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Break Today Postmodern Magick Weep Hush Hush The New Inquisition Statosphere Nephilim A Source Book for Mediaeval History The Napoleonic Source Book Sigil & Shadow History of the Franks The Travels and Adventures of the Turkish Admiral Sidi Ali Reïs Fourteen Byzantine Rulers The Chronographia Marvel Heroic Roleplaying The Pirate's Guide to Freeport The Life of ... Constantine [With the Oration of Constantine to the Assembly of Saints and the Oration of Eusebius in Praise of Constantine. Transl.] Last Hero in Scandinavia Polaris Firefly Warfare in Ancient Greece John Dee's Five Books of Mystery Memoirs of the Crusades The Secret History Glorantha Sourcebook The History of English Affairs The Star Wars Sourcebook The First Crusade The Armies of Warlord China 1911-1928 Dragonlance Knightly Orders of Ansalon The King of Tars Shooting the Front On Care to Be Had for the Dead Star Wars the Unknown Regions Book of Vile Darkness Dragons of Krynn Unknown Armies Tales of Zo Burning Shaolin Fundamentals of Molecular Virology, 2nd Edition

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns. Set in a mirror of our own world, Sigil & Shadow is a roleplaying game of urban fantasy and occult horror in which players take on the roles of illuminated heroes and shadowed monsters to face the rising tide of supernatural forces. Ancient nightmares lurk behind the closed doors of board rooms, entities from beyond time prowl the city streets, forgotten rituals are reborn as viral memes. Do you take a stand against the encroaching shadows? Or do you seek their power for yourself? Powered by the highly accessible d00Lite system, Sigil & Shadow focuses squarely on the story rather than the mechanics -- who the characters are and what they do, not how they do it. Easy to adopt to any mythos, campaigns can be built around a wide range of plots, with players taking the role of anything from paranormal investigators and monster hunters to members of occult cabals or secret societies. The setting offered sees a modern world buffeted by the tides of supernatural power, where beings of myth wake from their slumber while modern cults sacrifice to pop-culture gods and ancient cabals pursue their age-old schemes into the digital age. Designed for students learning about viruses for the first time at the undergraduate or graduate level, Fundamentals of Molecular Virology is presented in a style which relates to today's students and professors. This book is also a valuable, up-to-date source of information for graduate students, postdoctoral fellows and research scientists working with viruses. Chapters contributed by prominent virologists were edited to conform to a clear and accessible style. The text provides a thorough presentation of basic and contemporary concepts in virology for a student's first exposure to the field. Fantasirrollespil. [NEPHILIM ROLEPLAYING] In ages past you lived many times. Your slaves built the great pyramid to honor your death; you dies for the sins of Jerusalem; you lost your head suggesting they eat cake. You are Nephilim, demigod, prophet, saint, and magician from the mythic past. Again you incarnate, to continue your ancient struggle for enlightenment, and against the plots of occult societies who seek to enslave you and steal your magic. A BASIC ROLEPLAYING GAME. Experience all of the pulse-pounding action and nail-biting drama of the Marvel Universe at your gaming table. This rulebook includes an operations and hero manuals. China in the 1910s and 1920s was dominated by a succession of military strongmen who fought with each other for the control of the country. Weak central government meant that provincial governors or Warlords and their personal armies were left to fight over the country. The wars that resulted cost millions of civilian deaths and the death of hundreds of thousands of ordinary soldiers. In total a staggering 500 wars were fought over a seventeen year period from 1911 to 1928 starting with the fall of the Qing Dynasty and ending with the victory of the Nationalists in 1928. Some of these conflicts involved a few hundred men on each side, while the larger wars involved up to one million men with tanks, armored trains, and aircraft. This book will, for the first time, show in detail the history of the Armies of Warlord China featuring over 600 rare photographs and illustrations. The book also includes color sections on the uniforms, aircraft and

awards and medals of the Chinese Warlord Armies. With a brief chronological account of the French Revolutionary and Napoleonic Wars to act as a quick reference, the remaining volume provides in sharp detail a survey of the basic capabilities and use of the weaponry of the era, a review of each state's participation in those ongoing conflicts, brief biographical notices of some of the leading military leaders, an update on the development of Napoleonic literature, a glossary of military terms, and a section devoted to miscellaneous facts and figures. "The King of Tars is an early fourteenth-century Middle English poem, a variation on the Constance- tale, celebrating the marriage of a Christian princess to a Muslim sultan and the sultan's conversion to Christianity." -- This complete history of the First Crusade places particular emphasis on using eye witness accounts of the happenings as its source. Author August Krey notes that the eye witness accounts written during the time of the Crusades were really the first time since the fall of the Roman Empire that we derived information about life, societal culture and norms in the Middle Ages in Europe. Krey uses this influx of writings to construct an accurate and detailed history of the origins and happenings of the First Crusade. "A Source Book for Mediæval History" by Oliver J. Thatcher, Edgar Holmes McNeal. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format. Keep Flyin'! Prepare for thrilling, new adventures in the 'Verse with the Firefly Roleplaying Game! Set six years after the Unification War, the Firefly Roleplaying Game faithfully branches story elements from the popular FOX television series, while simultaneously expanding on the Firefly setting. Powered by the Cortex Plus system, which emphasizes character interaction and story development, this core rulebook features everything you need to venture into the black, including character archetypes, ship stats and creation rules, locations and planetary systems, a detailed Episode guide, story hooks, and more. Freeport is Green Ronin's signature city setting and has been home to thousands of RPG campaigns since its launch in 2000. Classic fantasy elements, cruel-hearted pirates and Lovecraftian horror come together in the rum-fueled metropolis known as the City of Adventure. Now a new era is beginning. The Pirate's Guide to Freeport is the definitive new sourcebook for the City of Adventure, set 5 years after the events of the original Freeport trilogy. This is a pure setting book, focusing entirely on the people, places, politics, and perils of Freeport and containing no game statistics of any kind. The Pirate's Guide to Freeport can thus be used with any fantasy RPG and Green Ronin will be providing companion products for popular systems like True20 and d20. It is a history of the Byzantine emperors during the century leading up to Psellos' own time. It covers the reigns of fourteen emperors and empresses, beginning with the almost 50-year-long reign of Basil II, the "Bulgar-Slayer" (976–1025), and ending some time during the reign of Michael VII Doukas (1071–1078). Unlike most other historiographical works of the period, it places much more emphasis on the description of characters than on details of political and military events. It also includes very extensive autobiographical elements about Psellos' political and intellectual development, and it gives far greater weight to those periods when Psellos held an active position in politics, giving the whole work almost the character of political memoirs. It is believed to have been written in two parts. The first covers the emperors up to Isaac I Komnenos. The second, which has a much more strongly apologetic tone, is in large parts an encomium on Psellos' current protectors, the emperors of the Doukas dynasty. The History of English Affairs, covering the years 1066-1197, was written at the close of the twelfth century and has been described as being "both in substance and in form ... the finest historical work left to us by an Englishman of the twelfth century" (The Dictionary of National Biography). The author's critical ability, gifts of acute observation, clear judgment and tolerant impartiality justify his high reputation as an original authority. Book Two covers the years 1154-1175, and incorporates the murder of Thomas Becket in Canterbury Cathedral, the capture of the King of Scots at Alnwick, and the first subjugation of Ireland by the English. It also documents the career of Nicholas Breakspear, the only Englishman to become Pope. Fantasirollespil. This is a reproduction of a book published before 1923. This book may have occasional imperfections such as missing or blurred pages, poor pictures, errant marks, etc. that were either part of the original artifact, or were introduced by the scanning process. We believe this work is culturally important, and despite the imperfections, have elected to bring it back into print as part of our continuing commitment to the preservation of printed works worldwide. We appreciate your understanding of the imperfections in the preservation process, and hope you enjoy this valuable book. Gloranthan History, Myths, and Culture source book for RPGs. Hey, consumer -- have some fries with your universal transcendence! The bizarre occult conspiracy known as Mak Attax wants to upsize your soul, one fast-food burger at a time, until we all go dancing out the doorways of the luminous clown's thousands of mystically aligned restaurants and into a bold new future of magickal enlightenment. The men and women of Mak Attax are dreamers, cranks, agitators, crackpots, idealists, saboteurs, poseurs, fanatics, and everything in between. The rest of the Occult Underground thinks they're either complete losers or the most dangerous threat the world has ever faced. But no matter what the Maks hang tough, wash their hands regularly, and serve up a value meal of mojo

their way. Contents include: The Mak Attax Story - Major GMCs - Assorted Crews - New Artifacts - New Rituals - New Archetypes - Four New Magick Schools: Anagram Gematria, Plutophagy, Herpemancy, and Geomancy - Rules for Familiars - Scenario Hooks - And 100% Pure Canola Oil. The pre-eminent study of First World War aerial photography and reconnaissance. The world above ground has become uninhabitable, humankind was forced to flee from the surface and find shelter in the seas. They are now trying to survive in this hostile environment, dealing with the species' degeneration, perpetual wars, monsters and very limited resources. And there is this great mystery that prevails: the Polariss Effect... From the publishers of the Pathfinder RPG's French edition comes POLARIS, an exciting post-apocalyptic sci-fi RPG, now in English! Take part in the political intrigues, action, exploration and the quest to survive. An all new and revised english version with over 400 full-color pages, split in two books that are sold in a slip case. Core Rulebook : 1 280 page, hardcover, full-color * The World of the Deep - Setting * Character Creation * Game System Core Rulebook : 2 208 page, hardcover, full-color * Technology & Equipment * Creatures * Advanced Rules * Quickstart Adventure Explore the uncharted reaches of the Star Wars® galaxy. Far from the cityscape of Coruscant, beyond the fringe planets of the Outer Rim, lies a vast region of space called the Unknown Regions. The Unknown Regions are mysterious and uncharted. They are home to strange aliens, violent slavers, and the forgotten remnants of ancient civilizations that have lived in isolation for eons. This sourcebook gives players and Gamemasters everything they need to run and play in campaigns featuring scouts, exploration, and adventure in the uncharted reaches of the Star Wars galaxy. The Unknown Regions allows Gamemasters to take their existing campaigns in bold new directions, or this book can be used to jumpstart a new campaign that focuses on exploring the unknown. Once Upon a Time, in the Zantabulous Land of Zo. . . Hunters face vindictive fairies, Living Confections and Talking Animals roam the land, witches cast curses to thwart True Love, and heroes of every stripe confront the Gray Wind, Death-on-Four-Legs -- Shaykosch, the Wolf-King. Will they find the Happily Ever Afters that they seek? Turn the page and see! Uncanny Books is proud to present a collection of original fairy tales based on the setting and characters initially developed in Chad Underkoffler's Zorcerer of Zo role-playing game, published by Atomic Sock Monkey Press. Despite being retold again and again, something about fairy tales always remains fresh and new, uniting the ordinary and the extraordinary in wonder. This volume includes fairy tales from authors such as: Andrew Byers Michaelbrent Collings Michael Hill Scott Kane Chad Underkoffler Jon Zeigler Come, enter the Tales of Zo, and follow the zantabulous journeys within! The book, On care to be had for the dead, I wrote, having been asked by letter whether it profits any person after death that his body shall be buried at the memorial of any Saint. The book begins thus: Long time unto your Holiness, my venerable fellow bishop Paulinus. This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant. This chronicle of the Byzantine Empire, beginning in 1025, shows a profound understanding of the power politics that characterized the empire and led to its decline. Discovered in a hidden compartment of an old chest long after his death, the secret writings of John Dee, one of the leading scientists and occultists of Elizabethan England, record in minute detail his research into the occult. Dee concealed his treatises on the nature of humankind's contact with angelic realms and languages throughout his life, and they were nearly lost forever. In his brief biography of John Dee, Joseph Peterson calls him a "true Renaissance man" detailing his work in astronomy, mathematics, navigation, the arts, astrology, and the occult sciences. He was even thought to be the model for Shakespeare's Prospero. All this was preparation for Dee's main achievement: five books, revealed and transcribed between March 1582 and May 1583, bringing to light mysteries and truths that scholars and adepts have been struggling to understand and use ever since. These books detail his system for communicating with the angels, and reveal that the angels were interested in and involved with the exploration and colonization of the New World, and in heralding in a new age or new world order. While Dee's influence was certainly felt in his lifetime, his popularity has grown tremendously since. His system was used and adapted by the Hermetic Order of the Golden Dawn, and subsequently by Aleister Crowley. This new edition of John Dee's Five Books of Mystery is by far the most accessible and complete published to date. Peterson has translated Latin terms and added copious footnotes, putting the instructions and references into context for the modern reader. Warfare in Ancient Greece assembles a wide range of source material and introduces the latest scholarship on the Greek experience of war. The author has carefully selected key texts, many of them not previously available in

English, and provided them with comprehensive commentaries. For the Greek polis, warfare was a more usual state of affairs than peace. The documents assembled here recreate the social and historical framework in which ancient Greek warfare took place - over a period of more than a thousand years from the Homeric Age to Alexander the Great. Special attention is paid to the attitudes and feelings of the Greeks towards defeated people and captured cities. Complete with notes, index and bibliography, Warfare in Ancient Greece will provide students of Ancient and Military History with an unprecedented survey of relevant materials

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