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# Slayer Master Guide Osrs

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RuneScape: Return to Canifis

Forgotten Realms Campaign Setting

Dungeon Crawl Classics Role Playing Game

The College Beautiful

Outstanding User Interfaces with Shiny

The Return of the King

Embodying the Dharma

Violence and the Sacred

The Watcher's Guide

League of Legends: Realms of Runeterra (Official Companion)

In Search of Sanity

Grimms' Fairy Tales (Illustrated by Walter Crane)

Soul Bearer

Infinite Wilderness

The Lost World

R.I.P

The Strain

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Where Demons Fear to Tread  
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*Slayer Master*  
*Guide Osrs*

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**KENNEDI ROACH**

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*RuneScape: Return to  
Canifis* Dundurn

Examines the practice of  
relic veneration in a  
variety of forms of  
Buddhism.

**Forgotten Realms  
Campaign Setting**

Scholastic Paperbacks  
Book Three of the Epic  
Prequel to the Classic  
Novel *Dune*—Soon to Be a

Major Motion Picture The  
grand finale of the  
complex epic trilogy of  
the generation before  
Frank Herbert's  
masterwork *Dune*.  
Shaddam Corrino IV,  
Emperor of the Known  
Universe, has risked  
everything to create a  
substitute for the spice  
melange . . . The  
substance that makes  
space travel possible . . .  
That prolongs life . . . That  
allows prescience . . . A  
substance that is found

only on the desert planet  
Arrakis, a harsh world of  
storms and monstrous  
sandworms. Shaddam has  
used the noble houses as  
chess pieces for his  
scheme, causing the  
overthrow of powerful  
families, raising other  
houses to power. The  
Bene Gesserit Sisterhood  
works their own plans,  
manipulating bloodlines,  
trying to create their long-  
awaited messiah, the  
Kwisatz Haderach. Duke  
Leto Atreides battles his

mortal enemy, Baron Vladimir Harkonnen, while his love for the beautiful and wise Jessica grows even in the face of bloodshed and betrayal. But are they all just pawns of an inevitable future centered around the planet Dune? Look for the entire prequel series

DUNE: HOUSE ATREIDES • DUNE: HOUSE HARKONNEN • DUNE: HOUSE CORRINO

*Dungeon Crawl Classics Role Playing Game* Harper Collins

A scientist finds dinosaurs roaming in an unexplored

area in South America. The College Beautiful White Wolf Games Studio

Berserk has conquered the worlds of manga and anime, and now comes the essential roadmap to the sprawling Berserk universe, exploring the characters, creatures, settings, and stories of Berserk's first 38 volumes. Profusely illustrated and including never-before-seen art (including an eight-page color section) and author notes by Kentaro Miura, the Official Guidebook is a comprehensive tour

through the epic adventure, shocking horror, and graveyard humor that can be only Berserk!

### **Outstanding User Interfaces with Shiny Spectra**

This is a magical collection of Grimms' tales, including Sleeping Beauty, Cinderella, Rapunzel, Rumpelstiltskin and many others. These spellbinding stories will delight, surprise and educate. The renowned Walter Crane has lovingly illustrated this volume.

### **The Return of the King**

Del Rey

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

*Embodying the Dharma*  
State University of New York Press

Now celebrating the 42nd anniversary of The

Hitchhiker's Guide to the Galaxy, soon to be a Hulu original series!

"Hitchhiker fans rejoice! . . . [Here's] more of the same zany nonsensical mayhem."—The New York Times Book Review It's easy to get disheartened when your planet has been blown up and the woman you love has vanished due to a misunderstanding about space/time. However, instead of being disheartened, Arthur Dent makes the terrible mistake of starting to enjoy life a bit—and

immediately all hell breaks loose. Hell takes a number of forms: there's the standard Ford Prefect version, in the shape of an all-new edition of The Hitchhiker's Guide to the Galaxy, and a totally unexpected manifestation in the form of a teenage girl who startles Arthur Dent by being his daughter when he didn't even know he had one. Can Arthur save the Earth from total multidimensional obliteration? Can he save the Guide from a hostile alien takeover? Can he

save his daughter, Random, from herself? Of course not. He never works out exactly what is going on. Will you? “Douglas Adams is a terrific satirist. . . . He is anything but harmless.”—The Washington Post Book World  
 Jeffrey Casalina  
 2016 Young Author's Award — Shortlisted  
 CCBC's Best Books for Kids & Teens (Fall 2015) - Commended  
 Instead of writing in a diary, twelve-year-old Jo Waller secretly edits Wikipedia entries to

cope with the worst year of her life. Jo Waller has three brainy friends, two mostly harmless parents, and one deep, dark secret: she edits Wikipedia for fun. But when her twenty-four-year-old brother moves back home with his pregnant girlfriend, Jo is forced to reconcile the idealized version of her absent, cool older brother with the reality of romantic relationships and the truth behind so many embarrassing health class videos. With the young couple moving

back into the family home, there's barely enough room for anyone to move, let alone have any privacy. Throw in some major friendship turbulence, a seriously unrequited crush, and a mortifyingly bad haircut, and it's looking like Jo will be lucky to make it out of the year alive. When you're a pizza-faced dork who uses Wikipedia as a diary and would rather wear ancient hand-me-downs than shop at the mall, what's the upside? Jo is about to find it in the most unlikely way.

Violence and the Sacred

Simon and Schuster

Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling *The Legend of Zelda: Art & Artifacts* and *The Legend of Zelda: Encyclopedia*. Also look for *The Legend of Zelda: Breath of the Wild — Creating a Champion* for an in-depth look at the art, lore, and making of the best selling video game! Dark Horse Books and

Nintendo team up to bring you *The Legend of Zelda: Hyrule Historia*, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome digital book contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of Donkey Kong, Mario, and *The Legend of Zelda*, Shigeru Miyamoto, this

book is crammed full of information about the storied history of Link's adventures from the creators themselves! As a bonus, *The Legend of Zelda: Hyrule Historia* includes an exclusive comic by the foremost creator of *The Legend of Zelda* manga — Akira Himekawa!  
*The Watcher's Guide*  
Gallery Books  
World Literature is a vital part of twentieth-first century critical and comparative literary studies. As a field that engages seriously with

function of literary studies in our global era, the study of World literature requires new approaches. The Cambridge History of World Literature is founded on the assumption that World Literature is not all literatures of the world nor a canonical set of globally successful literary works. It highlights scholarship on literary works that focus on the logics of circulation drawn from multiple literary cultures and technologies of the textual. While not rejecting the nation as a

site of analysis, these volumes will offer insights into new cartographies – the hemispheric, the oceanic, the transregional, the archipelagic, the multilingual local – that better reflect the multi-scalar and spatially dispersed nature of literary production. It will interrogate existing historical, methodological and cartographic boundaries, and showcase humanistic and literary endeavors in the face of world scale environmental and humanitarian

catastrophes.

League of Legends: Realms of Runeterra (Official Companion)

Cambridge University Press

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder



Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction

in the Pathfinder Journal, and more!

*In Search of Sanity* Pocket Books

Varrock is the greatest human city in the world, yet it is filled with dangerous secrets. People are being taken by an inhuman abductor. Its victims are murdered... or worse, spirited away to Morytania, where vampires rule. As unrest against the crown grows, the King chooses to send the now-famous Kara-Meir and her friends across the holy river into Morytania, the land of the dead.

**Grimms' Fairy Tales (Illustrated by Walter Crane)** Dark Horse Comics

A full-colour hardcover companion tome that offers a look behind the scenes as the iconic online fantasy RPG celebrates its 20th birthday! In 2001, RuneScape transformed the world of MMORPGs with a magical world that was free-to-play in your browser. Assuming any number of fantasy roles, players carved their own adventures in a fantasy land filled with vibrant

characters, daring adventure and mystery. In an industry where success can often be short lived, RuneScape has defied the odds by not just surviving, but thriving over an incredible two decades. Now you can get an insider's look at the tremendous talent and enormous effort that went into creating the land of Gielinor and the magical races who inhabit it. Jagex and Dark Horse present a guide to the history of the RuneScape franchise, exploring the detailed tapestry of RuneScape

and Old School RuneScape through exciting and exclusive art and behind the scenes interviews!

**Soul Bearer** Harlequin

A massively multiplayer online game featuring quests, battles with monsters, and competition for treasure run by Jagex Limited.

*Infinite Wilderness* The Watchers Guide  
 Buffy The Vampire Slayer  
 Outstanding User Interfaces with Shiny provides the reader with necessary knowledge to develop beautiful and

highly interactive user interfaces. It gives the minimum requirements in HTML/JavaScript and CSS to be able to extend already existing Shiny layouts or develop new templates from scratch. Suitable for anyone with some experience of Shiny, package development and software engineering best practices, this book is an ideal guide for graduates and professionals who wish to bring their app design to the next level. Key Features: Provides a survival kit in web development to

seamlessly get started with HTML/CSS/JavaScript Leverage CSS and Sass and higher-level tools like {bslib} to substantially enhance the design of your app in no time A comprehensive guide to the {htmltools} package to seamlessly customize existing layouts Describes in detail how Shiny inputs work and how R and JavaScript communicate Details all the necessary steps to create a production-grade custom template from scratch: packaging, shiny tags creation, validating and

testing R components and JavaScript Expose common web development debugging technics Provides a list of existing templates, resources to get started and to explore **The Lost World** A&C Black The city of Varrock is at breaking point; people are fleeing from the country into the already full city and riots are breaking out as the government struggles to keep order. Meanwhile Gar'rth struggles with his dark destiny, Theodore chases

a holy relic and Kara prepares for war. As the friends continue to fight against evil, Zamorak's power continues to rise, bringing with it the walking dead... The third, thrilling novel in the RuneScape series. **R.I.P** Grand Central Publishing The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty -- and that Queen Ileosa has neared her goal of achieving immortality! With the holy weapon Seriththial in their hands,

they must confront old enemies and explore ancient Thassilonian ruins if they hope to save the people of Korvosa from fueling a mad queen's lust for immortality. This installment of Pathfinder closes out the Curse of the Crimson Throne Adventure Path, and also features a discussion of Varisia's largest dungeon -- the untold vaults below Castle Korvosa, full details on the notorious dragon behind the Curse of the Crimson Throne, and many new monsters to vex and plague high-level

heroes.

### **The Strain** Dungeon

When the first volume of the official Buffy the Vampire Slayer Watcher's Guide was published in January 1999 it was hailed by critics and fans alike as the best episode guide of its kind. Volume Two was voted SF and Fantasy Non-fiction Book of the Year for 2000 by the readers of SFX, the world's biggest science fiction entertainment magazine. Crammed with statistics, comment, analysis, interviews, quotes, dialogue, pictures

and inside-story behind-the-scenes information which can be found nowhere else, the two books combined offer the most complete package available to the series which has taken television by storm. Volume one covers every episode from Season One and Season Two while volume two covers every episode from Seasons Three and Four. Buffy and Angel, Spike and Dru, Giles, Willow, Xander, Anya, and not forgetting bad girl Faith and series villains The Master, the Mayor and

Adam - they're all here in the ultimate companions to the Buffyverse.

**The Watchers Guide  
Buffy The Vampire  
Slayer** Titan Books (US,  
CA)

In anticipation of the new film *The Hobbit*, opening in December 2012, comes a reissue of the final book in *The Lord of the Rings* trilogy. Reissue. 200,000 first printing.

My God Book Lindhardt og Ringhof

The adventurers awaken within the walls of the eerie Briarstone Asylum, their minds wracked and

memories missing. As they work together to recover their missing time, they soon learn that the cause of their eerie amnesia is but a symptom of a much greater cosmic menace. As they struggle to retain their sanity, the heroes must ally with other asylum residents and fight against the monstrosities that have taken over the asylum and plunged it into nightmare. Can the adventurers defeat the terror that stalks the halls and free themselves from their prison of madness?

"In Search of Sanity" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off the Strange Aeons Adventure Path, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos. Several new monsters, details on the Mythos, and the first installment of a new Pathfinder's Journal round out this volume of the Pathfinder Adventure Path! Each monthly full-color softcover Pathfinder Adventure Path volume

contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game

Masters additional material to expand their campaign. Pathfinder Adventure Path volumes

use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

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