!....In a tavern in Fang, a mysterious stranger offers YOU the chance to find the Golden Dragon, perhaps the most valuable treasure in all of Allansia. But it is hidden in a labyrinth beneath Darkwood Forest and is guarded by the most violent creatures and deadly traps.....To begin your quest YOU must drink a terrible potion, and to succeed, you must find maps, clues, artifacts, magic items, jewels and an enslaved dwarf.

Out of the Pit Little, Brown Books for Young Readers

In *The Witching Hours*, Anna and Max travel the world with their father, the Professor - but their real adventures take place in the dangerous underworld of dark fairies, where the children face sinister creatures and battle for their lives. Trapped in a decaying mansion beside a graveyard, Anna's only wish is to survive the night - but in the wild woodlands of the United States, evil forces are gathering fast. Sinister women lurk in the shadows, observing Anna and Max wherever they go, their eyes bright enough to wake the dead. There are also strange reports from their friends overseas, revealing a new danger only the siblings can see. With a gigantic monster about to rise from the earth, it seems the witching hour has finally arrived ... Fee-fi-fo-RUN!

You Are The Hero Wizard

In *The Witching Hours*, Anna and Max travel the world with their father, the Professor - but their real adventures take place in the dangerous underworld of dark fairies, where the children face sinister creatures and battle for their lives. Something wicked is stirring beneath the icy mountains of China - and Anna and Max, who have just arrived with the Professor, are determined to discover what it is. Earthquakes are shaking the foundations of an ancient village, while bone-chilling roars and flashes of fire burst across the sky. The siblings are sure another fairy monster has awoken - but this time, they're not the only ones who know. A strange man has been stirring trouble in the village - a man Anna and Max have met before. But with rumours of the monster's vast treasure cave spreading fast, the children will have to decide whether to side with their old foe, or else seek out the monster on their own ... Fight fire with fire.

The Giant Key Wizard Books

Life is lawless and dangerous. Survivors like you either live in scattered, fortified towns or roam outside as bandits. YOUR mission is to cross the wilderness to the far-distant oil-refinery at San Anglo and bring vital supplies back to the peaceful town of New Hope. Even in the armed Dodge Interceptor you are given, the journey will be wild and perilous. Will YOU survive?

The Dragon Crown Macmillan

A new epic fantasy series from the New York Times bestselling author chosen to complete Robert Jordan's *The Wheel of Time*® Series

Sorcery Witching Hours

Rassin Abbey has guarded its arcane treasures for centuries. But when their Black Grimoire spellbook is stolen, the land of Ruddlestone is plunged into a crisis of epic proportions. Should the legendary Casket of Shadows be opened, the Infernal Beast will be unleashed to wreak its terrible carnage across the Old World.

The Warlock of Firetop Mountain Penguin Group

Popular adventure role playing gamebook.

Eye of the Dragon Fighting Fantasy

In *The Witching Hours*, Anna and Max travel the world with their father, the Professor - but their real adventures take place in the dangerous underworld of dark fairies, where the children face sinister creatures and battle for their lives. On their next adventure with the Professor, Anna and Max are journeying to Iran. A mysterious ruin has been unearthed in the desert: a citadel of sand and stone, built by a great sorceress of ages past. The Professor is searching the ruin for the ending to an ancient fairy story - but for Anna and Max, a dangerous new tale is beginning. A sinister figure has been stealing information from the desert camp, trying to uncover the lost treasure of the sorceress - which might be a powerful fairy weapon. Stranded in the desert, Anna and Max must ensure the terrifying treasure stays hidden - or else a monster of epic proportions could be unleashed ... Be careful what you wish for.

Return to Firetop Mountain Wizard Books

The first book in a spooky new series for only the bravest of readers--perfect for fans of *The Spiderwick Chronicles*. Now in paperback! Siblings Anna and Max love scary stories, but when they find an enchanted knife on a dark and stormy night in Transylvania, truth becomes stranger than fiction. Suddenly, they find themselves dragged into a world of monsters and magic...a world where it soon becomes all too clear that vampires are not just a fairy tale. The first book in a spooky new series for only the bravest of readers--perfect for fans of *The Spiderwick Chronicles*. Now in paperback! And when Max mysteriously vanishes, it's up to Anna to find him. But can the siblings find a way to survive their own scary story? This deliciously creepy book is a modern Brothers Grimm tale, full of adventure and fun frights that will have readers jumping in their seats and ripping through the pages to find out what happens next.

The Witching Hours: The Vampire Knife Snowbooks Ltd

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+.

The Crown of Kings Wizard Books

An ancient evil is stirring in the bowels of the earth, and the land is blighted. After being entombed for one hundred years, the necromancer Razaak has been re-awoken and is poised to fulfill his promises of death and tyranny. His army of undead is at large across Allansia, bringing death and destruction to all who resist. It is up to YOU to find the only weapon to which Razaak is vulnerable: his own magic sword!