

Read Free Madness In Freeport

Madness In Freeport

The Freeport Trilogy concludes with this exciting 48-page adventure. Return to the city that started it all with Madness in Freeport. The unveiling of Milton's Folly draws near, and the PCs must uncover its sinister secrets before time runs out. This

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time they face more than back alley toughs and mindless undead. Sealord Drac has his eyes on the PCs and they may not survive his malefic attentions. Madness in Freeport is the action packed climax to the first d20 campaign series. For characters level 4-6. Madness in Freeport won Best Cartography for Todd

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Gamble's incredible maps in the 2001 ENnie d20 System Awards!

Chris Pramas is going to Hellagain. The author of the popular AD&D Guide to Hell returns to the pit in this 64-page sourcebook. This time the focus is on the inhabitants of the nine layers. In Legions of Hell, you'll find page after page of new

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foes, stunningly illustrated by top artists in the field. Full d20 System stats make this book a must for the serious fantasy roleplayer. Your players will beg for mercy after facing the Legions of Hell! Requires the Dungeon and Dragons Player's Handbook, Third Edition, published by Wizards of the Coast for

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use. Dungeon and Dragons and Wizards of the Coast are registered trademarks of Wizards of the Coast, and are used with permission.

For the past three decades, many history professors have allowed their biases to distort the way America's past is taught. These intellectuals have searched for

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instances of racism, sexism, and bigotry in our history while downplaying the greatness of America's patriots and the achievements of "dead white men." As a result, more emphasis is placed on Harriet Tubman than on George Washington; more about the internment of Japanese Americans during World

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War II than about D-Day or Iwo Jima; more on the dangers we faced from Joseph McCarthy than those we faced from Josef Stalin. A Patriot's History of the United States corrects those doctrinaire biases. In this groundbreaking book, America's discovery, founding, and development are

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reexamined with an appreciation for the elements of public virtue, personal liberty, and private property that make this nation uniquely successful. This book offers a long-overdue acknowledgment of America's true and proud history.

Three novels featuring a New York PI

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tangling with the SEC, the IRS, and the mob, from an Edgar Award winner who “can really write” (The New York Times Book Review). In No One Rides for Free, Tony Cassella is a private investigator whose past includes a year or so at Yale University’s law school, a stint as a corrections officer, and a cocaine

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addiction. Though he's recently gotten his life back on track, Cassella is drawn to trouble, and can imagine no greater thrill than his latest case: tangling with the SEC in an investigation that leads deep into the federal government.

Continuing with You Get What You Pay For and Foreign Exchange, Cassella's

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unique talents land him in the crosshairs of the mob, the IRS, and a dangerous world of international intrigue. Larry Beinhart (b. 1947) is an award-winning author of mysteries, nonfiction and political essays, best known for his novel American Hero, which inspired the blockbuster film Wag the Dog. His first

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novel, No One Rides for Free (1986), introduced Tony Cassella, a thoroughly modern private investigator who also appeared in You Get What You Pay For (1988) and Foreign Exchange (1991). Beinhart's next novel, American Hero (1993), told the story of an unpopular president who engineers a war to win re-

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election. Beinhart has also won an Emmy and a Dagger Award. He lives and writes in Woodstock, New York.

Heroes of the Elemental Chaos

The Sovereign Individual

Anthropologists and the Christian Faith

Cursed in New England

A Humorous Glimpse at the Madness of

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Technology!

West Papua's Struggle for Independence

A D20 System Adventure for Characters

Level 2 to 5

Brian Staveley's new standalone, Skullsworn, returns to the critically acclaimed Chronicle of the Unhewn Throne universe, following a priestess-

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assassin for the God of Death.
“Brilliant.” —V. E. Schwab, New York Times bestselling author From the award-winning epic fantasy world of The Emperor’s Blades... Pyrre Lakatur is not, to her mind, an assassin, not a murderer—she is a priestess. At least, she will be once

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she passes her final trial. The problem isn't the killing. The problem, rather, is love. For to complete her trial, Pyrre has ten days to kill the seven people enumerated in an ancient song, including "the one who made your mind and body sing with love / who will not come again." Pyrre isn't sure

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she's ever been in love. And if she fails to find someone who can draw such passion from her, or fails to kill that someone, her order will give her to their god, the God of Death. Pyrré's not afraid to die, but she hates to fail, and so, as her trial is set to begin, she returns to the city of her birth in the

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hope of finding love . . . and ending it on the edge of her sword. "A complex and richly detailed world filled with elite soldier-assassins, mystic warrior monks, serpentine politics, and ancient secrets." —Library Journal, starred review, on *The Emperor's Blades* *Chronicle of the Unhewn Throne* The

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Emperor's Blades The Providence of Fire The Last Mortal Bond Other books in the world of the Unhewn Throne Skullsworn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This 128-page spiral-bound journal

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features a striking cover image by fantasy artist Brom. The painting, Miss Muffet, depicts a sexy, grown-up version of the character, in skintight black and red, seated on a sepulchral marble "tuffet," watching as a black widow spider descends next to her. Awesome archvillains for any

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Dungeons & Dragons(R) campaign. The Exemplars of Evil supplement shows Dungeon Masters how to construct memorable campaign villains and presents nine ready-to-play villains of various levels that can be easily incorporated into any D&D campaign. Each villainous entry

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provides complete statistics for the villain (or villains), as well as adventure seeds, campaign hooks, pregenerated minions, and a fully detailed lair.

A sweeping account of civilization's dependence on copper traces the industry's history, culture and

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economics while exploring such topics as the dangers posed to communities living near mines, its ubiquitous use in electronics and the activities of the London Metal Exchange. By the author of Fools Rush In. 30,000 first printing.

Book of the Righteous 5E

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Black Sails Over Freeport
A D20 System Adventure for Levels 4
to 6

Deadly Foes to Vex Your Heroes
Eyes In The Sky
The Slain God

New Englanders are always cursing.

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But a colorful profanity uttered by some stereo-typically taciturn old Yankee is usually more humorous than menacing. Yet, true maledictions (the opposite of benedictions) have frequently been spoken on New England soil, curses intended to invoke evil, injury, or total destruction against other people. Stories

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about preternatural revenge are numerous in Yankee lore, with each New England state providing its favorites. You'll read about curses that were followed by the strange disappearance of a father and daughter in Rhode Island, mysterious afflictions in Massachusetts, a river of death in

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Maine, an unaccountable blight in New Hampshire, unexplained madness in Connecticut, and other eerie happenings from New England's colorful history. Some are well known, at least regionally. Others are nearly forgotten. Within these pages, storyteller Joseph A. Citro vividly brings these tales to life,

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letting us decide if these tales of woe were bad luck or . . . something else. More than three decades after its first publication, Edward Said's groundbreaking critique of the West's historical, cultural, and political perceptions of the East has become a modern classic. In this wide-ranging,

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intellectually vigorous study, Said traces the origins of "orientalism" to the centuries-long period during which Europe dominated the Middle and Near East and, from its position of power, defined "the orient" simply as "other than" the occident. This entrenched view continues to dominate western

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ideas and, because it does not allow the East to represent itself, prevents true understanding. Essential, and still eye-opening, Orientalism remains one of the most important books written about our divided world.

Two renowned investment advisors and authors of the bestseller The Great

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Reckoning bring to light both currents of disaster and the potential for prosperity and renewal in the face of radical changes in human history as we move into the next century. The Sovereign Individual details strategies necessary for adapting financially to the next phase of Western civilization. Few

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observers of the late twentieth century have their fingers so presciently on the pulse of the global political and economic realignment ushering in the new millennium as do James Dale Davidson and Lord William Rees-Mogg. Their bold prediction of disaster on Wall Street in Blood in the Streets was

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borne out by Black Tuesday. In their ensuing bestseller, The Great Reckoning, published just weeks before the coup attempt against Gorbachev, they analyzed the pending collapse of the Soviet Union and foretold the civil war in Yugoslavia and other events that have proved to be among the most

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searing developments of the past few years. In *The Sovereign Individual*, Davidson and Rees-Mogg explore the greatest economic and political transition in centuries -- the shift from an industrial to an information-based society. This transition, which they have termed "the fourth stage of human

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society," will liberate individuals as never before, irrevocably altering the power of government. This outstanding book will replace false hopes and fictions with new understanding and clarified values.

Providing Dungeon Masters with 160 pages of truly wicked threats to

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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.

Exemplars of Evil

Paradise Betrayed

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**The Secret Lives of the World's Most
Expensive Painting**

Orientalism

Madness at Midnight Revenge

Legions of Hell

Player's Option

To escape problems with
both of her parents

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throughout her childhood in the 1940s and 50s, Pearl Harbor Keenan reaches out to Walking Mary, a strange old woman who meets every single passenger train that pulls

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into the Framburg depot.
Welcome to the Fate
Freeport Companion! For
over a decade, Freeport
has stood as one of
fantasy gaming's most
distinctive cities. Home

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to pirates, foul cults,
terrifying monsters,
vicious gangs, crime
lords, and a whole host of
corrupt politicians,
Freeport is a dynamic
setting, offering a unique

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blend of high adventure and cosmic horror. Inside these packed covers, you'll find:* Rules design by noted Fate Core authorities Brian Engard and Clark Valentine.* A

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new skill system for Fate Core that utilizes six base skills: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.* A brand-new magic system that melds

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classic fantasy RPG flavor with Fate Core rules.* An all-new insanity and madness system to evoke the popular Lovecraftian overtones of the City of Adventure.* Rules for

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using weapons, armor, magic items, and even firearms!* Fate Core stats for Freeport monsters, including the freakish blemmyae and the dreaded burnlings.* Details on the

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core races and how they fit in the city, as well as rules for implementing player character race in Fate.* Statistics for over 75 heroic allies and and terrible villains

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described in The Pirate's Guide to Freeport.* Fury in Freeport: A new adventure to help you launch a brand-new Freeport campaign!The Fate Freeport Companion is your

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rules guide to exploring Green Ronin Publishing's Freeport, whether as a daring hero looking for adventure, or as a Gamemaster seeking new worlds to explore, this

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sourcebook is an indispensable accessory for fans of both Freeport and the Fate Core System! An epic quest exposes hidden truths about Leonardo da Vinci's

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Salvator Mundi, the recently discovered masterpiece that sold for \$450 million—and might not be the real thing. In 2017, Leonardo da Vinci's small oil painting the

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Salvator Mundi was sold at auction. In the words of its discoverer, the image of Christ as savior of the world is "the rarest thing on the planet." Its \$450 million sale price also

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makes it the world's most expensive painting. For two centuries, art dealers had searched in vain for the Holy Grail of art history: a portrait of Christ as the Salvator

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Mundi by Leonardo da Vinci. Many similar paintings of greatly varying quality had been executed by Leonardo's assistants in the early sixteenth century. But

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where was the original by the master himself? In November 2017, Christie's auction house announced they had it. But did they? The Last Leonardo tells a thrilling tale of a

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spellbinding icon invested with the power to make or break the reputations of scholars, billionaires, kings, and sheikhs. Ben Lewis takes us to Leonardo's studio in

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Renaissance Italy; to the court of Charles I and the English Civil War; to Amsterdam, Moscow, and New Orleans; to the galleries, salerooms, and restorer's workshop as the painting

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slowly, painstakingly emerged from obscurity. The vicissitudes of the highly secretive art market are charted across six centuries. It is a twisting tale of geniuses

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and oligarchs, double-crossings and disappearances, in which we're never quite certain what to believe. Above all, it is an adventure story about the search for

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lost treasure, and a quest for the truth. Praise for The Last Leonardo "The story of the world's most expensive painting is narrated with great gusto and formidably researched

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detail in Ben Lewis's book. . . . Lewis's probings of the Salvator's backstory raise questions about its historical status and visibility, and these lead in turn to the

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fundamental question of whether the painting is really an autograph work by Leonardo.”—Charles Nicholl, *The Guardian* “As the art historian and critic Ben Lewis shows in

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his forensically detailed and gripping investigation into the history, discovery and sales of the painting, establishing the truth is like nailing down jelly."— Michael Prodger,

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The Sunday Times

It's a strange phenomena;
the spirit's desire to
experience existence as a
mortal. The idea is
counterintuitive to most
of us - which is strange

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as well because most of us came here as spirits. The vast power of a spirit chooses limitation. I suppose that if we could choose to be limited in ability for a short time

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we might, but only for a short time. This book assesses a true warrior within the world. The unknowing soldier's hopes, visions, and intentions are examined to determine

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if he shares God's dissatisfaction with the world. The story takes a look at one or two of God's creations, destined to die by their own hand. The soldiers are suspended

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in time and knowledge.
Before they become aware
of what has happened to
them, they are examined to
determine if their
motivations within this
world are worth defending

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- to see the genuine motivation that defines their actions. By knowing what they know, we see the true vision of humanity without the disingenuous haze that surrounds and

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compromises our existence.
This is a dialogue between
either a man and God or a
man and madness - You
decide.

Elder Evils

Dungeons and Dragons

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Adventure for 7th-Level
Characters

The Last Leonardo

Skullsworn

Shadow of the Demon Lord

Darkwerks

A Patriot's History of the

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United States

The world has gone to hell and nearly everyone who has lived through it has gone mad. In PunkApocalyptic: The RPG, based on the wild and irreverent miniatures game of the samename by Bad Roll

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Games, you and your friends assume the roles of mercenaries who roam theWasteland. In this bleak and radioactive land, you fight to survive, explore the ruins of whatcame before, and trade blood,

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sweat, and tears for the precious bullets that have become the land's currency. Explore the radioactive ruins, fight battle-crazed mutants, negotiate with bizarre cultists, bargain with junkers and

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*scavengers, and unearth
fantastic relics from the
past. Brutal and filthy,
PunkApocalyptic: The RPG
offers thrilling adventures
steeped in the carnage of a
bleak and devastated future.
Freeport (the pirate-themed*

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fantasy setting) has proven popular with gamers, spawning multiple editions and titles. This sourcebook provides all the rules needed to run campaigns in the Freeport setting using the Pathfinder RPG system

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from Paizo Publishing. The Freeport Companion features game stats for the setting's major characters, new core classes and prestige classes, new magic items and spells, and rules for character insanity. An

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introductory adventure is also included.

It is October 1928. London: the capital of an empire that covers a quarter of the globe and contains a quarter of the human race. The population busies itself

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with its concerns of politics and government, finance and production, work and recreation. But how fragile things are. What ignorance there is. For there are those who are engaged in quite different pursuits.

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*Those who would see an
inhuman power come to Earth
that would make such
activity seem merely a last
dance before dying. Over this
winter [the] taint emerges
as never before. The
sensitive and the weak feel*

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it first; few can know the source, but some welcome it anyway experience in it a thrill. Artists find their work strangely influenced, and they mine this vein of creativity. Many exhibitions this season feature the saem

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images: a social gathering gripped by a repressed panic; a lake or marsh cloaked with mist; the presence of something that stands just off canvas. New fiction and theater bring scenes of upheaval and

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*confusion that are never
allowed to reach a climax.
Seances and mediumistic
exhibitions bring untoward
results and end in
disruption. And other people
are susceptible to
variations in mood: they*

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*feel new lines of
communication opening. Some
claim God is talking to
them. All feel the lure of
the stars. Artists,
musicians, and writers work
at their windows after
sunset, their curtains*

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*thrown open to the sky. The
troubled walk the streets by
night conversing with
themselves, railing at
interruptions. Madmen sit in
their cells gazing where the
Hyades will rise. Tatters of
the King is a complete*

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*campaign for Call of
Cthulhu. Visited locations
include Milan, Suffolk
London, Nepal, Scotland, the
Severn Valley, and Bombay,
Events here are best met
with 4-6 investigators.
Since game styles vary,*

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allow for 12-24 sessions of play. The book is 232 pages. Written by Tim Wiseman.

Cover and illustrations by Ashley Jones. Maps and plans by Antony Fentiman.

Discover THE ADVENTURERS QUARTET, a riveting blend of

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*Regency-era high seas
adventure, intrigue and
romance, only from #1 New
York Times bestselling
author STEPHANIE LAURENS.
His to cherish Declan
Frobisher chose Lady Edwina
Delbraith as his wife. Scion*

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*of a bold, seafaring
dynasty, he's accustomed to
getting his way— Edwina
would be the woman who
graced his arm, warmed his
bed and remained safely at
home when he returned to
sea. But once the knot is*

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*tied, Declan discovers
Edwina is unconventional and
strong-willed, and his
marriage promises to be as
tempestuous as the high
seas. Hers to command
Edwina's fairy-princess
beauty hides a spine of*

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steel. Born into the aristocracy—born to rule—and with Declan's ring gracing her finger, she expects to forge a marriage by his side. Then bare weeks into their honeymoon, Declan is recruited to sail on a

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secret mission. Edwina—naturally—declares she must accompany him. Theirs to conquer Facing unforeseen perils and unexpected enemies while battling to expose a dastardly scheme, Declan and Edwina discover

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that their unusual marriage demands something they both possess—bold and adventurous hearts. JOIN THE ADVENTURERS—four couples whose passionate voyages will transport you. Start the journey here and follow

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*the adventures, the
mysteries and the romances
to the cataclysmic end!*

Originally published in 2015

*A Sourcebook for the
Freeport Campaign Setting
From Columbus's Great
Discovery to the War on*

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Terror

Orc Warfare

The New England Clam Shack

Cookbook

*Mastering the Transition to
the Information Age*

Fate Freeport Companion

Return to Freeport

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A killing spree is horrifying enough. When all eight members of the Ridgeway family are gunned down by a math student who then kills himself, Delta Green sees hints that make it more terrifying still.

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Your Agents have to stop the madness before it spreads. The Last Equation is a full-color scenario of personal apocalypse and lethal mystery. It is playable with Delta Green: Need to Know or Delta Green: Agent's

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*Handbook, available from Arc
Dream Publishing.*

*Madness in Freeport A D20
System Adventure for Levels 4
to 6 Green Ronin Pub*

*In August 2000, Green Ronin
released the adventure Death in*

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Freeport and kicked off the d20 phenomenon. This Ennie and Origins Award winning adventure was the first in the Freeport trilogy, which was completed by Terror in Freeport and Madness in Freeport. All

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three adventures have been out of print for years, but that's about to change. To celebrate the five-year anniversary of both the company and Freeport, Green Ronin is bringing together the entire trilogy under one

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cover for the first time. This new edition has been updated to the 3.5 rules and revised and expanded to make the campaign more detailed and complete. It's time to return to the city that started it all. They

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don't call Freeport "the City of Adventure" for nothing.

Part travelogue, part cookbook, this colorful collection captures the unique charm of New England's seafood cuisine.

Brooke Dojny takes you on a

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tour of family-owned and -operated clam shacks from Connecticut to Maine and offers dozens of simple recipes for rich and buttery lobster, fried clams, creamy chowders, and much more. Whether you're looking to

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plan a tasty weekend road trip up the coast or host a backyard lobster bake, you'll find everything you need in this deliciously salty collection.

Freeport Companion

Terror in Freeport

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PunkApocalyptic the RPG

Tatters of the King

More Stories of Damned

Yankees

The Pirate's Guide to Freeport

The Secret Rise of Gorgon Stare

and How It Will Watch Us All

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Freeport is Green Ronin's signature city setting and has been home to thousands of RPG campaigns since its launch in 2000. Classic fantasy elements, cruel-hearted pirates and Lovecraftian horror come together in the rum-fueled metropolis known as

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the City of Adventure. Now a new era is beginning. The Pirate's Guide to Freeport is the definitive new sourcebook for the City of Adventure, set 5 years after the events of the original Freeport trilogy. This is a pure setting book, focusing entirely on the

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people, places, politics, and perils of Freeport and containing no game statistics of any kind. The Pirate's Guide to Freeport can thus be used with any fantasy RPG and Green Ronin will be providing companion products for popular systems like True20 and

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d20.

Fantasirollespil.

Freeport's in crisis, as war breaks out on the high seas and orcs riot in the streets. A map promises the biggest haul of booty in history, but nothing is as it seems. Buried with that treasure is

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a terrifying evil Freeport thought banished forever. **Black Sails Over Freeport**, the first mega-adventure for the award-winning pirate city, is filled with enough swashbuckling challenges to test the mettle of any band of heroes. Its 256 pages are packed with action,

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intrigue, and danger, delivered with the style and professionalism you've come to expect from Green Ronin. Black Sails are on the horizon. Do you have what it takes to face them?

Erin Andrews met Logan Maxwell, III on a cruise ship the summer of 2011;

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they were married over the Christmas holidays and now are happily planning a honeymoon trip on another cruise ship out of Charleston, S.C; however unknown to them, they are being followed by a ruthless killer who is determined that they are not going to

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remain happy for very long; he is out for revenge and intends to end their lives tragically. Jess Reynolds is Erin's best friend but she has been a thorn in Logan's side for years; however he cannot make Erin see that Jess is a danger to both of them. She is

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determined to remain Jess's best friend regardless of the consequences.

However, when Logan disappears, the police suspect Erin because Logan named her as beneficiary in his \$100,000 double indemnity life insurance policy. If you like romantic

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intrigue and suspense at its best then pick up this book and take a cruise along with the newlyweds to Cozmel and Playa Del Carmen, Mexico, then enjoy the lovely Caribbean beaches around Freeport, Grand Bahamas. Authorhouse has also published seven

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other books by Sylvia: WHEELS OF DANGER, TREACHEROUS HEARTS, THE VOODOO DOLL, A STRANGE ENCOUNTER, ECHO OF FOOTSTEPS, MADNESS AT MIDNIGHT and WHITE IS FOR WEDDINGS. She is also working on

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an inspirational novel called: 2009 - A
YEAR OF HEARTBREAK AND THE
PROMISE OF RAINBOWS.

A Campaign Setting for Fantasy
Roleplaying

An Adventure Series for the Pathfinder
RPG

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Walking Mary

The Standing Stone

A Story about Copper, the Metal That
Runs the World

Revenge Never Dies

The Clay Universe Project

The fascinating history and

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unnerving future of high-tech aerial surveillance, from its secret military origins to its growing use on American citizens **Eyes in the Sky** is the authoritative account of how the Pentagon secretly developed a godlike surveillance system for monitoring **America's enemies**

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overseas, and how it is now being used to watch us in our own backyards. Whereas a regular aerial camera can only capture a small patch of ground at any given time, this system—and its most powerful iteration, Gorgon Stare—allow operators to track thousands of

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moving targets at once, both forwards and backwards in time, across whole city-sized areas. When fused with big-data analysis techniques, this network can be used to watch everything simultaneously, and perhaps even predict attacks before they happen.

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In battle, Gorgon Stare and other systems like it have saved countless lives, but when this technology is deployed over American cities—as it already has been, extensively and largely in secret—it has the potential to become the most nightmarishly

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powerful visual surveillance system ever built. While it may well solve serious crimes and even help ease the traffic along your morning commute, it could also enable far more sinister and dangerous intrusions into our lives. This is closed-circuit television on

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steroids. Facebook in the heavens. Drawing on extensive access within the Pentagon and in the companies and government labs that developed these devices, Eyes in the Sky reveals how a top-secret team of mad scientists brought Gorgon Stare into existence, how it

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has come to pose an unprecedented threat to our privacy and freedom, and how we might still capitalize on its great promise while avoiding its many perils.

A native New Englander presents traditional recipes as prepared in twenty-five classic seafood

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eateries, sharing a host of chowder, shellfish, side dish, and dessert recipes, in a collection complemented by the histories of each featured restaurant. Original. Go back to the city that started it all! Return to Freeport is a new adventure set in and around Chris

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Pramas's classic City of Adventure that mixes fantasy, pirates, and Lovecraftian horror with nonstop danger and potential rewards. Player characters begin at 1st level and progress all the way to 11th as they seek to cure an ancient curse, track down slaver gangs, face off

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against the forces of the nation of Mazin, and uncover who is behind the long line of threats to Freeport itself. Compatible with the Pathfinder Roleplaying Game, Return to Freeport is the perfect companion to the Freeport: The City of Adventure setting book!

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In the fourth adventure in the D&D(series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as traditional monsters in this

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powerful adventure.

The New England Clam Shack

Cookbook, 2nd Edition

Hastur's Gaze Gains Brief Focus

Upon the Earth

God Thinks You're Stupid

The Lady's Command

The Tony Cassella Mysteries

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Madness in Freeport

**No One Rides for Free, You Get
What You Pay For, and Foreign
Exchange**

**RPG supplement by Richard
Baker & Robert Schwalb**

**In the third Quarterly Essay
for 2002 John Martinkus**

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details what is being done to West Papua by its Indonesian overlords. He illustrates how those who seek independence are killed and tortured for their cause. There is now no one like the Papuan leader Theys Eluay, murdered in

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2001 by the Indonesian military, and a campaign of death and terror has been launched on those who raise the Morning Star flag. Martinkus shows how the wealth of the Freeport mine underpins a regimen of

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repression and he reports on the rise of Laskar Jihad, the imported Islamic extremists who spread fear in the name of Indonesian domination. In a powerful, groundbreaking piece of reportage, Martinkus shows how West Papua is

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another East Timor waiting to happen and how this is made possible by the indifference of everyone from the United Nations to the Australian government. 'John Martinkus' narrative is as engrossing as it is appalling. It is full of

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**menace and madness and the
smell of death.' - Peter
Craven, Introduction 'The
violence in West Papua today
... is being orchestrated by the
same figures in the
Indonesian military who were
behind the events in East**

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Timor ... the whole repressive network of the Indonesian military that laid it waste.' - John Martinkus, Paradise Betrayed
Freeport is one of the classic city settings of fantasy roleplaying and it's

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back--bigger and better--in this monstrous new sourcebook for The Pathfinder Roleplaying Game. Clocking in at a massive 544 pages, Freeport: The City of Adventure lovingly details a metropolis that mixes fantasy

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tropes, piracy, and Lovecraftian horror into an action packed setting for your RPG campaign. The city is now more detailed than ever, with added locations, characters, hooks, and a brand new, full-length

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adventure. The book, featuring a cover by fan favorite artist Wayne Reynolds and a fold-out map of the city, also includes full rules support for the Pathfinder RPG: new classes, archetypes, feats, and magic items. As

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always you can use Freeport on its own or drop it into your campaign setting of choice. So set sail for Freeport, mateys! Come for the pirates, stay for the cosmic horror! If you've ever made one TECH-SUPPORT call, had to wade

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through the countless prompts when calling any business, tried to figure out the multitude of 'error messages' on your PC or dodged the 'spinning rainbow pinwheel' on a Mac, or are fearful of losing all your

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**file.....consider yourself to be
in TECHNO-STRESS,
have TECHNO-DREAD or
perhaps see yourself as being
a TECHNO-GYPSY or having
TECHNO-PERPLEXITY.....you
will most certainly relate to
and be entertained by the**

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**humorous Poems, Limericks,
Ditties, Haiku and the
plethora of HuMorOus VisuAls
in, "Heck No! Tech No!"
(HNTN) that address the
Madness of Technology!' You
will also discover humor
throughout the entire book,**

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from the Opening Page, to the Preface, to the Acknowledgements; with hidden gems (NO, not rubies or diamond.....but a Kaleidoscope of HUMOUR) hidden in the Contents (Table of), on the BLANK Pages,

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served up in the Technology Menu, and more...Lots more! "HECK NO! TECH NO!" will forever brighten your days with laughter and chuckles and give you, "A Humorous Glimpse at the Mad-ness of Technology!" ENJOY!

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The Freeport Trilogy

Heck No! Tech No!

**A Novel in the World of The
Emperor's Blades**

**Delta Green: The Last
Equation**

Boom, Bust, Boom

Freeport the City of Adventure

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The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tome provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole

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new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, *The Book of the Righteous* provides a comprehensive mythology that unifies all of the gods in the book. The original edition of *Book of the Righteous* was one of the most

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critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E rules.

Despite their constant infighting and backstabbing, orc horde armies

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remain a dire threat to all races. To them, war is life. Beginning with an examination of the fighting methods of the individual orc warrior, the book expands to look at how they do battle in their small warbands and in vast armies. Using vivid illustrations, it reveals the tactics, strategies, and

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technology of all the orc troop types, from lightly armed archers and heavily armored shock troops to their wolf cavalry and siege engines. Finally, it explores specific key battles to develop the fullest possible understanding of these loathsome, terrifying creatures and the ways in

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which they wage war.

Throughout its entire history, the discipline of anthropology has been perceived as undermining, or even discrediting, Christian faith. Many of its most prominent theorists have been agnostics who assumed that ethnographic findings and theories

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had exposed religious beliefs to be untenable. E. B. Tylor, the founder of the discipline in Britain, lost his faith through studying anthropology. James Frazer saw the material that he presented in his highly influential work, *The Golden Bough*, as demonstrating that Christian thought

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was based on the erroneous thought patterns of 'savages.' On the other hand, some of the most eminent anthropologists have been Christians, including E. E. Evans-Pritchard, Mary Douglas, Victor Turner, and Edith Turner. Moreover, they openly presented articulate reasons for how

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their religious convictions cohered with their professional work. Despite being a major site of friction between faith and modern thought, the relationship between anthropology and Christianity has never before been the subject of a book-length study. In this groundbreaking work,

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Timothy Larsen examines the point where doubt and faith collide with anthropological theory and evidence.