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The Public Life of Sissy Pike - Thomas Nelson Publishers
2005-07-05
Girls... meet Sissy Pike. She looks like you, talks like you, and yes, has to deal with life just like you. The only difference is, all her drama, heartbreak, and embarrassment is right here, available for your viewing pleasure. In Episode One, New Girl in Town, Sissy's life has become a whirlwind of change. Formerly a Navy Chaplin,

Sissy's father becomes Pastor of a church in the Midwest. And the move from sunny, funky California to the heartland of the Midwest brings on a new kind of culture shock for Sissy as well as the residents of the picturesque town. When the school "princess" takes issue with Sissy's style of dress, Sissy must come to grips with small town and small church politics. In the end, she learns that moderation and kindness can

make the worst situations tolerable.

Incidents of Travel in Yucatan - John Lloyd Stephens
2008-11-01

Edgar Allan Poe called it perhaps the most interesting travel book ever published. Here, complete in one volume, is the classic real-life adventure originally published across two volumes in 1841 that mesmerized readers with its evocative descriptions of journeys in Mesoamerica. With a wandering spirit mellowed by an analytic eye, American diplomat and writer JOHN LLOYD STEPHENS (1805-1852) introduced Westerners to the mysteries of the Yucatan in this contemporary bestseller, riveting armchair explorers with his lyrical account of visits to 44 Maya sites, including the then-unknown Chichen Itza and Uxmal. Complete with all the beautiful original illustrations by English artist and architect FREDERICK CATHERWOOD (1799-1854), this is essential reading for those fascinated by Mesoamerican culture as well

as those under the thrall of an itch to see the world.

Umbertina - Helen Barolini
1999

A quintessential immigrant narrative, now acknowledged as a contemporary classic of Italian-American women's literature.

Arcane Heroes - Wizards of the Coast
2009-05-19

Premium player character miniatures for the Dungeons & Dragons® Roleplaying Game The Player's Handbook(TM) Heroes: Series 1 expansion for the Dungeons & Dragons Roleplaying Game features high-quality miniatures representing iconic player character races and classes described in the Player's Handbook(R) and Player's Handbook 2 core rulebooks.

There are six booster packs in all: 2 packs of martial heroes, 2 packs of arcane heroes, 1 pack of divine heroes, and 1 pack of primal heroes. This booster pack contains 3 visible, high-quality, non-random plastic miniatures representing D&D® arcane characters plus an exclusive power card not

available elsewhere! Each miniature comes beautifully painted and fully assembled.

Dungeon Masters - Wizards Rpg Team 2010-10-19
Awesome tools, rules, and adventure content for every Dungeon Master. If you're a Dungeons & Dragons player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the Dungeon Master's Kit™ has exactly what you need to build your own Dungeons & Dragons campaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1-30. It also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: • 96-page book of rules and advice for Dungeon Masters • 32-page monster book • Two 32-page adventures

- 3 sheets of die-cut monster tokens
- 2 double-sided battle maps
- Fold-out Dungeon Master's screen

Dentists - Mary Meinking 2020-08

Open wide! Dentists care for people's teeth. Give readers the inside scoop on what it's like to be a dentist. Readers will learn what dentists do, the tools they use, and how people get this exciting job.

Book of Vile Darkness - Monte Cook 2002-10-01

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.

Summer with Monika - Roger McGough 2017-06-29

Summer with Monika is an honest and touching portrait of a romance, charting the progress of a love affair from the delicious intimacy of the honeymoon, with the milk bottles turning to cheese on the doorstep, through the stage

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of quarrels, jealousy, recriminations and boredom, to the point where love is as nice as a cup of tea in bed. Re-issued for its 50th anniversary, *Summer with Monika* is a hidden gem of British love poetry featuring beautiful illustrations from Children's Laureate Chris Riddell.

Hitorijime My Hero 1 -

Memeco Aarii 2019-01-22
A yaoi romance between a good boy who didn't know he was waiting for a hero, and a bad boy who comes to his rescue! Now a hit streaming anime! "I don't like caramel sauce. I prefer something bitter..." Masahiro Setagawa doesn't believe in heroes, but wishes he could: He's found himself in a gang of small-time street bullies who use him to run errands. But when high school teacher (and scourge of the streets) Kousuke Ohshiba comes to his rescue, he finds he may need to start believing after all...and as their relationship deepens, he realizes a hero might be just what he was looking for this whole time.

The Planewalker's Handbook - Monte Cook 1996-09-01

Planes of Chaos - Wolfgang Baur 1994-07-01

Young Sherlock Holmes -

Alan Arnold 1985
Sixteen-year-old detective Sherlock Holmes becomes caught up in a perilous search for a killer as he takes on his first case--a ritual murderer who strikes using poisonous blow darts

Scepter Tower of Spellgard - David Noonan 2008

A Forgotten Realms adventure for 2nd-level characters.

Scepter Tower of Spellgard is the first full-length Forgotten Realms adventure published for 4th Edition D&D. When paired with the adventure that appears in the Forgotten Realms Campaign Guide, this adventure provides the Dungeon Master with all he needs to get his campaign started.

Italian Modernism - Mario Moroni 2004-01-01

Italian Modernism was written in response to the need for an

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historiographic and theoretical reconsideration of the concepts of Decadentismo and the avant-garde within the Italian critical tradition. Focussing on the confrontation between these concepts and the broader notion of international modernism, the essays in this important collection seek to understand this complex phase of literary and artistic practices as a response to the epistemes of philosophical and scientific modernity at the end of the nineteenth century and in the first three decades of the twentieth. Intellectually provocative, this collection is the first attempt in the field of Italian Studies at a comprehensive account of Italian literary modernism. Each contributor documents how previous critical categories, employed to account for the literary, artistic, and cultural experiences of the period, have provided only partial and inadequate descriptions, preventing a fuller understanding of the complexities and the

interrelations among the cultural phenomena of the time.

[Saving Leonardo](#) - Nancy Pearcey 2010-09-01

Is secularism a positive force in the modern world? Or does it lead to fragmentation and disintegration? In *Saving Leonardo*, best-selling award-winning author Nancy Pearcey (Total Truth, coauthor *How Now Shall We Live?*) makes a compelling case that secularism is destructive and dehumanizing. Pearcey depicts the revolutionary thinkers and artists, the ideas and events, leading step by step to the unleashing of secular worldviews that undermine human dignity and liberty. She crafts a fresh approach that exposes the real-world impact of ideas in philosophy, science, art, literature, and film--voices that surround us in the classroom, in the movie theater, and in our living rooms. A former agnostic, Pearcey offers a persuasive case for historic Christianity as a holistic and humane alternative. She equips readers

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to counter the life-denying worldviews that are radically restructuring society and pervading our daily lives. Whether you are a devoted Christian, determined secularist, or don't know quite where you stand, reading *Saving Leonardo* will unsettle established views and topple ideological idols. Includes more than 100 art reproductions and illustrations that bring the book's themes to life. Praise for *Saving Leonardo*: "A feast for the mind and for the eye. Nancy Pearcey not only is a trustworthy guide for a nuanced discussion on the relationship between culture and the gospel, but she is a gifted teacher as well . . . *Saving Leonardo* is a rare, precious gift to the churches and universities alike." Makoto Fujimura, artist and author of *Refractions: A Journey of Faith, Art, and Culture* "Nancy Pearcey has done it again and better than ever. She has taken the complex sophistication of the best cultural analysis and laid it out for any person to grasp, enjoy and use to live out

their daily lives honoring Christ. An astounding accomplishment!" James W. Sire, author of *The Universe Next Door* "G. K. Chesterton said 'the danger when Men stop believing in God is not that they'll believe in nothing; but that they will believe in anything.' Nancy Pearcey understands where believing in anything leads and in this book she reveals where a secular philosophy is taking us. A balanced, fair, and impacting work!" Cal Thomas, syndicated and USA Today columnist "Nancy Pearcey helps a new generation of evangelicals to understand the worldview challenges we now face and to develop an intelligent and articulate Christian understanding . . . *Saving Leonardo* should be put in the hands of all those who should always be ready to give an answer--and that means all of us." R. Albert Mohler, Jr., president, The Southern Baptist Theological Seminary "Nancy Pearcey is an intellectual prophet in our day and one of Evangelicalism's

foremost cultural observers. Saving Leonardo is a tour de force. In it, Pearcey provides a penetrating analysis of the nature of contemporary secularism, a helpful exposition of how we got to the present situation, and a well-crafted strategy for changing the situation. This is her best effort yet . . . a must read." J. P. Moreland, distinguished professor of Philosophy, Biola University and author of The God Question "Nancy Pearcey is unsurpassed in the current generation of Christian thinkers . . . The magic continues with this book. Pearcey's virtues as a writer and thinker are once again fully evident in the range of material that she has mastered, the encyclopedic collection of data that she presents, and the analytic rigor with which she separates truth from error in worldviews. She is a prophetic voice for contemporary Christians." Leland Ryken, Clyde S. Kilby professor of English, Wheaton College "Brilliant . . . The book brings complex, abstract ideas down-

to-earth -- or rather, down-to-life. . . . Saving Leonardo bridges the gaps between the arts and the sciences, the theoretical and the practical. The book not only argues for the unity of Christian truth but exemplifies that unity and shows it in action." Gene Edward Veith, provost, Patrick Henry College
BattleTech Compendium - FASA Corp 1995-09
BattleTech celebrates its tenth anniversary with the BattleTech Compendium: the Rules of Warfare, the ultimate guide to combat in the 31st century. All the rules needed to simulate exciting conflicts between BattleMechs, vehicles, and infantry are included, revising and streamlining material from BattleTech, 3rd Edition, CityTech, 2nd Edition, and the original BattleTech Compendium. The Rules of Warfare also contains a concise history of the BattleTech universe and its movers and shakers, several new BattleMech and OmniTech designs, rules for miniatures play, and full-color

illustrations.

Player's Handbook Fighter Power Cards - Wizards of the

Coast 2009-02-26

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes. Each and every class power appearing in the Player's Handbook has its own card. Simply select the cards for your character's powers and you're ready to play! This deck of 100 cards includes all the powers from Player's Handbook for the fighter, plus a few blank cards for players to use for other powers.

The Forge of War - James Wyatt 2007

"This supplement for the Eberron campaign setting presents everything you need to bring the Last War to life in your Eberron game, whether you're playing a character who fought in the war or running adventures that take place during the century of conflict

Deluxe Dungeon Master's Screen - Wizards RPG Team 2011-02-15

The Dungeon Master's best friend. This accessory for the Dungeons & Dragons Fantasy Roleplaying Game is a beautiful addition to any game table and the ultimate aid for Dungeon Masters. The four-panel screen is made of durable game board-quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die rolls hidden from the players while having all important rules information at the ready. Dungeons & Dragons. Piramide delle ombre - Mike Mearls 2008

Brancalonia. Macaronicon - 2021

Catwoman - DC Comics, Inc 2004

Collects nine tales featuring Catwoman in her many roles,

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including hero, villain, and love interest for Batman.

Wonder - R. J. Palacio

2017-09-26

Auggie Pullman, who was born with extreme facial abnormalities, goes from being home-schooled to entering fifth grade at a private middle school in Manhattan, which entails enduring the taunting and fear of his classmates.

Numenera Discovery and Destiny Slipcase Set - Monte Cook 2018-07-31

They say there have been eight worlds before ours. Eight times the people of this Earth, over vast millennia, built their civilizations. They reached heights we cannot even imagine now: they spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their vast outlines and barest remnants. This is the Ninth World. The people of the prior worlds are gonescattered, disappeared, or transcended. But their works remain, in the places and devices that still

contain some germ of function.

The ignorant call these magic, but the wise know that these are our legacy. They are our future. They are the... Two 416-page corebooks, two poster maps, a handsome and sturdy slipcase, a metal medallion, and additional play aids all for the price of the corebooks alone. All existing Numenera supplements remain compatible with these corebooks.

Rasputin: The Voice of the Dragon - Mike Mignola

2018-08-07

With the World War II raging, Hellboy's future guardian Trevor Bruttenholm enlists with Britain's Military Intelligence, where he uncovers a collection of strange messages. Believing it to be an occult language, he follows his hunch and is thrown into a world of animated corpses, deadly mystics, and Nazi agents. The treacherous journey leads him face to face with the man who will bring Hellboy to Earth--Rasputin! The two men responsible for Hellboy face off!

The Fiction - Curt Pires

2016-05-03

Four childhood friends discover a box of strange books that, when read aloud, can transport them to the beautiful, imaginary worlds described within. But when one of them goes missing, the others vow never to reveal where they've been and what they've seen. Years later, when one of the remaining kids, now an adult, also mysteriously disappears, it's up to the last two of the group to dig up their dusty books to find him and finally figure out what happened to their friend all those years ago. Written by Curt Pires (POP, Mayday) and illustrated by David Rubín (The Rise of Aurora West), THE FICTION is a fountain of fascinating ideas about a group of childhood friends who discover that the past will always come back to find you.

Il dizionario dei sinonimi e contrari compatto - Tullio De Mauro 2003

Dungeon Tiles Master Set - The Wilderness - WIZARDS

OF THE COAST 2010-12-21
Illustrated wilderness terrain tiles for use with the Dungeons & Dragons® Fantasy Roleplaying Game The Dungeon Tiles Master Sets are designed to give Dungeon Masters the tiles they need to build Dungeons & Dragons adventure maps, including maps appearing in published adventures. With this box of customizable terrain tiles, Dungeon Masters can add new dimension to their Dungeons & Dragons tabletop experience. Easy to set up and infinitely expandable, this Dungeon Tiles set allows DMs to create the adventures they want to play. This box contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. The tiles feature wilderness sites and terrain elements that Dungeon Masters can use to build exciting encounters set in the outdoors.

Borges and Dante - Humberto Núñez-Faraco 2006
Originally presented as the author's thesis (doctorate-- University College, London,

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2001).

Wizards Presents Worlds and Monsters - Jennifer Clark Wilkes 2008

This lavishly illustrated book gives role-playing game fans a unique, behind-the-screen glimpse into the making of the [Dungeons & Dragons] role-playing game.

The Dialectics of Orientalism in Early Modern Europe - Marcus Keller 2017-11-09

Uniting twelve original studies by scholars of early modern history, literature, and the arts, this collection is the first that foregrounds the dialectical quality of early modern Orientalism by taking a broad interdisciplinary perspective. *Dialectics of Orientalism* demonstrates how texts and images of the sixteenth and seventeenth century from across Europe and the New World are better understood as part of a dynamic and transformative orientalist discourse rather than a manifestation of the supposed dichotomy between the 'East' and the 'West.' The volume's central claim is that early

modern orientalist discourses are fundamentally open, self-critical, and creative. Analyzing a varied corpus—from German and Dutch travelogues to Spanish humanist treaties, French essays, Flemish paintings, and English diaries—this collection thus breathes fresh air into the critique of Orientalism and provides productive new perspectives for the study of east-west and indeed globalized exchanges in the early modern world.

Dragon Magazine Annual - Chris Youngs 2009

Collects top-selected magazine content from the past year, providing a range of character options for players as well as ideas and campaign-building support for Masters, in an official guide that is complemented by previously unpublished designer notes. *Dizionario analogico della lingua italiana* - Luca Terzolo 2002

Ling 1995 - 2000-01-01

Desserts LaBelle - Patti LaBelle 2017-04-25

Superstar singer, bestselling cookbook author, and cooking show host Patti LaBelle shares her favorite dessert recipes and kitchen memories. Her New York Times bestseller *LaBelle Cuisine: Recipes to Sing About*, which sold more than 300,000 copies, established her as a cooking star. Today, Patti's baking skills have the country buzzing. In Fall 2015, a fan's YouTube review of her sweet potato pie became a viral sensation, with over 20 million views. In just one weekend, her pies were completely sold out at Wal-Mart stores across the country. Now, for the first time, fans of Patti's pie can make their own, as well as other amazing sweets! Filled with her favorite recipes for pies, cakes, cookies, and puddings, as well as a chapter on diabetic-friendly recipes, moving personal stories from her career and life, this is the most personal cookbook LaBelle has written. Every fan of soul and sweets will want to own it.

Doomboy - Tony Sandoval
2014-10-28

Black and white illustrations on lining papers.

Cormyr - Rich Baker 2007

A campaign adventure designed for four 4th-level Dungeons & Dragons characters.

The Big Time - Fritz Leiber
2011-04-01

Have you ever worried about your memory, because it doesn't seem to recall exactly the same past from one day to the next? Have you ever thought that the whole universe might be a crazy, mixed-up dream? If you have, then you've had hints of the Change War. It's been going on for a billion years and it will last another billion or so. Up and down the timeline, the two sides--"Spiders" and "Snakes"--battle endlessly to change the future and the past. Our lives, our memories, are their battleground. And in the midst of the war is the Place, outside space and time, where Greta Forzane and the other Entertainers provide solace and r-&r for tired time warriors. At the Publisher's request, this title is being sold

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without Digital Rights Management Software (DRM) applied.

The Globalization Backlash - Colin Crouch 2018-12-06
Globalization, heralded for decades as a harbinger of prosperity, faces a huge backlash. Derided by right-wing nationalists as a 'globalist' plot to undermine traditional communities, and by left-wing critics as the rule of rampaging corporations, it's become a political punching bag around the world. In this incisive book, leading commentator Colin Crouch defends globalization against its critics to the right and left. He argues that reversing the process would mean a poorer world riven by nationalistic and reactionary antagonisms. However, globalization will only be worth saving if we institute reforms to promote social solidarity and recover pride and confidence for the cities and regions that have lost out. Crouch shows that we can therefore only save globalization from itself if we transcend the nation state and

subject global economic flows to democratically responsible transnational governance.

Crouch provides a much-needed riposte to the delusions that risk plunging the world back into a zero-sum game of regressive economic nationalism, combining cool-headed analysis with a visionary call for a reformed and genuinely progressive globalization.

Tomb of Annihilation - Dungeons & Dragons 2017-09-19

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past.

Temples and scholars of divine

magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 - 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. • Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. • Fans of the DUNGEONS & DRAGONS® Roleplaying Game can expand and enhance their

experience by participating in the D&D Adventurers League™ organized play program while playing this adventure. • Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.