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I Am Journal Ravynne Phelan 2017-05-08 Plant the seeds of your future creations with this deluxe paperback journal. With premium quality, cream-colored, wood-free paper and a combination of lined and unlined pages, this journal is designed to be a sacred space for all facets of your self-expression. 44 full-page color art reproductions by a popular artist are interspersed throughout the journal for additional inspiration. Deluxe paperback journal measure 7 x 9 1/4 with 220 pages.

Scarne on Dice John Scarne 2019-12-19 Scarne was often proclaimed by experts, magicians and editors of the time as the greatest card manipulator of all time. He was an expert at poker, blackjack, backgammon and any other game played at casinos. Scarne's famous card trick was "Scarne's Aces". Taking a spectator's shuffled deck of cards and then cutting to all four aces.

Doom of the Darksword Margaret Weis 2010-09-08 Born without magic, Joram was one of the Dead, denied the throne of Merilon. For years, he lived among outlaws,

surviving by wit and sleight-of-hand. Now, wielding the powerful, magic absorbing Darksword, Joram returns to the enchanted Kingdom that once was his home to win revenge and claim his birthright. Here he will test Bishop Vanya and his fierce army of Duuk-tsarith in a battle unlike any their world has known. Joined by the scholarly catalyst Saryon, the young mage Mosiah, and the trickster Simkin, Jorma confronts the shattering secret of his past and discovers the ancient prophecy that puts the fate of the world in his hands--the hands that forged the Darksword.

The Harrowing Crystal Fraiser 2011-08-02 Legends tell of the mysterious Harrow decks that can instantly alter a person's life -- for good or for ill -- or that skilled spellcasters can draw upon the Harrow's mystic power to enhance their own magic. Others speak of entire worlds created inside the Harrow, realms modeled after the exotic and frightening locales pictured in the cards and populated by strange people and stranger creatures. So when the heroes are hired to investigate a mysterious disappearance, can they survive this trip into the

strangest realm yet explored in a Pathfinder world? The Harrowing is an adventure for 9th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It also includes a brand-new monster and rules for incorporating the popular Harrow Deck (not required) directly into play, adding an exciting new level of chance into the game.

The Dungeons of Dregnor Rhondi Vilott 1984 The reader becomes a young prince, entrusted with the delivery of a gift to King Dregnor, and must brave a host of magical perils to escape the dark dungeons of the evil king.

A Song of the Sea Eric Mackay 1895

Aaron Allston's Strike Force Michael Surbrook 2016-05-30 A superhero setting like no other. A role-playing game campaign book that includes techniques and lessons from over 22 years of play. A tribute to one of the greatest creators in the RPG industry, created using Champions 6th Edition.

The Haunted Castle of Ravencurse Lynn Beach 1985

The Ephemeral Museum Francis Haskell 2000-01-01 In this illustrated book, an eminent art historian examines the intriguing history and significance of the international art exhibition of the Old Master paintings.

Into the Odd Chris McDowall 2015-01-10 Into the Odd contains everything you need to create a character and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules. You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters remain grounded as mortals in

constant danger. The game is 48 pages, containing: Original artwork from Jeremy Duncan, Levi Kornelsen, and others. The fastest character creation out there, getting you playing as soon as possible. Player rules that fit on a single page, keeping a focus on exploration, problem solving, and fast, deadly combat. The complete guide to running the game as Referee. From making the most of the rules to creating your own monsters and Arcana. Sample monsters, arcanum, traps, and hazards. Character advancement from Novice to Master Rules for running your own Company, and taking it to war with an original mass combat system. Complete guide to the Odd World, from the cosmopolitan city of Bastion and its hidden Underground, through to backwards Deep Country, the unexplored Golden Lands. The Iron Coral, sample expedition site to test the players' survival skills. The Fallen Marsh, a deadly wilderness to explore. Hopesend Port, a settlement to regroup and sail on to further adventure. Thirteen bonus pages of tools and random tables from the Oddpendium.

DEEP CARBON OBSERVATORY. PATRICK. STUART 2020

Ultimate Collector's Guide (Beanie Boos) Meredith Rusu 2018-04-24 This must-have Beanie Boo collector's guide is full of fun facts and insider information about all 200+ plush Boos.

Ord and the Shining Star Margaret Snyder 2000 Ord, the very big and lovable dragon, has a special job. He must enter the Forest of Darkness and retrieve a magical star seed. But Ord is afraid of the dark! Will Ord be able to overcome his fear? Full-color illustrations.

Sewn Bags Gmc 2016-08-25 Handmade bags are a great way to accessorize and express your individual style. The fantastic collection of bags in Sewn Bags features a range of styles and designs, showing you how to create

20 affordable, designer quality bags from the comfort of your own home. With a helpful techniques section and clear step-by-step instructions, even a novice can create a stunning bag in no time at all. From small evening bags to functional everyday handbags and spacious carriers, there's a bag to suit every outfit and occasion. Projects include: evening bag clutch bag messenger bag retro handbag knot bag duffel bag backpack tote beach bag

MAPPING the CATACOMBS Matthew Madsen 2020-11-05 A Pencil & Paper Catacomb Crawl for One Adventurer. NOT INCLUDED: Two Six-Sided Die and a Coin. HOW TO GET THERE: Between the gravestones and beneath the watchful boughs. BE PREPARED: Few who enter return. LIGHT the WAY: Safe travels, friend. Lead your party deep into the catacombs in search of rumored treasures. Confusion and danger lie around every corner - can you make it out alive?

Monsters of the Deep Thomas Helm 1962 Lore and legends of sea monsters, discussing the possibility of their existence.

Master Wolf Rose Estes 1988

Eldritch Tales H.P. Lovecraft 2011-07-21 Following on from the phenomenal success of NECRONOMICON comes ELDRITCH TALES. Howard Phillips Lovecraft died at the age of 47, but in his short life he turned out dozens of stories which changed the face of horror. His extraordinary imagination spawned both the Elder God Cthulhu and his eldritch cohorts, and the strangely compelling town of Innsmouth, all of which feature within these pages. This collection gathers together the rest of Lovecraft's rarely seen but extraordinary short fiction, including the whole of the long-out-of-print collection FUNGI FROM YOGGOTH. Many of these stories have never been available in the UK! Stephen Jones, one

of the world's foremost editors of dark fiction, will complete the Lovecraft story in his extensive afterword, and award-winning artist Les Edwards will provide numerous illustrations for this must-have companion volume to NECRONOMICON.

Hobgoblin John Coyne 2015-09-01 Ancient magic and contemporary horror combine in this tale of a lonely boy's increasing immersion into a sword-and-sorcery fantasy game, Hobgoblin, as the line between nightmare and reality erodes.

Introducing Japanese Popular Culture Alisa Freedman 2018-01-02 Specifically designed for use on a range of undergraduate and graduate courses, *Introducing Japanese Popular Culture* is a comprehensive textbook offering an up-to-date overview of a wide variety of media forms. It uses particular case studies as a way into examining the broader themes in Japanese culture and provides a thorough analysis of the historical and contemporary trends that have shaped artistic production, as well as, politics, society, and economics. As a result, more than being a time capsule of influential trends, this book teaches enduring lessons about how popular culture reflects the societies that produce and consume it. With contributions from an international team of scholars, representing a range of disciplines from history and anthropology to art history and media studies, the book's sections include: Television Videogames Music Popular Cinema Anime Manga Popular Literature Fashion Contemporary Art Written in an accessible style by a stellar line-up of international contributors, this textbook will be essential reading for students of Japanese culture and society, Asian media and popular culture, and Asian Studies in general.

Soul-Strung Rachel Hobbs 2021-11-02 Battle-worn Ruby is

putting her darkest days behind her, and where better to start again than the bustling Callien city? Too good to be true, when the demon of her past comes crashing back into her life, the warning he carries with him leaves it in pieces. Where Drayvex goes, chaos and mayhem trail in his wake. And she's bound to him tighter than ever before. Scheming Drayvex has been busy: chasing the demon turned traitor from world to world, keeping furtive tabs on the girl with a piece of his soul; oh, and running a demon empire. Concerned Ruby will be discovered alive, he enlists her on a hunt for the lapis temporis, an object that can quite literally turn back time, to fix old mistakes and kill their mutual enemy in the past. He's done playing games. Power-starved Saydor is on the run. Converting to his cause one underdog at a time, his eyes and ears are everywhere. You can't kill what you can't find, and Saydor's covert talent is deadly. The bigger you are, the harder you fall. And he's just getting started. But when you're playing for time itself, how do you know when you've been here before?

Table Fables Madeline Hale 2017-02-02 Do you play Dungeons and Dragons, Pathfinder or some other obscure brand of fantasy tabletop role-playing game? Do you enjoy lists of magical items, fantastical weapons, dubious potions and fascinating books? Do you tire of your players asking difficult questions, like 'what is in the dead guy's pocket?' or 'what is on this tavern's menu?' or other such wearisome inquiries concerning details you had no time to prepare for? Well, then this is the book for you. Table Fables is filled over eighty illustrated pages of lists and generators designed to be useful to game masters, young and wizened alike.

Fantasy Art Techniques Boris Vallejo 1985 In a

captivating, behind-the-scenes look into the creative process of a fantasy artist, renowned artist Boris Vallejo discusses in depth the techniques of a personal style that has placed him among the leading international fantasy and science fiction artists of today. 91 color images; 32 line drawings.

Drakonheim City of Bones Matthew Hanson 2017-07 To save the city from disaster, Drakonheim made a deal with a cabal of necromancers. Now this cabal, the Gray Society, holds the real power in the city. Drakonheim is a fantasy city full of intrigue and surrounded by dangers. Goblins dwell in the sewers, undead walk the streets, and aristocrats scheme for greater power. Hobgoblins ride across the northern plains, lizardfolk rule the southern swamps, and all manner of monsters hunt in the western mountains. Drakonheim is a system-free setting; you can use it with any fantasy roleplaying game. It can serve as a quick stopping point, or as the center of an entire campaign.

Ogre Miniatures Steve Jackson 1992-10-01

Fabulous and Famous Michelle Woodworth 2021-11-07 This inspiring story encourages children to learn that they are special - just as they are

Apollo 11 Flight Plan National Aeronautics and Space Administration 2019-05-02 The original "final edition" of the Apollo 11 flight plan, restored and reprinted for the 50th Anniversary of the moon landing that took place in 1969.

Mister Miracle Tom King 2019-02-19 From Hugo Award-winning writer Tom King and artist Mitch Gerads, the team behind THE SHERIFF OF BABYLON, comes an ambitious new take on one of Jack Kirby's most beloved New Gods in MISTER MIRACLE! One of the best-reviewed series of the year and already a classic in the making, this Mister

Miracle is magical, dark, intimate and unlike anything you've read before. Scott Free is the greatest escape artist who ever lived. So great, he escaped Granny Goodness' gruesome orphanage and the dangers of Apokolips to travel across galaxies and set up a new life on Earth with his wife, Big Barda. Using the stage alter ego of Mister Miracle, he has made quite a career for himself showing off his acrobatic escape techniques. He even caught the attention of the Justice League, who has counted him among its ranks. You might say Scott Free has everything--so why isn't it enough? Mister Miracle has mastered every illusion, achieved every stunt, pulled off every trick--except one. He has never escaped death. Is it even possible? Our hero is going to have to kill himself if he wants to find out. Collects MISTER MIRACLE #1-12.

The Old West Skirmish Wargames John Curry 2017-05-30
These classic rules launched skirmish wargaming in the UK and the North America. They were played in most wargaming clubs on a regular basis. From stage coach robberies to recreations of gunfights from the pages of history, these rules introduced wargaming with individual figures. This edition includes many previously unpublished chapters. These rules have all that is required to recreate the American Wild West on the table top. Bank robberies, saloon brawls, US cavalry actions and the showdown on the main street are made possible. The basic rules are straightforward, but there are many optional chapters that can be used as required. Optional rules include all the glorious detail of the Wild West: Saloon Brawls, Special rules for Indians, The 'Iron Horse' and Frontier towns and for playing solo games In addition to the full set of original rules, this edition includes extra chapters on various

scenarios and campaigns The History of Wargaming Project aims to document the development of wargaming.

Champions Powers Steven S Long 2019-05-08 There are thousands of possible superpowers that a hero or villain could have - and you'll find them all in *Champions Powers*! If you need to create a *Champions* character quickly and easily, or are looking for inspiration for a character, this book provides you with just what you need. *Champions Powers* includes: -complete descriptions of superpowers in nearly fifty categories, including Acid, Cyberkinesis, Fire/Heat, Gravity, Matter Manipulation, Shape Alteration, Sonic, Time, and Weather -a "power template" for each power, making it easy to determine the basics of a power at a glance, but also including a complete HERO System write-up of the power for copying to a character sheet - multiple versions of most powers, so you can easily tailor a power to suit the character or ability you have in mind - writeups and rules explanations both for common superpowers (fire blasts, teleportation, force fields) and for unusual powers such as bodyjacking, inertia alteration, reflex copying, and power transference Whatever type of character you have in mind, *Champions Powers* has plenty of ideas and options to make him even better!

Dungeon Master's Screen Wizards of the Coast 2002-02
Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This *Forgotten Realms* accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Star Wars Paper Models Bill Scollon 2021-10-26 This keepsake book includes pieces to build 25 detailed paper models of Star Wars vehicles from across all 9 episodes

of the Skywalker saga! Each model also has a corresponding trading card that includes captivating information about each vehicle. This combination model kit and keepsake book will take you on an adventure through the entire Skywalker saga. Inside, you'll find beautifully illustrated and highly detailed punch-out pieces and step-by-step instructions for constructing 25 iconic Star Wars vehicles, including the Millennium Falcon, a TIE fighter, and an X-wing. A collectible keepsake fact book contains fascinating story synopses and vehicle details, so you'll discover little-known tidbits about each vehicle as you build the models. Each vehicle also comes with a collectible trading card. Star Wars fans across the spectrum will enjoy assembling and displaying this collection of replica vehicles from a galaxy far, far away.

Oodles and Oodles of Monster Doodles Dzingeeek 2021-01-20 Do you have a little one that loves silly monsters? Or maybe you need a little light-hearted coloring therapy yourself? This super-fun coloring book has oodles and oodles of silly (never scary!) monster coloring doodles to keep hands busy and imagination flowing! Oodles & Oodles of Monster Doodles Coloring Book Features: 30 fun and silly 8.5 x 11 coloring pages One-sided prints so colors won't bleed through High-quality, original illustrations Family-friendly. No scary monsters here! Hours of entertainment!

The Ancient Track H. P. Lovecraft 2013-08 The publication in 2001 of "The Ancient Track: The Complete Poetical Works of H. P. Lovecraft" was a landmark. For the first time, all of Lovecraft's 500 or more poems-including hundreds of Christmas greetings, untitled poems, fragments, and poems embedded in his published and unpublished letters-were gathered in accurate texts,

with critical commentary and full bibliography. Since that time, a dozen or more poems or poetic fragments have been discovered by scholars and researchers, and this new edition prints these items along with several other works of interest. Poems that Lovecraft revised for various authors are included, along with (where extant) the original poems that served as the basis for the revisions. The original versions of poems by Ovid, Horace, and other classical poets that Lovecraft translated are provided. And the commentary and bibliography have been thoroughly revised and updated. It can well be said that this second edition of "The Ancient Track" is the definitive collection of Lovecraft's entire poetic output. It has been edited by S. T. Joshi, a leading authority on Lovecraft and the editor of Lovecraft's collected fiction, revisions, essays, and letters.

Dragon Magazine Annual Torah Cottrill 2009 This book collects the best "Dragon" magazine content from the past year into one easy-to-reference source.

Wings of Icarus Raymond King Cummings 2022-08-16 DigiCat Publishing presents to you this special edition of "Wings of Icarus" by Raymond King Cummings. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature.

Champions Steven S Long 2019-04-29 Champions, the world's greatest superhero roleplaying game! Champions 6th Edition for the HERO System is the ultimate guide to creating heroes, having superheroic adventures, and

creating superhero campaigns. Soar through the skies, fight villains, and save humanity from all kinds of fiendish menaces!

SaGa Frontier 2 Official Strategy Guide Dan Birlaw 2000 BradyGames-SaGa Frontier 2 Official Strategy Guide features a detailed listing of all Weapon and Spell Arts. Complete coverage of Gustave and Wil's Walkthroughs. Full Color Area Maps, Coverage of all Side Quests, and an extensive bestiary is included.

Gurps 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 orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

Deep Sea Moon Molly Harrison 2018-03-26 Deep Sea Moon Mermaid Sketchbook/Journal notebook is filled with 60 blank, unruled pages for you to draw, doodle, and write. Perfect gift for any mermaid lover! Please visit www.mollyharrisonart.com for more information about Molly and her art!