

## Fantastic Locations Fields Of Ruin D D Accessory

Now a New York Times and USA Today bestseller! Winner of Best Science Fiction in the 2020 Goodreads Choice Awards! To Sleep in a Sea of Stars is a brand new epic novel from #1 New York Times bestselling author of Eragon, Christopher Paolini. Kira Navárez dreamed of life on new worlds. Now she's awakened a nightmare. During a routine survey mission on an uncolonized planet, Kira finds an alien relic. At first she's delighted, but elation turns to terror when the ancient dust around her begins to move. As war erupts among the stars, Kira is launched into a galaxy-spanning odyssey of discovery and transformation. First contact isn't at all what she imagined, and events push her to the very limits of what it means to be human. While Kira faces her own horrors, Earth and its colonies stand upon the brink of annihilation. Now, Kira might be humanity's greatest and final hope . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her

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parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. Contains 64 maps in a handy pocket folder.

The first of an exciting new line of D&D poster map products!

Fantastic Locations: Fane of the Drow features two double-sided poster maps designed for roleplaying and miniatures skirmish play. An accompanying 16-page adventure can be dropped into any campaign. Enemies consist of creatures from various D&D miniatures. Miniatures skirmish scenarios are included for additional play options, written to allow Dungeon Masters to seamlessly integrate D&D Miniatures into the adventure. The two poster maps, which are scaled for tabletop play, can be put together to form the temple of the drow, while the reverse sides feature other fantastic dungeon locations players can explore.

Fantasirollespil.

“Compelling . . . Lower brings to the forefront an unexplored aspect of the Holocaust.” —Washington Post In a surprising account that powerfully revises history, Wendy Lower uncovers the role of German women on the Nazi eastern front—not only as plunderers and direct witnesses, but as actual killers. Lower, drawing on twenty years of archival research and fieldwork, presents startling evidence that these women were more than “desk murderers” or comforters of murderous German men: they went on “shopping sprees” and romantic outings to the Jewish ghettos; they were present at killing-field picnics, not only providing refreshment but also shooting Jews. And Lower uncovers the stories of SS wives with children of their own whose brutality is as

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chilling as any in history. Hitler's Furies challenges our deepest beliefs: women can be as brutal as men, and the evidence can be hidden for seventy years. "Disquieting . . . Earlier books about the Holocaust have offered up poster girls of brutality and atrocity . . . [Lower's] insight is to track more mundane lives, and to argue for a vastly wider complicity." —New York Times "An unsettling but significant contribution to our understanding of how nationalism, and specifically conceptions of loyalty, are normalized, reinforced, and regulated." —Los Angeles Review of Books

The updated edition of the bestselling book that has changed millions of lives with its insights into the growth mindset "Through clever research studies and engaging writing, Dweck illuminates how our beliefs about our capabilities exert tremendous influence on how we learn and which paths we take in life."—Bill Gates, GatesNotes After decades of research, world-renowned Stanford University psychologist Carol S. Dweck, Ph.D., discovered a simple but groundbreaking idea: the power of mindset. In this brilliant book, she shows how success in school, work, sports, the arts, and almost every area of human endeavor can be dramatically influenced by how we think about our talents and abilities. People with a fixed mindset—those who believe that abilities are fixed—are less likely to flourish than those with a growth mindset—those who believe that abilities can be developed. Mindset reveals how great parents, teachers, managers, and athletes can put this idea to use to foster outstanding accomplishment. In this edition, Dweck offers new insights into her now famous and broadly embraced concept. She introduces a phenomenon she calls false growth mindset and guides people toward adopting a deeper, truer growth mindset. She also expands the mindset concept beyond the individual, applying it to the cultures of groups and organizations. With the right mindset, you can motivate

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those you lead, teach, and love—to transform their lives and your own.

A loose-leaf folio of maps for use in any Dungeons & Dragons® campaign. Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. This is the second in a series of folios that will made available over the next year, each of which will contain 64 maps in a handy pocket folder.

Terry Pratchett's profoundly irreverent novels are consistent number one bestsellers in England, where they have garnered him a revered position in the halls of parody next to Mark Twain, Kurt Vonnegut, Douglas Adams, and Carl Hiaasen. In *The Light Fantastic* only one individual can save the world from a disastrous collision. Unfortunately, the hero happens to be the singularly inept wizard Rincewind, who was last seen falling off the edge of the world...

This title features 40 full-color maps of interesting modern locations, valuable to any d20 Modern campaign. Each map comes with adventure hooks and pre-generated supporting characters. Some maps appeared previously in "Polyhedron Magazine," but most are new.

*The Great Gatsby* (1925) is a novel by F. Scott Fitzgerald. Published at the height of Fitzgerald's career as a leading writer of American fiction, *The Great Gatsby* was reviewed poorly by contemporary critics, but has since been recognized as a groundbreaking work for its vision of American decadence and decay. Adapted into several influential films and adored by generations of readers and writers, *The Great Gatsby* is not only Fitzgerald's crowning achievement, but one of the finest novels ever written. Nick Carraway is a young veteran and Yale graduate who moves to New York in search of work. He rents a bungalow on Long Island next door to the extravagant mansion of Jay Gatsby, a

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magnanimous millionaire with a mysterious past. There, he reconnects with his distant cousin Daisy and her husband Tom Buchanan, a flagrant philanderer who brings Nick to the city in order to spend time with Myrtle, his impoverished mistress. Soon, he receives an invitation to a party at the Gatsby mansion, where he gets terribly drunk and meets his neighbor, who swears they served together in the Great War. As time goes by, the two begin a tenuous friendship bolstered by stories of the war and a mutual fondness for alcohol. When Nick discovers that Gatsby and Daisy have a complicated history with one another, he starts to question not only the nature of his neighbor's kindness, but his own desire to make it big in New York. The Great Gatsby is a tragic tale of ambition and romance set in the Roaring Twenties, a decade born from war and lost to economic disaster. With a beautifully designed cover and professionally typeset manuscript, this new edition of F. Scott Fitzgerald's The Great Gatsby is a classic work of American literature reimagined for modern readers.

I could save him, but he would ruin me. The beast. The creature who stalks the forbidden wood. The dragon prince. He has suffered a fate worse than death. We all have. A curse put upon us by the mad king. We are a kingdom locked in time. Shifters unable to feel our animals. Stuck here by a deal between the late king and a demon who seeks our destruction. The only one keeping this kingdom alive is Nyfain, the golden prince to a stolen throne. The last dragon shifter. He's our hope. He's my nightmare. When he catches me trespassing in the forbidden wood, he doesn't punish me with death as he's entitled. He takes me, instead. Forces me back to the castle as his prisoner. Seeks to use me.

Apparently I can save him. I can save the whole forgotten kingdom, locked away by the demon king's power. But it would mean taming the monster beneath his skin. It would

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mean giving myself to him. It would mean my ruin. \_ \_ \_ \_ \_

This is a dark and sexy Beauty and the Beast retelling featuring a strong heroine, a dangerous anti-hero, and a humorous supporting cast. It is a full length novel at 80k words and suitable for 18+. This is the beginning of a trilogy and ends on a cliffhanger.

Two girls, two kingdoms, one destiny...Sibba Hallowtide has never felt like a Fielding.....but fierce loyalty to her mother has always kept her close to home. When tragedy strikes, Sibba suddenly has a chance to leave the Fields in search of independence. But unless she can rescue her brother and return him to his rightful place as chief, the duty of clan leadership will fall onto her shoulders.Rayne Crowheart is not just any rebel.....but the daughter of the Casuin emperor and a trained assassin. She returns home on a mission to kill the crown princess-her own sister-and hand the country over to the rebels. That is, until she makes an unexpected ally who gives her hope there might be another way. A land rife with turmoil, rich in magic and revenge...Sibba wants nothing more than to be free, but her journey to save her brother reveals that instead, her destiny may lie in a land across the sea where a new queen is about to take the throne.When rains fall and tides rise, you must decide on which shore you stand."Amazing! Sheer brilliance! I can't wait for the next one!" - Amazon Reviewer

What a rare mushroom can teach us about sustaining life on a fragile planet Matsutake is the most valuable mushroom in the world—and a weed that grows in human-disturbed forests across the Northern Hemisphere. Anna Lowenhaupt Tsing's account of these sought-after fungi offers insights into areas far beyond just mushrooms and addresses a crucial question: What manages to live in the ruins we have made? The Mushroom at the End of the World explores the unexpected corners of matsutake commerce, where we encounter

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Japanese gourmets, capitalist traders, Hmong jungle fighters, Finnish nature guides, and more. These companions lead us into fungal ecologies and forest histories to better understand the promise of cohabitation in a time of massive human devastation. *The Mushroom at the End of the World* delves into the relationship between capitalist destruction and collaborative survival within multispecies landscapes, the prerequisite for continuing life on earth.

The instant New York Times bestseller! A Wall Street Journal Best Science Book of the Year! A Popular Science Best Science Book of the Year! From a top scientist and the creator of the hugely popular web comic *Saturday Morning Breakfast Cereal*, a hilariously illustrated investigation into future technologies -- from how to fling a ship into deep space on the cheap to 3D organ printing. What will the world of tomorrow be like? How does progress happen? And why do we not have a lunar colony already? What is the hold-up? In this smart and funny book, celebrated cartoonist Zach Weinersmith and noted researcher Dr. Kelly Weinersmith give us a snapshot of what's coming next -- from robot swarms to nuclear fusion powered-toasters. By weaving their own research, interviews with the scientists who are making these advances happen, and Zach's trademark comics, the Weinersmiths investigate why these technologies are needed, how they would work, and what is standing in their way. New technologies are almost never the work of isolated geniuses with a neat idea. A given future technology may need any number of intermediate technologies to develop first, and many of these critical advances may appear to be irrelevant when they are first discovered. The journey to progress is full of strange detours and blind alleys that tell us so much about the human mind and the march of civilization. To this end, *Soonish* investigates ten different emerging fields, from programmable matter to augmented reality, from space

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elevators to robotic construction, to show us the amazing world we will have, you know, soonish. Soonish is the perfect gift for science lovers for the holidays!

NATIONAL BESTSELLER A NEW YORK TIMES BOOK REVIEW EDITORS' CHOICE Proclaimed as “truly spellbinding,” a “great fable” that “functions as transporting romance” by the Guardian, the runaway #1 international bestseller "A rich, gothic entertainment that explores what books have trapped inside them and reminds us of the power of storytelling. Spellbinding.” — TRACY CHEVALIER Imagine you could erase grief. Imagine you could remove pain.

Imagine you could hide the darkest, most horrifying secret. Forever. Young Emmett Farmer is working in the fields when a strange letter arrives summoning him away from his family. He is to begin an apprenticeship as a Bookbinder—a vocation that arouses fear, superstition, and prejudice amongst their small community, but one neither he nor his parents can afford to refuse. For as long as he can recall, Emmett has been drawn to books, even though they are strictly forbidden. Bookbinding is a sacred calling, Seredith informs her new apprentice, and he is a binder born. Under the old woman’s watchful eye, Emmett learns to hand-craft the elegant leather-bound volumes. Within each one they will capture something unique and extraordinary: a memory. If there’s something you want to forget, a binder can help. If there’s something you need to erase, they can assist. Within the pages of the books they create, secrets are concealed and the past is locked away. In a vault under his mentor’s workshop rows upon rows of books are meticulously stored. But while Seredith is an artisan, there are others of their kind, avaricious and amoral tradesman who use their talents for dark ends—and just as Emmett begins to settle into his new circumstances, he makes an astonishing discovery: one of the books has his name on it. Soon, everything he thought he

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understood about his life will be dramatically rewritten. An unforgettable novel of enchantment, mystery, memory, and forbidden love, *The Binding* is a beautiful homage to the allure and life-changing power of books—and a reminder to us all that knowledge can be its own kind of magic.

The author of *The Dead Beat* and *This Book is Overdue!* turns her piercing eye and charming wit to the real-life avatars of Indiana Jones—the archaeologists who sort through the muck and mire of swamps, ancient landfills, volcanic islands, and other dirty places to reclaim history for us all. Pompeii, Machu Picchu, the Valley of the Kings, the Parthenon—the names of these legendary archaeological sites conjure up romance and mystery. The news is full of archaeology: treasures found (British king under parking lot) and treasures lost (looters, bulldozers, natural disaster, and war).

Archaeological research tantalizes us with possibilities (are modern humans really part Neandertal?). Where are the archaeologists behind these stories? What kind of work do they actually do, and why does it matter? Marilyn Johnson's *Lives in Ruins* is an absorbing and entertaining look at the lives of contemporary archaeologists as they sweat under the sun for clues to the puzzle of our past. Johnson digs and drinks alongside archaeologists, chases them through the Mediterranean, the Caribbean, and even Machu Picchu, and excavates their lives. Her subjects share stories we rarely read in history books, about slaves and Ice Age hunters, ordinary soldiers of the American Revolution, children of the first century, Chinese woman warriors, sunken fleets, mummies. What drives these archaeologists is not the money (meager) or the jobs (scarce) or the working conditions (dangerous), but their passion for the stories that would otherwise be buried and lost.

What happens when six creative girls accidentally open a Secret Door to a Magical Realm? It doesn't take long for

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adventure -- and danger -- to find them! Upon arriving in the Realm, eleven-year-old Shaylee and her friends learn they are the long-awaited princesses of the Six Kingdoms, and each girl has a unique magical power tied to her creative talents. But the kingdoms are in ruin thanks to an evil force that has drained nearly all of the power from the Wellspring of Magic. As if that wasn't bad enough, the door between the real world and the Realm is stuck! It can't be opened again -- and the girls can't go home -- until the magic is restored to the Wellspring. Shaylee and her friends must work together using their creative abilities, such as dancing, painting, and beading, to channel powers they never knew they had and fight the dark forces threatening to destroy the Realm. Their adventure will bring them face-to-face with gigantic grizzly bears claiming to be their protectors, green-skinned fairy folks, a scaly river dragon, vampire spiders, and killer plants -- things none of the girls expected to face during their summer break. Can they master their new powers in time to turn back the dark forces that want to trap them in the Realm forever? The Creative Girls Enchanted Adventures series is an irresistible mix of crafts, magic, humor, and adventure that will have girls hooked on reading!

The international bestselling series with over 5 million copies sold in the U.S. alone! They have always scared him in the past—the Rangers, with their dark cloaks and shadowy ways. The villagers believe the Rangers practice magic that makes them invisible to ordinary people. And now 15-year-old Will, always small for his age, has been chosen as a Ranger's apprentice. What he doesn't yet realize is that the Rangers are the protectors of the kingdom. Highly trained in the skills of battle and surveillance, they fight the battles before the battles reach the people. And as Will is about to learn, there is a large battle brewing. The exiled Morgarath, Lord of the Mountains of Rain and Night, is gathering his forces for an

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attack on the kingdom. This time, he will not be denied. . . . Here is the fantasy adventure that launched the Ranger's Apprentice series, an epic story of heroes and villains that has become an international phenomenon. Perfect for fans of J.R.R. Tolkien's Lord of the Rings, T.H. White's The Sword in the Stone, Christopher Paolini's Eragon series, and George R. R. Martin's Game of Thrones / A Song of Ice and Fire series.

The material in this supplement is appropriate for both Dungeons and Dragons players and Dungeon Masters. It features city-building rules, new options for city-based characters and encounters, and rules for urban terrain. The latest Fantastic Locations release, with stunning new maps. Fantastic Locations: The Frostfell Rift provides 2 double-sided poster maps designed for use with D&D miniatures, plus a 16-page black-and-white encounter booklet for use with RPG campaigns. The maps in this product showcase exciting environments, including the icy Frostfell Rift, while the encounter booklet illustrates how DMs can use the maps again and again in their D&D roleplaying game campaigns.

"Hard to put down. From the compelling opening sentence to the last, The Horns of Ruin is much like its protagonist: powerful, relentless and impossible to ignore."—Miami Herald  
When humanity ascended, there were three gods. Three became two. Then two became one... Eva Forge is the last of her kind—a Paladin of the dead god Morgan, whose might is slowly waning. Trained for a life of combat in the city of Ash, she remains ever wary of the scions of the other gods, who have their own beliefs and agendas. So when Eva accompanies her lifelong mentor to retrieve a strange young girl of a rival faith, she is both curious and suspicious. And above all, she is ready for a fight. But nothing could have prepared her for an ambush by armored, machine-driven

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corpses. When the smoke clears both her mentor and the girl are gone—taken captive or worse. Though ordered to stand down and let the authorities handle the investigation, Eva cannot let such a disgrace go unpunished by the power of Morgan. Soon, her initial desire for bloody vengeance becomes a quest for answers. Because the more Eva learns in her search for the truth, the less she realizes she truly knows about her city, her destiny, and the gods themselves. And what Eva uncovers will either transform the world or leave it in ruins... Tim Akers, author of the acclaimed Burn Cycle series, introduces readers to a mystical world where men can become gods, and gods can become murderers... “A complex steampunk world.”— Publishers Weekly “A solidly created world, populated with magic, action and adventure...we haven’t come across such a refreshing take on multiple sci-fi and fantasy forms in a while.”—Sci Fi Now “Establishes itself as a unique fantasy adventure in a world all it’ own...should be at the top of your list.”—Examiner.com A "sublimely creepy" psychological thriller from #1 New York Times bestselling author Colleen Hoover (Tarryn Fisher, New York Times bestselling author). Lowen Ashleigh is a struggling writer on the brink of financial ruin when she accepts the job offer of a lifetime. Jeremy Crawford, husband of bestselling author Verity Crawford, has hired Lowen to complete the remaining books in a successful series his injured wife is unable to finish. Lowen arrives at the Crawford home, ready to sort through years of Verity’s notes and outlines, hoping to find enough material to get her started. What Lowen doesn’t expect to uncover in the chaotic office is an unfinished autobiography Verity never intended for anyone to read. Page after page of bone-chilling admissions, including Verity’s recollection of the night her family was forever altered. Lowen decides to keep the manuscript hidden from Jeremy, knowing its contents could devastate the

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already grieving father. But as Lowen's feelings for Jeremy begin to intensify, she recognizes all the ways she could benefit if he were to read his wife's words. After all, no matter how devoted Jeremy is to his injured wife, a truth this horrifying would make it impossible for him to continue loving her.

Paris 1870. Raised for a life of parties and servants, Camille and Mariele have much in common, but it takes the horrors of war to bring them together to fight for the city and people they love. The story of two women whose families were caught up in the defense of Paris is deeply moving and suspenseful ~~ Margaret George, author of *Splendor Before the Dark: A Novel of the Emperor Nero* Tod is not only a good historian, but also an accomplished writer ... a gripping, well-limned picture of a time and a place that provide universal lessons ~~ Kirkus Reviews. A few weeks after the abdication of Napoleon III, the Prussian army lays siege to Paris. Camille Noisette, the daughter of a wealthy family, volunteers to nurse wounded soldiers and agrees to spy on a group of radicals plotting to overthrow the French government. Her future sister-in-law, Mariele de Crécy, is appalled by the gaps between rich and poor. She volunteers to look after destitute children whose families can barely afford to eat. Somehow, Camille and Mariele must find the courage and strength to endure months of devastating siege, bloody civil war, and great personal risk. Through it all, an unexpected friendship grows between the two women, as they face the destruction of Paris and discover that in war women have as much to fight for as men. War has a way of teaching lessons—if only Camille and Mariele can survive long enough to learn them. M.K. Tod's elegant style and uncanny eye for time and place again shine through in her riveting new tale, *Paris in Ruins* ~~ Jeffrey K. Walker author of *No Hero's Welcome*

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Featuring two double-sided poster maps designed for roleplaying and miniatures skirmish play, this stand-alone adventure can be easily inserted in any D&D campaign setting.

Justice will be swirled by amateur sleuth Riley Rhodes in the first in Meri Allen's brand-new mystery series, *The Rocky Road to Ruin!* Riley Rhodes, travel food blogger and librarian at the CIA, makes a bittersweet return to her childhood home of Penniman, Connecticut – land of dairy farms and covered bridges - for a funeral. Despite the circumstances, Riley's trip home is sprinkled with reunions with old friends, visits to her father's cozy bookshop on the town green, and joyful hours behind the counter at the beloved Udderly Delicious Ice Cream Shop. It feels like a time to help her friend Caroline rebuild after her mother's death, and for Riley to do a bit of her own reflecting after a botched undercover mission in Italy. After all, it's always good to be home. But Caroline and her brother Mike have to decide what to do with the assets they've inherited – the ice cream shop as well as the farm they grew up on – and they've never seen eye to eye. Trouble begins to swirl as Riley is spooked by reports of a stranger camping behind the farm and by the odd behavior of the shop's mascot, Caroline's snooty Persian, Sprinkles. When Mike turns up dead in the barn the morning after the funeral, the peace and quiet of Penniman seems upended for good. Can Riley find the killer before another body gets scooped?

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of

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Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

"Gripping and timely." —People "The YA debut we're most excited for this year." —Entertainment Weekly "A book that knocks you off your feet while dropping the kind of knowledge that'll keep you down for the count. Prepare to BE slain." —Nic Stone, New York Times bestselling author of Dear Martin and Odd One Out Ready Player One meets The Hate U Give in this dynamite debut novel that follows a fierce teen game developer as she battles a real-life troll intent on ruining the Black Panther–inspired video game she created and the safe community it represents for Black gamers. By day, seventeen-year-old Kiera Johnson is an honors student, a math tutor, and one of the only Black kids at Jefferson Academy. But at home, she joins hundreds of thousands of Black gamers who duel worldwide as Nubian personas in the secret multiplayer online role-playing card game, SLAY. No one knows Kiera is the game developer, not her friends, her family, not even her boyfriend, Malcolm, who believes video games are partially responsible for the "downfall of the Black man." But when a teen in Kansas City is murdered over a dispute in the SLAY world, news of the game reaches mainstream media, and SLAY is labeled a racist, exclusionist, violent hub for thugs and criminals. Even worse, an anonymous troll infiltrates the game, threatening to sue Kiera for "anti-white discrimination." Driven to save the only world in which she can be herself, Kiera must preserve her secret identity and harness what it means to be unapologetically Black in a

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world intimidated by Blackness. But can she protect her game without losing herself in the process?

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Map Packs provide affordable, ready-to-use tactical battle maps for any D&D campaign.

Game of Thrones meets Spartacus in a new fantasy saga from a USA Today bestselling author. In an ancient world of sand and splendor, an empire awakens. Aelar, a mighty nation, spreads its tentacles. Its oared galleys storm the seas, and the waters run red with blood. Its legionaries swarm desert ruins, smiting barbarian hordes. Its crosses line the roadsides, displaying the dying flesh of heroes. The Aelarian Empire rises. The old world falls. The powerful Sela family has avoided the empire until now. The family has carved out an idyllic life between sea and desert, ruling a bustling port, a thriving city, and lush vineyards. Yet when an imperial fleet arrives in their harbor, everything the Sela family has built threatens to collapse. Sweeping from snowy forests to cruel deserts, from bazaars of wonder to fields of war, here is a tale of legionaries and lepers, priests and paupers, kings and crows. Here a girl travels across endless dunes, seeking magic; a cruel prince struggles to claim a bloodstained throne; and a young soldier fights to hold back an overwhelming host. As the empire spreads, the fate of the Sela family--and of all

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civilization--stands upon a knife's edge, for under the storm of war, even the greatest nations are but kingdoms of sand.

"Ryxander, Warden of Gloamingard, has failed.

Unsealed by her blood, the Door hidden within the black tower has opened. Now, for the first time since the age of the Graces, demons walk the world. As tensions grow between nations, all eyes-and daggers are set on Morgrain, fallen under the Demon of Discord's control. In an attempt to save her home from destruction, Ryx and the Rookery set out to find a powerful artifact. But powerful enemies are on the hunt and they're closing in fast"--

This stunning companion to Kate Atkinson's #1 bestseller *Life After Life*, "one of the best novels I've read this century" (Gillian Flynn), follows Ursula's brother Teddy as he navigates an unknown future after a perilous war. "He had been reconciled to death during the war and then suddenly the war was over and there was a next day and a next day. Part of him never adjusted to having a future." Kate Atkinson's dazzling *Life After Life* explored the possibility of infinite chances and the power of choices, following Ursula Todd as she lived through the turbulent events of the last century over and over again. *A God in Ruins* tells the dramatic story of the 20th Century through Ursula's beloved younger brother Teddy -- would-be poet, heroic pilot, husband, father, and grandfather -- as he navigates the perils and progress of a rapidly changing world. After all that Teddy endures in battle, his greatest challenge is living in a future he never expected to have. An ingenious and

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moving exploration of one ordinary man's path through extraordinary times, *A God in Ruins* proves once again that Kate Atkinson is one of the finest novelists of our age.

Your darkest moment is your most vulnerable...

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

A new line of massive monsters debuts with this menacing black dragon. A fearsome dragon heralds the arrival of the new *Dungeons & Dragons® Icons* product line! Part of the *D&D®* miniatures Game portfolio, these new, non-randomized figures portray the larger side of the *Dungeons & Dragons* creature collection. These limited edition monsters are proportionally sized per *D&D* roleplaying rules to be either Gargantuan (4"x4"base) or Colossal (6"x6" base). These premium figures will only be available to collect for a limited time after each release.

Fantastic Locations  
Fields of Ruin

"Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of *The Magicians* When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political

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ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it. Jenn Lyons begins the Chorus of Dragons series with *The Ruin of Kings*, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire.

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