

Crusader Kings 2 The Old Gods Manual

Supersonic Fighter PilotsKnights of the Old RepublicLegion versus PhalanxAmerican GodsIt Takes a VillageThe Pierpont Morgan LibraryThe Complete MausStellarisLive Stock JournalThe Travel Lessons on the Old TestamentThe Lives of the ApostatesShip of Smoke and SteelMigration and Migrant Identities in the Near East from Antiquity to the Middle AgesThe Winter KingSongs Of The Holy LandCrusader Kings II: Tales of Treacheryמילשורי צראו לארשי מיטירחתב מיספדהו מיקיתע (1800-1483)Night BloomingThe AlexiadDictionary of the Old Testament: Historical BooksBaily's Racing Register, from the earliest records to the close of the year 1842The Thousand NamesDevil in the GroveThe Christianization of Ancient RussiaThe Unofficial Guide to Game of ThronesAnnals of an Old Manor-houseThe Bible Christian magazine, a continuation of the Arminian magazineHistory of the World in 1000 ObjectsDomesday BookVictory Comics #1MagickaCompanion to European Heritage RevivalsKnight CrusaderThe Holy Land in Old Prints and MapsDigital Gaming Re-imagines the Middle AgesCrusader Art in the Holy Land, From the Third Crusade to the Fall of AcreDictionary of American Family NamesA Feast for CrowsMotivation in WarThe Shrines and Sepulchres of the Old and New World

Supersonic Fighter Pilots

The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

Knights of the Old Republic

Victory Comics #1 Featuring:The ConquerorBomber BurnsSergeant FlaggHomicide HankThe Steel SharkSpade of the Secret ServiceMechanized Warfare of the United States ArmyPrivate ParkerThe Crusader and more Now you can re-live (or, enjoy for the first time) these great adventures from two generations ago! The comic reprints from Golden Age Reprints and UP History and Hobby are reproduced from actual classic comics, and sometimes reflect the imperfection of books that are decades old. These books are constantly updated with the best version possible - if you are EVER unhappy with the experience or quality of a book, return the book to us to exchange for another title or the upgrade as new files become available. SH12967 #20143868

Legion versus Phalanx

On the occasion of the twenty-fifth anniversary of its first publication, here is the definitive edition of the book acclaimed as

"the most affecting and successful narrative ever done about the Holocaust" (Wall Street Journal) and "the first masterpiece in comic book history" (The New Yorker). The Pulitzer Prize-winning *Maus* tells the story of Vladek Spiegelman, a Jewish survivor of Hitler's Europe, and his son, a cartoonist coming to terms with his father's story. *Maus* approaches the unspeakable through the diminutive. Its form, the cartoon (the Nazis are cats, the Jews mice), shocks us out of any lingering sense of familiarity and succeeds in "drawing us closer to the bleak heart of the Holocaust" (The New York Times). *Maus* is a haunting tale within a tale. Vladek's harrowing story of survival is woven into the author's account of his tortured relationship with his aging father. Against the backdrop of guilt brought by survival, they stage a normal life of small arguments and unhappy visits. This astonishing retelling of our century's grisliest news is a story of survival, not only of Vladek but of the children who survive even the survivors. *Maus* studies the bloody pawprints of history and tracks its meaning for all of us.

American Gods

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first "spectacular epic" (Fantasy Book Critic) in Django Wexler's *Shadow Campaigns* series. Captain Marcus d'Ivoire, commander of one of the Vordanai empire's colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

It Takes a Village

The Pierpont Morgan Library

Four young Wizards are sent on a dangerous quest against a powerful enemy. Some day they may be legends. Right now, they're in way over their heads. The Wizards of Midgard channel the Eight Elements to perform astounding (and often destructive) feats of Magick. They are sworn to use their powers for good, never for evil - and only occasionally for the sheer fun of blowing things up. There have long been rumors of a mythical Ninth Element that grants ultimate power to the Wizard who masters it. The Order of Magick says there is no such thing. But when a mysterious Purple Wizard steals an

ancient artifact that just may be a key to unlocking the (alleged) Ninth Element, the Order wants it back at any cost just in case. Naturally, they send four inexperienced student Wizards to do the job. To save the world, Davlo, Fafnir, Grimnir and Tuonetar must test their spells against deadly traps, barbaric foes, hordes of monsters, a fearsome giant and the awesome might of the Purple Wizard. But their most dangerous enemy may be one of their own (Or not. Just saying it could be. No guarantees. You'll just have to read the book, won't you?)

The Complete Maus

Shadow is a man with a past. But now he wants nothing more than to live a quiet life with his wife and stay out of trouble. Until he learns that she's been killed in a terrible accident. Flying home for the funeral, as a violent storm rocks the plane, a strange man in the seat next to him introduces himself. The man calls himself Mr. Wednesday, and he knows more about Shadow than is possible. He warns Shadow that a far bigger storm is coming. And from that moment on, nothing will ever be the same

Stellaris

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Live Stock Journal

Ten years ago one of America's most important public figures, First Lady Hillary Rodham Clinton, chronicled her quest both deeply personal and, in the truest sense, public to help make our society into the kind of village that enables children to become able, caring resilient adults. IT TAKES A VILLAGE is a textbook for caring, filled with truths that are worth a read, and a reread. In her substantial new introduction, Senator Clinton reflects on how our village has changed over the last decade, from the internet to education, and on how her own understanding of children has deepened as she has watched

Chelsea grow up and take on challenges new to her generation, from a first job to living through a terrorist attack. She discusses how the work she is doing in the Senate is helping children and looks at where America has been successful, improvements in the foster care system and support for adoption, and where there is still work to be done, providing pre-school programmes and universal health care to all our children. This new edition elucidates how the choices we make about how we raise our children, and how we support families, will determine how all nations will face the challenges of this century.

The Travel Lessons on the Old Testament

Hayden Quinn's entire life has been about listening. He is the first to hear the signal, a distress call from the stars that answers the ultimate question once and for all: we are not alone. The Commonwealth of Man is divided by his discovery. Some see it as salvation for their dying world, others insist that answering the call will expose them to advanced alien species and a future of slavery in their thrall. Some are willing to go to extreme lengths to make sure that doesn't happen. The first mission is a catastrophic failure, huge ark ships burning in the skies over Unity Prime. The brightest and best-scientists, warriors, historians-are all lost in the fires. The mission is set back years, and the grim truth is that any new crew Unity can muster will always be second best. But they can't give up. The signal is still strong. Carson Devolo, captain of the colony ship Terella, has a simple mission objective: find the Source. But can he trust his crew? And what discoveries await if they reach their final destination? Infinite Frontiers is a novel based on the Stellaris computer game by Paradox Interactive, written by bestselling author Steven Savile.

The Lives of the Apostates

The everything-you-missed, wanted-to-know-more-about, and can't-get-enough guide to the Game of Thrones television series—from the first episode to the epic finale. Valar morghulis! Spanning every episode across all eight seasons, INSIDER's entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It's the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show's premieres, broken down key details in scenes, explored characters' histories, and interviewed the cast, directors, and crew. In this book, she sheds new light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King's ultimate purpose? How did the show effect George R.R. Martin's ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in

this behind-the-scenes fan guide to the Game of Thrones HBO series.

Ship of Smoke and Steel

This book contains anecdotes of harrowing escapes and dramatic missions as told by the Navy Fighter Pilots who flew them. Each chapter is a first person account by America's finest aviators. This is not a book just for pilots - these are missions that will become part of the historical record, stories that deserve to be passed on to anyone who admires courage and unfailing dedication.

Migration and Migrant Identities in the Near East from Antiquity to the Middle Ages

In a Midwest college town, a Wiccan student named Lou finds himself forced into taking a History of Christian Thought class from a religion professor who spends his weekends preaching at the local Baptist church. Between shifts as a caretaker for mentally handicapped men Lou calls "the boys," he confronts his professor's story of Christian triumph with increasing anger. As tensions escalate, he turns to his roommate, a fellow Pagan with the unfortunate nickname of Grimey, and his coven-mate and crush, Lucy, for support. But Grimey is dealing with his own problems hiding his faith from his mother. In the course of a single night, the world collapses for Grimey and one of Lou's boys, and Lou finds himself standing up for himself and his beliefs.

The Winter King

This book challenges the orthodox views of William I's great census of 1086, to give an intriguing story of the origins of England's greatest historical record, as well as new insights into its contents.

Songs Of The Holy Land

Crusader Kings II: Tales of Treachery

מיקיתע מיספדהו מיטירחתב לארשי צראו מילשורי (1800-1483)

Night Blooming

The Alexiad

Set between The Fall of the Sith Empire and Dark Lords of the Sith, this 'missing' instalment of Tales of the Jedi provides essential background to George Lucas's epic Star Wars saga.

Dictionary of the Old Testament: Historical Books

This book brings together recent developments in modern migration theory, a wide range of sources, new and old tools revisited (from GIS to epigraphic studies, from stable isotope analysis to the study of literary sources) and case studies from the ancient eastern Mediterranean that illustrate how new theories and techniques are helping to give a better understanding of migratory flows and diaspora communities in the ancient Near East. A geographical gap has emerged in studies of historical migration as recent works have focused on migration and mobility in the western part of the Roman Empire and thus fail to bring a significant contribution to the study of diaspora communities in the eastern Mediterranean. Bridging this gap represents a major scholarly desideratum, and, by drawing upon the experiences of previously neglected migrant and diaspora communities in the eastern Mediterranean from the Hellenistic period to the early mediaeval world, this collection of essays approaches migration studies with new perspectives and methodologies, shedding light not only on the study of migrants in the ancient world, but also on broader issues concerning the rationale for mobility and the creation and features of diaspora identities.

Baily's Racing Register, from the earliest records to the close of the year 1842

"The Alexiad" is a spectacular narrative that illustrates the mega events during the reign of Byzantine Emperor Alexius I. Here, Comnena describes the political and military history of her country. She starts with the account of the rebellion through which her father ascended the throne. It also gives point of view of the royal family regarding the Byzantine war and the first crusades. Must Read!

The Thousand Names

Digital gaming's cultural significance is often minimized much in the same way that the Middle Ages are discounted as the backward and childish precursor to the modern period. Digital Gaming Reimagines the Middle Ages challenges both

perceptions by examining how the Middle Ages have persisted into the contemporary world via digital games as well as analyzing how digital gaming translates, adapts, and remediates medieval stories, themes, characters, and tropes in interactive electronic environments. At the same time, the Middle Ages are reinterpreted according to contemporary concerns and conflicts, in all their complexity. Rather than a distinct time in the past, the Middle Ages form a space in which theory and narrative, gaming and textuality, identity and society are remediated and reimagined. Together, the essays demonstrate that while having its roots firmly in narrative traditions, neomedieval gaming—where neomedievalism no longer negotiates with any reality beyond itself and other medievalisms—creates cultural palimpsests, multiply-layered trans-temporal artifacts. Digital Gaming Re-imagines the Middle Ages demonstrates that the medieval is more than just a stockpile of historically static facts but is a living, subversive presence in contemporary culture.

Devil in the Grove

From the No. 1 bestselling author of WAR LORD comes an epic retelling of the Arthurian legend, from the bestselling Last Kingdom series In the Dark Ages, a legendary warrior arises to unite a divided land . . . Uther, the High King of Britain, is dead. His only heir is the infant Mordred. Yet each of the country's lesser kings seek to claim the crown for themselves. While they squabble and spoil for war, a host of Saxon armies gather, preparing for invasion. But no one has counted on the fearsome warlord Arthur. Handed power by Merlin and pursuing a doomed romance with the beautiful Guinevere, Arthur knows he will struggle to unite the country - let alone hold back the Saxon enemy at the gates. Yet destiny awaits him . . . From the epic and bestselling author who has gripped millions. _____ 'Of all the books I have written these are my favourites' Bernard Cornwell 'Spellbinding realism' The Times

The Christianization of Ancient Russia

Ship of Smoke and Steel is the launch of Django Wexler's cinematic, action-packed epic fantasy Wells of Sorcery trilogy. In the lower wards of Kahnzoka, the great port city of the Blessed Empire, eighteen-year-old ward boss Isoka enforces the will of her criminal masters with the power of Melos, the Well of Combat. The money she collects goes to keep her little sister living in comfort, far from the bloody streets they grew up on. When Isoka's magic is discovered by the government, she's arrested and brought to the Emperor's spymaster, who sends her on an impossible mission: steal Soliton, a legendary ghost ship—a ship from which no one has ever returned. If she fails, her sister's life is forfeit. On board Soliton, nothing is as simple as it seems. Isoka tries to get close to the ship's mysterious captain, but to do it she must become part of the brutal crew and join their endless battles against twisted creatures. She doesn't expect to have to contend with feelings for a charismatic fighter who shares her combat magic, or for a fearless princess who wields an even darker power. "Truly epic, fierce, and exhilarating, Ship of Smoke and Steel will capture you and lock you away. With magical combat sequences fit for

the big screen, the action is almost as breathtaking as the intrigue.” —Morgan Rhodes, New York Times bestselling author of the Falling Kingdoms series At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Unofficial Guide to Game of Thrones

Are you organising an international heritage project? Turning a so-called 'heritage revival' into a meaningful experience for the general public can be a challenge to historians, archaeologists, museum conservators and tourism professionals alike. This Companion to European Heritage Revivals offers inspiration and new ideas to those who want to engage a large, international audience in activities which bring the past to life. It offers a critical examination of the field's basic concepts and discusses a vast array of 'heritage revival tools', including games, historical re-enactments, 3D-visualisations, films, television documentaries, spatial designs and most importantly, international heritage routes. Through many case studies, this book demonstrates how various aspects of heritage can be effectively presented by linking historical places and landscapes in a single revival to create a multifaceted but coherent whole. Above all, it shows the exceptional success achieved by projects which consistently focus on creating meaningful experiences together with individual users.

Annals of an Old Manor-house

Taking a populist approach to a serious subject, Myke Cole combines a novelist's flair for drama with an ancient historian's eye for detail to create a unique book that delves into one of the most popular areas of the Ancient World. From the time of Ancient Sumeria, the heavy infantry phalanx dominated the battlefield. Armed with spears or pikes, standing shoulder to shoulder with shields interlocking, the men of the phalanx presented an impenetrable wall of wood and metal to the enemy. Until, that is, the Roman legion emerged to challenge them as masters of infantry battle. Covering the period in which the legion and phalanx clashed (280–168 BC), Myke Cole delves into their tactics, arms and equipment, organization and deployment. Drawing on original primary sources to examine six battles in which the legion fought the phalanx--Heraclea (280 BC), Asculum (279 BC), Beneventum (275 BC), Cynoscephalae (197 BC), Magnesia (190 BC), and Pydna (168 BC)--he shows how and why the Roman legion, with its flexible organization, versatile tactics and iron discipline, came to eclipse the hitherto untouchable Hellenistic phalanx and dominate the ancient battlefield.

The Bible Christian magazine, a continuation of the Arminian magazine

Discover how humans created their world from the objects they left behind - from the US Constitution to the first iPhone - in DK's latest history book. From the beginning of human history, the one thing that has defined us is our talent for making

things, from basic technology and everyday objects, such as bowls and hand axes, to high-tech inventions, such as supersonic aircraft, smart devices, and Mars rovers. Objects speak volumes about a civilization, telling us how our ancestors lived - as well as what they believed in and valued. A bronze cat mummy shows us how highly the ancient Egyptians valued their feline companions, while a mechanical tiger toy tells the story of rising tensions between an Indian sultan and European colonizers. With stunning, exclusive photography, *History of the World in 1000 Objects* shows you the objects that our ancestors treasured - from the jewelry worn by the Mesopotamians to the prized ritual vessels used by the people of the Shang Dynasty - and gives you insight into what gave each culture its own identity. From astrolabes and airplanes to vacuum cleaners and X-rays, DK uses its hallmark visual style to weave the extraordinary legacy of our creativity into a unique view of world history that will change the way you see the objects all around us.

History of the World in 1000 Objects

Domesday Book

Victory Comics #1

Examines Crusader Art of the thirteenth century in its historical, social, and religious context.

Magicka

This Carnegie Medal-winning classic tale tells the story of Philip d'Aubigny, the knight crusader. From his first battle against the mighty Saladin's army to a victorious crusade alongside Richard the Lionheart . . . it's a dangerous and thrilling life and one that is brought vividly to life through Ronald Welch's dramatic writing.

Companion to European Heritage Revivals

In Chelsea Quinn Yarbro's *Night Blooming, Saint-Germain*, summoned to the Court of Karl-lo-Magne, is given a mistress who leaves him for the King. Soon Saint-Germain is given the task of escorting the albino stigmatic, Gynethe Mehaut, to Rome, during which time they become lovers. In Rome, Olivia takes Gynethe Mehaut under her wing, but neither she nor Saint-Germain can save her once an ambitious Bishop goes to work on her, ordering her to become an anchorite. Following Karl-lo-Magne's coronation on Christmas day, 800, Saint-Germain soon has to leave Franksland. At the Publisher's request, this title

is being sold without Digital Rights Management Software (DRM) applied.

Knight Crusader

An account of the Weston family.

The Holy Land in Old Prints and Maps

Digital Gaming Re-imagines the Middle Ages

This book fundamentally revises our notion of why soldiers of the eighteenth century enlisted, served and fought. In contrast to traditional views of the brutal conditions supposedly prevailing in old-regime armies, Ilya Berkovich reveals that soldiers did not regard military discipline as illegitimate or unnecessarily cruel, nor did they perceive themselves as submissive military automatons. Instead he shows how these men embraced a unique corporate identity based on military professionalism, forceful masculinity and hostility toward civilians. These values fostered the notion of individual and collective soldierly honour which helped to create the bonding effect which contributed toward greater combat cohesion. Utilising research on military psychology and combat theory, and employing the letters, diaries and memoirs of around 250 private soldiers and non-commissioned officers from over a dozen different European armies, *Motivation in War* transforms our understanding of life of the common soldier in early modern Europe.

Crusader Art in the Holy Land, From the Third Crusade to the Fall of Acre

Devil in the Grove, winner of the Pulitzer Prize for general nonfiction, is a gripping true story of racism, murder, rape, and the law. It brings to light one of the most dramatic court cases in American history, and offers a rare and revealing portrait of Thurgood Marshall that the world has never seen before. As Isabel Wilkerson's *The Warmth of Other Suns* did for the story of America's black migration, Gilbert King's *Devil in the Grove* does for this great untold story of American legal history, a dangerous and uncertain case from the days immediately before *Brown v. Board of Education* in which the young civil rights attorney Marshall risked his life to defend a boy slated for the electric chair—saving him, against all odds, from being sentenced to death for a crime he did not commit.

Dictionary of American Family Names

This is the ultimate collection of short stories of historical drama and intrigue, set in the era of the Crusader Kings II computer game by Paradox Development Studio. Bestselling author Steven Savile is joined by eleven other writers, each telling a tale of battles, banquets, betrayals and bedchambers. From crusaders to Cathars, from nobles to Norsemen - it's all here. Five of these stories are the winning entries in the Crusader Kings II Short Story Contest 2014. Authors: Lee Battersby, Luke Bean, Jordan Ellinger, James Erwin, Axel Kylander, Cory Lachance, James Mackie, M Harold Page, Aaron Rosenberg, Steven Savile, Anderson Scott, Joseph Sharp.

A Feast for Crows

Motivation in War

Where did your surname come from? Do you know how many people in the United States share it? What does it tell you about your lineage? From the editor of the highly acclaimed Dictionary of Surnames comes the most extensive compilation of surnames in America. The result of 10 years of research and 30 consulting editors, this massive undertaking documents 70,000 surnames of Americans across the country. A reference source like no other, it surveys each surname giving its meaning, nationality, alternate spellings, common forenames associated with it, and the frequency of each surname and forename. The Dictionary of American Family Names is a fascinating journey throughout the multicultural United States, offering a detailed look at the meaning and frequency of surnames throughout the country. For students studying family genealogy, others interested in finding out more about their own lineage, or lexicographers, the Dictionary is an ideal place to begin research.

The Shrines and Sepulchres of the Old and New World

Edited by Bill T. Arnold and Hugh G. M. Williamson, the Dictionary of the Old Testament: Historical Books is the second volume in IVP's Old Testament dictionary series. This volume picks up where the Dictionary of the Old Testament: Pentateuch left off--with Joshua and Israel poised to enter the land--and carries us through the postexilic period. Following in the tradition of the four award-winning IVP dictionaries focused on the New Testament, this encyclopedic work is characterized by in-depth articles focused on key topics, many of them written by noted experts. The history of Israel forms the skeletal structure of the Old Testament. Understanding this history and the biblical books that trace it is essential to comprehending the Bible. The Dictionary of the Old Testament: Historical Books is the only reference book focused exclusively on these biblical books and the history of Israel. The dictionary presents articles on numerous historical topics as well as major articles focused on the books of Joshua, Judges, Samuel, Kings, Chronicles, Ezra and Nehemiah. Other

articles focus on the Deuteronomistic History as well as the Chronicler's History, the narrative art of Israel's historians, innerbiblical exegesis, text and textual criticism, and the emergence of these books as canonical. One feature is a series of eight consecutive articles on the periods of Israel's history from the settlement to postexilic period, which form a condensed history of Israel within the DOTHB. Syro-Palestinian archaeology is surveyed in one article, while significant archaeological sites receive focused treatment, usually under the names of biblical cities and towns such as Jerusalem and Samaria, Shiloh and Shechem, Dan and Beersheba. Other articles delve into the histories and cultures of the great neighboring empires--Egypt, Assyria, Babylonia and Persia--as well as lesser peoples, such as the Ammonites, Edomites, Moabites, Philistines and Phoenicians. In addition there are articles on architecture, Solomon's temple, agriculture and animal husbandry, roads and highways, trade and travel, and water and water systems. The languages of Hebrew and Aramaic, as well as linguistics, each receive careful treatment, as well as the role of scribes and their schools, and writing and literacy in ancient Israel and its environs. The DOTHB also canvases the full range of relevant extrabiblical written evidence, with five articles focused on the various non-Israelite written sources as well as articles on Hebrew inscriptions and ancient Near Eastern iconography. Articles on interpretive methods, on hermeneutics and on preaching the Historical Books will assist students and communicators in understanding how this biblical literature has been studied and interpreted, and its proper use in preaching. In the same vein, theological topics such as God, prayer, faith, forgiveness and righteousness receive separate treatment. The history of Israel has long been contested territory, but never more so than today. Much like the quest of the historical Jesus, a quest of the historical Israel is underway. At the heart of the quest to understand the history of Israel and the Old Testament's Historical Books is the struggle to come to terms with the conventions of ancient historiography. How did these writers conceive of their task and to whom were they writing? Clearly the Old Testament historians did not go about their task as we would today. The divine word was incarnated in ancient culture. Rather than being a dictionary of quick answers and easy resolutions readily provided, the DOTHB seeks to set out the evidence and arguments, allowing a range of informed opinion to enrich the conversation. In this way it is hoped that the DOTHB will not only inform its readers, but draw them into the debate and equip them to examine the evidence for themselves.

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