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Tolkien Bestiary

[Gramercy Books](#) **A comprehensive reference guide to the history, creatures, races, flora, and fauna of J. R. R. Tolkien's imaginary worlds features more than a hundred black-and-white drawings and thirty-six full-color paintings by eleven of Europe's best fantasy artists.**

Guide to Tolkien's World

[Bounty Books](#) **A guide to all the living creatures that live in Tolkien's Middle Earth and Undying Lands, with information on their physical appearance, characteristics, language, and culture.**

A Guide to Tolkien

[Bounty Books](#) **This book explores Tolkien's mythical world of Middle-earth and the Undying lands, the backdrop to his saga 'The Lord of the Rings'. Arranged in an A-Z format, it explains the creatures, plants, events and places that make up these strange and wonderful places.**

Tolkien

The Illustrated Encyclopaedia

[Simon and Schuster](#) **Sections alphabetically list facts about the history, geography, sociology, natural history, and biography of Tolkien's imaginary world**

The Illustrated World of Tolkien

[Thunder Bay Press](#) **An enchanting reference book for everything Tolkien! J. R. R. Tolkien's fictional universe is as infinite as the human imagination, but not all who wander are lost! The Illustrated World of Tolkien is an excellent guide to Middle-earth and the Undying Lands. Vivid descriptions of all Tolkien's beasts, monsters, races, nations, deities, and the flora and fauna of the territory are contained herein. Full-color pages with stunning illustrations create an enchanting source for information on all the fantastical places and creatures that sprung from Tolkien's mind. Special features include a detailed map, a chronology of all ages, a general index, and a special index that will refer you to Tolkien's original works for each entry. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.**

Atlas of Tolkien

[Thunder Bay Press](#) **Tolkien? There's a map for that! J. R. R. Tolkien's fictional universe is as vast as the human imagination, so an atlas is a helpful tool to get around. Consider this book your navigational guide to Middle-earth and the Undying Lands. Maps, images, and vivid descriptions in full color create an enchanting reference to all the fantastical places and creatures that sprung from Tolkien's mind. The deluxe, heat-burnished cover makes this a charming addition to your Tolkien library. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.**

The Search for King Arthur

[Checkmark Books](#) **Reviews what is known about the life of King Arthur and looks at artifacts and sites that have been associated with his life**

A Bestiary of Tolkien

A Coloring Book

[Thunder Bay Press](#) **Tame the magic of Tolkien's beasts! Gorgeous line art begs for color in this compendium of the beasts, monsters, and flora and fauna of Middle-earth. Bring your favorite creatures from the books into sharp detail with your colored pencils or markers. Smaug the dragon, Balrogs, Hobbits, and Elves give you plenty of opportunity for creativity and shading. Turn each page into a precious work of art! This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.**

Flora of Middle-Earth

Plants of J. R. R. Tolkien's Legendarium

[Oxford University Press](#) **"This book catalogs every plant found in J.R.R. Tolkien's Legendarium, showing how these plants influenced Tolkien's stories and characters"--**

The Dark Powers of Tolkien

An illustrated Exploration of Tolkien's Portrayal of Evil, and the Sources that Inspired his Work from Myth, Literature and History

[Hachette UK](#) **J.R.R. Tolkien's The Lord of the Rings, The Hobbit and The Silmarillion are some of the greatest tales of good versus evil ever told. From the creation of Arda to the War of the Ring, Tolkien's Middle-earth has seen war and rebellion, devastation and loss, in which the powers of darkness emerged. Here in his latest book, best-selling author and Tolkien expert David Day explores Tolkien's portrayal of evil, and the sources that inspired his work: from myth, literature and history. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.**

The Hobbits of Tolkien

An Illustrated Exploration of Tolkien's Hobbits, and the Sources that Inspired his Work from Myth, Literature and History

[Hachette UK](#) **An entire race was born when J.R.R. Tolkien scrawled on a leaf, 'In a hole in the ground there lived a hobbit.' From the invention of that single word (hobbit) Tolkien became the explorer and chronicler of the character, their race and their significant role in his fantastical world, Middle-earth. Here in his latest book, Tolkien expert David Day unpicks the myriad of riddles, puns and mystical meanings in Tolkien's works; The Hobbit and The Lord of the Rings. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.**

E FRUCTU ARBOR COGNOSCITUR

Editura Universității din București - Bucharest University Press **STUDII DE ANGLISTICĂ ȘI AMERICANISTICĂ** ale studenților și masteranzilor din Facultatea de Limbi și Literaturi Străine (2010-2017)

The Ring Legends of Tolkien

An Illustrated Exploration of Rings in Tolkien's World, and the Sources that Inspired his Work from Myth, Literature and History

Hachette UK Tolkien's One Ring, at the centre of one of the greatest fantasy tales ever told, is an undeniably iconic and powerful symbol in literature. Tracing centuries of ancient folklore, *The Ring Legends of Tolkien* is a deep and highly informed investigation into the inspiration behind Tolkien's epic fantasy world, exploring the origins of the One Ring, as well as the extraordinary myths and legends that inspired Tolkien's works. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.

The Battles of Tolkien

An Illustrate Exploration of the Battles of Tolkien's World, and the Sources that Inspired his Work from Myth, Literature and History

Hachette UK Tolkien's works are punctuated by dramatic and explosive battles. Men versus Orcs, Elves versus Sauron, Goblins versus Dwarves - the history of Middle-earth has seen some of the greatest characters pitted against each other time and time again. From the iconic battle of Helm's Deep to the Destruction of Isengard, *The Battles of Tolkien* analyzes each battle in depth, with clear maps showing the lay of the land, and exactly how and where the armies attacked. This is essential reading for anyone who loves Tolkien's works and wants to explore the wars within them. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.

Rules of Play

Game Design Fundamentals

MIT Press An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

A Dictionary of Tolkien

An A-Z Guide to the Creatures, Plants, Events and Places of Tolkien's World

Hachette UK Arranged in a handy A-Z format, *A Dictionary of Tolkien* explores and explains the creatures, plants, events and places that make up these strange and wonderful lands. It is essential reading for anyone who loves Tolkien's works and wants to learn more about them. This book is unofficial and is not authorised by the Tolkien Estate or HarperCollins Publishers.

A Dictionary of Sources of Tolkien

The History and Mythology That Inspired Tolkien's World

Hachette UK The spellbinding world of Middle-earth is full of beasts and battles, heroes and heroines, and the struggle between good and evil. In this dictionary of sources, Tolkien scholar and best-selling author David Day's four decades of research inform us about the lands, inhabitants, languages, geography and history of Middle-earth. This compelling encyclopedia on Tolkien's world also includes over 200 illustrations and an appendix. This work is unofficial and is not authorized by the Tolkien Estate or HarperCollins Publishers.

The Atlas of Middle-earth

This is a guide to the geography of Tolkien's Middle-earth. The atlas contains over a hundred two-colour maps accompanied by notes and detailed references to Tolkien's books *The Silmarillion*, *The Hobbit* and *Lord of the Rings*. The maps cover all aspects of topography from countryside to city, from the towers of Minas Tirith to the mines of Moira. Also included are detailed plans for all the principal battles.

On Monsters and Marvels

University of Chicago Press Ambroise Paré, born in France around 1510, was chief surgeon to both Charles IX and Henri III. In one of the first attempts to explain birth defects, Paré produced *On Monsters and Marvels*, an illustrated encyclopedia of curiosities, of monstrous human and animal births, bizarre beasts, and natural phenomena. Janice Pallister's acclaimed English translation offers a glimpse of the natural world as seen by an extraordinary Renaissance natural philosopher.

Castles

Beautiful Boy

A Father's Journey Through His Son's Addiction

Simon and Schuster **THE NUMBER ONE NEW YORK TIMES BESTSELLER NOW A MAJOR FILM, STARRING STEVE CARELL AND BAFTA AND GOLDEN GLOBE NOMINATED TIMOTHEE CHALAMET** 'What had happened to my beautiful boy? To our family? What did I do wrong?' Those are the wrenching questions that haunted every moment of David Sheff's journey through his son Nic's addiction to drugs and tentative steps toward recovery. Before Nic Sheff became addicted to crystal meth, he was a charming boy, joyous and funny, a varsity athlete and honor student adored by his two younger siblings. After meth, he was a trembling wraith who lied, stole, and lived on the streets. With haunting candour, David Sheff traces the first subtle warning signs: the denial, the 3am phone calls (is it Nic? the police? the hospital?), the attempts at rehab. His preoccupation with Nic became an addiction in itself, and the obsessive worry and stress took a tremendous toll. But as a journalist, he instinctively researched every avenue of treatment that might save his son and refused to give up on Nic. This story is a first: a teenager's addiction from the parent's point of view - a real-time chronicle of the shocking descent into substance abuse and the gradual emergence into hope. *Beautiful Boy* is a fiercely candid memoir that brings immediacy to the emotional rollercoaster of loving a child who seems beyond help. Read the other side of Nic Sheff's bestselling memoir, *Tweak*. Praise for *Beautiful Boy*:- 'A brilliant, harrowing, heartbreaking, fascinating story, full of beautiful moments and hard-won wisdom. This book will save a lot of lives and heal a lot of hearts'. Anne Lamott 'An important book... moving, timely and startlingly beautiful.' Richard Branson

The Fellowship of the Ring

Being the First Part of The Lord of the Rings

Frodo Baggins, bearer of the Ring of Power that would enable the evil Sauron to destroy all that is good in Middle-earth, takes on the task of carrying the Ring to Mount Doom to oversee its destruction. A new cover features artwork from the upcoming film adaptation of "The Lord of the Rings: The Fellowship of the Ring," starring Elijah Wood, Sir Ian McKellen, Cate Blanchett, and Liv Tyler, scheduled for release in December. Copyright © Libri GmbH. All rights reserved.

Designing Virtual Worlds

[New Riders](#) A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

The Hobbit and Tolkien's Mythology

Essays on Revisions and Influences

[McFarland](#) At the 2013 "Celebrating The Hobbit" conference at Valparaiso University—marking the 75th anniversary of the book's publication and the first installment of Peter Jackson's Hobbit movies—two plenary papers were presented: "Anchoring the Myth: The Impact of The Hobbit on Tolkien's Legendarium" by John D. Rateliff provided numerous examples of The Hobbit's influence on Tolkien's legendarium; and "Tolkien's French Connections" by Verlyn Flieger discussed French influences on the development of Bilbo Baggins and his adventures. In discussions with the plenary speakers and other presenters, it became apparent that a book focusing on how The Hobbit influenced the subsequent development of Tolkien's legendarium was sorely needed. This collection of 15 previously unpublished essays fills that need. With Rateliff's and Flieger's papers included, the book presents two chapters on the Evolution of the Dwarven Race, two chapters on Durin's Day examining the Dwarven lunar calendar, and 11 chapters on themes exploring various topics on influences and revisions between The Hobbit and Tolkien's legendarium.

Alice's Adventures in Wonderland Decoded

The Full Text of Lewis Carroll's Novel with its Many Hidden Meanings Revealed

[Doubleday Canada](#) This gorgeous 150th anniversary edition of Alice's Adventures in Wonderland is also a revelatory work of scholarship. Alice's Adventures in Wonderland—published 150 years ago in 1865—is a book many of us love and feel we know well. But it turns out we have only scratched the surface. Scholar David Day has spent many years down the rabbit hole of this children's classic and has emerged with a revelatory new view of its contents. What we have here, he brilliantly and persuasively argues, is a complete classical education in coded form—Carroll's gift to his "wonder child" Alice Liddell. In two continuous commentaries, woven around the complete text of the novel for ease of cross-reference on every page, David Day reveals the many layers of teaching, concealed by manipulation of language, that are carried so lightly in the beguiling form of a fairy tale. These layers relate directly to Carroll's interest in philosophy, history, mathematics, classics, poetry, spiritualism and even to his love of music—both sacred and profane. His novel is a memory palace, given to Alice as the great gift of an education. It was delivered in coded form because in that age, it was a gift no girl would be permitted to receive in any other way. Day also shows how a large number of the characters in the book are based on real Victorians. Wonderland, he shows, is a veritable "Who's Who" of Oxford at the height of its power and influence in the Victorian Age. There is so much to be found behind the imaginary characters and creatures that inhabit the pages of Alice's Adventures in Wonderland. David Day's warm, witty and brilliantly insightful guide—beautifully designed and stunningly illustrated throughout in full colour—will make you marvel at the book as never before.

Tolkien and the Great War

The Threshold of Middle-earth

[HMH](#) How the First World War influenced the author of the Lord of the Rings Trilogy: "Very much the best book about J.R.R. Tolkien that has yet been written." —A. N. Wilson As Europe plunged into World War I, J. R. R. Tolkien was a student at Oxford and part of a cohort of literary-minded friends who had wide-ranging conversations in their Tea Club and Barrovian Society. After finishing his degree, Tolkien experienced the horrors of the Great War as a signal officer in the Battle of the Somme, where two of those school friends died. All the while, he was hard at work on an original mythology that would become the basis of his literary masterpiece, the Lord of the Rings trilogy. In this biographical study, drawn in part from Tolkien's personal wartime papers, John Garth traces the development of the author's work during this critical period. He shows how the deaths of two comrades compelled Tolkien to pursue the dream they had shared, and argues that the young man used his imagination not to escape from reality—but to transform the cataclysm of his generation. While Tolkien's contemporaries surrendered to disillusionment, he kept enchantment alive, reshaping an entire literary tradition into a form that resonates to this day. "Garth's fine study should have a major audience among serious students of Tolkien." —Publishers Weekly "A highly intelligent book . . . Garth displays impressive skills both as researcher and writer." —Max Hastings, author of The Secret War "Somewhere, I think, Tolkien is nodding in appreciation." —San Jose Mercury News "A labour of love in which journalist Garth combines a newsman's nose for a good story with a scholar's scrupulous attention to detail . . . Brilliantly argued." —Daily Mail (UK) "Gripping from start to finish and offers important new insights." —Library Journal "Insight into how a writer turned academia into art, how deeply friendship supports and wounds us, and how the death and disillusionment that characterized World War I inspired Tolkien's lush saga." —Detroit Free Press

Bored of the Rings

A Parody of J. R. R. Tolkien's The Lord of the Rings

[Signet](#)

The Mist

[Hachette UK](#) The No. 1 bestselling author Stephen King's terrifying novella about a town engulfed in a dense, mysterious mist - originally published in the acclaimed short story collection Skeleton Crew and made into a feature film by Frank Darabont - is now available as a stand-alone publication. A man staggered into the market . . . 'Something in the fog!' he screamed Following a freak summer storm, David Drayton, his son Billy, and their neighbour Brent Norton join dozens of others and head to the local grocery store to replenish supplies. Once there, they become trapped by a strange mist that has enveloped the town. Violent forces concealed in the mist are starting to emerge. And there is another shocking threat from within - one group of survivors, led by a religious zealot, is calling for a sacrifice. Now David and his son must try to escape. But what's outside may be even more dangerous. This exhilarating novella explores the horror in both the enemy you know - and the one you can only imagine.

Live at Carnegie Hall

[Little, Brown Young Readers](#) No one renders the pathos, chaos and impossible variety of daily encounters like David Sedaris. On every subject, he is bruisingly painful and tenderly affectionate. Recorded live on October 22, 2002, LIVE AT CARNEGIE HALL features excerpts from his forthcoming collection of essays, DRESS YOUR FAMILY IN CORDUROY AND DENIM. Includes: Thanks Repeat After Me Why Them? Who's the Chef? Buddy Can You Spare a Tie? LessonThree: The Feminine Mistake Lesson Four: With a Pal Like This, You Don't Need An Enemy Six to Eight Black Men

The Art of Ian Miller

[Titan Books \(US, CA\)](#) Featuring over 300 pieces of artwork spanning decades of Ian's work, this collection is a treat for all lovers of great fantasy art - from Lovecraft novel covers to Tolkien bestiaries to Warhammer 40,000 concept art, through a veritable trove of gothic humour, fantasy battles, dragons, beasts and a world of nightmarish visions.

Harry Potter: the Monster Book of Monsters

It Roams and Chomps!

[Running Press Miniature Editions](#) The textbook of Hogwarts School of Witchcraft and Wizardry's Care of Magical Creatures class comes to life in this one-of-a-kind collectible featuring the sound and movement of the famous Monster Book of Monsters. Kit includes: 3-1/2" Monster Book of Monsters replica featuring audio of the book in chomping action and movement. Both special features are sound-activated, prompted by a simple sound such as hand-clapping. 48-page book on magical creatures, featuring descriptions, quotes, and full-color illustrations and photos from the films throughout. Requires two AAA batteries (not included).

Bestiary

Being an English Version of the Bodleian Library, Oxford M.S. Bodley 764 : with All the Original Miniatures Reproduced in Facsimile

[Boydell Press](#) A delightful translation of one of the finest, and most beautiful, examples of a medieval Bestiary.

Squirrel Seeks Chipmunk

A Modest Bestiary

[Hachette UK](#) Featuring David Sedaris's unique blend of hilarity and heart, this new collection of keen-eyed animal-themed tales is an utter delight. Though the characters may not be human, the situations in these stories bear an uncanny resemblance to the insanity of everyday life. In "The Toad, the Turtle, and the Duck," three strangers commiserate about animal bureaucracy while waiting in a complaint line. In "Hello Kitty," a cynical feline struggles to sit through his prison-mandated AA meetings. In "The Squirrel and the Chipmunk," a pair of star-crossed lovers is separated by prejudiced family members. With original illustrations by Ian Falconer, author of the bestselling Olivia series of children's books, these stories are David Sedaris at his most observant, poignant, and surprising.

Subversive Sabbath

The Surprising Power of Rest in a Nonstop World

[Baker Books](#) We live in a 24/7 culture of endless productivity, workaholicism, distraction, burnout, and anxiety--a way of life to which we've sadly grown accustomed. This tired system of "life" ultimately destroys our souls, our bodies, our relationships, our society, and the rest of God's creation. The whole world grows exhausted because humanity has forgotten to enter into God's rest. This book pioneers a creative path to an alternative way of existing. Combining creative storytelling, pastoral sensitivity, practical insight, and relevant academic research, Subversive Sabbath offers a unique invitation to personal Sabbath-keeping that leads to fuller and more joyful lives. A. J. Swoboda demonstrates that Sabbath is both a spiritual discipline and a form of social justice, connects Sabbath-keeping to local communities, and explains how God may actually do more when we do less. He shows that the biblical practice of Sabbath-keeping is God's plan for the restoration and healing of all creation. The book includes a foreword by Matthew Sleeth.

The Monsters Know What They're Doing

Combat Tactics for Dungeon Masters

[Gallery / Saga Press](#) From the creator of the popular blog The Monsters Know What They're Doing comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In The Monsters Know What They're Doing, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, The Monsters Know What They're Doing is essential reading for every DM.

J. R. R. Tolkien: A Biography

[HarperCollins UK](#) The original authorised biography, and the only one written by an author who actually met J.R.R. Tolkien.

The Tolkien Companion

[Gramercy](#) A complete and accessible concordance to the legends, history, languages, and people of J. R. R. Tolkien's imaginative Middle-earth provides a fan's reference to The Hobbit and The Lord of the Rings.

The First Chronicles Of Druss The Legend

[Hachette UK](#) Druss. The Legend. Saviour of Skeln Pass. Protector of Dros Delnoch. The most famous - and dreaded - of Drenai's heroes. But before all men knew Druss he was a young husband, hewing tress instead of men - most of the time - and held in check by his beloved wife, Rowena. When she is stolen by slavers Druss becomes a killing machine intent on only one thing: Rowena's return.

The Utopia of Rules

On Technology, Stupidity, and the Secret Joys of Bureaucracy

[Melville House](#) From the author of the international bestseller Debt: The First 5,000 Years comes a revelatory account of the way bureaucracy rules our lives Where does the desire for endless rules, regulations, and bureaucracy come from? How did we come to spend so much of our time filling out forms? And is it really a cipher for state violence? To answer these questions, the anthropologist David Graeber—one of our most important and provocative thinkers—traces the peculiar and unexpected ways we relate to bureaucracy today, and reveals how it shapes our lives in ways we may not even notice...though he also suggests that there may be something perversely appealing—even romantic—about bureaucracy. Leaping from the ascendance of right-wing economics to the hidden meanings behind Sherlock Holmes and Batman, The Utopia of Rules is at once a powerful work of social theory in the tradition of Foucault and Marx, and an entertaining reckoning with popular culture that calls to mind Slavoj Žižek at his most accessible. An essential book for our times, The Utopia of Rules is sure to start a million conversations about the institutions that rule over us—and the better, freer world we should, perhaps, begin to imagine for ourselves.

Root and Branch

[Walking Tree Pub](#) Root and Branch, which was first published in 1999, comprises articles by Patrick Curry, Thomas Honegger and Christina Ljungberg. The first paper, by Thomas Honegger, looks at a structural instance of 'depth' in Tolkien's work by means of discussing the various occurrences of the Man in the Moon. Patrick's Curry extensive study addresses the question of why Tolkien's work is simultaneously so enduringly popular with readers and so abhorrent to literary critics. Christina Ljungberg's contribution discusses parallels between Tolkien's depiction of Nature and power and the one found in Margaret Atwood's works. This second edition is a revised reprint featuring four of the five items of the original edition.