

Burning Wheel Codex

The troubling ethics and politics of philanthropy Is philanthropy, by its very nature, a threat to today's democracy? Though we may laud wealthy individuals who give away their money for society's benefit, Just Giving shows how such generosity not only isn't the unassailable good we think it to be but might also undermine democratic values. Big philanthropy is often an exercise of power, the conversion of private assets into public influence. And it is a form of power that is largely unaccountable and lavishly tax-advantaged. Philanthropy currently fails democracy, but Rob Reich argues that it can be redeemed. Just Giving investigates the ethical and political dimensions of philanthropy and considers how giving might better support democratic values and promote justice.

"One of the most profound and illuminating studies of this century to have been published in recent decades."—John Gray, New York Times Book Review Hailed as "a magisterial critique of top-down social planning" by the New York Times, this essential work analyzes disasters from Russia to Tanzania to uncover why states so often fail—sometimes catastrophically—in grand efforts to engineer their society or their environment, and uncovers the conditions common to all such planning disasters. "Beautifully written, this book calls into sharp relief the nature of the world we now inhabit."—New Yorker "A tour de force."— Charles Tilly, Columbia University

America started a grand experiment in the 1960s: deinstitutionalization of the mentally ill. The consequences were very destructive: homelessness; a degradation of urban life; increases in violent crime rates; increasing death rates for the mentally ill. My Brother Ron tells the story of deinstitutionalization from two points of view: what happened to the author's older brother, part of the first generation of those who became mentally ill after deinstitutionalization, and a detailed history of how and why America went down this path. My Brother Ron examines the multiple strands that came together to create the perfect storm that was deinstitutionalization: a well-meaning concern about the poor conditions of many state mental hospitals; a giddy optimism by the psychiatric profession in the ability of new drugs to cure the mentally ill; a rigid ideological approach to due process that ignored that the beneficiaries would end up starving to death or dying of exposure.

Isaac Vainio is a Libromancer, a member of a secret society founded five centuries ago by Johannes Gutenberg. As such, he is gifted with the magical ability to reach into books and draw forth objects. But when Gutenberg vanishes without a trace, Isaac finds himself pitted against everything from vampires to a sinister, nameless foe who is bent on revealing magic to the world at large... and at any cost.

DROW STALK THE SHADOWS. TROLLS INFEST THE LOWLANDS. ORCS HAVE CLAIMED THE MOUNTAINS. AND TIME IS RUNNING OUT. Mithral Hall is under siege, Nesmé is overrun, and even powerful Silverymoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will have to find allies both new and old—or die along with the rest of the civilized North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do'Urden.

It is well known that American culture is a dominant force at home and abroad; our exportation of everything from movies to junk food is a well-documented phenomenon. But is it possible America's most troubling impact on the globalizing world has yet to be accounted for? In Crazy Like Us, Ethan Watters reveals that the most devastating consequence of the spread of American culture has not been our golden arches or our bomb craters but our bulldozing of the human psyche itself: We are in the process of homogenizing the way the world goes mad. America has been the world leader in generating new mental health treatments and modern theories of the human psyche. We export our psychopharmaceuticals packaged with the certainty that our biomedical knowledge will relieve the suffering and stigma of mental illness. We categorize disorders, thereby defining mental illness and health, and then parade these seemingly scientific certainties in front of the world. The blowback from these efforts is just now coming to light: It turns out that we have not only been changing the way the world talks about and treats mental illness -- we have been changing the mental illnesses themselves. For millennia, local beliefs in different cultures have shaped the experience of mental illness into endless varieties. Crazy Like Us documents how American interventions have discounted and worked to change those indigenous beliefs, often at a dizzying rate. Over the last decades, mental illnesses popularized in America have been spreading across the globe with the speed of contagious diseases. Watters travels from China to Tanzania to bring home the unsettling conclusion that the virus is us: As we introduce Americanized ways of treating mental illnesses, we are in fact spreading the diseases. In post-tsunami Sri Lanka, Watters reports on the Western trauma counselors who, in their rush to help, inadvertently trampled local expressions of grief, suffering, and healing. In Hong Kong, he retraces the last steps of the teenager whose death sparked an epidemic of the American version of anorexia nervosa. Watters reveals the truth about a multi-million-dollar campaign by one of the world's biggest drug companies to change the Japanese experience of depression -- literally marketing the disease along with the drug. But this book is not just about the damage we've caused in faraway places. Looking at our impact on the psyches of people in other cultures is a gut check, a way of forcing ourselves to take a fresh look at our own beliefs about mental health and healing. When we examine our assumptions from a farther shore, we begin to understand how our own culture constantly shapes and sometimes creates the mental illnesses of our time. By setting aside our role as the world's therapist, we may come to accept that we have as much to learn from other cultures' beliefs about the mind as we have to teach.

Robots may one day rule the world, but what is a robot-ruled Earth like? Many think the first truly smart robots will be brain emulations or ems. Scan a human brain, then run a model with the same connections on a fast computer, and you have a robot brain, but recognizably human. Train an em to do some job and copy it a million times: an army of workers is at your disposal. When they can be made cheaply, within perhaps a century, ems will displace humans in most jobs. In this new economic era, the world economy may double in size every few weeks. Some say we can't know the future, especially following such a disruptive new technology, but Professor Robin Hanson sets out to prove them wrong. Applying decades of expertise in physics, computer science, and economics, he uses standard theories to paint a detailed picture of a world dominated by ems. While human lives don't change greatly in the em era, em lives are as different from ours as our lives are from those of our farmer and forager ancestors. Ems make us question common assumptions of moral progress, because they reject many of the values we hold dear. Read about em mind speeds, body sizes, job training and career paths, energy use and cooling infrastructure, virtual reality, aging and retirement, death and immortality, security, wealth inequality, religion, teleportation, identity, cities, politics, law, war, status, friendship and love. This book shows you just how strange your descendants may be, though ems are no stranger than we would appear to our ancestors. To most ems, it seems good to be an em.

Reprinted from Collected Stories of William Faulkner, by permission of Random House, Inc.

According to tradition, each Master or Mistress who was responsible for a particular Satanic Temple or group, was given on his or her assumption of that responsibility, a copy of the Black Book of Satan. The Black Book contained the basic Satanic rituals and instructions relating to ceremonial magick in general. The whole text of the traditional Black Book is included in the present work, together with several additional chapters (e.g. Self-Initiation; Organizing and Running a Temple). These additions make this present work a concise practical handbook for those seriously interested in the Black Arts.

Third of the thrilling fantasy adventure series, THE SEVENTH TOWER, from international bestselling author, Garth Nix.

Alone in the Dark is a set of simple Solo play rules for Blades in the Dark You Need This Book Because all role-playing is improv and solo rules support that improvisation. Even as a group GM these rules will help when you need to create exciting games with little or no preparation. It uses simple tables to replace the GM with dice rolls and your own improv. skills. What makes these rules unique is that they stay as close as possible to the core Blades mechanics so you don't have to 'stop playing blades' to use the GM Emulator and then have to get back into character. If you have played Blades in the Dark then you can use these rules. If you are familiar with using Fortune rolls then you will instantly recognise and understand the logic behind this supplement. Solo is a perfect way to learn a new game, test your first adventures and going beyond just making characters when you are first getting to know the rules.

One of the most famous science books of our time, the phenomenal national bestseller that "buzzes with energy, anecdote and life. It almost makes you want to become a physicist" (Science Digest). Richard P. Feynman, winner of the Nobel Prize in physics, thrived on outrageous adventures. In this lively work that "can shatter the stereotype of the stuffy scientist" (Detroit Free Press), Feynman recounts his experiences trading ideas on atomic physics with Einstein and cracking the uncrackable safes guarding the most deeply held nuclear secrets—and much more of an eyebrow-raising nature. In his stories, Feynman's life shines through in all its eccentric glory—a combustible mixture of high intelligence, unlimited curiosity, and raging chutzpah. Included for this edition is a new introduction by Bill Gates.

A supplement for the Gold edition of the Burning Wheel Fantasy Roleplaying System

"A good read for anyone who wants to understand what actually determines whether a developing economy will succeed" (Bill Gates, "Top 5 Books of the Year"). An Economist Best Book of the Year from a reporter who has spent two decades in the region, and who The Financial Times said "should be named chief myth-buster for Asian business." In How Asia Works, Joe Studwell distills his extensive research into the economies of nine countries—Japan, South Korea, Taiwan, Indonesia, Malaysia, Thailand, the Philippines, Vietnam, and China—into an accessible, readable narrative that debunks Western misconceptions, shows what really happened in Asia and why, and for once makes clear why some countries have boomed while others have languished. Studwell's in-depth analysis focuses on three main areas: land policy, manufacturing, and finance. Land reform has been essential to the success of Asian economies, giving a kick-start to development by utilizing a large workforce and providing capital for growth. With manufacturing, industrial development alone is not sufficient, Studwell argues. Instead, countries need "export discipline," a government that forces companies to compete on the global scale. And in finance, effective regulation is essential for fostering, and sustaining growth. To explore all of these subjects, Studwell journeys far and wide, drawing on fascinating examples from a Philippine sugar baron's stifling of reform to the explosive growth at a Korean steel mill. "Provocative . . . How Asia Works is a striking and enlightening book . . . A lively mix of scholarship, reporting and polemic." —The Economist

7th Sea is a tabletop roleplaying game of swashbuckling and intrigue, exploration and adventure, taking place on the continent of Thah, a land of magic and mystery inspired by our own Europe. Players take the roles of heroes thrown into global conspiracies and sinister plots, exploring ancient ruins of a race long vanished and protecting the rightful kings and queens of Thah from murderous villains.

After achieving a fragile alliance with the savage Canim, Alera's oldest foes, Tavi of Calderon is confronted by an invasion by the Vord, which forces the Aleran legions and Canim warriors into a desperate battle for survival against a dreaded mutual enemy

In this "relentlessly gripping, brilliant" epic fantasy (James Islington), an ousted queen must join forces with a young warrior in order to reclaim her throne and save her people. Tau and his Queen, desperate to delay the impending attack on the capital by the indigenous people of Xidda, craft a dangerous plan. If Tau succeeds, the Queen will have the time she needs to assemble her forces and launch an all out assault on her own capital city, where her sister is being propped up as the 'true' Queen of the Omehi. If the city can be taken, if Tsiora can reclaim her throne, and if she can reunite her people then the Omehi have a chance to survive the onslaught. "This gritty series set in a South African-inspired fantasy world is an intense reading experience, and the second book is just as phenomenal as the first."—BuzzFeed News "The Fires of Vengeance is epic fantasy at its finest."—Winter Is Coming The Books of The Burning Series The Rage of Dragons The Fires of Vengeance The Lord of Demons

A stunning new archaeological thriller by the New York Times bestselling co-author of Brimstone and Relic. A moon rock missing for thirty years... Five buckets of blood-soaked sand found in a New Mexico canyon... A scientist with ambition enough to kill... A monk who will redeem the world... A dark agency with a deadly mission... The greatest scientific discovery of all time... What fire bolt from the galactic dark shattered the Earth eons ago, and now hides in that remote cleft in the southwest U.S. known as Tyrannosaur Canyon? Tyrannosaur Canyon is a stunning novel from acclaimed bestselling author Douglas Preston, hailed by Publishers Weekly as "better than Crichton." At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Narendra Modi, the BJP's prime ministerial candidate, is powerful, popular and controversial. With the general elections due to conclude in May 2014, Modi's campaign rallies have drawn unprecedented crowds. Yet, the man remains an enigma. His supporters regard him as the visionary, decisive leader India needs today. His detractors see him as a polarizing figure. Is Modi authoritative or authoritarian? Decisive or divisive? A team player or a loner? Andy Marino recorded interviews with Narendra Modi during more than half-a-dozen exclusive meetings - unprecedented access to a very private man. What emerged is this riveting, objective biography of a man who could be India's prime minister. Not shying away from the controversies that have dogged Narendra Modi, including the Gujarat riots and questions about the Gujarat model of governance and development, this political biography provides an unbiased account of possibly the most important figure in Indian politics today. Marino records hour-by-hour details of the 2002 Gujarat riots, presenting a balanced analysis of that raw wound on India's polity. It also reveals hitherto unpublished, authenticated documents, which makes this one of the most important books of 2014. The author analyses Narendra Modi's values, the people who shaped his thinking and the sort of national leader he will make. Personal details of Modi's early life, his wanderings in the Himalayas between the ages of seventeen and nineteen, his rise through the political ranks, his vision for India and his personal philosophy on religion and politics are revealed in a book that is lucid, fast-paced and readable. Narendra Modi: A Political Biography is an insightful, exhaustive and impeccably researched account of the ascent of a political leader.

A roleplaying game that lets players tell the stories of ambitious, but short-lived, goblins.

Housed in the former 16th-century convent of Santo Domingo church, now the Regional Museum of Oaxaca, Mexico, is an important collection of textiles representing the area's indigenous cultures. The collection includes a wealth of exquisitely made traditional weavings, many that are now considered rare. The Unbroken Thread: Conserving the Textile Traditions of Oaxaca details a joint project of the Getty Conservation Institute and the National Institute of Anthropology and History (INAH) of Mexico to conserve the collection and to document current use of textile traditions in daily life and ceremony. The book contains 145 color photographs of the valuable textiles in the collection, as well as images of local weavers and project participants at work. Subjects include anthropological research, ancient and present-day weaving techniques, analyses of natural dyestuffs, and discussions of the ethical and practical considerations involved in working in Latin America to conserve the materials and practices of living cultures.

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore—and to strip-mine for profit. 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.

Iron Empires, the first volume in the ongoing series from Dark Horse, kicks off the release of the highly anticipated Iron Empires role-playing game and will be followed by Sheva's War, the second volume in summer 2004.

A 368-page beautifully crafted, hardbound book containing a mysterious and exciting world to explore, gorgeous artwork, and a unique game system emphasizing teamwork and storytelling. The Unity RPG Core Rulebook will contain everything you need to play. Full roleplaying rules for character creation, adventuring, and combat. Full setting guide that explores the world of Unity and its rich history. 4 Factions complete with cultural write-ups and short stories. 9 Classes and hundreds of power combinations to master. Mysterious and perilous locations to explore. Deadly foes to fight. Powerful treasures to acquire. A Game Masters Guide.

Burning Wheel CodexDebolsillo

In a world of rising tensions between Russia and the United States, the Middle East and Europe, Sunnis and Shiites, Islamism and liberalism, Turkey is at the epicentre. And at the heart of Turkey is its right-wing populist president, Recep Tayyip Erdoğan. Since 2002, Erdoğan has consolidated his hold on domestic politics while using military and diplomatic means to solidify Turkey as a regional power. His crackdown has been brutal and consistent - scores of journalists arrested, academics officially banned from leaving the country, university deans fired and many of the highest-ranking military officers arrested. In some senses, the nefarious and failed 2016 coup has given Erdoğan the licence to make good on his repeated promise to bring order and stability under a 'strongman'. Here, leading Turkish expert Soner Cagaptay will look at Erdoğan's roots in Turkish history, what he believes in and how he has cemented his rule, as well as what this means for the world. The book will also unpick the 'threats' Erdogan has worked to combat - from the liberal Turks to the Gulen movement, from coup plotters to Kurdish nationalists - all of which have culminated in the crisis of modern Turkey.

An account of all the new and surprising evidence now available for the beginnings of the earliest civilizations that contradict the standard narrative. Why did humans abandon hunting and gathering for sedentary communities dependent on livestock and cereal grains, and governed by precursors of today's states? Most people believe that plant and animal domestication allowed humans, finally, to settle down and form agricultural villages, towns, and states, which made possible civilization, law, public order, and a presumably secure way of living. But archaeological and historical evidence challenges this narrative. The first agrarian states, says James C. Scott, were born of accumulations of domestications: first fire, then plants, livestock, subjects of the state, captives, and finally women in the patriarchal family—all of which can be viewed as a way of gaining control over reproduction. Scott explores why we avoided sedentism and plow agriculture, the advantages of mobile subsistence, the unforeseeable disease epidemics arising from crowding plants, animals, and grain, and why all early states are based on millets and cereal grains and unfree labor. He also discusses the "barbarians" who long evaded state control, as a way of understanding continuing tension between states and nonsubject peoples.

This remarkable grimoire was translated by S.L.M. Mathers from a 15th century French manuscript. This text has had a huge influence on modern ceremonial magic, and has been cited as a primary influence on Aleister Crowley. Abraham of Würzburg, a cabalist and scholar of magic, describes a quest for the secret teachings which culminated in Egypt, where he encountered the magician Abramelin, who taught him his system in detail. The procedure involves many months of purification, followed by the invocation of good and evil spirits to accomplish some very worldly goals, including acquisition of treasure and love, travel through the air and under water, and raising armies out of thin air. It also tells of raising the dead, transforming one's appearance, becoming invisible, and starting storms. The key to this is a set of remarkable magic squares, sigils consisting of mystical words which in most cases can be read in several directions. Of course, these diagrams are said to have no potency unless used in the appropriate ritual context by an initiate. Mathers analyzed these words in an extensive set of notes and gives possible derivations from Hebrew, Greek and other languages.

THINGS ARE ABOUT TO GET SERIOUS FOR HARRY DRESDEN, CHICAGO'S ONLY PROFESSIONAL WIZARD, in the next entry in the #1 New York Times bestselling Dresden Files.

Harry has faced terrible odds before. He has a long history of fighting enemies above his weight class. The Red Court of vampires. The fallen angels of the Order of the Blackened Denarius. The Outsiders. But this time it's different. A being more powerful and dangerous on an order of magnitude beyond what the world has seen in a millennium is coming. And she's bringing an army. The Last Titan has declared war on the city of Chicago, and has come to subjugate humanity, obliterating any who stand in her way. Harry's mission is simple but impossible: Save the city by killing a Titan. And the attempt will change Harry's life, Chicago, and the mortal world forever.

Back in print for the first time since Muggeridge's death in 1990, both published volumes of his acclaimed biography—The Green Stick and The Infernal Grove, plus the previously unpublished start to an unfinished third volume entitled The Right Eye—all brought together in one unabridged volume. "There is not a flat page in this mingling of anecdote, comment and self-criticism. . . .

An international throng of writers, politicians, soldiers, spies, traitors and eccentrics jostles in these page from Attlee to Wodehouse via Burgess and Philby, Churchill, de Gaulle, Gide, Chanel, Montgomery, Evelyn Waugh." -The Daily Telegraph "Much of it . . . is very funny indeed; his description of being inducted into the mysteries of invisible writing when he joined the M16, for

