

The Shield Maiden A Foreworld SideQuest The Foreworld Saga

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Relics, Wrecks and Ruins Aiki Flinthart 2021-01-31 Futures and Pasts, Fearless and Frightening. This is a must-read collection for all fans of sci-fi, fantasy, and horror. A celebration of legacy and endurance. Bizarre remains of a lost civilisation emerge from the ice. The ghosts of a drowned town wait to be awakened. A witch with a dragon problem. What Elvis will do to protect his fellow artists from annihilation. An ancient spaceship carries the last, fragmented memories of Earth. Broken souls of the dead are passed on to the new-born. These and many more tales showcase the hopes, remnants, and fears of humanity. Having been diagnosed with terminal cancer, Aiki Flinthart reached out for works from as many of her favourite authors as would answer the call. And many did. Between these pages you'll find stories by some of the world's best science fiction, fantasy, and horror writers. Find new favourite authors and re-join old friends. Their fabulous works are threads woven with a sure hand into a tapestry of the weird, the worrying, and the wonderful that make up mankind. Grab a copy of Relics, Wrecks, and Ruins today. You'll also help fund a mentorship for emerging authors. Review: "The deep messages of this anthology make the very bones hum. Taloned onto the page by resistance and vision, these stories invite us to witness how sacrifice crafts wisdom, and how wisdom opens doors for the next generation." L.E. Daniels, author of *Serpent's Wake: A Tale for the Bitten* Rich, varied, and bittersweet, this anthology is a fitting and triumphant salute to Aiki Flinthart's dauntless spirit and irrepressible moxie" - Geneve Flynn, co-editor of *Black Cranes: Tales of Unquiet Women*

Deceived: Star Wars Legends (The Old Republic) Paul S. Kemp 2011-03-22 The second novel set in the Old Republic era and based on the massively multiplayer online game *Star Wars®: The Old Republic™* ramps up the action and brings readers face-to-face for the first time with a Sith warrior to rival the most sinister of the Order's Dark Lords—Darth Malgus, the mysterious, masked Sith of the wildly popular “Deceived” and “Hope” game trailers. Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace would transform him into something far more heinous—something Malgus would never want to be, but cannot stop, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. And now she's going to find out what happened to him, even if it means breaking every rule in the book. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Diaries of a Dwarven Rifleman Michael Tinker Pearce 2013-02-26 Engvyr's father gave up on the miner's life to move the family back to their ancestral home in the far north. But the journey is fraught with perils the young dwarf has never imagined, and when tragedy casts him in the role of hero, well, what's a dwarf to do? The events of that fateful journey have shaped and ruled his life, but now Engvyr wants nothing more than to make a place for himself, perhaps settle down and raise a family. But when a new enemy rises in the North he finds himself at the center of the conflict, with not merely the freedom of his people but the fate of all of humanity hanging in the balance... and the habit of heroism is a hard one to break. In *Diaries of a Dwarven Rifleman* magic, science and technology work hand-in-hand to create a new kind of fantasy world, where the character, life and relationships of an ordinary dwarf can steer the course of history and save a world.

Cimarronin Charles C. Mann 2015-10-06 Originally published as *CIMARRONIN: A SAMURAI IN NEW SPAIN #1-3* and *CIMARRONIN: FALL OF THE CROSS #1-3*.

Reign of Winter Adam Daigle 2013-05 Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh world in Golarion's solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world? Continuing the *Reign of Winter Adventure Path*, *The Frozen Stars* is a *Pathfinder Roleplaying Game* adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the *Pathfinder's Journal* by Kevin Andrew Murphy.

The Philippines is Not a Small Country Gideon Lasco 2020

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition James Jacobs 2020-03-10 *Pathfinder's* classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town—and perhaps all of Varisia. The *Rise of the Runelords Adventure Path* begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the *Pathfinder Roleplaying Game* rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

Serialization in Popular Culture Rob Allen 2014-05-23 From prime-time television shows and graphic novels to the development of computer game expansion packs, the recent explosion of popular serials has provoked renewed interest in the history and economics of serialization, as well as the impact of this cultural form on readers, viewers, and gamers. In this volume, contributors—literary scholars, media theorists, and specialists in comics, graphic novels, and digital culture—examine the economic, narratological, and social effects of serials from the nineteenth to the twenty-first century and offer some predictions of where the form will go from here.

Earth Thirst Mark Teppo 2013-01-08 The Earth is dying. Humanity – over-breeding, over-consuming – is destroying the

very planet they call home. Multinational corporations despoil the environment, market genetically modified crops to control the food supply, and use their wealth and influence and private armies to crush anything, and anyone, that gets in the way of their profits. Nothing human can stop them. But something unhuman might. Once they did not fear the sun. Once they could breathe the air and sleep where they chose. But now they can rest only within the uncontaminated soil of Mother Earth—and the time has come for them to fight back against the ruthless corporations that threaten their immortal existence. They are the last guardians of paradise, more than human but less than angels. They call themselves the Arcadians. We know them as vampires. . . . Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

Beautiful Canvas Ryan K Lindsay 2018-03-13 Beautiful Canvas is the smash hit warped crime miniseries about Lon Eisley discovering the similarities and differences between her job as a hitwoman and her new role as a mother-to-be when she finds out her girlfriend is pregnant. Collects issues 1-4.

Lord of the North (Diaries of a Dwarven Rifleman - Book 2) Michael Pearce 2018-06-06 The sequel to 'Diaries of a Dwarven Rifleman- The Baasgarta's capitol has fallen but the war is far from over. Tens of thousands of enslaved dwarves remain in the north waiting to be liberated. Meanwhile Engvyr must come to grips with his new title and job, not the least of which is figuring out what exactly that job entails. It's all very well to be named the Lord Warden of the North, but no one seems to know exactly what he is supposed to be doing. Meanwhile in the nearby human-controlled port city-state of Taerneal something is going on- something involving the Dwarves. But the City Council is resistant, and there is more afoot than it appears. Before long Engvyr must intervene directly, though it means he could potentially find himself facing a war on two fronts. Add to this the dwarven regiments are having their own issues, chief among them trying to figure out where the Baasgarta have gone... It's a mess all around, but one thing is becoming increasingly clear... whatever is going on it's worse than they think.

Otherland: River of Blue Fire Tad Williams 1999-09 A group of unlikely heroes goes up against the ruthless Grail Brotherhood, who are exploiting Earth's children

Dragonking of Mystara Thorarinn Gunnarsson 1995 Establishing a shaky peace with the dragons, Dragonlord Thelvyn Fox Eyes is distraught when they attempt to use him as a pawn and weapon against their enemies in a new plot for power, which he fears will spark another war. Original. 100,000 first printing.

The Red Knight Miles Cameron 2013-01-22 Miles Cameron weaves an epic tale of magic and mercenaries, war and depravity, politics and intrigue in this action-packed debut fantasy The Red Knight. Twenty eight florins a month is a huge price to pay, for a man to stand between you and the Wild. Twenty eight florins a month is nowhere near enough when a wyvern's jaws snap shut on your helmet in the hot stink of battle, and the beast starts to rip the head from your shoulders. But if standing and fighting is hard, leading a company of men -- or worse, a company of mercenaries -- against the smart, deadly creatures of the Wild is even harder. It takes all the advantages of birth, training, and the luck of the devil to do it. The Red Knight has all three, he has youth on his side, and he's determined to turn a profit. So when he hires his company out to protect an Abbess and her nunnery, it's just another job. The abby is rich, the nuns are pretty and the monster preying on them is nothing he can't deal with. Only it's not just a job. It's going to be a war. . . If you're a fan of Mark Lawrence, John Gwynne, or Brian McClellan you won't want to miss out on this intricate, epic debut fantasy.

Rage of Angels Michael Tinker Pearce 2014-08-19 The end of the world is just the beginning. Earth has suffered a devastating attack by an unknown force of extraterrestrial origin, wiping out a civilization ten thousand years in the making in one day. Who are they, and why have they come? The survivors include Char Nelson and her team of powered combat armor 'Jockeys, ' Nathan Bradley, a soldier who fights at the side of an alien of our own making and Arlan Moncrieffe, and analyst that must determine what our attackers want... and how to stop them. Together they will fight a guerrilla war against their technologically superior adversaries in the vain hope of driving them off before they can strip the world of life. But they are doomed to fail unless they can find a way to strike directly against the aliens, unassailable in their fortress-mothership orbiting high above the earth

Cocktail Time P.G. Wodehouse 2009-03-26 A classic novel about Uncle Fred, the Earl of Ickenham by P.G. Wodehouse, the great comic writer of the 20th century. Frederick, Earl of Ickenham, remains young at heart. So his jape of using a catapult to ping a silk top hat off his grumpy half-brother-in-law is nothing out of the ordinary - but the consequences abound with possibilities. 'A cavalcade of perfect joy.' - Caitlin Moran Sunlit perfection... Bask in its warmth and splendour. - Stephen Fry 'The best English comic novelist of the century.' - Sebastian Faulks 'The greatest chronicler of a certain kind of Englishness' - Julian Fellowes

Robin's Laws of Good Game Mastering Robin D. Laws 2002-02-01 Fantasirollespil.

The Medieval Sword in the Modern World Michael Tinker Pearce 2013-01-03 THE MEDIEVAL SWORD IN THE MODERN WORLD: An examination of the renaissance of the Medieval Sword "The Medieval Sword in the Modern World" is an in-depth look at reproduction swords and other medieval edged weapons in the 21st century. With over 100 pages of information and photographs of the work of some of today's leading sword-makers and manufacturers. Whether you are just beginning your acquaintance with the medieval sword or are an experienced collector or martial artist this book provides valuable information about the different types of swords, their manufacture, details of what to look for in a good sword and much more. The 2nd edition expands on the text of the original book with new information, new sword types and a new chapter on Viking Era swords and Saxons! Additionally the original images have largely been replaced with hi-resolution images and the work of several additional makers is included as well!

Curse of Strahd Wizards RPG Team 2016-03-15 Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came - all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

War of the Burning Sky 5e #1 Ryan Nock 2018-05-24 Witness the mighty and terrible face of war in a world of magic! A critically acclaimed high fantasy adventure path for 5th Edition from veteran authors such as Ari Marmell (Heroes of Horror, Tome of Magic), Wolfgang Baur (Editor DUNGEON(r) Magazine 1992-1995), Wil Upchurch (Midnight(r), Champions of Ruin) and Darrin Drader (Book of Exalted Deeds, Serpent Kingdoms). The dramatic beginning of the War of the Burning Sky Campaign Saga, The Scouring of Gate Pass kicks off a war of epic proportions as a mighty magical empire marches for conquest. Their first stop is the vital mountain road through the city of Gate Pass, where the PCs, not yet aware of the

role they will play in the coming conflict, lie in the path of a military juggernaut. As Gate Pass falls under attack, the heroes are tasked with delivering critical intelligence out of the city and to a distant safe haven. First, though, they must deal with agents of the invading empire, spies from other nations, avaricious bounty hunters, and deadly inquisitors. The information they carry may decide the fate of this conflict, the War of the Burning Sky. Welcome to the first adventure in the War of the Burning Sky Campaign Saga. Throughout the course of the campaign saga, a party of heroes will become involved in an escalating war between mighty magical nations, and after many adventures, military battles, and mysterious intrigue, it will be up to them to decide who will emerge victorious and rule in the aftermath. The Scouring of Gate Pass is the first adventure in the critically acclaimed 12-part War of the Burning Sky adventure path! As the Ragesian Army marches upon the neutral city of Gate Pass, you must retrieve vital war intelligence from a spy and deliver it to the distant wizards' school of Lyceum. But first you must find a way out of the besieged city before it falls and the inquisitors, Ragesia's infamous mage-hunting clerics, find you. Can you survive The Scouring of Gate Pass? A fantasy adventure for 3rd-level characters.

William Shakespeare's The Jedi Doth Return Ian Doescher 2014-07-01 The New York Times Best Seller Experience the Star Wars saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from C3PO to Admiral Ackbar. Prithee, attend the tale so far: Han Solo entombed in carbonite, the princess taken captive, the Rebel Alliance besieged, and Jabba the Hutt engorged. Alack! Now Luke Skywalker and his Rebel band must seek fresh allies in their quest to thwart construction of a new Imperial Death Star. But whom can they trust to fight by their side in the great battle to come? Cry "Ewok" and let slip the dogs of war! Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of Star Wars and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars galaxy. Frozen heroes! Furry creatures! Family secrets revealed! And a lightsaber duel to decide the fate of the Empire. In troth, William Shakespeare's The Jedi Doth Return has it all!

Paratextualizing Games Benjamin Beil 2021-11-30 Gaming no longer only takes place as a >closed interactive experience< in front of TV screens, but also as broadcast on streaming platforms or as cultural events in exhibition centers and e-sport arenas. The popularization of new technologies, forms of expression, and online services has had a considerable influence on the academic and journalistic discourse about games. This anthology examines which paratexts gaming cultures have produced - i.e., in which forms and formats and through which channels we talk (and write) about games - as well as the way in which paratexts influence the development of games. How is knowledge about games generated and shaped today and how do boundaries between (popular) criticism, journalism, and scholarship have started to blur? In short: How does the paratext change the text?

Black Beacon Ryan Lindsay 2022-08-16 There's an intergalactic space station out there bigger than our solar system where wants everyone to come along and meet up. The beacon made it sound like a utopia, but what Niko finds upon her arrival is a lawless expanse where everyone is out for themselves and she's so late she doesn't even have a seat at the table. A story of survival, truth, and experience lies in front of Niko if she can figure out who to trust and what to do before the secret of her journey catches up with her.

Pathfinder: Rise of the Runelords, Part 2 Richard Pett 2007-10-01 The Rise of the Runelords Adventure Path continues with the second adventure: "The Skinsaw Murders." A sudden string of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem. Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic.

Katabasis Joseph Brassey 2013 With the death of the fearsome Ögedei Khan, the Mongol invasion of the West has been brought to an abrupt halt. The defenders, a band of brave warrior monks known as the Shield-Brethren, limp homeward again across a frozen, bloodied wasteland. But where--and what--is "home" now that the threat of invasion no longer shapes their lives? Thirteenth-century Europe has been saved from annihilation at the hands of the Mongols, to be sure, but new and terrible threats are at hand: political and religious turmoil threaten to turn the warriors' world upside down once more. Painted against a rich backdrop of medieval mysticism and Russian folklore, Katabasis weaves together the tales of victor and victim alike in a fearless exploration of what it means not just to survive, but to truly live again.

A Dead Man in Malta Michael Pearce 2016-09-15 Malta, 1913, and hot air balloons hover over the Grand Harbour. One of them comes down in the water but no one is hurt - except that the balloonist dies later when taken into the Naval Hospital for a check-up. But he is not the only one who had died there unexpectedly, as a letter to The Times points out, and a special investigator, Seymour of the Foreign Office, is sent out from London to find out what is going on. For in 1913 Malta is still a British protectorate, governed by the British; indeed, with its red postboxes, English beer and English language it seems like an exotic Little Britain. But the rumblings of war are reaching out to that small island in the Mediterranean and many of the old Maltese families are becoming divided in their loyalties: at the same time staunchly supportive to the British and yet starting to question Malta's subordinate status and wondering whether the time has come to strike out an independent path for themselves. So the letter to The Times has touched a raw nerve, as Seymour soon finds out: is it a critique of bad nursing practises? Or is there a different, more sinister explanation to these sudden deaths? Praise for Michael Pearce's A Dead Man in . . . series 'The steady pace, atmospheric design, and detailed description re-create a complicated city. A recommended historical series' Library Journal 'Sheer fun' The Times 'His sympathetic portrayal of an unfamiliar culture, impeccable historical detail and entertaining dialogue make enjoyable reading' Sunday Telegraph

The Mongoliad Neal Stephenson 2013-02-26 The conclusion of the epic adventures of the Shield-Brethren.

Sidequest Adventures Mark Teppo 2013-08-27 For the first time, these three stand-alone SideQuest adventures, set in the alternate history world of the popular Foreworld Saga, are collected in a single volume! The Beast of Calatrava, by Mark Teppo, is an intriguing alternate history tale in which both a battle-scarred former knight with a blood-soaked history and a monk with a mysterious past face the encroaching Templar crusade and the war coming to Iberia. In The Shield-Maiden, by Michael "Tinker" Pearce and Linda Pearce, a headstrong and skilled young Viking woman struggles through the stigmas of her time to claim her spot among the fiercest of fighters. The Lion in Chains, by Angus Trim and Mark Teppo, is a visionary adventure in which the legendary Robin Hood joins forces with a clandestine order of warrior monks to rescue the kidnapped King Richard the Lionheart.

Heraclix and Pomp Forrest Aguirre 2014-09-18 Heraclix was dead and Pomp was immortal. That was before Heraclix's reanimation (along with the sewn-together pieces and parts of many other dead people) and Pomp's near murder at the hands of an evil necromancer. As they travel from Vienna to Prague to Istanbul and back again (with a side-trip to

Hell), they struggle to understand who and what they are: Heraclix seeks to know the life he had before his death and rebirth, and Pomp wrestles with the language and meaning of mortality. As they journey across a land rife with revolution and unrest, they discover that the evil necromancer they thought dead might not be so dead after all. In fact, he might be making a pact to ensure his own immortality . . .

Stories That Need to Be Told 2020 Michael Pearce 2020-10-14 Stories That Need to Be Told 2020 is TulipTree's sixth annual collection of contest winners featuring diverse voices, unique viewpoints, and great stories. This year's winners include grand prize recipient Michael Pearce and merit winners Ron L. Dowell (love), Jim Gish (humor), Doug Marrin (depth), Mario René Padilla (passion), and Alan N. Whelan (bonus). The 30 stories in this anthology comprise a range of voices and experiences that aim to give readers new and different perspectives on their fellow humans. Additional contributors/honorable mentions: Laura Holman, Theo Johnston, Andrew W. Jones, Kimberly A. Werner, Ross Berger, Oak Morse, Elizabeth Argelia Leonard, Arthur M. Dowejko, Erica G. Craig, Thomas Darlington, Marina Dathyn, Howard Isaac Williams, Lesley Bannatyne, Geoffrey K. Graves, Richard D. Key, Emily Nichol, Holly C. Tabor, Karen Gregory, Jacob Wratten, Stephanie Anderson, R.C. Goodwin, Sharon E. Svendsen, Meli Broderick Eaton, and Rosie Cohan. Learn more at www.tuliptreepub.com.

A Torn Paige L. Rose 2019-10-29 One, two, things are changing for you. Three, four, monsters at your door. Five, six, no one could predict. Seven, eight, you learn they're your mates. Nine, ten, it's time to fight again. Paige Alice has changed, but she's not sure if that's a good or bad thing. The good. Four annoying and different types of men, who she trusts with her life. A scary but faithful sidekick, and of course, her crazy family. The bad. . . Everything else.

Siege Perilous E. D. deBirmingham 2014-01-28 The Medieval forces of fate confront the forces of fear at Montsegur with Christendom at stake.

Final Fantasy XV Piggyback 2016-09-30

Death of a Red Heroine Qiu Xiaolong 2011-12-08 Now a BBC Radio 4 Drama Series. Shanghai in 1990. An ancient city in a country that despite the massacre of Tiananmen Square is still in the tight grip of communist control. Chief Inspector Chen, a poet with a sound instinct for self-preservation, knows the city like few others. When the body of a prominent Communist Party member is found, Chen is told to keep the party authorities informed about every lead. Also, he must keep the young woman's murder out of the papers at all costs. When his investigation leads him to the decadent offspring of high-ranking officials, he finds himself instantly removed from the case and reassigned to another area. Chen has a choice: bend to the party's wishes and sacrifice his morals, or continue his investigation and risk dismissal from his job and from the party. Or worse . . .

How to Talk about Videogames Ian Bogost 2015-11-15 Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In How to Talk about Videogames, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like Flappy Bird, Mirror's Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

Eric Brighteyes Henry Rider Haggard 1891

Tales From the Yawning Portal Wizards RPG Team 2017-04-04 Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. DREAD TALES TOLD IN THE DEAD OF NIGHT When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook, Monster Manual, and Dungeon Master's Guide, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain

The Mongoliad Neal Stephenson 2012 In 1241, warriors try to stop the Mongols from invading Europe; in the nineteenth century, a group of martial artists provide a language expert with lost manuscripts to translate that chronicle their ancestors' thirteenth century battles.

Pac-Man*r Collectibles Deborah Palicia 2002 From its introduction in 1980, Pac-Man has been the favorite of millions of video gamers. In the wake of its popularity has come a stream of Pac-Man products that were gobbled up by its fans. Here are many of the products shown in 415 color photographs with complete descriptions and prices, and covering everything from the games themselves to plush Pac-Man figures, from magazines and puzzles to videos and animation cels.