

Dark Wolf Rising

Dark Moon Rising

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Dark Force Rising Sourcebook

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List of Lone Wolf media

of the Lone Wolf series, Mongoose Publishing decided to add a bonus adventure at the end of each gamebook, except for Flight from the Dark. This concept

The following is a list of media published in the Lone Wolf series of gamebooks, and other derivative media based on the gamebooks. The original gamebook series, and the bulk of subsequent Lone Wolf media, was written by Joe Dever. The success and cult status of the original gamebooks helped in the creation of a spin-off called The World of Lone Wolf, written by Ian Page, a series of novelizations, a collection of role-playing games, other gamebooks set in the same universe, a number of video games and other derivative works.

Lone Wolf (gamebooks)

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Lone Wolf is a series currently consisting of 31 gamebooks, created by Joe Dever and initially illustrated (books 1–8) by Gary Chalk. Dever wrote the first 29 books of the series before his son Ben, with help from French author Vincent Lazzari, took over writing duty upon his father's death. The first book was published in July 1984 and the series has sold more than 12 million copies worldwide.

The story focuses on the fictional world of Magnamund, where the forces of good and evil are fighting for control. The main protagonist is Lone Wolf, last of his caste of warrior monks known as Kai Lords, although in latter books the focus shifts on one of his pupils as the main character. The book series is written in the second person and recounts Lone Wolf's adventures as if the reader is the main...

Dark Ages: Inquisitor

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Revelations of the Dark Mother

published by White Wolf Publishing in November 1998. Based on the tabletop role-playing game Vampire: The Masquerade and the World of Darkness series, the poem

Revelations of the Dark Mother, subtitled Seeds from the Twilight Garden, is an epic poem written by Phil Brucato and Rachelle Udell, illustrated by Rebecca Guay, Vince Locke, and Eric Hotz, and published by White Wolf Publishing in November 1998. Based on the tabletop role-playing game Vampire: The Masquerade and the World of Darkness series, the poem centers around Lilith and is her counterpoint to 1993's The Book of Nod, a poem focused on Caine, the first murderer. It is written in the same style as The Book of Nod, with heavy use of illustrations, and with a "vampire scholar" framing.

The poem was well received for its portrayal of Lilith and her inclusion in the vampire mythology, for adding depth to the Vampire: The Masquerade world, and for the art and design – particularly Guay's artwork...

List of Vampire: The Dark Ages books

pp. 34–36. "White Wolf". Casus Belli (in French). No. 112. Excelsior Publications. February–March 1998. p. 12. "Dark Tides Rising". Guide du Rôliste

Vampire: The Dark Ages is a tabletop role-playing game in the World of Darkness series, where players take the roles of vampires and other supernatural beings

in 1197–1242. It was first released by White Wolf Publishing in 1996, as a spin-off from their 1991 game *Vampire: The Masquerade*; it was released in new editions in 2002 (*Dark Ages: Vampire*) and 2015 (Twentieth Anniversary Edition), each of which updated the game rules. These have been supported with supplementary game books, expanding the game mechanics and setting.

The books from the game's original run in 1996–2004 were published by White Wolf Publishing, sometimes under their imprint Black Dog Game Factory for books considered more adult. Onyx Path Publishing, a company formed by ex-White Wolf Publishing staff, released one more supplement...

Metal Gear Rising: Revengeance

gains assistance from Blade Wolf, a canine-like robot that scouts and gathers intel for Raiden. The events of Metal Gear Rising: Revengeance are set in the

Metal Gear Rising: Revengeance is a 2013 action-adventure game developed by PlatinumGames and published by Konami. It was released for the PlayStation 3 and Xbox 360 in February 2013, Windows and OS X in January and September 2014, and Nvidia Shield TV in January 2016. It is a spin-off in the Metal Gear series, set four years after the events of Metal Gear Solid 4: Guns of the Patriots. It features returning Metal Gear character Raiden as he confronts a private military company (PMC) that intends to destabilize peaceful nations for profit. The gameplay focuses on fighting enemies using a sword and other weapons to perform combos and counterattacks. Through the use of "Blade Mode", Raiden can dismember enemies in slow motion and steal health items from their bodies. The series' usual stealth...

Transylvania Chronicles I: Dark Tides Rising

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Hunter: The Vigil

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Hunter: The Vigil is a tabletop role-playing game originally published by White Wolf Publishing on August 14, 2008, and is the sixth game in their game series *Chronicles of Darkness* – a reboot of the *World of Darkness* series. Led by a storyteller, players take the roles of people who have learned of the existence of the supernatural, and fight back against monsters as groups of hunters.

The game was originally designed by Justin Achilli, Rich Thomas, and Chuck Wendig, who based it on the earlier game Hunter: The Reckoning; Monica Valentinelli designed a second edition with updates to the game rules, which was released by Onyx Path Publishing in 2022. Both White Wolf Publishing and Onyx Path Publishing have supported the game with supplementary game books including adventure modules; the latter...

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