

## **Dungeons And Dragons Player39s Handbook 4th Edition**

Quit Your Worrying!Pathfinder Player CompanionThe Guardian of MagicAdvanced Dungeons & DragonsDungeon Master's GuideBarbary StationIron GodsThe Adventure Zone: Petals to the MetalThe Double ShadowVideo Game SpacesDungeons of Dread: S Series Classic Adventure CompilationEverything Is SpiritualSpawn #255e Feats and Other OptionsMonster ManualDomains of DreadThe Ultimate Player's Guide to Minecraft - PlayStation EditionHumansFull Steam Ahead: How the Railways Made BritainDark FactionsWarCraft Shadows & LightNumenera Character Options3D Bubble WriterPirate Campaign Compendium (5E)A Passionate MarriagePathfinder Campaign SettingStatisticsBetrayal at FaladorHorde Player's GuideThe Footfalls Within (Illustrated)A Passionate MarriageBravest FlameLeadership Strategy and TacticsSpecial Edition Player's HandbookTeach Yourself the Basics of Aspen PlusThe Great Leader and the Fighter PilotPlayer's Handbook Races: TieflingsPlayer's Guide to Wizards, Bards and SorcerersRavenloftThe Charnel God

### **Quit Your Worrying!**

Fantasirollespil.

### **Pathfinder Player Companion**

Make the secrets and tools of the mighty Sellen River yours with this guide to life along one of Golarion's most important waterways. Whether you call upon the rage powers of Kellid barbarians or employ the dastardly tactics of Riverfolk bandits, the secrets of Numeria and the River Kingdoms are sure to float your boat.

### **The Guardian of Magic**

Tremor, a new force on the street, arrives in Spawn's alley, looking to expand his turf. Spawn launches a preemptive attack, luring in Tremor with a decoy, then choking him with his chains. Tremor than reveals that his real foe is Twistelli. It turns out that Tremor had been a normal man who Twistelli transformed into a hulking brute, and now he's hell-bent for revenge.

### **Advanced Dungeons & Dragons**

You've already learnt How To Become The Best Bubble Writer In The World Ever - now do it in 3D! In this great new addition to the Bubble Writer series, learn how to draw loads of great new bubble alphabets - and then learn how to take them off the page! Make your letters pop off the page with perspective, create real 3D letters of all shapes and sizes, try out stand-up letters, hanging letters, letters you can wear and many, many more! The book also comes with 8 brilliant sheets of press-out coloured card to help you achieve your bubble-writing creations.

### **Dungeon Master's Guide**

Aspen Plus is one of the most popular process simulation software programs used industrially and academically. Though the software is available at many corporations and universities, there are no textbooks which are dedicated to teaching the step-by-step use of the software. This book is designed to fill that need. The structure of the book is unique in that it emulates a lecture /workshop classroom environment. Each chapter starts with the equivalent of a classroom lecture followed by workshops which provide experience in the chapter's subject matter. The enclosed CD contains solutions, both in Aspen Plus and text formats, to examples imbedded in the text as well as to all the workshops. There are also notes at the end of each chapter designed to aid readers that have difficulty with the workshops. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

## **Barbary Station**

First published in *Weird Tales*, September 1931. In Africa again, Kane encounters Arab slave traders busily engaged driving slaves to market. He rushes to save a girl whom the slavers are mistreating but is himself overwhelmed and taken prisoner.

## **Iron Gods**

Brandon Stanton's new book, *Humans*—his most moving and compelling book to date—shows us the world. Brandon Stanton created *Humans of New York* in 2010. What began as a photographic census of life in New York City, soon evolved into a storytelling phenomenon. A global audience of millions began following HONY daily. Over the next several years, Stanton broadened his lens to include people from across the world. Traveling to more than forty countries, he conducted interviews across continents, borders, and language barriers. *Humans* is the definitive catalogue of these travels. The faces and locations will vary from page to page, but the stories will feel deeply familiar. Told with candor and intimacy, *Humans* will resonate with readers across the globe—providing a portrait of our shared experience.

## **The Adventure Zone: Petals to the Metal**

#1 New York Times Bestseller #1 USA Today bestseller The ultimate guide on leadership from the bestselling co-author of *Extreme Ownership*. In the military, a field manual provides instructions in simple, clear, step-by-step language to help soldiers complete their mission. In the civilian sector, books offer information on everything from fixing a leaky faucet to developing an effective workout program to cooking a good steak. But what if you are promoted into a new position leading your former peers? What if you don't get selected for the leadership position you wanted? How do you overcome imposter syndrome, when you aren't sure you should be leading? As a leader, how do you judiciously dole out punishment? What about reward? How do you build trust with your both your superiors and your subordinates? How do you deliver truthful criticism up and down the chain of command in a tactful and positive way? These are all questions about leadership—the most complex of all human endeavors. And while there are books

out there that provide solid leadership principles, books like *Extreme Ownership* and *The Dichotomy of Leadership*, there is no leadership field manual that provides a direct, situational, pragmatic how-to guide that anyone can instantly put to use. Until now. *Leadership Strategy and Tactics* explains how to take leadership theory, quickly translate that theory into applicable strategy, and then put leadership into action at a tactical level. This book is the solution that leaders at every level need—not just to understand the leadership game, but also how to play the leadership game, and win it.

## **The Double Shadow**

## **Video Game Spaces**

When a young woman appears during a violent storm and sets in motion a series of events that endangers the very fabric of magic, the Knights of Falador, who guard the kingdom of Asgarnia with their lives, must solve an ancient riddle or lose everything. Original. 40,000 first printing. Video game tie-in.

## **Dungeons of Dread: S Series Classic Adventure Compilation**

A thrilling blend between epic and urban fantasy, *The Guardian of Magic* tells a story of a modern world, much like our own, but with an ancient history filled with magic and legend. Yet most deny such a history could ever be true. Oliver Kapur, a successful politician, is part of a world in 4027 where reality is the only thing worth believing. Where the people no longer believe in magic or the savior that is destined to save the world from calamities every one thousand years. Oliver doesn't either. He's never believed magic has ever existed and more than anything, he holds personal hatred for the savior, the Guardian of Magic. But with the arrival of a mysterious man, everything Oliver thought he knew changes when he's sent two thousand years to the past. Here magic is commonplace, believed in, and loved. All Oliver wants is to go home and return to his life, where life and reality are painful but make sense. But he has no hope of leaving until he helps win a rising war against darker forces and, to his horror, accept his responsibility as the Guardian of Magic.

## **Everything Is Spiritual**

## **Spawn #25**

*Dungeons of Dread* is a hardcover collection of four classic, stand-alone *Advanced Dungeons & Dragons*(tm) adventure modules -- S1 *Tomb of Horrors*, S2 *White Plume Mountain*, S3 *Expedition to the Barrier Peaks*, and S4 *The Lost Caverns of Tsojcanth* -- complete with original black-and-white interior art.

## **5e Feats and Other Options**

*Mythical Knights, Book 3 All it takes is a spark* What girl wouldn't want a hot fire

fighter's help with a flat tire? Denise Matthews. Sure, Chase piques her interest in hot and steamy ways, but Denise doesn't have time for a dating drama. Men always want her undivided attention, and Denise doesn't have time for that nonsense Chase Drigan doesn't want a casual fling with Denise. His wolfly beast roars to life around her in a way he's never fathomed before. One date is derailed when a stranger approaches Denise, giving her a magical curse that might just save the world. Or destroy it. Chase and Denise's lives are shoved forever off course, close to danger, closer together, as centuries old mysteries come to light as well as the dark entities who want it at any price. Chase's beast is ready to protect her, but Denise has to be willing to believe that there's more to the world than humans, and walk through fire to save the man-the beast-she's come to love.

## **Monster Manual**

Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. Numenera: Character Options is a supplement for Numenera and provides new options for Numenera characters. In addition to new descriptors and foci, Numenera: Character Options offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!

## **Domains of Dread**

A night of eternal terror. A world ruled by fear and horror. Vampires who command the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a fearful populace. If ever a world needed heroes, it is the world of Ravenloft.

## **The Ultimate Player's Guide to Minecraft - PlayStation Edition**

This core rulebook is a deluxe, leather-bound edition of the essential tool every D&D player needs.

## **Humans**

## **Full Steam Ahead: How the Railways Made Britain**

The Age of Railways was an era of extraordinary change which utterly transformed

every aspect of British life – from trade and transportation to health and recreation.

## **Dark Factions**

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## **WarCraft Shadows & Light**

The Ultimate Player's Guide to Minecraft - PlayStation Edition Minecraft: These worlds are YOURS! Minecraft is WAY more than a game: it's an alternate universe of creation, exhilaration, survival, adventure, passion! Don't enter that universe alone. Take an experienced guide who'll help you constantly as you learn the secrets of Minecraft on the PlayStation! Stephen O'Brien has been obsessing over Minecraft since its earliest betas. He's seen it all! Now, he'll take you deep inside craft and mine, cave and menagerie, farm and village. He'll reveal combat traps and tricks you need to know... teach you enchantments of unimaginable power... help you survive where few dare to go... help you OWN the infinite worlds of Minecraft! Based on the international best-seller of the same name, this book is ideal for Minecrafters of all ages. Quick-start guide for first-night survival to get started NOW Customize your experience: monstrous, peaceful, and more Harvest resources, craft tools and shelters—let there be light Grab your pickaxe: mine iron, gold, diamonds, and redstone Escape (or defeat!) 14 types of hostile mobs Get friendly mobs on your side and build automated farms Brew potions to cure ills, gain superpowers, and to throw at enemies Transform your shelter into a palace (or a secret underwater base) Create customized worlds with unique seeds Learn the secrets of redstone devices and build incredible rail systems Play safely through The Nether and The End Play with up to eight of your friends on PlayStation, or run in splitscreen mode Stephen O'Brien is an Australian-born writer and entrepreneur now residing in Sydney after too many years in Silicon Valley. He has written more than 30 books, including several best-sellers. O'Brien founded Typefi, the world's leading automated publishing system, and in his spare time invented a new type of espresso machine called mypressi. He's a perpetual innovator who remains astounded at the unparalleled creativity Minecraft can engender. This book was not created by and is not endorsed by Notch Development AB Corporation/Mojang Synergies AB Corporation, or Sony Computer Entertainment.

## **Numenera Character Options**

An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In Video Game Spaces, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the

player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers—rule-based space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. Video Game Spaces provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

### **3D Bubble Writer**

"Roleplaying game supplement."--P. [1] of cover.

### **Pirate Campaign Compendium (5E)**

Wanting his wifeback! Greek tycoon Leandros Petronades married Isobel on the heels of a wild affair. But, within a ear, the marriage crashed and burned. Three years later Leandros wants to finalize their divorce. He's found a girl who will make him a suitable wifeso unlike fiery Isobel! But face-to-face again with Isobel in Athens, Leandros is in for a shock: their all-consuming mutual attraction is just as strong as ever! Suddenly, his plan has changed and he's ready to tame his headstrong wifeby whatevermeans it takes!

### **A Passionate Marriage**

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

### **Pathfinder Campaign Setting**

### **Statistics**

Phariom claimed Elaith was not dead, but the priests of Mordiggian claimed her for their god.

### **Betrayal at Falador**

### **Horde Player's Guide**

The Fourth Edition of Statistics: A Gentle Introduction shows students that an introductory statistics class doesn't need to be difficult or dull. Author Fred Coolidge minimizes students' anxieties about math by explaining the concepts of

statistics in plain language first, before addressing the math. Each formula within the text has a step-by-step example to demonstrate the calculation so students can follow along. Only those formulas that are important for final calculations are included in the text so students can focus on the concepts, not the numbers. A wealth of real-world examples and applications gives a context for statistics in the real world and how it helps us solve problems and make informed choices. New to the Fourth Edition are sections on working with big data, new coverage of alternative non-parametric tests, beta coefficients, and the "nocebo effect," discussions of p values in the context of research, an expanded discussion of confidence intervals, and more exercises and homework options under the new feature "Test Yourself."

## **The Footfalls Within (Illustrated)**

Two engineers hijack a spaceship to join some space pirates—only to discover the pirates are hiding from a malevolent AI. Now they have to outwit the AI if they want to join the pirate crew—and survive long enough to enjoy it. Adda and Iridian are newly minted engineers, but aren't able to find any work in a solar system ruined by economic collapse after an interplanetary war. Desperate for employment, they hijack a colony ship and plan to join a famed pirate crew living in luxury at Barbary Station, an abandoned shipbreaking station in deep space. But when they arrive there, nothing is as expected. The pirates aren't living in luxury—they're hiding in a makeshift base welded onto the station's exterior hull. The artificial intelligence controlling the station's security system has gone mad, trying to kill all station residents and shooting down any ship that attempts to leave—so there's no way out. Adda and Iridian have one chance to earn a place on the pirate crew: destroy the artificial intelligence. The last engineer who went up against the AI met an untimely end, and the pirates are taking bets on how the newcomers will die. But Adda and Iridian plan to beat the odds. There's a glorious future in piracy...if only they can survive long enough.

## **A Passionate Marriage**

Black & White Interior 5e Feats and Other Options is a collection of feats (50+), features, optional rules, and expanded class options that will help bring your 5e Dungeon and Dragons campaign to life. Whether taking down enemies with the Decapitation maneuver, making a Called Shot, or feeling an Adrenaline Rush, or fighting hordes with your Rapid Strike, these feats, features, and options add a level of powerful advantage for your Dungeons and Dragons campaign. 5e Feats and other Options contains the following: -General Combat Feats: 18 new feats to give your character an edge in combat. -Skill Mastery Feats: 19 new feats to grant your character advantage on skills. -Weapon Style Feats: 9 new feats that expand your character's mastery of weaponry. -Critical Strike Feats: 5 new critical strike feats that add extra bite and tactical options to the critical hit. -New Boons: 5 new boons that can be incorporated as high-level rewards or blessings. -Advanced Combat Maneuvers: 8 new maneuvers for the Battle Master or Martial Adept. -A Called Shot System: The Called Shot system that lets you target specific locations of your foes for increased damage and effects. -Critical Hit Option: 2 critical hit options to be used in place of the lingering injury table. -Wound Level System: A wound level system that takes into account the loss of hit points and its impact on

your foes. -Sunder Armor and Weapon Rules: Simple rules that allow you to sunder your foes armor and weapons. -Stunt on Natural 20: Bring the excitement back on rolling a Natural 20 with the natural 20 stunt. -Blacksmith: A new skill Blacksmithing has been added. This skill allows you to craft armor and weapons. It also allows you to repair sundered armor and weapons. -Master Work Armor and Weapons: Rules for Master Work Armor and Weapons has been added, and the ability to craft them with the Blacksmith Master feat. -New Backgrounds: 3 new backgrounds for characters with a propensity for violence. -New Class Options: 2 new class options; the Officer Martial Archetype and the Paladin Oath of the Slayer -Rules Clarifications & Options: a section describing how some effects stack and new optional rules such as die type increases and new conditions. Also options - Other titles by the author include: 41 Feats 5e (Best Silver Seller), Tome of Brutal Tactics (Best Cooper Seller and 4 star review by David Jarvis of Gunmetal Games), and More Brutal Tactics. These titles are available on Dungeon Masters Guild. PDF for this title available on drivethrurpg. 5e Feats and Other Options is also Copper Best Seller on drivethrurpg. Color Interior and Glossy Color cover available on Amazon for 10:00 dollars.

## **Bravest Flame**

Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign.

## **Leadership Strategy and Tactics**

## **Special Edition Player's Handbook**

Clark Ashton Smith -- one of the "big three" classic authors from the legendary pulp magazine *Weird Tales* (the others being H.P. Lovecraft and Robert E. Howard) -- began writing early in the twentieth century. By the 1920s, he became a regular poet and author in *Weird Tales* magazine, helping to usher in its golden age. "The Double Shadow" was originally published by the *Auburn Journal* in 1933 in an oversized edition limited to only 1,000 copies. Smith carefully signed and hand-corrected many typographical errors for years to come. A collection of six stories ranging from contemporary horror to weird alternate-world fantasy, it remains a fascinating introduction and showcase to his decadently jeweled prose.

## **Teach Yourself the Basics of Aspen Plus**

START YOUR ENGINES, friends, Clint McElroy and sons Griffin, Justin, and Travis hit the road again with Taako, Magnus and Merle, the beloved agents of chaos from the #1 New York Times bestselling graphic novels illustrated by Carey Pietsch, *The Adventure Zone: Here There Be Gerblins* and *The Adventure Zone: Murder on the Rockport Limited*. Our boys have gone full-time at the Bureau of Balance, and their

next assignment is a real thorny one: apprehending The Raven, a master thief who's tapped into the power of a Grand Relic to ransack the city of Goldcliff. Local life-saver Lieutenant Hurley pulls them out of the woods, only to throw them headlong into the world of battle wagon racing, Goldcliff's favorite high-stakes low-legality sport and The Raven's chosen battlefield. Will the boys and Hurley be able to reclaim the Relic and pull The Raven back from the brink, or will they get lost in the weeds? Based on the beloved blockbuster podcast where three brothers and their dad play a tabletop RPG in real time, *The Adventure Zone: Petals to the Metal* has it all: blossoming new friendships, pining for outlaw lovers, and a rollicking race you can root for!

## **The Great Leader and the Fighter Pilot**

### **Player's Handbook Races: Tieflings**

Shows the reader how to be a Dungeon Master.

### **Player's Guide to Wizards, Bards and Sorcerers**

## **Ravenloft**

I've had a sense since I was young that there's more going on here, that the world is not a cold, dead place, that it's alive in some compelling and mysterious way. This book is about that sense. I've tried to listen to it, and follow it, and trust it. It's been devastating at times, intoxicating at others, heartbreaking and maddening and euphoric—how do you make sense of this experience we're having here on this ball of rock hurtling through space at 67,000 miles an hour? There are big questions: Everything is made of particles and atoms, and the universe has been expanding for thirteen billion years? And then there are those other questions, about the people and places and events that have shaped us. **HOWEVER MASSIVE AND COSMIC IT ALL IS, IT'S ALSO REALLY, REALLY PERSONAL. AND SPIRITUAL. THAT'S THE WORD FOR IT.** That's the sense I've been following for a while now—this awareness that there's something bigger happening in the depth and complexity and struggle of life, something that connects us all, reminding us that it all matters and it's all headed somewhere. Part memoir, part confession, part extended riff on the endlessly evolving nature of reality, *Everything Is Spiritual* is an invitation to see what you've been a part of this whole time.

## **The Charnel God**

Another, more powerful Iron God is rising in power in the enigmatic Silver Mount, but before it can be confronted, the legacy of this strange deity's first worshiper must be recovered. Clues lead to the technophobic town of Iadenveigh, a farming community with its own need for heroes. This guide to the Pathfinder Roleplaying Game is for 7th-level characters. Discover details of quests, character strengths and weaknesses, the location of hidden clues and traps, and the secrets of each room.



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