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"Ahead of its time...James figures out what really makes some of the greatest minds in Magic tick." --Autumn Burchett, Magic Pro League member and two-time English National Champion "For the Magic The Gathering player who is a part of this community, who loves not just the cards but the world of Magic itself, this is a great pickup for reading." --Tolarian Community College, YouTube video review "James fills a gap in the Magic the

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Gathering world with his work behind the scenes, not only with CardBoard Live, but also with his ethnographic research into the lives of Magic personalities."

--Vincent "Deathsie" Chu, professional Magic Arena streamer 12 of Magic: The Gathering's finest players. 12 interviews.

Michael Bonde Paulo Vitor Damo Da Rosa

Andrew Elenbogen Jon Finkel Bryan Gottlieb

Emma Handy Bob Huang Wilson Hunter Luis

Scott-Vargas Jonathan Sukenik Gerry

Thompson Noah Walker

NEW YORK TIMES BESTSELLER • Experience the

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first official adventure in Magic: The Gathering's multiverse in nearly a decade as the ultimate battle begins on Ravnica. Teyo Verada wants nothing more than to be a shieldmage, wielding arcane energies to protect his people from his world's vicious diamondstorms. When he's buried alive in the aftermath of his first real tempest, the young mage's life is about to end before it can truly begin—until it doesn't. In a flash, a power he didn't know he had whisks him away from his home, to a world of stone, glass, and wonder:

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Ravnica. Teyo is a Planeswalker, one of many to be called to the world-spanning city—all lured by Nicol Bolas, the Elder Dragon. Bolas lays siege to the city of Ravnica, hungry for the ultimate prize: godhood itself. His unparalleled magic and unstoppable army appear poised to bring the city to utter ruin. Among those who stand in the way of Bolas's terrifying machinations are the Gatewatch, Planeswalkers sworn to defeat evil, no matter where it's found. But as they work to unite the other mages and mount a

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defense of the city and its people, the terrifying truth of Bolas's plan becomes clear. The Elder Dragon has prepared a trap to ensnare the most powerful mages from across the Multiverse—and it's too late to escape. As forces great and small converge on the city and the battle rages, the stakes could not be higher. If the Gatewatch falters and the Planeswalkers fail, the curtain will fall on the age of heroes—and rise on the infinite reign of Nicol Bolas.

In this struggle for influence and power,

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for the keys to magical knowledge,
everything you knew about novels based on
Magic: The Gathering® is changing . . .
Jace Beleren is a planeswalker who has
taken the path of least resistance. He is
gifted and powerful, but chooses not to
push himself. Part of an inter-planar
consortium that deals in magical
artifacts, Jace has some power and
influence. He also has a certain amount of
security. That's all about to change. When
Liliana, a dark temptress with demons of
her own (quite literally), comes into his

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life, she brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks

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the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. • Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror settings, add tension with optional

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rules, and get advice for running a game that's ghastly in all the right ways • Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword • Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets • Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

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War of the Spark: Ravnica (Magic: The Gathering)

10 Years of Decks, Thoughts, and Theory!

Popular Photography

A Planeswalker Novel

Magic: The Gathering: Planes of the Multiverse

Ikorra: Lair of Behemoths - Sundered Bond

If you think a gang of real-life geeks can't take on the world and win big . . . think again. And whatever you do, don't sit down across a gaming table from Jon Finkel, better known as Jonny Magic. Jonny Magic and the Card Shark Kids is his amazing true story: the jaw-dropping, zero-to-hero chronicle

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of a fat, friendless boy from New Jersey who found his edge in a game of cards—and turned it into a fortune. The ultimate bully-magnet, Finkel grew up heckled and hazed until destiny came in the form of a trading-card game called Magic: The Gathering. Magic exploded from nerdy obsession to mainstream mania and made the teenage Finkel an ultracool world champion. Once transformed, this young shark stormed poker rooms from the underground clubs of New York City to the high-stakes tables online, until he landed on the largest card-counting blackjack team in the country. Taking Vegas for millions, Finkel's squad of brainy gamers became the biggest players in town. Then they took on the town's biggest game, the World Series of Poker, and walked away with more than

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\$3.5 million. Thrilling, edgy, and ferociously feel-good, the odyssey of these underdogs-turned-overlords is the stuff of pop-culture legend. And David Kushner, acclaimed author of *Masters of Doom*, masterfully deals out the outrageous details while bringing to life a cast of characters rife with aces, kings, knaves . . . and more than a few jokers. If you secretly believe every player has his day, you're right. Here's the proof.

As the outcome of a single desert war threatens to transform the history of Dominaria and the lives of its inhabitants forever, the prophecy of None, One, and Two will finally be fulfilled, in the final book of the *Magic Legends Cycle* trilogy. Original.

On the artificial plane of Rath, staging ground for invasion, the

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Phyrexians prepare to stop their greatest enemy. A "Magic: The Gathering" novel.

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

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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-alones or woven together as a campaign from levels 1-10 □ Adds a new playable race—an owlin, one of the owlfolk 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 □

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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

Eating Disorders Anonymous

A Visual History

2013

Agents of Artifice

Dungeons & Dragons Guildmasters' Guide to Ravnica
(D&D/Magic: The Gathering Adventure Book and Campaign Setting)

It Gets Even Better

An official guide to the most iconic

legends and legendary creatures from the world of Magic: The Gathering The world of Magic: The Gathering is home to many fantastical characters and creatures, but perhaps none so intriguing as its legends. Legendary dragons, demons, angels, goblins, vampires, merfolk, wizards, and more roam the multiverse. These characters harken back to Magic's early history, having been introduced in one of the first Magic card sets (1994's Legends); new legends continue to tell epic stories in lore and on the battlefield through the

present day. Magic: The Gathering: Legends showcases high-quality reproductions of the legendary card art from across the game's history—in many instances for the first time outside of the card frame—along with accompanying histories written by Jay Anelli. This collection also offers exclusive insight into the art and mythology behind some of Magic: The Gathering's most powerful, popular, and enduring legends, including Niv-Mizzet, Emmara Tandris, Marit Lage, Sisay, Atraxa, the Eldrazi titans, Edgar Markov, Queen

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Marchesa, Zurgo, Pia Nalaar, Zacama, King Algenus Kenrith, Snapdax, and many, many more.

Eating Disorders Anonymous: The Story of How We Recovered from Our Eating Disorders presents the accumulated experience, strength, and hope of many who have followed a Twelve-Step approach to recover from their eating disorders. Eating Disorders Anonymous (EDA), founded by sober members of Alcoholics Anonymous (AA), have produced a work that emulates the "Big Book" in style and substance. EDA

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respects the pioneering work of AA while expanding its Twelve-Step message of hope to include those who are religious or seek a spiritual solution, and for those who are not and may be more comfortable substituting "higher purpose" for the traditional "Higher Power." Further, the EDA approach embraces the development and maintenance of balance and perspective, rather than abstinence, as the goal of recovery. Initial chapters provide clear directions on how to establish a foothold in recovery by offering one of the

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founder's story of hope, and collective voices tell why EDA is suitable for readers with any type of problem eating, including: anorexia nervosa, bulimia, binge eating, emotional eating, and orthorexia. The text then explains how to use the Twelve Steps to develop a durable and resilient way of thinking and acting that is free of eating disordered thoughts and behaviors, including how to pay it forward so that others might have hope of recovery. In the second half of the text, individual contributors share their

experiences, describing what it was like to have an eating disorder, what happened that enabled them to make a start in recovery, and what it is like to be in recovery. Like the "Big Book," these stories are in three sections: Pioneers of EDA, They Stopped in Time, and They Lost Nearly All. Readers using the Twelve Steps to recover from other issues will find the process consistent and reinforcing of their experiences, yet the EDA approach offers novel ideas and specific guidance for those struggling with food, weight and

body image issues. Letters of support from three, highly-regarded medical professionals and two, well-known recovery advocates offer reassurance that EDA's approach is consistent with that supported by medical research and standards in the field of eating disorders treatment. Intended as standard reading for members who participate in EDA groups throughout the world, this book is accessible and appropriate for anyone who wants to recover from an eating disorder or from issues related to food, weight, and body

image.

An old man nearly chokes to death after stuffing dandelion heads into his mouth. A pregnant cow repeatedly runs headlong into a fence post. Oscar Basaran investigates a series of strange events on the Kidney Island. "From its highly original premise to its deliciously isolated setting, Gregory Bastianelli's SHADOW FLICKER hooked me and kept me squirming until the very last page. An entertaining and emotional read. I had a blast!" – Jonathan Janz, Author of THE SIREN AND THE SPECTER

and THE RAVEN Investigator Oscar Basaran travels to Kidney Island off the coast of Maine to document the negative effects of shadow flicker from wind turbines on residents living near the windmills, but is unprepared for what he encounters from the islanders. Oscar's research shows that sleep deprivation, light deficiency and ringing headaches brought on by the noise and constant strobe-like effect of the sun filtered through the spinning blades of the turbines brings on hallucinatory episodes for the closest neighbors to the

machines. Melody Larson's elderly father nearly chokes to death after stuffing dandelion heads into his mouth. The Granberrys' pregnant cow repeatedly runs headlong into a fence post. Tatum Gallagher mourns her young son who vanished more than a year ago, presumed swept out to sea by a wave while fishing on the rocky shore, but several people claim to see him appear only in the glimmer of the shadow flicker. Aerosource, the energy corporation that owns the turbines, hired Oscar to investigate the

neighbors' claims, but the insurance agent shows no allegiance to the conglomerate, especially after learning a previous employee sent to the island a year before has disappeared without a trace. When Oscar meets former island school science teacher Norris Squires, fired for teaching his students about the harmful effects of shadow flicker, he learns a theory regarding Aerosource that sounds too preposterous to believe. While it seems the shadow flicker effect has driven some of the island's animals crazy, is it

possible it's caused an even worse mental breakdown among the human inhabitants? Or is something more nefarious at work on the island? As Oscar's investigation deepens, he discovers the turbines create an unexpected phenomena kept secret by a select group of people on Kidney Island who have made a scientific breakthrough and attempt to harness its dark power.

FLAME TREE PRESS is the imprint of long-standing independent Flame Tree Publishing, dedicated to full-length original fiction in the horror and

suspense, science fiction & fantasy, and crime / mystery / thriller categories. The list brings together fantastic new authors and the more established; the award winners, and exciting, original voices. The Myth. The Magic. Dominarian legends speak of a mighty conflict, obscured by the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titantic engines that scarred and twisted the very planet. Of a final battle that sank continents and shook the skies.

The saga of the Brothers' War.

The Brothers' War

Ravnica

Stories of Queer Possibility

Interviews with the Game's Greatest Minds

Shadow Flicker

How a Gang of Geeks Beat the Odds and

Stormed Las Vegas

"Recipes from Feast of Fiction, the innovative YouTube show featuring fantastical and fictional recipes inspired by books, movies, comics, video games, and more Fans of Feast of Fiction have been clamoring for a cookbook

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since the channel debuted in 2011. Now it's here! Just like they do on the small screen, hosts Jimmy Wong and Ashley Adams whip up their real-life interpretation of fictional dishes to pay homage in a genuine, geeky, and lively way. Jimmy brings a wealth of gamer and nerd cred to the table, and baker extraordinaire Ashley provides the culinary wisdom. The quirky duo offer an array of creative and simple recipes, featuring dishes inspired by favorites such as Star Trek and Adventure Time, as well as Butterbeer (Harry Potter), A Hobbit's Second Breakfast, Mini "Dehydrated" Pizzas (Back to the Future), Sansa's Lemon Cakes (Game of Thrones),

and dishes from the niches of gaming, comics, and animation such as Fire Flakes (Avatar), Poke Puffs (Pokemon), and Heart Potions (The Legend of Zelda). With 55 unique and awesome dishes, this long-awaited cookbook will help inspire a pop culture dinner party, a fun night at home with family and friends, or an evening on the couch thinking about what you could be cooking!" --

These stories are about identity, relationships, and community. They're about hope, acceptance, affirmation, and joy. And most of all, in a time when uncertainty feels inescapable and overwhelming, they'r

about taking one another by the hand and choosing together to embrace the unknown. The possibilities are endless. This anthology is full of uplifting, affirming short stories about queer possibility by an outstanding lineup of speculative fiction authors including Charlie Jane Anders, Zen Cho, Amy Griswold, Nibedita Sen, Merc Fenn Wolfmoor, and S.L. Huang.

Discover the monstrous realm of Ikorria in this thrilling story, inspired by Magic: The Gathering's card set Ikorria: Lair of Behemoths! Lukka is a proud captain of the Coppercoats, the elite military force that defends Drannith from the savage monsters lurking outside its

city walls. For the Coppercoats, the only good monster is a dead monster. Lukka's world is forever altered when he unexpectedly forms a mystical connection with a ferocious, winged cat. But such bonds are high crimes in Drannith, punishable by death. Running for his life, Lukka flees the very home he was sworn to protect. Now an outcast monster "bonder," Lukka must survive the wilds of Ikorla while being ruthlessly hunted by his former brothers-in-arms, including the sadistic General Kudro. With help from planeswalker Vivien Reid, can Lukka learn to tame his newfound powers before he wields vengeance--and an army of nightmarish

monsters--against his beloved Drannith?

Book two in the Angelarium series. This artbook is a chronicle of Enoch, a living man wandering the world of Angels. Seeking a path home, Enoch witnesses a rogue order of Angels invading his home and threatening the existence of humanity. The book includes illustrations, poetry, and short stories centering around the fallen Angels known as the Watchers.

The Art of Magic: The Gathering - Ixalan

Mashle: Magic and Muscles, Vol. 4

Nemesis

Radical Game Design

Strategies and Tactics

Guildpact

An examination of subversive games—games designed for political, aesthetic, and social critique. For many players, games are entertainment, diversion, relaxation, fantasy. But what if certain games were something more than this, providing not only outlets for entertainment but a means for creative expression, instruments for conceptual thinking, or tools for social change? In *Critical Play*, artist and game designer Mary Flanagan examines alternative games—games that challenge the accepted norms embedded within the gaming industry—and argues that games designed by artists and

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activists are reshaping everyday game culture. Flanagan provides a lively historical context for critical play through twentieth-century art movements, connecting subversive game design to subversive art: her examples of “playing house” include Dadaist puppet shows and *The Sims*. She looks at artists' alternative computer-based games and explores games for change, considering the way activist concerns—including worldwide poverty and AIDS—can be incorporated into game design. Arguing that this kind of conscious practice—which now constitutes the avant-garde of the computer game medium—can inspire new working methods for designers, Flanagan offers a model for designing that will encourage the subversion of popular

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gaming tropes through new styles of game making, and proposes a theory of alternate game design that focuses on the reworking of contemporary popular game practices.

One of the Best Humor Books of 2021! (Vulture) You are a HUMAN MAN navigating every day life, dating, bus etiquette, and other important human concerns. You are definitely NOT A WOLF. Life is good. You have a job, an apartment in a nice part of town, and an online dating profile that's recently yielded as many as three matches. From the outside, it would appear you're a human man that has all the pieces of a stable and functional life. But you also have a horrible secret. You're not a human man at all. You're a WOLF. Based on the immensely popular

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Twitter account @SickOfWolves, this interactive story follows you, (who, if anyone asks, is NOT A WOLF) as you go about normal life, making choices that will either reveal your true identity or allow you to keep your cover. Each choice is crucial to your survival and, more importantly, your burgeoning graphic design career. Will you navigate water cooler gossip without arousing suspicion? Can you go on a date without bringing up how much you love ham? Or is it perhaps time to throw this human world to the wind and return to the woods from whence you came?

The war with the spirit world has begun... In a world of mysticism and honor, a war is brewing. Spirits launch attacks against humans as, in the shadows, a terror lurks

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just beyond sight. Michiko, daughter of the warlord Konda, must brave the dangers outside her father's fortress to consult holy monks and the orochi, snake folk with a strong connection to the spirit world. Yet when Michiko meets Umezawa, a thief and black magic user, she realizes that to stop the war that is about to sweep the land, she may have to make alliances with her enemies. And the most dangerous foes may be her friends...

A labyrinth of intrigue... Lieutenant Agrus Kos enjoys his work. A top-notch officer of the city guard, he's been on the force over fifty years. He works alone. And the League of Wojek never had problems with him or his work. Until now. They gave him a partner to train, who

promptly got himself killed. And the more he looks into the death, the less he likes it. Something dark is moving within the guilds of Ravnica.

In the Teeth of Akoum

The Feast of Fiction Kitchen

Scars of Mirrodin: The Quest for Karn

Curse Words

Last Exit

Special Edition Dungeon Master's Guide

Fresh from winning the Hugo and Nebula Awards, Max Gladstone weaves elements of American myth—the muscle car, the open road, the white-hatted cowboy—into

Last Exit, a deeply emotional tale where his characters must find their own truths if they are to survive. Ten years ago, Zelda led a band of merry adventurers whose knacks let them travel to alternate realities and battle the black rot that threatened to unmake each world. Zelda was the warrior; Ish could locate people anywhere; Ramon always knew what path to take; Sarah could turn catastrophe aside. Keeping them all connected: Sal,

Zelda's lover and the group's heart. Until their final, failed mission, when Sal was lost. When they all fell apart. Ten years on, Ish, Ramon, and Sarah are happy and successful. Zelda is alone, always traveling, destroying rot throughout the US. When it boils through the crack in the Liberty Bell, the rot gives Zelda proof that Sal is alive, trapped somewhere in the alts. Zelda's getting the band back together—plus Sal's young cousin June,

who has a knack none of them have ever seen before. As relationships rekindle, the friends begin to believe they can find Sal and heal all the worlds. It's not going to be easy, but they've faced worse before. But things have changed, out there in the alts. And in everyone's hearts. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Magnificent hardcover art books

featuring the incredible images and lore of Magic: The Gathering®! Danger and adventure await in these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®! “Just imagine what’s waiting around the bend. Adventure. Discovery. Riches for the taking. This is why I sail.”
—Captain Lannery Storm Deep in the heart of Ixalan’s verdant jungle lies a treasure beyond imagining. Join the peoples of this plane in their search

for an ancient golden city as you explore these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®! Here you can sail with daring pirates and call on the might of earth-shaking dinosaurs. The marooned Planeswalker Jace Beleren will be your guide in his search for the true power of the golden city. A whole world waits to be discovered. Come and join the struggle to claim the greatest treasure of Ixalan!

A meticulously illustrated guide to Magic: The Gathering® describes the multiverse world of the planeswalker, an powerful immortal wizard with access to the vast secrets of the many planes of existence, in a guide that includes behind-the-scenes concept art and insider's information. Original. 80,000 first printing.

GuildpactRavnica CycleWizards of the Coast

The Art of Magic: The Gathering -

Dominaria

The Story of How We Recovered from Our Eating Disorders

Ravnica Cycle

The Rules of Unified English Braille

Kamigawa Cycle

The Unofficial Ultimate Collector's Guide

A Game Informer "Best Role-Playing Game Releases Of 2018" Selection Stand with your guild in the first Dungeons & Dragons book to explore the world of Magic: The Gathering. In Guildmasters' Guide to Ravnica, the world's

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most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons. • Everything you need to create characters and run adventures in Ravnica—one of the richest, most beloved settings in Magic: The Gathering. • 5 new races, specific to Ravnica, plus 2 new subclasses, 78 new monsters, and 17 new magic items. • “Krenko's Way:” a ready-made adventure for level 1 characters. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and

wargaming.

Can muscles crush magic?! In the magic realm, magic is everything—everyone can use it, and one's skill determines their social status. Deep in the forest, oblivious to the ways of the world, lives Mash. Thanks to his daily training, he's become a fitness god. When Mash is discovered, he has no choice but to enroll in magic school, where he must beat the competition without revealing his secret—he can't use magic! After getting separated, Mash and the gang face off against individual members of the Magia Lupus, the group of Lang dorm baddies who have been stealing magic power from other students. Mash manages to put a stop to his speedy opponent, but Dot struggles to take down his opponent Love. With his back up against the wall, Dot

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unleashes a devastating new power. Meanwhile, Abel, the leader of the Magia Lupus, awaits Mash for a final decisive battle!

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful

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battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

The next thrilling Magic: The Gathering novel from author Greg Weisman.

Understanding Gush

Critical Play

Starfinder RPG: Tech Revolution

Dungeons and Dragons Core Rulebook

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

Outlaw, Champions of Kamigawa

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Mirrodin—a world of living metal, an artificial ecosystem created by the Planeswalker Karn to support organic life—is on the cusp of cataclysm. When the Planeswalker Venser goes in search of his former mentor, he learns Karn's life hangs in the balance—and with him the entire plane of existence. For fans of the mega-selling trading card game, Magic: the Gathering®, the full story behind Scars of Mirrodin, a revisitation one of Magic's most popular settings.

One guild ravages the streets. Teysa leads

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another to "cleanse" them. And Agrus Kos doesn't give a damn. But as he watches the guilds nip and tear at each other like snakes . . . something clicks. Now his mind is clear, as are his options. A disaster grows under the city's crowded streets. He knows what he must do. From the Paperback edition.

Magic: The Gathering is the world's most played trading card game. Now for the first time in the game's 25-year history, you can enjoy the only guide on the market to capture all the magic--and value--of

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thousands of cards released for MTG. Featuring 165 unique card sets, Magic: The Gathering Cards - The Unofficial Ultimate Collector's Guide showcases the rarest and most valuable cards on the secondary market, including an Alpha Black Lotus worth more than \$27,000! You'll also find expert tips for collecting and card investing from one of the world's leading experts in the field of Magic finance, author Ben Bleiweiss. Whether you enjoy the beauty of Serra Angel, the power of the master of the mountains of Shiv -

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Shivan Dragon, or collectability of the Original Dual Lands, Magic: The Gathering Cards - The Unofficial Ultimate Collector's Guide is sure to cast a spell on you.

Transform your home into a simple farmhouse--no matter where you live--with this beautiful guide to slow living. Country girl and popular blogger Lisa Bass shares her favorite hearty recipes, handmade projects, and tips for natural living that she uses in her own from-scratch life. Slow down and enjoy the

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simplicity of a country lifestyle with recipes and projects such as: Natural Kitchen: rosemary lemon foaming dish soap, stonewashed linen apron, market tote Handmade Décor: pillow covers from reclaimed materials, dipped beeswax candles, linen ruffle throw blanket Natural Body: chamomile body butter, lavender calendula salve, relaxing bath soak and body mist Natural Laundry: essential oil spot remover, wool dryer balls, lavender linen spray Natural Cleaning: orange dusting spray, glass

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cleaner Farmhouse Cooking: cast iron
sourdough cinnamon roll, orange cream
kefir smoothie, roasted red pepper and
tomato soup Gardening: windowsill herb
garden, cut flower garden, essential oil
pest spray

Deckade

I Am Not a Wolf

Jonny Magic and the Card Shark Kids

Recipes Inspired by TV, Movies, Games &
Books

A Planeswalker's Guide to Alara

Magic: The Gathering: Legends

In Zendikar, a land of danger and adventure, Nissa Revane, a planeswalker and proud elf warrior, and Sorin Markov, an ancient vampire planeswalker, must join forces to stop the dreaded Eldrazi from escaping from their mystical prison. Original.

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.

An official visual guide to the fantastical worlds and legendary characters of Magic: The Gathering The various realms of Magic: The Gathering ' s storied Multiverse have served as host to countless epic battles and dramatic cataclysms—and each plane is richly and uniquely populated with its own fantastical creatures, iconic characters, and legendary Planeswalkers. In Magic: The Gathering: Planes of the Multiverse, author Jay Anelli presents a visual guide to the history behind lore-defining events from the Phyrexian Invasion to the War of the Spark, as well as character profiles for

Karn, Narset, Vraska, Sorin Markov, and other fan-favorite Planeswalkers. Planes of the Multiverse pairs original artwork—in many instances reproduced for the first time outside of the card frame—with detailed primers on each plane. This collection offers exclusive insight into the art and mythology of some of Magic: The Gathering 's most popular and enduring locales—and the characters that inhabit them.

Magnificent hardcover art books featuring the incredible images and lore of Magic: The Gathering®! Step aboard the legendary airship

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Weatherlight and explore Dominaria, an ancient world whose stories are known throughout the Multiverse. Dominaria has weathered one apocalypse after another and emerged into a time of rebirth and renewal. In these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®, you can step into the world where it all began. Whether Dominaria is new to you or as familiar as an old friend, you'll find enough lore and legends here to make you feel at home. A new age is dawning on Dominaria. Come and be a part of it!

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Zendikar

War of the Spark Sequel (Magic: the Gathering)

Angelarium: Book of Watchers

Simple Farmhouse Life

Humans of Magic

Take a walk down dark, twisting paths into the history of the Hole World, the demonic dimension that spawned Wizord, Margaret, Ruby Stitch and all the rest of your favorite morally dubious sorcerers. We haven't forgotten about our world, though - intrigue and spells and strange, wonderful things

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abound as Wizord continues his quest to be thebaddest wizord New York City's everseen. The third chapter of the dark, funnyfantasy that NPR says "exists to amuse and astound." From CHARLES SOULE (Daredevil, Darth Vader) and RYAN BROWNE (God Hates Astronauts). Collects issues 11 through15.

Magic - The Gathering Cards

Van Richten's Guide to Ravenloft (Dungeons & Dragons)

Hazon

DIY Projects for the All-Natural, Handmade Home