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Books for Burning New Riders
William Morris – one of the most influential designers of the 19th century and an important figure in the Arts and Crafts movement – revisited in this inspirational interior design guide. Rich

natural colours, liquid floral patterns, light airy rooms and simple wooden furniture are all radical principles of the Arts and Crafts movement, and are also the fundamentals of most modern d é cor. There has never been a better time for introducing Morris designs into the home. Illustrated with a wide range of historical and contemporary decorative schemes, this practical and inspirational guide suggests simple and cost-effective ways of creating an interior d é cor that aspires to purity, colour and craftsmanship, as defined by William Morris. Chapters provide information on pattern-matching, wall and window treatments, floor coverings, tiles and furnishings, so that a 'Morris style' can be extended to whatever degree of authenticity desired. A

comprehensive suppliers' list details where to buy Morris and Co. fabrics and wallpapers, and Arts and Crafts furnishings, while an illustrated glossary containing sixty of the best-known designs allows for easy pattern selection and identification. Createspace Independent Publishing Platform When Sparrowhawk, the Archmage of Earthsea, returns from the dark land stripped of his magic powers, he finds refuge with the aging widow Tenar and a crippled girl child who carries an unknown destiny.

Jaunten Penguin

Sinister sorcery. Gallows humor. A queer romance so glorious it could be right out of fae legend itself. Master of One is a fantasy unlike any other. Rags the thief has never met a pocket he couldn't pick, but when he's captured by a sorcerer with

world-ending plans, he realizes even he is in over his head. Forced to use his finely honed skills to nab pieces of an ancient fae relic, Rags is stunned to discover that those “relics” just happen to be people: A distractingly handsome Fae prince, A too-honorable Queensguard deserter, A scrappy daughter of a disgraced noble family, A deceptively sweet-natured prince, A bona fide member of the Resistance, And him. Rags. They may all be captives in the sorcerer’s terrible scheme, but that won’t stop them from fighting back. And, sure, six unexpected allies against one wicked enemy doesn’t make for generous odds, but lucky for him, Rag’s not generous—he’s smart. And he has a plan that just might get them out of this alive. With the heist and intrigue of *Six of Crows* and the dark fairy tale feel of *The Cruel Prince*, this young adult fantasy debut will have readers rooting for a pair of reluctant heroes as they take on a world-ending fae prophecy, a malicious royal plot, and, most dangerously of all, their feelings

for each other.

We Break Immortals
Independently Published
"That boy thinks the world of you," Xiaolang murmured. "And..." he visibly hesitated, slanting a questioning look at me from the corner of his eye. "And...?" I encouraged him. Xiaolang rarely hesitates in his speech. When he wanted to say something, he said it. "He'll be very important in the future," Xiaolang murmured. "I'm not sure how to put this..." he paused, mouth rummaging for words. "Something will change very soon, Garth. Someone will be discovered who will change everything. When that happens, you need to trust Trev'nor like he trusts you. Much will be lost otherwise." I looked, really looked at Trev'nor. Trev'nor has always been special, a child prodigy in a life that had no child prodigies. My head was swimming with questions

after Xiaolang's revelation. Who was the boy we were to rescue, and why was Trev'nor so important for that boy?

Deepwoods Balancer

Have you ever been in a training and marveled at how quickly the time flew by? Genuinely enjoyed a meeting you were expecting to dread? Learned something powerful about a topic you thought wouldn't engage you? Experienced an intimate, vulnerable, transformative moment with a group of total strangers? Then you've witnessed the magic of facilitation. Like all magic tricks - though they seem to defy reason when you're spectating for the first time - once the secrets of facilitation are unveiled to you, you'll look back with a bland obviousness. Of course that's how it's done.

In this book, co-authors and social justice facilitators Sam Killermann and Meg Bolger teach you how to perform the favorite tricks they keep up their sleeve. It's the learning they've accumulated from thousands of hours of facilitating, debriefing, challenging, and failing; it's the lessons from their mentors, channeled through their experience; it's the magician's secrets, revealed to the public, because it's about time folks have the privilege of looking behind the curtain of facilitation and thinking of course that's how it's done. This book highlights 11 key concepts every facilitator should know, that most facilitators don't even know they should know. They are sometimes-tiny things that show up huge in facilitation. It's a book for facilitators of

all stripes, goals, backgrounds, and settings - and the digestible, enjoyable, actionable lessons would benefit anyone who is responsible for engaging a group of people in learning.

Designing Virtual Worlds VIZ Media LLC

Social Movements is a comprehensive introduction and critical analysis of collective action in society today. In this new edition, the authors have updated all chapters with the most recent scientific literature, expanded on topics such as individual motivations, new media, public policies, and governance. Draws on research and empirical work across the social sciences to address the key questions in this international field. New edition expands on topics such as individual motivations, new media, public policies, and governance. Has been redesigned in a more user-friendly format.

Intuitive Eating, 2nd Edition

Createspace Independent

Publishing Platform

"The assessment builds on the work of the Livestock, Environment and Development (LEAD) Initiative" --Pref.

The Sultan and the Queen

Llewellyn Worldwide

"When the Night Foxes boldly break into the Fourth Precinct's Evidence Building, it causes quite the stir. The break-in is daring enough, but their method shreds the magical wards and protections on the building like confetti paper. As a Magical Examiner, Henri Davenorth is of course immediately called in. Quite to his astonishment, Captain Gregson has him work the case like a detective. Even more astounding, he assigns Henri a partner. The Shinigami Detective. The woman is famous for killing the most destructive rogue witch of the century. Henri is just baffled. What is he supposed to do with a partner? Hopefully killing one witch makes Jamie Edwards enough of an expert on magic to be helpful, as the thieves aren't content to just break into one building. They in fact seem to have an

agenda, as with each theft, they take magical objects. It's all mounting to a dangerously powerful magical construct capable of toppling the wards on any building. And no one has any idea what the thieves' true target is."--Back cover.

Master of One St. Martin's Griffin

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues

and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar. [First Year Lulu.com](https://www.firstyearlulu.com) Sevana Warran, reigning prodigy Artifactor of the age, has absolutely no desire to selflessly serve her fellow man. She wants, in fact, to be left alone so that she can putter about in her workroom. But her efforts in

avoiding other people prove to be in vain. The reigning family of Windamere is no longer sitting upon the throne and the Council has instead taken power. The sole hope of avoiding the evil machinations of the Council is Bellomi Dragonmanovich, Prince of Windamere. As a twenty-one year old cursed into the body of a perpetual eight year old, he lacks the power and ability to stop the Council. Sevana, after a judicious review of the situation, decides that she cannot let things continue. If she did, she'd never be left alone and would instead be buried in paperwork if the Council has anything to say about it. So she kidnaps the prince from where he was locked away in the palace and sets about breaking his curse. Prince and Artifactor quickly realize that simply

breaking the curse won't be enough to free Windamere from the Council. It will take training, cunning, allies, information and more than just a little magic if they are to reclaim the throne.

[Promise of Blood](#) Food & Agriculture Org.

An instant New York Time bestseller! Carry On meets Arthurian legend in this subversive, “delightfully original and whimsical” (Kirkus Reviews) young adult fantasy about what happens after the chosen one wins the kingdom and has to get married to keep it...and to stay alive. Arek hadn't thought much about what would happen after he completed the prophecy that said he was destined to save the Kingdom of Ere from its evil ruler. So now that he's finally managed to

(somewhat clumsily) behead the evil king (turns out magical swords yanked from bogs don't come pre-sharpened), he and his rag-tag group of quest companions are at a bit of a loss for what to do next. As a temporary safeguard, Arek's best friend and mage, Matt, convinces him to assume the throne until the true heir can be rescued from her tower. Except that she's dead. Now Arek is stuck as king, a role that comes with a magical catch: choose a spouse by your eighteenth birthday, or wither away into nothing. With his eighteenth birthday only three months away, and only Matt in on the secret, Arek embarks on a desperate bid to find a spouse to save his life—starting with his quest companions. But his attempts at wooing his

friends go painfully and hilariously wrong...until he discovers that love might have been in front of him all along.

The Game Master's Book of Non-Player Characters

Routledge

A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original.

(Advanced)

Unlocking the Magic of Facilitation Orbit

Mei's checklist for the next year is simple. On the surface, at least.

Travel into the past to get the necessary instructions - check.

Travel back into the present to defeat Odom, Zaffi, and Kovel Below - check. Actually defeat

Odom, Zaffi, and Kovel Below -

well...that's a work in progress. Mei Li and her team of experts have no time to catch their breath before the next wave of magical problems hit them. Saving the world will take stamina, patience, magic, and time. And a little help from dragons. And by a little, she means a lot. Mei Li is ready for the world-ending disasters to be over, please and thank you. The Sergeants Major of the Army Createspace Independent Publishing Platform While Bannen had every intention of finding adventure, being yanked through a magical portal two continents away isn't quite what he imagined happening. For that matter, being magically bound to a mage-in-training hadn't ever crossed his mind. Being the first human familiar ever summoned in Corcoran? Not on his to-do list. Rena certainly needs all of the help that she can get, as her magic is very different, inhibiting her of the normal shields and protections. Everyone says her summoning a human familiar is a mistake, that she needs to break the bond and send Bannen

back. But Bannen doesn't like this idea, not one iota. Renata Rocci has the magic of a Grim Reaper, the heart of a lion, and a body too frail to keep up with either. She can face assassins; meddling mages; politicians; and legendary, nightmarish monsters without flinching. Without losing and that's sexy as sin. This is definitely not the adventure he signed up for. It's far, far better. From Adam's Apple to Newton's Apple Simon and Schuster A drug addict who hunts sorcerers, the most renowned swordsman no one's ever heard of, and a thieving magick-wielding woman hellbent on revenge collide during a last ditch effort to stop an insane superhuman serial killer from becoming a god. The Apocalypse of Abraham Independently Published In 1910, in an alternate London, a penniless young dancer is visited by a cat who

communicates with her mind to mind. Though she is certain she must be going mad, she is desperate enough to follow the cat's advice and impersonates a famous Russian ballerina. The cat, it turns out, is actually an Elemental Earth Spirit, and leads her to minor stardom.

Meanwhile, the real Russian ballerina has fallen victim to an evil troll who takes over her body and kills her patrons, drinking their life essences in order to strengthen his powers. And soon, the troll focuses his dark attentions on the young dancer...

So This Is Ever After Media Lab Books

This extensively revised, restructured, and updated edition continues to present an engaging and comprehensive introduction to the subject, exploring the world ' s landforms from a broad systems perspective. It covers the basics of Earth surface forms and processes, while reflecting on the latest developments in the field.

Fundamentals of

Geomorphology begins with a consideration of the nature of geomorphology, process and

form, history, and geomorphic systems, and moves on to discuss: structure: structural landforms associated with plate tectonics and those associated with volcanoes, impact craters, and folds, faults, and joints process and form: landforms resulting from, or influenced by, the exogenic agencies of weathering, running water, flowing ice and meltwater, ground ice and frost, the wind, and the sea; landforms developed on limestone; and landscape evolution, a discussion of ancient landforms, including palaeosurfaces, stagnant landscape features, and evolutionary aspects of landscape change. This third edition has been fully updated to include a clearer initial explanation of the nature of geomorphology, of land surface process and form, and of land-surface change over different timescales. The text has been restructured to incorporate information on geomorphic materials and processes at more suitable points in the book. Finally, historical geomorphology has been integrated throughout the text to reflect the importance

of history in all aspects of geomorphology. Fundamentals of Geomorphology provides a stimulating and innovative perspective on the key topics and debates within the field of geomorphology. Written in an accessible and lively manner, it includes guides to further reading, chapter summaries, and an extensive glossary of key terms. The book is also illustrated throughout with over 200 informative diagrams and attractive photographs, all in colour.

[Grimoires and Where to Find Them](#) Createspace Independent Publishing Platform

Once upon a time, there was a dragon... Take one newly trained Fire Mage. Make him the first (sane) Fire Mage that's been born in the past two hundred years. Have him leave home and venture into the Empire of Sol. Add one powerful, curious, fire-eating dragon. Fire Mage Haikrysen never imagined that he would be adopted out of the blue by a dragon. But then, he never thought he'd find a permanent home in the northern

section of Sol, working as a firefighter either. Still, he likes his new home and adores his dragon companion-even if she does hoard jewelry and eats whole sheep for breakfast. But his peaceful days end abruptly when an arsonist starts torching the eastern section of the empire, his attacks becoming progressively bigger and faster. It's beginning to look like he's another insane Fire Mage on the loose. Kryss, Kaya, and his partner Mari are sent to investigate, but they have no idea what the aim of the arsonist is, and very little knowledge of the man. Desperate, the three of them race against time to catch the madman before he burns a path across the whole empire, and everyone in it. Dragon's Mage by Honor Raconteur, set in the Advent Mage world, features the returning character of Haikrysen, the first real Fire Mage of his generation.

[Magic and the Shinigami Detective](#) Independently Published

-I was stopped by a

messenger from Blackstone,- Sylvie said simply and held out a folded sheet of paper that had been sealed with black wax, the crest of the main guild of the city impressed into it. -Seems urgent.- Siobhan broke the seal with a quick twist of her fingers before unfolding the paper. Deepwoods had strong ties to Blackstone, the master guild of Goldschmidt, and often took on minor jobs for them. To be given a message like this wasn't unusual. To get it this late in the day, however, spoke of impending trouble. She scanned through the letter quickly and unease coiled into a cold lump in her stomach. -Listen up,- she called to the table, not taking her eyes from the letter. A hush instantly descended. -This came directly from Guildmaster Darrens. His

daughter Lirah has gone missing.- -Missing? - several people repeated in shock. -She apparently was going to Sateren to negotiate something for her father but she never got there. He's verified that she went through Island Pass so she at least got to Wynngaard, but it's now three days past when she was meant to arrive and there's no sign of her.- She raised her head and looked around the table, stating what everyone had already guessed. -He's asked us to go after her.-

The Adventure Zone: Here There Be Gerblins First Second Books

How do you catch an elusive thief? There is nothing more delightful than a bookfair with his lady love. At least, until Henri learns that a grimoire belonging to the dangerous Reaper's Set has been stolen without its protective box. When Henri and Jamie go looking for answers,

they are horrified to discover more than one volume has been stolen without its protective box. Jamie has never seen Henri so livid or frightened. The spells in the grimoires, unchecked, are powerful enough to make a building melt. Literally. Melt. They need to find them quickly, for the war-era grimoires could tear the city apart--and have already gotten a head start. With the thief nowhere to be found and still stealing grimoires, Jamie, Henri, and Seaton are more than ready to catch him. Please. And thank you.