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1st Edition Monster Manual

Revised versions of the phenomenally successful Dungeons & Dragons core rulebooks.

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

Play as a gnome, half-orc, or...

TOASTER OVEN? Dungeons &

Dragons is now officially a Mad Lib.

The world's greatest role-playing game

meets The World's Greatest Word

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Game. Embark on a JIGGLY quest, ride PEACOCKS into battle, and enjoy 21 fill-in-the-blank stories based on Dungeons & Dragons.

Trauma impacts everyone but its effect varies from one person to another In Recovery from Gaslighting & Narcissistic Abuse, Codependency & Complex PTSD (3 in 1), you will have three books that will help you discover: What Gaslighting, Codependency and Complex PTSD are Their cycles and how they form; eventually taking over your life The impact they have on you and your relationships with others The shift in mindset that you need to help you finally gain the courage to escape Self-care practices that will help you take back control of your life How you can rebuild an accurate sense of self that isn't formed by events from your past And much more. You know what

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helplessness feels like. The paralysis of panic, the loss of control. What it's time for you to learn, is that these feelings aren't forever. You are capable of transforming your life; if you are ready to take the first step then scroll up and click the "Add to Cart" button right now.

Monster Manual III

For the Specialist Book World

Dungeons of Dread: S Series Classic
Adventure Compilation

Exploration; Creative; Redstone; the
Nether and the End

AB Bookman's Weekly

Advanced Dungeons and

Dragons Monster Manual

IIWizards of the Coast

This Practical manual is

designed to address the need of

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the undergraduate medical students to help them to face the practical examination with ease. This prepares the students adequately in practical aspects. Salient features: Contains both practical and viva sections Practical section contains exercises as well as Objective Structured Practical Examination questions Each practical is supported by specific objectives, inference and opinions Each practical is followed by practice exercise Helps the students to learn practicals by themselves Each practical contains a video link which students can download and get a classroom

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experience while preparing Viva section contains most frequently asked must know and nice to know questions during practical examinations Contains both practical and viva sections Practical section contains exercises as well as Objective Structured Practical Examination questions Each practical is supported by specific objectives, inference and opinions Each practical is followed by practice exercise Helps the students to learn practicals by themselves Each practical contains a video link which students can download and get a classroom experience while preparing

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Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game

An immersive illustrated primer to the enchanted beings, magic users, and spells of Dungeons & Dragons, the leading fantasy role-playing game. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of

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how spells are created and used in the game, along with original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, *Wizards and Spells* also features prompts to encourage creative problem-solving skills in the dangerous situations that may be encountered in a *Dungeons & Dragons* adventure.

Dungeons and Dragons 4th
Edition For Dummies
Monster Manual II
Monster Manual 2

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Monster Manual Special Edition Volo's Guide to Monsters Wizards and Spells

This is the first entry-level accessory for use with the new D&D game. It provides a mini-campaign world where the Dungeon Masters can set their various adventure modules. The product also describes the player characters' village and the key people they meet, and the setting can be transferred to any world players choose. Map.

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Immerse yourself in monster lore in this supplement for the world's

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greatest roleplaying game This is NOT just another Monster Manual! Volo's Guide to Monsters provides something exciting for players and Dungeon Masters everywhere.

- A deep dive into the lore behind some of D&D's most popular and iconic monsters
- Dozens of monsters new to the fifth edition to include in your epic adventures
- New playable races to allow you to build characters to fit nearly any type of story in your D&D game.

The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of

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the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre froghemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget ... dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy

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room. If you survive. Research has never been so dangerous! Endless adventure and untold excitement await! Prepare to venture forth with your bold companions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player's Handbook received revisions to character classes to make them more balanced,

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including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

Dungeon Master For Dummies
Monster Manual 3

Midgard Bestiary (13th Age
Compatible)

Forensic Medicine and Toxicology
Practical Manual, 1st Edition - E-

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Book

A Roleplaying Game

Core Rulebook I V.3.5

Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.

Fantasirollespil.

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

Frank C. Feschino, Jr., the authority of the "Braxton County Monster" incident has returned with an Updated and Expanded version of his 2012 book. His ongoing and diligent 21-year investigation into

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this case reveals an invasion of gigantic aliens that occurred over America on September 12, 1952. Feschino meticulously reconstructed a timeline of events and recreated the scenario of that terrifying day, which includes the "Flatwoods Monster" and "Frametown Monster" incidents, a massive wave of UFO sightings and crashes and the cover-up of a USAF jet fighter that disappeared that night. This book contains new documentation about the "Braxton County Monster" case and startling UFO events of that day and includes additional witness information, newly discovered sightings, crashes, landings and more. It contains more than 225 visuals, including new articles,

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photos, maps, graphics and illustrations, which credit Feschino as the world's most thorough investigator of this UFO incident in history.

Dungeons and Dragons Monster Manual

Pathfinder RPG Bestiary 3 (P2)

Oriental Adventures

Dungeons and Dragons Core Rulebook

Tome of Creatures Malevolent and Benign : an Alphabetical Listing of Monsters for Use with Advanced Dungeons & Dragons Adventures ...
Special Reference Work : a Compiled Volume of Information Primarily Used by Advanced Dungeons & Dragons Game Referees, Including Combat Tables,

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Monster Lists and Encounters, Treasure and Magic Tables and Descriptions, Random Dungeon Generation, Random Wilderness Terrain Generation, Suggestions on Gamemastering, and More

TSR games and rules editor, preface by author, credits and acknowledgements, 16 appendices, glossary, afterword, a list of tables and charts, and index. Alphabetical listing, with descriptions and illustrations, of monsters designed for use with the Advanced dungeons and dragons game system. This indispensable

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supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks) The ultimate gift for any Minecraft fan--a box set featuring definitive guides to four different aspects of the blockbuster videogame, packed with insider info and tips from the experts at Mojang. * The world of Minecraft is waiting to be

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explored, but danger lurks around every corner. The official Minecraft: Guide to Exploration will help you survive. Learn how to find resources, craft equipment, and protect yourself from hostile mobs. * Minecraft is so varied and limitless that incredible creations can often be daunting to think about, let alone to build. The official Minecraft: Guide to Creative will teach you all you need to know to create builds more impressive than you could have dreamed of. * Survival is difficult in the perilous Nether and End

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dimensions, and you'll need to up your game if you want to make it back to the Overworld. The official Minecraft: Guide to the Nether & the End will teach you how to navigate the alien terrain, battle the native mobs, and find rare blocks and items. * Become a master engineer and create awesome contraptions with the official Minecraft: Guide to Redstone. Discover the uses of redstone components, learn how to make working circuits, then create clever builds using your new skills. Collect all of the

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***official Minecraft books:
Minecraft: The Island
Minecraft: The Crash
Minecraft: The Survivors'
Book of Secrets Minecraft:
Exploded Builds: Medieval
Fortress Minecraft: Guide
to Exploration Minecraft:
Guide to Creative
Minecraft: Guide to the
Nether & the End
Minecraft: Guide to
Redstone Minecraft:
Mobestiary Minecraft:
Guide to Enchantments &
Potions Minecraft: Guide to
PVP Minigames Minecraft:
Guide to Farming
Advanced Dungeons &
Dragons Monstrous Manual***

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***Neverland
5th Edition Rules, 1st
Edition Feel
An Adventurer's Guide
Dungeons & Dragons
Monster Manual
Special Reference Work : a
Compiled Volume of
Information for Players of
Advanced Dungeons &
Dragons, Including,
Character Races, Classes,
and Level Abilities; Spell
Tables and Descriptions;
Equipment Costs; Weapons
Data; and Information on
Adventuring
This introductory guide to
DUNGEONS & DRAGONS is
an illustrated primer to***

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many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young,

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aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

Suitable for any Dungeons & Dragons(game, this indispensable resource contains information about new monsters, each one illustrated and accompanied

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by a new stat block.

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes

information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies.

The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials. (Games/Gamebooks/Crosswords)

A deluxe leatherbound edition of one of the three

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D&D core rulebooks. This new, beautifully bound version of the Monster Manual joins the special editions of the Player's Handbook and the Dungeon Master's Guide to complete the premiere set of Dungeons & Dragons core rulebooks. Like the others, the title gets premium treatment in the form of a leather binding, emboss and foil treatment, gilt-edged paper, and an attached ribbon bookmark.

***Thunder Rift
Dungeons & Dragons Mad
Libs***

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Fiend Folio ***Fifth Edition Foes*** ***A Young Adventurer's Guide*** ***(s1 - S4)***

Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun. D&D terminology — understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean Roll the dice — add modifiers and see if you rolled the d20 high

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enough to beat the challenge
Minding your manners — know
D&D etiquette so you'll be
welcome in any adventure
Character building — select
your character's race and
class, and choose the best
powers, skills, feats, and
gear Roleplaying — give your
character a background and
personality quirks Combat —
use combat rules, a battle
grid, and miniatures to play
out furious battles Open the
book and find: Everything a
new player needs to get
started playing D&D Details
on four fantasy races and
four iconic classes
Explanations of every number
and statistic on the
character sheet The best

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magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready-to-use adventure to get you started as a Dungeon Master A ready-to-use battle grid with character and monster markers

"Fifth Edition Foes is a first step into supporting the Fifth Edition of everyone's favorite role playing game. The monsters in this book should be familiar to anyone who enjoyed the Tome of Horrors supplements (all four volumes of it) published by Necromancer Games during the Third Edition era. Many of these monsters reach back

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further than those books, though, since they're culled from First Edition volumes such as the Fiend Folio (1981) and monster Manual II (1983)--and those books drew material from the even older pages of magazines like The Dragon and White Dwarf. So while the stat blocks and powers of these creatures are as up-to-date as we could make them, they also harken back to the very early years of role playing games, when any addition to the game--every new monster, spell, or magic item--was completely new and exciting."-- Amazon.com (viewed October 30, 2018)
Mermaids, swordfights, and

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adventures through Neverland are all fun and exciting- until you're staring down the mouth of a crocodile big enough to topple a castle. Journey into the world of Peter Pan and its mysterious inhabitants in Neverland: A Role-Playing Game. Neverland is a Hexcrawl campaign, an adventure that relies on a group of players exploring a hexagonally gridded area. Each hex is densely packed with locations and mysteries that can be explored and revisited and altered in a number of ways. All it takes is for a group of adventurers to stumble in and shake things up. Designer Andrew Kolb has

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built the perfect world for such adventurers, adapting the lore of the beloved tales of Peter Pan for an older audience. For anyone who would like to run an RPG after Dungeons & Dragons fatigue sets in, exploring a contained world built off of a familiar (and public domain) property that naturally lends itself to adventure is the perfect next step.

Make your icon rolls-and hope for sixes! The Midgard Bestiary: 13th Age Roleplaying Game Compatible Edition is sending 100 weird, warped and unpredictable new monsters your way. This book

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includes: Adventure hooks for each monster and lists of things you're likely to find on them 9 new player character races including ghouls, gearforged, kobolds and ravenfolk All-new Midgard icons by Wade Rockett Get ready to face deadly foes from every corner of Midgard: the alleys of Zobeck, the empire of the ghouls, the courts of the shadow fey and the magic-blasted Wasted West. The Midgard Bestiary is full of exciting new creatures and NPCs including: Steam golems, ice maidens and fellforged warriors Dwarf mercenaries, marauders and berserkers Elf spellblades,

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magicians and theurgists Wizards,
warmagicians and alchemists Iron
ghouls, imperial ghouls and
spectral wolves 13 icons
including the all-new Master
of Demon Mountain,
Illuminated Brotherhood, and
the Beloved Imperatrix of
the elves, Regia Moonthorn
Kalthania-Rein van Dornig
Use these monsters in the
Midgard Campaign Setting, or
bring them into the fantasy
campaign world of your
choice. Get the Midgard
Bestiary today, and unleash
the dire weasels!
Emotional Abuse, People-
Pleasing and Trauma Vs.
Emotional Regulation,
Mindfulness, Independence
and Self-Caring

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Special Reference Work :
Players Handbook
The Braxton County Monster
Updated & Revised Edition
The Cover-up of the
"Flatwoods Monster" Revealed
Expanded
Warriors & Weapons (Dungeons
& Dragons)
Minecraft: Guide Collection
Advanced Dungeons and
Dragons Monster Manual

**Whether you've been a
Dungeon Master (DM) before
and want to fine-tune your
skills or want to get ready and
take the plunge, this is the
book for you. It gives you the
basics on running a great
game, info for more advanced
dungeon mastering,
guidelines for creating**

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adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines),

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The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, Dungeon Master For Dummies includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies. Bill has been a game designer since 1986 and leads the D&D

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creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller *Condemnation*. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more

Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher

Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector

Using miniatures, maps, and

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other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, The Necromancer's Apprentice, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered.... Presents profiles for hundreds of iconic monsters to be used in conjunction with the

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second edition advanced Dungeons and Dragons core rulebooks.

Dungeons of Dread is a hardcover collection of four classic, stand-alone Advanced Dungeons & Dragons(tm) adventure modules -- S1 Tomb of Horrors, S2 White Plume Mountain, S3 Expedition to the Barrier Peaks, and S4 The Lost Caverns of Tsojcanth -- complete with original black-and-white interior art.

The digital technologies of the 21st century are reshaping how we experience storytelling. More than ever before, storylines from the world's most popular narratives cross from the pages of books to the movie

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theatre, to our television screens and in comic books series. Plots intersect and intertwine, allowing audiences many different entry points to the narratives. In this sometimes bewildering array of stories across media, one thing binds them together: their large-scale fictional world. Collaborative Worldbuilding for Writers and Gamers describes how writers can co-create vast worlds for use as common settings for their own stories. Using the worlds of Star Wars, Lord of the Rings, A Game of Thrones, and Dungeons & Dragons as models, this book guides readers through a step-by-step process of building

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sprawling fictional worlds complete with competing social forces that have complex histories and yet are always evolving. It also shows readers how to populate a catalog with hundreds of unique people, places, and things that grow organically from their world, which become a rich repository of story making potential. The companion website veworldbuilding.com features links to online resources, past worldbuilding projects, and an innovative card system designed to work with this book.

Dungeons & Dragons Player's Handbook

Recovery from Gaslighting &

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Narcissistic Abuse, Codependency & Complex PTSD (3 in 1) Roleplaying Game Core Rules Special Edition Dungeon Master's Guide Monster Manual IV Advanced Dungeons & Dragons, Dungeon Masters Guide

Hundreds of old and new monsters for your 4th edition D&D(R) game! This core rulebook presents hundreds of monsters for your D&D campaign. Classic monsters such as centaurs and frost giants make their first 4th edition appearance here. In addition, this book includes scores of new monsters to challenge

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characters of heroic,
paragon, and epic levels.
Gathers information about
character classes, money,
equipment, weapons, fighting
proficiencies, magic spells,
monsters, and treasures used
in an Oriental-style role
playing game

Describes the
characteristics and
attributes of a variety of
monsters, zombies, demons,
giants, werewolves, animals,
and aliens for use in the
Dungeons and Dragons game.

Advanced Dungeons & Dragons

Draconomicon

Dungeons and Dragons

Accessory

Dungeons & Dragons For

Dummies

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**Advanced Dungeons & Dragons,
Players Handbook
Collaborative Worldbuilding
for Writers and Gamers**