

## Exodus Wasteland Bestiary

The Posthuman offers both an introduction and major contribution to contemporary debates on the posthuman. Digital 'second life', genetically modified food, advanced prosthetics, robotics and reproductive technologies are familiar facets of our globally linked and technologically mediated societies. This has blurred the traditional distinction between the human and its others, exposing the non-naturalistic structure of the human. The Posthuman starts by exploring the extent to which a post-humanist move displaces the traditional humanistic unity of the subject. Rather than perceiving this situation as a loss of cognitive and moral self-mastery, Braidotti argues that the posthuman helps us make sense of our flexible and multiple identities. Braidotti then analyzes the escalating effects of post-anthropocentric thought, which encompasses not only other species, but also the sustainability of our planet as a whole. Because contemporary market economies profit from the control and commodification of all that lives, they result in hybridization, erasing categorical distinctions between the human and other species, seeds, plants, animals and bacteria. These dislocations induced by globalized cultures and economies enable a critique of anthropocentrism, but how reliable are they as indicators of a sustainable future? The Posthuman concludes by considering the implications of these shifts for the institutional practice of the humanities. Braidotti outlines new forms of cosmopolitan neo-humanism that emerge from the spectrum of post-colonial and race studies, as well as gender analysis and environmentalism. The challenge of the posthuman condition consists in seizing the opportunities for new social bonding and community building, while pursuing sustainability and empowerment. This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as for any individual (or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Fantasillesp. It's easy to be distracted by the colorful ponies that have laid dominion over the world of Everglow, but they are far from the only race that has carved out their own portion of things and demands recognition. From the whimsical flutterponies to the despised impure, these lesser races are given a chance to be known, from social mores to combat abilities. This Book Includes Two New Races! Take control of the gem gnomls, if they'll let you. Seek treasure at all costs, or perhaps look for a better way? The donkeys of Everglow were not given a fair shake. The impure are prejudiced against harshly, but under your guidance, perhaps they can find justice, or at least peace. As Well As: Dozens of Feats Many new spells Compatible with both Pathfinder and the 5th edition of the most popular roleplaying game Detailed books into the lives of each race, allowing you to fully immerse yourself in your character.

Arts & Humanities Citation Index
The Medieval Book of Birds
Power Rangers RPG Core Book

A Novel
Wise Hangers

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. ¶ Includes four brand new D&D adventures that can be played as stand-alone or woven together as a campaign from levels 1¶1¶10 ¶ Adds a new playable race!an owl, one of the owfolk who study at the university ¶ Includes a bestiary of over forty magical creatures and NPCs ¶ Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus ¶ Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other ¶ Attend an elite mage university, choose your college, and adventure your way to graduation ¶ Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Information on Monsters of the Warhammer world that expands on the very basic information contained in the Core Rulebook. Warhammer Fantasy Roleplay (WFRP or WHFRP) is a roleplaying system created by Games Workshop. It is set in the Old World, which bears some resemblance to late medieval / renaissance Europe. The world is threatened by the forces of Chaos. The major power in the Old World is the Empire, in which most of the adventures are located. The Empire itself is a country full of intrigue, conspiracies, and dark plots. BL Publishing is the publishing wing of the world famous Games Workshop group of companies. As well as its new Black Industries imprint, the division is also home to the Black Library, which has been producing best-selling and award-winning novels, comics and artbooks set in the worlds of Warhammer since 1997. It also includes the Black Flame fiction imprint for non-Warhammer titles, and Warhammer Historical Wargames. Warhammer Fantasy Battle was originally published in 1986 and subsequently licensed to Hogshhead Publishing. This is the second edition of Warhammer Fantasy Roleplay.

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races

Hugh of Fouilly's de Avibus
Pathfinder Book of the Dead
Iron Council

#### Old World Bestiary

#### The Mutant Epoch

The aim of this book is to elucidate the role of forests as part of a landscape in the life of people. Most landscapes today are cultural landscapes that are influenced by human activity and that in turn have a profound effect on our understanding of and identification with a place. The book proposes that a better understanding of the bond between people and forests as integrated part of a landscape may be helpful in landscape planning, and may contribute to the discussion of changes in forest cover which has been motivated by land use changes, rural development and the global climate debate. To this end, people's perception of forest landscapes, the reasons for different perceptions, and future perspectives are discussed. Given the wide range of forest landscapes, and cultural perspectives which exist across the world, the book focuses on Europe as a test case to explore the various relationships between society, culture, forests and landscapes. It looks at historical evidence of the impacts of people on forests and vice versa, explores the current factors affecting people's physical and emotional comfort in forest landscapes, and looks ahead to how changes in forest cover may alter the present relationships of people to forests. Drawing together a diverse literature and combining the expertise of natural and social scientists, this book will form a valuable reference for students and researchers working in the fields of landscape ecology and landscape architecture, geography, social science, environmental psychology or environmental history. It will also be of interest to researchers, government agencies and practitioners with an interest in issues such as sustainable forest management, sustainable tourism, reserve management, urban planning and environmental interpretation.

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Adventure and Exploration Await! Suit up into your junk armor, grab your gasmask and blade and get ready to dive into a world of high adventure. Welcome to the Crossroads Region! It is the year 2364. The Tainted Sea continues to recede, exposing patches of the former megalopolis of Los Angeles. Few areas in the brutal world of The Mutant Epoch are so densely populated nor so embroiled in factional warfare as The Crossroads Region. Here, your heroes will explore old war zones, ruined cityscapes, reef-locked relic ships, stinking bogs and toxic bomb craters. Seek the bounty on the dreaded outlaw-cannibal Appro-Mortica, recharge your power cells at Array, avoid the deviant hunters of the Holy Purist Empire, and dodge the Mutant Supremacists of Abrerratia as your dig team travels forest road. At the end of the day, you and your comrades can wash away the grave dust of the ancients with a pint of beer in the bars and saloons of dozens of towns. But even in the scrap and concrete confines of human settlements, keep one eye open, as the abode of men can easily be as deadly as the post-apocalyptic wilderness. The Crossroads Region Gazetteer is the first official setting for The Mutant Epoch role playing game and contains the sprawling city of Overpass, the purist capital of Pure Hub City, the Aberrationist capital of Newburg, along with thirty one other factional and independent communities. Herein, the fortified excavator's town of Pitford resides, as well as the village of Walsave from the Mall of Doom adventure. Several upcoming TME adventures are also set in this region. Designed to connect with other upcoming gazetteers, this territory sits directly above uncharted zones meant to be created by the game master. No further settings will be published which document the areas south of the Crossroads Region, and instead future books will only describe areas, north, east and west. Included in this 448 page book: 33 Community Descriptions 98 Locations of Interest Descriptions 320 Illustrations 39 maps 20 NPCs Plus details on regional factions, ruin areas, outlaws, heroes, organization, nomadic communities and much more! Access to downloadable map and game ready content archive, including larger versions of included maps\*

Following Perdido Street Station and The Scar, acclaimed author China Miéville returns with his hugely anticipated Del Rey hardcover debut. With a fresh and fantastical band of characters, he carries us back to the decadent squalor of New Crozobun—this time, decades later. It is a time of wars and revolutions, conflict and intrigue. New Crozobun is being ripped apart from without and within. War with the shadowy city-state of Tesh and rioting on the streets at home are pushing the teeming city to the brink. A mysterious masked figure spurs strange rebellion, while treachery and violence incubate in unexpected places. In desperation, a small group of renegades escapes from the city and crosses strange and alien continents in the search for a lost hope. In the blood and violence of New Crozobun's most dangerous hour, there are whispers. It is the time of the iron council. . . . The bold originality that broke Miéville out as a new force of the genre is here once more in Iron Council: the voluminous, lyrical novel that is destined to seal his reputation as perhaps the edgiest mythmaker of the day. BONUS: This edition contains an excerpt from China Miéville's Embassytown.

#### Bestiary Notebook Set

Elder Evils

Ninth World Bestiary 3

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

The CRPG Book: A Guide to Computer Role-Playing Games

Botticini's Palmieri Altarpiece

*Named a Best Book of the Year by The Washington Post, NPR, Vanity Fair, LA Times, San Francisco Chronicle, Huffington Post, The Atlantic, Refinery 29, Men's Journal, Ploughshares, Lit Hub, Book Riot, Los Angeles Magazine, Powells, BookPage and Kirkus Reviews The much-anticipated first novel from a "story Prize-winning "S Under 35" fiction writer. In 2012, Claire Waye Watkins's story collection, Battleborn, swept nearly every award for short fiction. Now this young writer, widely heralded as a once-in-a-generation talent, returns with a first novel that harnesses the sweeping vision and deep heart that made her debut so arresting to a love story set in a devastatingly imagined near future: Unrelenting drought has transfigured Southern California into a surreal, phantasmagoric landscape. With the Central Valley barren, underground aquifer drained, and Sierra snowpack entirely depleted, most "Mojavas," prevented by both armed vigilantes and an indifferent bureaucracy from freely crossing borders to lush regions, have allowed themselves to be evacuated to internment camps. In Los Angeles' Laurel Canyon, two young Mojavs—Luz, once a poster child for the Bureau of Conservation and its enemies, and Ray, a veteran of the "forever war" turned surfer-squat in a starlet's abandoned mansion. Holdouts, they subsist on rationed cola and whatever they can loot, scavenge, and improvise. The couple's fragile love somehow blooms in this arid place, and for the moment, it seems enough. But when they cross paths with a mysterious child, the thirst for a better future begins. They head east, a route strewn with danger: sinkholes and patrolling authorities, bandits and the brutal, omnipresent sun. Ghosting after them are rumors of a visionary dowser—a diviner for water—and his followers, who whispers say have formed a colony at the edge of a mysterious sea of dunes. Immensely moving, profoundly disquieting, and mind-blowingly original, Watkins's novel explores the myths we believe about others and tell about ourselves, the double-edged power of our most cherished relationships, and the shape of hope in a precarious future that may be our own.*

*Green Matters offers a fascinating insight into the regenerative function of literature with regard to environmental concerns. The contributions to this volume explore individual works or literary genres with a view to highlighting their eco-cultural potential.*

*Twenty-three years ago, Sam and Dean Winchester lost their mother to a demonic supernatural force. Following the tragedy, their father, John, set out to teach his boys everything about the paranormal evil that lives in the dark corners and on the back roads of America . . . and how to kill it.*

*Fans of the blockbuster television phenomenon can rejoice! A one-of-a-kind compilation of all of Sam and Dean's demon-busting knowledge, The Supernatural Book of Monsters, Spirits, Demons, and Ghouls contains illustrations and detailed descriptions that catalogue the more than two dozen otherworldly enemies that most people believe exist only in folklore, superstition, and nightmares—vampires, ghosts, revenants, seaperts, and even bloody clowns. You'll find within these pages Sam and Dean's notes, observations, and memories interwoven with sections of John Winchester's invaluable journal, making this book the perfect companion to every thrilling episode—and an essential weapon in the secret war against the hidden creatures of the darkness!*

*This volume and its companion gather a wide range of readings and sources to enable us to see and understand what monsters show us about what it means to be human. Primary Sources on Monsters brings together some of the most influential and indicative monster narratives from the West.*

Two-fisted Action and Adventure Against the Mythos

8 Mini Notebooks

An Environmental History of the Middle Ages

Ecocultural Functions of Literature

Bestiary 2

Transpositions

Uncertain Mirrors realigns magical realism within a changing critical landscape, from Aristotelian mimesis to Adorno's concept of negative dialectics. In between, the volume traverses a vast theoretical arena, from postmodernism and postcolonialism to Lévinasian philosophy and eco-criticism. The volume opens and closes with dialectical instability, as it recasts the mutability of the term "mimesis" as both a "world-reflecting" and a "world-creating" mechanism. Magical realism, the authors contend, offers another stance of the possible; it also situates the reader at a hybrid aesthetic matrix inextricably linked to postcolonial theory, postmodernism, Bakhtinian theory, and quantum physics. AsUncertain Mirrors explores, magical realist texts partake of modernist exhaustion as much as of postmodernist replenishment, yet they stem from a different "location of culture" and "direction of culture": they offer complex aesthetic artifacts that, in their recreation of alternative geographic and semiotic spaces, dislocate hegemonic texts and ideologies. Their unrealistic excess effects a breach in the totalized unity represented by 19th century realism, and plays the dissonant chord of the particular and the non-identical.

"The Mutant Epoch is about humankind's attempt to reclaim some semblance of civilization, calling upon its best and boldest to uncover the lost knowledge and power of the old ones." The Mutant Epoch post-apocalyptic RPG challenges your in-gene persona to survive in an age of rediscovery, high adventure, savage conflict, and freakish mutants and machines. Characters work in small excavation teams making forays into ruined cities, through junk strewn wastelands, twisted forests, nightmarish swamps and across polluted seas. During their expeditions they must contend with mutant beasts, the environment, as well as raiders, cultists, and robotic forces, only to stake their place in the newly emerging barrier forts and factional bastions of humanity. Players can take on the roles of pure stocks, mutants, ghost mutants, cyborgs, beastial humans and an assortment of synthetic or engineered humans. All you need is this book, dice, paper and pencils, a few friends and your imagination. The Mutant Epoch uses the Outland System game mechanic, which employs the full set of polyhedron dice, is easy to learn, logical, fast paced, and perfectly suited to the hard core action of post apocalyptic game play. Inside this lavishly illustrated book you will find all the rules, art and content to generate characters, challenge them with perils, and then reward them with potent relics. This core book includes: 8 character types 30 castes 36 skills over a 111 mutations 68 cybernetic implants 104 creatures 9 robots and 10 androids complete encounter tables hazards, traps and insanity typical humans rules for called shots, parrying and chases 9 relic vehicles, 44 weapon relics, 14 armor relics and 70+ miscellaneous relics common PA vehicles and 10 scrap built Vehicles dozens of helpful tables character sheet GMs party record sheet grid and hex paper, and much more! Plus, there are numerous supplemental books, Excavator Monthly magazine issues, fiction, art, and as an added bonus being the TME Hub Rules book automatically grants the owner exclusive membership in the Society of Excavators.

Explores the paradoxical symmetry between the divine and demonic in early Jewish mystical texts. Divine Scapegoats is a wide-ranging exploration of the parallels between the heavenly and the demonic in early Jewish apocalyptical accounts. In these materials, antagonists often mirror features of angelic figures, and even those of the Deity himself, an inverse correspondence that implies a belief that the demonic realm is maintained by imitating divine reality. Andrei A. Orlov examines the sacerdotal, messianic, and creational aspects of this mimetic imagery, focusing primarily on two texts from the Slavonic pseudepigrapha: 2 Enoch and the Apocalypse of Abraham. These two works are part of a very special cluster of Jewish apocalyptic texts that exhibit features not only of the apocalyptic worldview but also of the symbolic universe of early Jewish mysticism. The Yom Kippur ritual in the Apocalypse of Abraham, the divine light and darkness of 2 Enoch, and the similarity of mimetic motifs to later developments in the Zohar are of particular importance in Orlov's consideration. Andrei A. Orlov is Professor of Judaism and Christianity in Antiquity at Marquette University. He is the author of several books, including Dark Mirrors: Azazel and Satanael in Early Jewish Demology, also published by SUNY Press.

Mutes, Freaks, Abominations. Radsicum. Monsters. The twisted victims of radiation, biochemical warfare, and mutagenic agents, mutants are outsiders, loathed, feared, and victimized by the ranks of normal humanity. Whether unique in their taint or members of stable groups of new radborn species, mutants may possess abilities strange or horrific, may be threat or ally, individuals every bit as complex and individual as any normal man. Humans and beasts alike may bear mutations, and there are whispers that such perversions of nature have occurred as to allow plants to think and move like men... Irradiated Freaks is the mutant supplement for the Atomic Highway Roleplaying Game.

The Unofficial Harry Potter Companion

Visions of Paradise

Irradiated Freaks

A Guide to Japanese Role-Playing Games

Bestiary of Krynn

Warhammer Fantasy Roleplay

The Middle Ages was a critical and formative time for Western approaches to our natural surroundings.áecAn Environmental History of the Middle Ages is a unique and unprecedented cultural survey of attitudes towards the environment during this period. Humankindãe(tm)s relationship with the environment shifted gradually over time from a predominantly adversarial approach to something more overtly collaborative, until a series of ecological crises in the late Middle Ages. With the advent of shattering events such as the Great Famine and the Black Death, considered eñorescences of the climate downturn known as the Little Ice Age that is comparable to our present global warming predicament, medieval people began to think of and relate to their natural environment in new and more nuanced ways. They were made to be acutely aware of the consequences of human impacts upon the environment, anticipating the cyclical "eco ecology" approach of the modern world. Exploring the entire medieval period (c. 500 to 1500), and ranging across the whole of Europe, from England and Spain to the Baltic and Eastern Europe, John Aberth focuses his study on three key areas: the natural elements of air, water, and earth; the forest; and wild and domestic animals. Through this multi-faceted lens, An Environmental History of the Middle Ages sheds fascinating new light on the medieval environmental mindset. It will be essential reading for students, scholars and all those interested in the Middle Ages

Call of Cthulhu RPG 1930s

The Crossroads Region Gazetteer: Region One for the Mutant Epoch RPG

The sixtieth anniversary edition of Frantz Fanon's landmark text, now with a new introduction by Cornel West First published in 1961, and reissued in this sixtieth anniversary edition with a powerful new introduction by Cornel West, Frantz Fanon's The Wretched of the Earth is a masterfuland timeless interrogation of race, colonialism, psychological trauma, and revolutionary struggle, and a continuing influence on movements from Black Lives Matter to decolonization. A landmark text for revolutionaries and activists, The Wretched of the Earth is an eternal touchstone for civil rights, anti-colonialism, psychiatric studies, and Black consciousness movements around the world. Alongside Cornel West's introduction, the book features critical essays by Jean-Paul Sartre and Homi K. Bhabha. This sixtieth anniversary edition of Fanon's most famous text stands proudly alongside such pillars of anti-colonialism and anti-racism as Edward Said's Orientalism and The Autobiography of Malcolm X.

On Nomadic Ethics

Demonic Mimesis in Early Jewish Mysticism

Divine Scapegoats

Pathfinder RPG Bestiary 3 (P2)

The Crucible of Nature

Green Matters

Rocker Alan Robert of the legendary metal-crossover music group, Life of Agony, writes and illustrates this twisted horror/conspiracy series. Wire Hangers uses nightmarish visuals and graphic storytelling to depict a wave of abductions plaguing New York City. Pill-popping detectives, corrupt secret agents, and a mysterious, disfigured homeless man are all inter-connected in this horrific tale of revenge and redemption.

Bloom deep-throats the barrel, and pulls the trigger. He waits for Lorraine to follow him into the afterlife, just like they planned, but she never shows. Death has no pay off.He drops down to the underworld, a place called Paradise Cove, an assisted afterlife facility masquerading as a cheap hotel deep in the bowels of the earth. A modern day Dante. Bloom searches desperately for a way out of hell. He journeys through the nine known underworlds in a mad search for his lady love to take the revenge he thinks he is owed. Death is a spiral: the deeper you go the worse it gets.

Visions of Paradise showcases new scholarly research on the monumental Palmieri Altarpiece by Francesco Botticini (1446-1498). The painting, which depicts the Assumption of the Virgin, was made for the funerary chapel of the Florentine citizen Matteo Palmieri (1406-1475). Palmieri was a true "Renaissance Man"—an associate of the Medici and a humanist, whose career encompassed a variety of roles, as diplomat, poet, writer, and apothecary. In this book, Jennifer Sivkva uncovers new insights about the culture that produced this stunning altarpiece and the fascinating patron who commissioned it. In addition to its religious content, the altarpiece depicts a panoramic landscape that serves as a very early example of a "city portrait" of Florence; this accurate, detailed view, which includes Palmieri's villa and farm, predates several of the earliest known maps of the city. Sivkva examines what the painting reflects about Florentine society and spiritual beliefs, and sheds light on aspects of the painting—including its authorship, date, theological significance, and original location—that are frequently questioned.

A multidisciplinary index covering the journal literature of the arts and humanities. It fully covers 1,144 of the world's leading arts and humanities journals, and it indexes individually selected, relevant items from over 6,800 major science and social science journals.

New Perspectives on People and Forests

Uncertain Mirrors

Ponyfinder: Setting

Gold Fame Citrus

Pulp Cthulhu

Gurps Fantasy

*A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the smash hit Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like daemons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns! The Pathfinder RPG Bestiary 2 includes: - More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition - An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference - Dozens of monstrous variants to modify creatures and keep players on their toes - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration - Suggestions for monstrous cohorts - Plenty of new animal companions and familiars - AND MUCH, MUCH MORE!*

*Little Henry and his dragon drift through the house, flying over an amazing assortment of familiar things both animate and inanimate. They soar high into the night sky for further magical adventures until it is time to return safely to home and bed.*

*The terrorist agents of H.A.V.O.C. in the year A.D. 2020 attempt to destroy Dallas Colony One, and the reader, as Cal Phoenix, must defend his people.*

*This major new book offers a highly original account of ethical and political subjectivity in contemporary culture. It makes a strong case for a non-unitary or nomadic conception of the subject, in opposition to the claims of ideologies such as conservatism, liberal individualism and techno-capitalism. Braidotti takes a bold stand against moral universalism, while offering a vigorous defence of nomadic ethics against the charges of relativism and nihilism. She calls for a new form of ethical accountability that takes "Life" as the subject, not the object, of enquiry. This ethics is presented as a fundamental reconfiguration of our being in the world and it calls for more conceptual creativity in the production of worldviews that can better enable us to behave ethically in a technologically and globally mediated world. The nomadic ethical subject negotiates successfully the complex tension between the multiplicity of political forces on the one hand and the sustained commitment to emancipatory politics on the other. Transpositions provides an intellectually rich guide to the leading critical debates of our time and will be of great interest to scholars and students throughout the humanities and social sciences.*

The Crossroads Region Gazetteer: Region One for the Mutant Epoch RPG

The Supernatural Book of Monsters, Spirits, Demons, and Ghouls

Primary Sources on Monsters

Highway Holocaust

Magical Realisms in US Ethnic Literatures

Henry's Dragon Dream

*"A complete dictionary of all the magical persons, places and things identified in the Harry Potter series of J. K. Rowling. It includes chapter and page references to take the reader back to the original sources. There are also quick reference lists of many common subjects such as beasts and creatures, books and publications, charms, curses, house rosters, jokes and gag devices, magical devices and objects, plants, potions, quidditch terminology and much more. An indispensable resource tool to navigate around and to better appreciate the complexity of the novels." --Back cover.*

*Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.*

The Posthuman

Ponyfinder - Races of Everglow

Dungeon World

The Wretched of the Earth