

Deep Magic 13th Age Compatible Edition

A New York Times Bestseller A Washington Post Notable Nonfiction Book of 2020 Named a Best Book of 2020 by NPR “A fascinating scientific, cultural, spiritual and evolutionary history of the way humans breathe—and how we’ve all been doing it wrong for a long, long time.” —Elizabeth Gilbert, author of Big Magic and Eat Pray Love No matter what you eat, how much you exercise, how skinny or young or wise you are, none of it matters if you’re not breathing properly. There is nothing more essential to our health and well-being than breathing: take air in, let it out, repeat twenty-five thousand times a day. Yet, as a species, humans have lost the ability to breathe correctly, with grave consequences. Journalist James Nestor travels the world to figure out what went wrong and how to fix it. The answers aren’t found in pulmonology labs, as we might expect, but in the muddy digs of ancient burial sites, secret Soviet facilities, New Jersey choir schools, and the smoggy streets of São Paulo. Nestor tracks down men and women exploring the hidden science behind ancient breathing practices like Pranayama, Sudarshan Kriya, and Tummo and teams up with pulmonary tinkerers to scientifically test long-held beliefs about how we breathe. Modern research is showing us that making even slight adjustments to the way we inhale and exhale can jump-start athletic performance; rejuvenate internal organs; halt snoring, asthma, and autoimmune disease; and even straighten scoliotic spines. None of this should be possible, and yet it is. Drawing on thousands of years of medical texts and recent cutting-edge studies in pulmonology, psychology, biochemistry, and human physiology, *Breath* turns the conventional wisdom of what we thought we knew about our most basic biological function on its head. You will never breathe the same again.

Make your icon rolls-and hope for sixes! The Midgard Bestiary: 13th Age Roleplaying Game Compatible Edition is sending 100 weird, warped and unpredictable new monsters your way. This book includes: Adventure hooks for each monster and lists of things you’re likely to find on them 9 new player character races including ghouls, gearforged, kobolds and ravenfolk All-new Midgard icons by Wade Rockett Get ready to face deadly foes from every corner of Midgard: the alleys of Zobeck, the empire of the ghouls, the courts of the shadow fey and the magic-blasted Wasted West. The Midgard Bestiary is full of exciting new creatures and NPCs including: Steam golems, ice maidens and fellforged warriors Dwarf mercenaries, marauders and berserkers Elf spellblades, mages and theurges Wizards, warmages and alchemists Iron ghouls, imperial ghouls and spectral wolves 13 icons including the all-new Master of Demon Mountain, Illuminated Brotherhood, and the Beloved Imperatrix of the elves, Regia Moonthorn Kalthania-Reln van Dornig Use these monsters in the Midgard Campaign Setting, or bring them into the fantasy campaign world of your choice. Get the Midgard Bestiary today, and unleash the dire weasels!

From "one of the nation's foremost Chicano literary artists" comes a coming-of-age classic and the bestselling Chicano novel of all time that follows a young boy as he questions his faith and beliefs -- now one of PBS's "100 Great American Reads" (Denver Post). Antonio Marez is six years old when Ultima comes to stay with his family in New Mexico. She is a curandera, one who cures with herbs and magic. Under her wise wing, Tony will probe the family ties that bind and rend him, and he will discover himself in the magical secrets of the pagan past--a mythic legacy as palpable as the Catholicism of Latin America. And at each life turn there is Ultima, who delivered Tony into the world... and will nurture the birth of his soul.

Can you kill the dungeon before it kills you?

A New York Times bestseller! "Has everything you'd want in a retelling of a classic fairy tale." - Jodi Picoult, New York Times bestselling

author of *A Spark of Light* and *Small Great Things* "Absolutely spellbinding." - Stephanie Garber, #1 New York Times bestselling author of *Caraval* and *Legendary* In a lush, contemporary fantasy retelling of *Beauty and the Beast*, Brigid Kemmerer gives readers another compulsively readable romance perfect for fans of Marissa Meyer. Fall in love, break the curse. It once seemed so easy to Prince Rhen, the heir to Emberfall. Cursed by a powerful enchantress to repeat the autumn of his eighteenth year over and over, he knew he could be saved if a girl fell for him. But that was before he learned that at the end of each autumn, he would turn into a vicious beast hell-bent on destruction. That was before he destroyed his castle, his family, and every last shred of hope. Nothing has ever been easy for Harper. With her father long gone, her mother dying, and her brother barely holding their family together while constantly underestimating her because of her cerebral palsy, she learned to be tough enough to survive. But when she tries to save someone else on the streets of Washington, DC, she's instead somehow sucked into Rhen's cursed world. Break the curse, save the kingdom. A prince? A monster? A curse? Harper doesn't know where she is or what to believe. But as she spends time with Rhen in this enchanted land, she begins to understand what's at stake. And as Rhen realizes Harper is not just another girl to charm, his hope comes flooding back. But powerful forces are standing against Emberfall . . . and it will take more than a broken curse to save Harper, Rhen, and his people from utter ruin.

He was supposed to be a myth. But from the moment I crossed the River Styx and fell under his dark spell...he was, quite simply, mine. *A scorchingly hot modern retelling of Hades and Persephone that's as sinful as it is sweet.* Society darling Persephone Dimitriou plans to flee the ultra-modern city of Olympus and start over far from the backstabbing politics of the Thirteen Houses. But all that's ripped away when her mother ambushes her with an engagement to Zeus, the dangerous power behind their glittering city's dark facade. With no options left, Persephone flees to the forbidden undercity and makes a devil's bargain with a man she once believed a myth...a man who awakens her to a world she never knew existed. Hades has spent his life in the shadows, and he has no intention of stepping into the light. But when he finds that Persephone can offer a little slice of the revenge he's spent years craving, it's all the excuse he needs to help her—for a price. Yet every breathless night spent tangled together has given Hades a taste for Persephone, and he'll go to war with Olympus itself to keep her close... Flying realm down! A 13th Age Roleplaying Game sandbox adventure for player characters level 1-7 (and a bit beyond). When the flying realm of Vantage crashes to earth in the Dragon Empire, a long-kept secret is revealed: it was the control point for magical wards that kept a dozen ancient evils in check. The icons have offered you rival opportunities for glory, plunder, and/or heroic sacrifice in Vantage. Will you rescue its survivors? Restore its magical wards? Or loot everything that isn't nailed down while trying to stay one step ahead of the apocalypse? Use *Shards of the Broken Sky* as an entire campaign in and around this fallen flying realm, a one-shot or mini-arc, or a source of new races, monsters, and magic items! Made in the USA.

Your Path is Calling - It's Time to Start the Journey Where better to begin your journey than character creation? This first step is where you forge your identity, and decide how your new hero will meet the challenges of dark magic and fierce monsters: with blade, spell or the power of the gods. The *New Paths Compendium* gives you a dazzling variety of new options to create your new favorite PC. You'll find 7 new and expanded classes from level 1 through 20-plus enough new feats, spells, archetypes, and resources to build and play a character that you'll be describing to other gamers (and confused baristas) for years to come. The *New Paths Compendium* includes: 28 new archetypes for monks, ninjas, gunslingers, barbarians, fighters, clerics, and 7 *Compendium* classes 7 tracking sheets for animal companions, favored enemies, prepared spells, summoned monsters and more 20 new spells for druids, rangers, shaman, and more Almost 100 new feats for new and existing classes The seven *Compendium* classes each bring something new to your *Pathfinder Roleplaying Game*: The spell-less ranger,

a skilled warrior of the wilderness Theshaman, with otherworldly new abilities and an animal spirit guide Thebattle scion, a master of sword and spell Thewhite necromancer, wielding death magic for the side of Good Theelven archer, deadly ranged fighter capable of astonishing feats of marksmanship Thesavant, master of all trades (if only for an instant) The all-newtheurgeclass, combining arcane and divine power There's a big world of adventure and peril out there - get your Compendium today and make a hero that it won't soon forget

Voted America's Best-Loved Novel in PBS's The Great American Read Harper Lee's Pulitzer Prize-winning masterwork of honor and injustice in the deep South—and the heroism of one man in the face of blind and violent hatred One of the most cherished stories of all time, *To Kill a Mockingbird* has been translated into more than forty languages, sold more than forty million copies worldwide, served as the basis for an enormously popular motion picture, and was voted one of the best novels of the twentieth century by librarians across the country. A gripping, heart-wrenching, and wholly remarkable tale of coming-of-age in a South poisoned by virulent prejudice, it views a world of great beauty and savage inequities through the eyes of a young girl, as her father—a crusading local lawyer—risks everything to defend a black man unjustly accused of a terrible crime.

Making a living is hard. Especially in a lawless city where gods are real, dragons are traffic hazards, and buildings move around on their own. Opal Yong-ae has never let little things like impossibility stop her. She's a Cleaner: someone who buys abandoned apartments and sells off their contents. No matter how dangerous they may be...

The #1 bestselling chapter book series of all time celebrates 25 years with new covers and a new, easy-to-use numbering system! Jack and Annie head to 18th-century Austria, where they must find and help a musician by the name of Mozart. Decked out in the craziest outfits they've ever worn—including a wig for Jack and a giant hoopskirt for Annie!—the two siblings search an entire palace to no avail. Their hunt is further hampered by the appearance of a mischievous little boy who is determined to follow them everywhere. But when the boy lets the animals out of the palace zoo, Jack and Annie have to use the only magic at their disposal to save themselves and the naughty little fellow. Formerly numbered as *Magic Tree House #41*, the title of this book is now *Magic Tree House Merlin Mission #13: Moonlight on the Magic Flute*. Did you know that there's a *Magic Tree House* book for every kid? *Magic Tree House: Adventures with Jack and Annie*, perfect for readers who are just beginning chapter books *Merlin Missions: More challenging adventures for the experienced reader Super Edition: A longer and more dangerous adventure Fact Trackers: Nonfiction companions to your favorite Magic Tree House adventures Have more fun with Jack and Annie at MagicTreeHouse.com!*

C. S. Lewis was a British author, lay theologian, and contemporary of J.R.R. Tolkien. *The Lion, the Witch, and the Wardrobe* is the first book in *The Chronicles of Narnia*.

An Age of Wizardry! Magic is everywhere. Whether it is a hidden might wielded by a secret few or the energy that powers an entire realm, magic is a vital part of any fantasy world. And now its secrets are yours! "Deep Magic: 13th Age Compatible Edition "is for 13th Age Roleplaying Game players who want new options that allow them to bend reality to their wills and perform spectacular feats of sword and sorcery. This book offers an astounding variety of new magic options, including: 555 wizard spells, ranging from

clever tricks to summoning the World Serpent itself to wreak havoc 4 new class talents that put wizard spells within the grasp of every class-play an arcane ranger, a spirit-calling barbarian, a time-warping commander or face-stealing trickster druid 30 new schools of magic, including the Cult of Ouroboros, the Red Inquisition and the Scholars of Dust, with guidelines for creating your own magical tradition 5 magical campaign options: post-apocalyptic vril magic, the mysteries of the ley lines, a class-warfare arcanopunk campaign option, and more! For GMs looking for new material, or players looking for character customization options, this massive tome is the book you've been dreaming of. Dive into Deep Magic!

Parsantium: City at the Crossroads is a city sourcebook for use with all editions of the world's bestselling fantasy RPGs.

Parsantium is a melting pot, a cosmopolitan city where trade routes meet and great cultures collide. Inspired by real-life Byzantium with its rich Greco-Roman heritage, Parsantium is packed with characters, monsters and magic from the Tales of the Arabian Nights, ancient India and the Far East, alongside traditional medieval fantasy elements. Featuring evil cults and exotic gods, unscrupulous politicians and nobles, scheming rakshasas and serpentfolk, ancient dungeons buried beneath the city streets, powerful criminal gangs, gladiators and chariot racing, Parsantium contains enough adventure hooks and adversaries to keep your player characters busy throughout their careers, without having to step outside the city walls. The Parsantium city sourcebook contains: 2,000 years of history 17 character backgrounds for new PCs Over 70 detailed city locations Over 200 NPC descriptions 50 power groups, guilds and noble families 35 deities Compatible with the Pathfinder Roleplaying Game, Parsantium: City at the Crossroads contains minimal game stats, making it easy to use with whatever edition you are playing. Parsantium can be readily incorporated into your own campaign world or published fantasy setting. Written by Richard Green, author of the Midgard Bestiary for 4th Edition D&D (Kobold Press) and So What's That Shiny Thing Like, Anyway? (Raging Swan Press), and featuring cover art by Joe Shawcross, brand new interior art by Matt Morrow and Marc Radle, and a double page map of the city by ENnie Award winning cartographer Jonathan Roberts.

Loner Vivi Deveraux is thrilled to join Westerly College's Kappas, who are secretly witches, until she meets perfect, polished Scarlett Winter, who will stop at nothing to be the sorority's next president.

New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters, and courageous heroes. His illustrations reshaped and defined the worlds of Advanced Dungeons and Dragons, Planescape, and Magic: The Gathering in the imaginations of legions of devoted roleplaying gamers during the 1990s, before he transitioned to mainstream success with The Spiderwick Chronicles and The Search for WondLa. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (Eragon) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola, among others! Tony's work has a distinct flair, a love for monsters if you will . . . His creatures have the charm of Henson or Rackham but they carry with them hints of their own ecosystem . . . Tony stands alone as a world creator and a weaver of tales, may you treasure these art pieces as much as I do.

--Guillermo del Toro

A Spectacular Enhancement to the Skill System Mythic Skills introduces a system of skill exploits that take the basic tasks your skills allow you to perform and dials them up to amazing levels. In addition, every skill in the Pathfinder Roleplaying Game Core Rulebook also gets brand-new skill exploits, as well as greater exploits that only the most skilled masters would even attempt. This book contains rules for using these enhanced skills with mythic characters but also provides an alternative system for use in non-mythic Pathfinder campaigns! This system allows your characters to focus on their skills as a key part of their character construction and to invest more of their character's abilities in their character itself, rather than the character's gear or magical tools. You can use these rules generally with mythic characters, allowing them to attempt all manner of skill-based exploits, or you can limit the ability to pull off these amazing skill stunts to those mythic characters that have really invested in making their skills a key part of their character's identity. The mythic rules offer an opportunity to magnify what makes a character special, and the skills they choose to hone as part of their background narrative and throughout the course of the campaign should be just as important in defining them as their marvelous magic and fabulous feats. With Mythic Skills in your hands, your skills will be just as spectacular!"

The official hardcover release of one of the most popular 5th Edition Tabletop RPG supplements of all time, the Compendium of Forgotten Secrets: Awakening features hundreds of new options for players and game masters alike! 50 Full-Color Illustrations, 34 Player Subclasses, Over 100 new spells, feats, and invocations, Top Rated by Popular Vote

Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

When Jack and his sister, Annie, join a group of nineteenth-century explorers aboard the H.M.S. Challenger, they learn about the ocean, solve the mystery of its fabled sea monster, and gain compassion for their fellow creatures.

A classic work of American literature that has not stopped changing minds and lives since it burst onto the literary scene, *The Things They Carried* is a ground-breaking meditation on war, memory, imagination, and the redemptive power of

storytelling. *The Things They Carried* depicts the men of Alpha Company: Jimmy Cross, Henry Dobbins, Rat Kiley, Mitchell Sanders, Norman Bowker, Kiowa, and the character Tim O'Brien, who has survived his tour in Vietnam to become a father and writer at the age of forty-three. Taught everywhere—from high school classrooms to graduate seminars in creative writing—it has become required reading for any American and continues to challenge readers in their perceptions of fact and fiction, war and peace, courage and fear and longing. *The Things They Carried* won France's prestigious Prix du Meilleur Livre Etranger and the Chicago Tribune Heartland Prize; it was also a finalist for the Pulitzer Prize and the National Book Critics Circle Award.

Ultima, a curandera, one who cures with herbs and magic, comes to Antonio Marez's New Mexico family when he is six years old, and she helps him discover himself in the magical secrets of the pagan past.

A short distance down the coast from the mighty city of Horizon, the town of Eldolan has its own problems. Students of the towns three rival wizard schools constantly feud and create trouble for the town guard, the Silver Shields, who must clean up the wizards messes. The Council of Mages who truly rule the town involve themselves with stints of political one-upmanship that keeps any true political progress from moving forward. And rumors of people going missing have been on the rise, keeping the common folk close to the magically lighted streets when they go out at night. But a darkness has been growing in Eldolan, and those who seek old power have set plans in motion to remind everyone what true fear is.

RuneQuest Core book

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Fallen icons, apocalyptic fire giants, and a purple dragon who throws the best parties: welcome to 13th Age Bestiary 2!

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

An io9 Can't Miss Science Fiction and Fantasy title in March 2014. Martin Banks is just a normal guy who has made an abnormal discovery: he can manipulate reality, thanks to reality being nothing more than a computer program. With every use of this ability, though, Martin finds

his little "tweaks" have not escaped notice. Rather than face prosecution, he decides instead to travel back in time to the Middle Ages and pose as a wizard. What could possibly go wrong? An American hacker in King Arthur's court, Martin must now train to become a full-fledged master of his powers, discover the truth behind the ancient wizard Merlin...and not, y'know, die or anything.

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

This book traces the history of the ancient Khazar Empire, a major but almost forgotten power in Eastern Europe, which in the Dark Ages became converted to Judaism. Khazaria was finally wiped out by the forces of Genghis Khan, but evidence indicates that the Khazars themselves migrated to Poland and formed the cradle of Western Jewry. To the general reader the Khazars, who flourished from the 7th to 11th century, may seem infinitely remote today. Yet they have a close and unexpected bearing on our world, which emerges as Koestler recounts the fascinating history of the ancient Khazar Empire. At about the time that Charlemagne was Emperor in the West. The Khazars' sway extended from the Black Sea to the Caspian, from the Caucasus to the Volga, and they were instrumental in stopping the Muslim onslaught against Byzantium, the eastern jaw of the gigantic pincer movement that in the West swept across northern Africa and into Spain. Thereafter the Khazars found themselves in a precarious position between the two major world powers: the Eastern Roman Empire in Byzantium and the triumphant followers of Mohammed. As Koestler points out, the Khazars were the Third World of their day. They chose a surprising method of resisting both the Western pressure to become Christian and the Eastern to adopt Islam. Rejecting both, they converted to Judaism. Mr Koestler speculates about the ultimate faith of the Khazars and their impact on the racial composition and social heritage of modern Jewry. He produces a large body of meticulously detailed research.

Get the expansion book for the 13th Age fantasy roleplaying game, by the games core creative team of Rob Heinsoo, Jonathan Tweet, Lee Moyer and Aaron McConnell.

Game of Thrones meets The Princess Bride in this hilarious new series, combining romance and high fantasy, by New York Times and USA Today bestselling author Kerrelyn Sparks. Raised in isolation on the magic-shrouded Isle of the Moon, five girls became five sisters. Now women, they are ready to claim their places in the world—and perhaps change it forever . . . FLAME AND FORTUNE Sorcha knew the mission was dangerous. Leaving the safe grounds of her brother's kingdom and parlaying with the elves across their border . . . well,

treachery seemed at least as likely as true peace. But to support her sister, Sorcha would brave far more than the underhanded ways of the elves. Or so she thought, before she was taken hostage. Of course, her captors didn't count on her particular abilities—or on the help of the Woodsman, the mysterious thief who made his home in the forest. He saw the battle from the trees, saw the soldier attacking against incredible odds to save a comrade—and then saw the valiant fighter revealed as Princess Sorcha of Norveshka. He can't tell if he wants to kidnap her or kiss her. But despite Sorcha's stubbornness, his inconvenient honor, and a rebellion on the cusp of full war, something burns between them that neither can let go . . . "Sparks' crafting of distinct kingdoms and fantasy races is the strongest part of the series...An adventurous fantasy romp." —Kirkus Reviews "Satisfying chemistry, a playful sense of adventure, and the threat of more danger to come keep the pages turning. Readers will revel in this fun, fast-paced fantasy romance." —Publishers Weekly

The New York Times bestselling WORLDWIDE phenomenon Winner of the Goodreads Choice Award for Fiction | A Good Morning America Book Club Pick | Independent (London) Ten Best Books of the Year "A feel-good book guaranteed to lift your spirits."—The Washington Post The dazzling reader-favorite about the choices that go into a life well lived, from the acclaimed author of *How To Stop Time* and *The Comfort Book*. Somewhere out beyond the edge of the universe there is a library that contains an infinite number of books, each one the story of another reality. One tells the story of your life as it is, along with another book for the other life you could have lived if you had made a different choice at any point in your life. While we all wonder how our lives might have been, what if you had the chance to go to the library and see for yourself? Would any of these other lives truly be better? In *The Midnight Library*, Matt Haig's enchanting blockbuster novel, Nora Seed finds herself faced with this decision. Faced with the possibility of changing her life for a new one, following a different career, undoing old breakups, realizing her dreams of becoming a glaciologist; she must search within herself as she travels through the Midnight Library to decide what is truly fulfilling in life, and what makes it worth living in the first place.

The idea of "The Green Book" is to give the Motorist and Tourist a Guide not only of the Hotels and Tourist Homes in all of the large cities, but other classifications that will be found useful wherever he may be. Also facts and information that the Negro Motorist can use and depend upon. There are thousands of places that the public doesn't know about and aren't listed. Perhaps you know of some? If so send in their names and addresses and the kind of business, so that we might pass it along to the rest of your fellow Motorists. You will find it handy on your travels, whether at home or in some other state, and is up to date. Each year we are compiling new lists as some of these places move, or go out of business and new business places are started giving added employment to members of our race.

Science fiction and East Asian myth combine in this dazzling retelling of the rise of Wu Zetian, the only female emperor in Chinese history. 'Absolutely epic. This is the historical-inspired, futuristic sci-fi mash-up of my wildest dreams.' Chloe Gong, author of *These Violent Delights* 'Like its ferocious heroine, Iron Widow is brutal, bloodthirsty and full of rage.' Julie C. Dao, author of *Forest of a Thousand Lanterns* I have no faith in love. Love cannot save me. I choose vengeance. The boys of Huaxia dream of the celebrity status that comes with piloting Chrysalises – giant transforming robots that battle the aliens beyond the Great Wall. Their female co-pilots are expected to serve as concubines and sacrifice their lives. When 18-year-old Zetian offers herself up as a concubine-pilot, her plan is to assassinate the ace male pilot responsible for her sister's death. But on miraculously emerging from the cockpit unscathed after her first battle, she is declared an Iron Widow – the most feared pilot of all. Now that Zetian has had a taste of power, she sets her sights on bigger things. The time has come to stop more girls from being sacrificed.

"We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your

extended reference document.” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch’s creator and key contributors

- Develop deep learning models in a familiar Pythonic way
- Use PyTorch to build an image classifier for cancer detection
- Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It’s great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you’ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks.

What You Will Learn

- Understanding deep learning data structures such as tensors and neural networks
- Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results
- Implementing modules and loss functions
- Utilizing pretrained models from PyTorch Hub
- Methods for training networks with limited inputs
- Sifting through unreliable results to diagnose and fix problems in your neural network
- Improve your results with augmented data, better model architecture, and fine tuning

This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required.

About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer.

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Perfect for fans of *A Court of Thorns and Roses* and *Uprooted*, this stand-alone, fantasy romance about a human girl and her marriage to the Elf King is impossible to put down! The elves come for two things: war and wives. In both cases, they come for death. Three-thousand years ago, humans were hunted by powerful races with wild magic until the treaty was formed. Now, for centuries, the elves have taken a young woman from Luella's village to be their Human Queen. To be chosen is seen as a mark of death by the townsfolk. A mark nineteen-year-old Luella is grateful to have escaped as a girl. Instead, she's dedicated her life to studying herbology and becoming the town's only healer. That is, until the Elf King unexpectedly arrives... for her. Everything Luella had thought she'd known about her life, and herself, was a lie. Taken to a land filled with wild magic, Luella is forced to be the new queen to a cold yet blisteringly handsome Elf King. Once there, she learns about a dying world that only she can save. The magical land of Midscape pulls on one corner of her heart, her home and people tug on another... but what will truly break her is a passion she never wanted. *A Deal with the Elf King* is a complete, stand-alone novel, inspired by the tales of

Hades and Persephone, as well as Beauty and the Beast, with a "happily ever after" ending. It's perfect for fantasy romance fans looking for just the right amount of steam and their next slow-burn and swoon-worthy couple.

The basis for the new Amazon Prime Original Series! Perfect for fans of E.T. and Stranger Things—the first narrative artbook from acclaimed author and artist Simon Stålenhag about a fictionalized suburban town in the 1980s inhabited by fantastic machines and strange, imaginative beasts. In 1954, the Swedish government ordered the construction of the world's largest particle accelerator. The facility was complete in 1969, located deep below the pastoral countryside of Mäläröarna. The local population called this marvel of technology The Loop. These are its strange tales. From the same author who wrote the imaginative artbook The Electric State, this “haunting,” (The Verge) “sophisticated sci-fi” (The Nerdist) follows the bizarre stories from otherworldly creatures and is a page-turner you won't be able to put down.

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