

## Elder Scrolls V Skyrim Male Elven Armor Free Papercraft Download

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### Lord of Souls

J. Gregory Keyes 2011 When an ancient evil awakens and unleashes an army of undead warriors that lay waste to the world of Tamriel, emperor's son Attrebus Mede joins a group of mages, thieves and warriors in a formidably outnumbered battle to protect and reclaim their home. Original. Video game tie-in.

**Forgotten Realms** Ed Greenwood 2001 Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

**I Am Smoke** Henry Herz 2021-09-14 “Wowww!” — Raina Telgemeier, #1 NY Times, #1 USA Today, #1 Publishers Weekly bestselling author/illustrator “Herz presents a provocative and unique look at the lifecycle and benefits of smoke throughout the millennia. Lopez’s multimedia artwork further illuminates the ethereal nature of smoke as it drifts and dances across the page.”- John Rocco, NY Times Bestselling author and Caldecott Honoree “A fascinating, refreshing, and beautifully atmospheric take on something often taken for granted. I’ll never look at smoke the same way again!”- Matthew Cordell, Caldecott Medalist author/illustrator “I Am Smoke is an absolutely beautiful book, where smoke is both poetry and science. Readers will rest, float, and dance along with smoke’s quiet power across time and traditions. I have lingered over its pages more than once, and I’m sure young readers will, too.”- NY Times Bestselling author Doreen Cronin Smoke itself acts as narrator, telling us how it has served humankind since prehistoric times in signaling, beekeeping, curing and flavoring food, religious rites, fumigating insects, and myriad other ways. Smoke speaks in mesmerizing riddles: “I lack a mouth, but I can speak.... I lack hands, but I can push out unwanted guests.... I’m gentler than a feather, but I can cause harm...”. This rhythmically powerful narration is complemented by illustrations in which swirling smoke was captured on art paper held over smoky candle flames, and the dancing smoke textures were then deepened and elaborated with watercolors and Photoshop finishes. With this unique method, Merce López “let the smoke decide how the idea I had in mind would dance with it, giving freedom to the images.” The resulting illustrations are astounding, and they resonate with the otherworldly text.

**Elfquest: The Final Quest Volume 1** Wendy Pini 2015-04-14 For generations, the elves sought a safe haven against all who would do them harm. But the dream that Chief Cutter and his Wolfriders fought and died for, the Palace of the High Ones, may be the very thing destroying them. The skills that helped them survive the harsh world are fading, and there is a growing threat from a tyrant obsessed with exterminating all elves--creating a disastrous brew that must surely boil over. Volume 1 collects Wendy and Richard Pini's sixty-page special and the first six issues of The Final Quest, the newest adventures of the Wolfriders! "Even with a bit of a slowdown in pace, Wendy and Richard Pini's "Elfquest: The Final Quest" is a pleasant read. And with the setup for what's to come next time, I'm looking forward to seeing them in "60," as the old issues' letter-column liked to state things. I suspect readers who made it this far will agree." - Comic Book Resources "Elfquest is just one of those stories that you never want to end. It's so visually pleasing, I would be totally down for a virtual game or even just a tour of the palace. So yet again, Elfquest scores a five out of five." - Comic Bastards "Wendy Pini's art is as strong as it ever was, and we feel for the characters as they move forward in time and in their individual lives. The scripting augments the beautiful art so very well! If you're looking for some engaging fantasy, don't miss Elfquest: The Final Quest! It's something special and will pull you in from the first time you read it!" - Major Spoilers

**The Jackdaw of Rheims** Thomas Ingoldsby 1870

***The Dragon Ship (Volume One)*** Jocelyn Fox 2018-05-20 Experience the riveting conclusion to the expansion of Faerotalam and the adventures of a new generation of heroes! After the bloodshed of Queen Mab’s reign, old enemies strike the Unseelie Court unexpectedly while the new Queen builds old friendships anew and forges alliances to ensure her Court’s survival. The outcast Seafarers embark on a quest to Faerotalam, traveling beyond the seas they have known all their lives chasing after the tale of a slain dragon and the mystery of a concealed destiny. On their journey to free one of the heroes of the War against the Enemy, Vivian tests her skills as a Paladin...and finds herself falling in love with more than just the magical Fae world. As the forgotten and the legendary collide with a Sidhe world reshaped by war, Mal, Quinn, Guinna and Vivian must face shifting loyalties and embrace their own power—because although the Mad Queen is dead and the Enemy defeated, darkness will always rise again...

**Corps Banestorm** Phil Masters 2018-02-05 Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a complete world background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . an orcsih pirate . . . a Muslim double agent commanded to infiltrate the Hospitaliers. Yrth awaits the legend of you!

**The Time of Contempt** Andrzej Sapkowski 2013-08-27 To protect his ward Ciri, Geralt of Rivia sends her to train with the sorceress Yennefer. But all is not well within the Wizard’s Guild in the second novel of the Witcher. Andrzej Sapkowski’s groundbreaking epic fantasy series that inspired the hit Netflix show and the blockbuster video games. Geralt is a Witcher: guardian of the innocent; protector of those in need; a defender in dark times against some of the most frightening creatures of myth and legend. His task now is to protect Ciri. A child of prophecy, she will have the power to change the world for good or for ill—but only if she lives to use it. Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms Hussite Trilogy The Tower of Fools Warriors of God Translated from original Polish by David French

***The Elder Scrolls V*** David Hodgson 2013 Demonstrates through step-by-step instructions how to compete in the game, along with character profiles, maps for each level, a tour of each location, and strategies for how to advance through each level.

**The Gourmet Cookbook** Ruth Reichl 2006 Gathers recipes published in Gourmet magazine over the last six decades, including beef Wellington, seared salmon with balsamic glaze, and other entréeses, hors d'oeuvres, side dishes, ethnic specialties, and desserts.

**Conan the Thief** Modiphuis Entertainment 2018-10 TORCHES FLARED MURKILY ON THE REVELS IN THE MAUL, WHERE THE THIEVES OF THE EAST HELD CARNIVAL BY NIGHT. IN THE MAUL THEY COULD CAROUSE AND ROAR AS THEY LIKED, FOR HONEST PEOPLE SHUNNED THE QUARTERS, AND WATCHMEN, WELL PAID WITH STAINED COINS, DID NOT INTERFERE WITH THEIR SPORT

**ElfQuest: Stargazer's Hunt Volume 2** Wendy Pini 2022-06-28 The adventure of ElfQuest: Stargazer’s Hunt concludes! Skywise, astronomer and sky-reader to the Wolfrider tribe of elves, has gone missing from the Starhome since the death of his brother-in-all-but-blood, Cutter Kinseeker. Literally lost in space, he desperately seeks the reason for the haunting gaps in his memories. His star-spanning quest reveals interstellar majesty and the desolation of ruined worlds, but no answers. Meanwhile Jink, the elf-daughter he left behind, returns to the World of Two Moons, ancestral home of the Wolfriders, in the hope of finding a way to heal Skywise’s soul. Who she discovers there (we’ve met them before) will help propel the saga to its heartwrenching, triumphant finish. Stargazer’s Hunt has story by ElfQuest co-creators Wendy and Richard Pini, with script and layouts by Wendy Pini. Veteran Elfquest alumnus Sonny Strait continues at warp speed as the artist and colorist for the new series.

**Writing Monsters** Philip Athans 2014-08-07 Monsters are more than things that go bump in the night... Monsters are lurking in the woods, beneath the waves, and within our favorite books, films, and games--and there are good reasons why they appear so often. Monsters are manifestations of our fears and symbols of our society--not to mention they're a lot of fun--but each should serve a purpose and enhance the themes and tension in your fiction. In Writing Monsters, best-selling author Philip Athans uses classic examples from books, films, and the world around us to explore what makes monsters memorable--and terrifying. You'll learn what monsters can (and should) represent in your story and how to create monsters from the ground up. Writing Monsters includes:
• In-depth discussions of where monsters come from, what they symbolize, and how to best portray them in fiction
• Informative overviews of famous monsters, archetypes, and legendary creatures
• A Monster Creation Form to help you create your monster from scratch
• An annotated version of H.P. Lovecraft’s chilling story "The Unnamable" Whether you write fantasy, science fiction, or horror, your vampires, ghouls, aliens, and trolls need to be both compelling and meaningful. With Writing Monsters, you can craft creatures that will wreak havoc in your stories and haunt your readers' imaginations--and nightmares.

**Being Dragonborn** Mike Piero 2021-09-28 The Elder Scrolls V: Skyrim is one of the bestselling and most influential video games of the past decade. From the return of world-threatening dragons to an ongoing civil war, the province of Skyrim is rich with adventure, lore, magic, history, and stunning vistas. Beyond its visual spectacle alone, Skyrim is an exemplary gameworld that reproduces out-of-game realities, controversies, and histories for its players. Being Dragonborn, then, comes to signify a host of ethical and ideological choices for the player, both inside and outside the gameworld. These essays show how playing Skyrim, in many ways, is akin to "playing" 21st century America with its various crises, conflicts, divisions, and inequalities. Topics covered include racial inequality and white supremacy, gender construction and misogyny, the politics of modding, rhetorics of gameplay, and narrative features.

**The Infernal City: An Elder Scrolls Novel** Greg Keyes 2009-11-24 Based on the award-winning The Elder Scrolls, The Infernal City is the first of two exhilarating novels following events that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year. Four decades after the Oblivion Crisis, Tamriel is threatened anew by an ancient and all-consuming evil. It is Umbriel, a floating city that casts a terrifying shadow—for wherever it falls, people die and rise again. And it is in Umbriel’s shadow that a great adventure begins, and a group of unlikely heroes meet. A legendary prince with a secret. A spy on the trail of a vast conspiracy. A mage obsessed with his desire for revenge. And Annaig, a young girl in whose hands the fate of Tamriel may rest. . . .

***Dragongirl!*** Todd J. McCaffrey 2010-07-27 With a cast of beloved characters from previous Pern novels, Dragongirl is another triumph for Todd McCaffrey—and a riveting chapter for the Dragonriders of Pern. Young Fiona, rider of the gold queen Talenth, has returned with the dragons and riders who fled into the past to heal their battle wounds and prepare to fight anew the menace of Thread. Now more than three years older, Fiona is no longer a child but a woman—thrust into authority by a shocking tragedy. But leading weyrfolk who are distrustful of a young outsider will be only one of her challenges. Despite gaining reinforcements from the past, too few dragons have survived the recent plague to stem the tide of the intensifying Threadfall. As a senior Weyrwoman, Fiona must take decisive action. With the aid of Lorana, the rider who sacrificed her dragon for others, and Fiona’s true love, the harper Kindan, she proposes a daring, nearly impossible plan. But if it succeeds, it just might save them all.

***Forest Kingdom Campaign Compendium*** Legendary Games 2017-07

**Dagon** H. P. Lovecraft 2020-09-02 The man is addicted to morphine, and can think of nothing but death. Only morphine has made his life barely tolerable. He is in this fragile mental state because of the things that happened in the past; because of the things he was forced to encounter. During the First World War he ended up alone on an island - an island that was pure horror. ‘Dagon’ is a horror short

story written by H. P. Lovecraft. It was first published in 1917. H.P. Lovecraft (1890–1937) was an American horror writer. His best known works include ‘The Call of Cthulhu’ and ‘the Mountains of Madness’. Most of his work was originally published in pulp magazines, and Lovecraft rose into fame only after his death at the age of 46. He has had a great influence in both horror and science fiction genres.

**The Elder Scrolls Online: Tales of Tamriel, Book I: The Land** Bethesda Softworks 2015-04-21 For the first time in print, step into the fantasy world of The Elder Scrolls Online. Tales of Tamriel - Vol. I: The Land takes readers on adventure throughout the war-torn landscapes and battlefields of Tamriel, featuring a horde of in-game texts and exclusive artwork. Lavishly bound and produced, this series of books is the definitive guide to lore from the Elder Scrolls Online.

**Dragon Age: Tevinter Nights** Patrick Weekes 2020-03-10 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.

**World of Warcraft: Beyond the Dark Portal** Aaron Rosenberg 2008-06-24 The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

**The Return of the King** J. R. R. Tolkien 2008 The Companions of the Ring have become involved in separate adventures as the quest continues. Aragorn, revealed as the hidden heir of the ancient Kings of the West, joined with the Riders of Rohan against the forces of Isengard, and took part in the desperate victory of the Hornburg. Merry and Pippin, captured by orcs, escaped into Fangorn Forest and there encountered the Ents. Gandalf returned, miraculously, and defeated the evil wizard, Saruman. Meanwhile, Sam and Frodo progressed towards Mordor to destroy the Ring, accompanied by Smagol - Gollum, still obsessed by his 'precious'. After a battle with the giant spider, Shelob, Sam left his master for dead; but Frodo is still alive - in the hands of the orcs. And all the time the armies of the Dark Lord are massing. JRR Tolkien's great work of imaginative fiction has been labelled both a heroic romance and a classic fantasy fiction. By turns comic and homely, epic and diabolic, the narrative moves through countless changes of scene and character in an imaginary world which is totally convincing in its detail.

*Quick Reference Tables* CLEAVES & HOBBS 1998-06

*Player's Guide to Faerûn* Richard Baker 2004 An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

**The Elder Scrolls V: Skyrim - The Skyrim Library, Vol. I: The Histories** Bethesda Softworks 2015-06-23 For the first time, the collected texts from the critically and commercially acclaimed fantasy video game The Elder Scrolls V: Skyrim are bound together in three exciting volumes. Lavishly illustrated and produced, these titles are straight out of the world of Skyrim - and a must for any wandering adventurer.

**Skeins Unfurled** K. M. Vanderbilt 2016-03-01 When the murder of a god shatters a thousand years of peace, chaos reigns among the known worlds. Even the Norns, blinded and stripped of their powers, cannot see how it will end. Left without guidance, some gods choose to make their own fates. Others cannot. Old ties are torn apart while new ones are forged. And amidst that tenuous balance, ancient secrets emerge. War looms on the horizon. In a struggle where battle lines constantly shift and allies just as quickly become enemies, nothing is sacred. For some, the end comes sooner than Ragnarok. **Dragon Age: The World of Thedas** Various 2015-05-12 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.

**Fire & Flight** Wendy Pini 1998 Graphic novel.

**Mark of the Raven (The Ravenwood Saga Book #1)** Morgan L. Busse 2018-11-06 Lady Selene is the heir to the Great House of Ravenwood and the secret family gift of dreamwalking. As a dreamwalker, she can enter a person's dreams and manipulate their greatest fears or desires. For the last hundred years, the Ravenwood women have used their gift of dreaming for hire to gather information or to assassinate. As she discovers her family's dark secret, Selene is torn between upholding her family's legacy—a legacy that supports her people—or seeking the true reason behind her family's gift. Her dilemma comes to a head when she is tasked with assassinating the one man who can bring peace to the nations, but who will also bring about the downfall of her own house. One path holds glory and power, and will solidify her position as Lady of Ravenwood. The other path holds shame and execution. Which will she choose? And is she willing to pay the price for the path chosen?

**The Magnamund Companion** Joe Dever 1988-04-01 The bestselling authors of the award-winning Lone Wolf series have created a superb, four-color, fully illustrated guide to the fantastic world of Magnamund.

*Among the Hollow* Roman Ankenbrandt 2018-03-09 An empire steeped in cutthroat politics and black magic wavers upon the knife's edge of civil war. The empress has been overthrown, and her only remaining heir taken into the custody of her killers, leaving the empire divided between the old imperial family and the zealous general who has seized the capital. Meanwhile Aurel, a disembodied soul with no memory of their former self, must forge an uneasy pact with Sevilla, a mysterious traveller from across the southern sands. In the hunt for Aurel's body, strange alliances form and dark secrets emerge, threatening to plunge the empire into a crisis far greater than they could imagine.

*Down and Outback* Brad Tate 2018-03-20 A representative collection of the songs, bush ballads and dance tunes from Brad Tate's first twenty years of association with folk music in Australia.

**The World of Might and Magic** UbiSoft 2012-08-21 The Heroes of Might and Magic compendium is a lavishly illustrated, hardback guide to the world of Ashan, the setting for many years of Might and Magic games. Featuring exclusive artwork, stories, and fun facts, much of the content from the book is drawn directly from the Developer's Bible, the internal documents used by the game designers to keep track of timelines and plot developments. The book is divided into sections, examining the nine key factions, their history, abilities, rulers and major strengths and weaknesses. Also included is a history of the world of Ashan, presented as a timeline that covers all of the major events in the world's history. This book is a complete guide to the world of Ashan, its gods, its people, and its history. **Of Killers and Kings** Will Wight 2020-04-23 Shera, the new Head of the Consultant's Guild, faces more responsibility than she ever asked for. The Guilds are in a state of open war, her Consultants have been forced to relocate to their ancestral home, and Elder cultists plague the streets. In their tombs, the Great Elders stir. With the sky cracked and more Elders rising than ever before, Shera and her faction of Independent Guilds seek a truce with their Imperialist opponents. But they know that any alliance is a gamble. The Imperialists have appointed Calder Marten to the throne, and history has proven that a single ruler is vulnerable to Elder corruption. Even so, Shera and her allies want to bring the division to an end...if the enemy Guilds are willing to cooperate. And if Calder hasn't been corrupted already. On the seas, a man clings to his own power. In the shadows, a woman fights for peace.

*Jupiter Winds* C. J. Darlington 2014-05-11 In 2160, a teenager becomes the bait to capture her missing revolutionary parents she thinks are long dead. Grey Alexander has one goal--to keep herself and her younger sister Orinda alive. Not an easy feat living unconnected in the North American Wildlife Preserve, where they survive by smuggling contraband into the Mazdaar government's city zones. If the invisible electric border fence doesn't kill them, a human-like patrol drone could. When her worst fear comes true, Grey questions everything she thought she knew about life, her missing parents, and God. Could another planet, whose sky swirls with orange vapors and where extinct-on-Earth creatures roam free, hold the key to reuniting her family?

*Forgotten Realms Players Guide* Rob Heinsoo 2008 The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

**Eragon and Eldest Omnibus** Christopher Paolini 2009-11-24 ERAGON When Eragon finds a polished stone in the forest, he thinks it is a lucky discovery - perhaps it will buy his family meat for the winter. But when the stone becomes a dragon hatchling, Eragon soon realizes he has stumbled upon a legacy nearly as old as the Empire itself. Overnight his simple life is shattered and he is thrust into a perilous new world of destiny, magic and power. With only an ancient sword and the advice of an old storyteller for guidance, can Eragon take up the mantle of the legendary Dragon Riders? ELDEST Eragon and his dragon, Saphira, have just saved the rebel state from destruction by the mighty forces of King Galbatorix, cruel ruler of the Empire. Now Eragon must travel to Ellesméra, land of the elves, for further training in magic and swordsmanship, the vital skills of the Dragon Rider. It is the journey of a lifetime, filled with awe-inspiring new places and people, each day a fresh adventure. But chaos and betrayal plague him at every turn, and as his cousin Roran fights a new battle back home in Carvahall, Eragon is put in even graver danger. . .

**Elder Scrolls** Chelsea Monroe-Cassel 2019-03 Feast on all of the delicious offerings found in the world of Skyrim in this beautifully crafted cookbook based on the award-winning game The Elder Scrolls V: Skyrim Immerse yourself in the diverse cuisine of Skyrim with these recipes inspired by food found in the Old Kingdom and across Tamriel. With over seventy delicious recipes for fan-favorite recipes including Apple Cabbage Stew Sunlight Souffle, Sweetrolls, and more, The Elder Scrolls V: Skyrim: The Official Cookbook will delight every hungry Dragonborn.

**ElfQuest: Stargazer's Hunt Volume 1** Wendy Pini 2021-03-16 When ElfQuest: The Final Quest concluded, it ended the hero’s journey of Cutter Kinseeker, chief of the Wolfriders. But that was only the start of a new adventure for Cutter’s “brother in all but blood,” Skywise. Now the stargazer elf, who thought he knew everything about Cutter, discovers how mistaken he was. In times past, whenever he has felt lost or empty, he has turned to the starry skies for guidance. Now is no exception. Once again Skywise sets his sights on the cosmic horizon for answers, sending him on his own epic quest from the elves’ ancestral Star Home through uncharted space, and back to the World of Two Moons. This volume collects issues **#1-#4** of Stargazer’s Hunt, with story by ElfQuest co-creators Wendy and Richard Pini, with script and layouts by Wendy Pini. Veteran ElfQuest alumnus Sonny Strait returns at full force as the artist and colorist for the new series.

***Hell's Rebels*** 2015 A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils.