

## Blindsight 5e

Explore the waves above and the fathoms below in these watery adventures for the world's greatest roleplaying game. "D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, *The New Yorker*

*Ghosts of Saltmarsh* brings classic adventures into fifth edition *Dungeons & Dragons*. This adventure book combines some of the most popular classic adventures from the first edition of *Dungeons & Dragons* including the classic "U" series, plus some of the best nautical adventures from the history of *Dungeon Magazine*: *Sinister Secret of Saltmarsh*, *Danger at Dunwater*, *Salvage Operation*, *Isle of the Abbey*, *The Final Enemy*, *Tammeraut's Fate*, *The Styes*.

- *Ghosts of Salt Marsh* includes a variety of seafaring adventures, enough to take characters from level 1 to level 12.
- This supplement introduces the port town of Saltmarsh, the perfect starting point for a nautical campaign.
- Each adventure can be played individually, inserted into your ongoing game or combined into a single epic nautical campaign.
- *Dungeon Masters* will find rules for ships and sea travel, deck plans for various vessels, an appendix with rules for new and classic monsters, and much more.
- *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.

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic *Witchlight Carnival* touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. *The Wild Beyond the Witchlight* takes adventurers from the *Witchlight Carnival* to *Prismeer*, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and *Prismeer* on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild

Easily drop *The Witchlight Carnival* into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment

Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits

Adds two backgrounds—the Feylost who

grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

A deluxe leatherbound edition of one of the three D&D core rulebooks. This new, beautifully bound version of the Monster Manual joins the special editions of the Player's Handbook and the Dungeon Master's Guide to complete the premiere set of Dungeons & Dragons core rulebooks. Like the others, the title gets premium treatment in the form of a leather binding, emboss and foil treatment, gilt-edged paper, and an attached ribbon bookmark.

Yvette Guilbert

The Country of the Blind

Blindsight : A Case Study and Implications

Marketing sensoriel et expérientiel du point de vente - 5e éd.

A Case Study and Implications

Ponyfinder: Campaign Setting

Join heroes fighting the undead hordes! Undead armies have massed and march to the beat of an evil necromancer's drum. The living citizens of the magic-rich realm of Thay must unite and mount a defense before they die and join their enemy's ranks. The second book in The Haunted Lands series, Undead Armies, will have tremendous impact on the Forgotten Realms world. From the Paperback edition.

Studies of patients blind from damage to the neocortex have revealed that some can discriminate certain visual events within their 'blind' fields. They are not aware that they can do so, however - they think that they are only guessing. This book is an account of research into a particular 'blindsight' phenomenon. It also discusses the historical and neurological background, and reviews other cases and issues. - ;Damage to the area of the brain - the neocortex - is generally understood to result in blindness. Studies of some patients suffering from this form of blindness nevertheless revealed that they can discriminate certain types of visual events within their 'blind' fields. They are not aware that they can do so - they think that they are only guessing. This phenomenon has been termed 'blindsight'. The present book gives an account of research over a number of years into a particular case of blindsight, together with a discussion of the historical and neurological background, a review of cases reported by other investigators, and a number of theoretical and practical issues and implications. - ;PART I: Background; D.B.: Clinical history and examination; PART II: Reaching for randomly located targets; 'Presence' versus 'absence'; Visual acuity; Movement thresholds; Discrimination of orientation; 'Form' discrimination; Detection with slow rate of onset; The natural blind-spot (optic disc) within the scotoma; Left versus right eye; Direction of contrast; 'Waves'; Matching between impaired and intact fields; Matching within the impaired field; Double dissociations between reaching and detection; Standard situation; PART III: Review of other cases; Status, issues, and implications; References; Indexes. -

From the author of The Monsters Know What They're Doing comes an introduction to combat tactics for Dungeons & Dragons players. In this new book, The Monsters Know What They're Doing (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever and evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat

edition Dungeons & Dragons players, Live to Tell the Tale evens the score. It examines the fundamentals of D&D battles: combat roles, p composition, attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats—it's about behavior turn-by-turn, roll-by-roll, blow-by-blow sample battles, Live to Tell the Tale breaks down how to make the best choices for your cherished that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old days that nobody will ever b Tome of Beasts

Dungeons & Dragons Ghosts of Saltmarsh Hardcover Book (D&D Adventure)

The Man Who Tasted Words

Motor Learning and Performance, 5E With Web Study Guide

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

From Principles to Application

***In The Man Who Tasted Words, Guy Leschziner leads readers through the senses and how, through them, our brain understands or misunderstands the world around us. Vision, hearing, taste, smell, and touch are what we rely on to perceive the reality of our world. Our senses are the conduits that bring us the scent of a freshly brewed cup of coffee or the notes of a favorite song suddenly playing on the radio. But are they really that reliable? The Man Who Tasted Words shows that what we perceive to be absolute truths of the world around us is actually a complex internal reconstruction by our minds and nervous systems. The translation into experiences with conscious meaning—the pattern of light and dark on the retina that is transformed into the face of a loved one, for instance—is a process that is invisible, undetected by ourselves and, in most cases, completely out of our control. In The Man Who Tasted Words, neurologist Guy Leschziner explores how our nervous systems define our worlds and how we can, in fact, be victims of falsehoods perpetrated by our own brains. In his moving and lyrical chronicles of lives turned upside down by a disruption in one or more of their five senses, he introduces readers to extraordinary individuals, like one man who actually “tasted” words, and shows us how sensory disruptions like that have played havoc, not only with their view of the world, but with their relationships as well. The cases Leschziner shares in The Man Who Tasted Words are extreme, but they are also human, and teach us how our lives and what we perceive as reality are both ultimately defined by the complexities of our nervous systems. Motor Learning and Performance, 5E With Web Study Guide From Principles to Application Human Kinetics New Scientist magazine was launched in 1956 "for all those men and women who are interested in scientific discovery, and in its industrial, commercial and social consequences". The brand's mission is no different today - for its consumers, New Scientist reports, explores and interprets the results of human endeavour set in the context of society and culture.***

***Creature Codex***

***MOAR! Monsters Know What They're Doing***

***Undead***

***Perceiving in Depth, Volume 2: Stereoscopic Vision***

***My Spanish Year***

***Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons & Dragons)***

The three-volume work *Perceiving in Depth* is a sequel to *Binocular Vision and Stereopsis* and to *Seeing in Depth*, both by Ian P. Howard and Brian J. Rogers. This work is much broader in scope than the previous books and includes mechanisms of depth perception by all senses, including aural, electrosensory organs, and the somatosensory system. Volume 1 reviews sensory coding, psychophysical and analytic procedures, and basic visual mechanisms. Volume 2 reviews stereoscopic vision. Volume 3 reviews all mechanisms of depth perception other than stereoscopic vision. The three volumes are extensively illustrated and referenced and provide the most detailed review of all aspects of perceiving the three-dimensional world. Volume 2 addresses stereoscopic vision in cats and primates, including humans. It begins with an account of the physiology of stereoscopic mechanisms. It then deals with binocular rivalry, binocular summation, binocular masking, and the interocular transfer of visual effects, such as the motion aftereffect and visual learning. The geometry of the region in binocular space that creates fused images (the horopter) is discussed in some detail. Objects outside the horopter produce images with binocular disparities that are used for stereoscopic vision. Two chapters provide accounts of mechanisms that bring the images into binocular register and of stimulus tokens that are used to detect binocular disparities. Another chapter discusses cyclopean effects, such as cyclopean illusions, cyclopean motion, and binocular direction that are seen only with binocular vision. Stereoacuity is the smallest depth interval that can be detected. Methods of measuring stereoacuity and factors that influence it are discussed. Two chapters deal with the various types of binocular disparity and the role of each type in stereoscopic vision. Another chapter deals with visual effects, such as figure perception, motion perception, and whiteness perception that are affected by the relative distances of stimuli. The spatiotemporal aspects of stereoscopic vision, including the Pulfrich stereomotion effect are reviewed. The volume ends with an account of techniques used to create stereoscopic displays and of the applications of stereoscopy.

A Rampage of New 5th Edition Monsters! DM: "A mysterious figure in a cloak approaches you in the

tavern..." PALADIN: "Aha! This must be a wizard with a map to a dungeon!" DM: "...and he's ticking." ROGUE: "RUN!" Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codex has you covered! Nearly 400 new foes for your 5e game--everything from acid ants and grave behemoths to void giants and zombie lords. Creature Codex includes: \* A dozen new demons, and five new angels \* Wasteland dragons and dinosaurs \* All-new golems, including the altar flame golem, doom golem, and keg golem \* Monsters inspired by Mesoamerican, Hindustani, and Asian legends and folklore \* Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more \* New undead, including a heirophant lich suitable for lower-level characters (but plenty tough!) ...and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up Creature Codex and surprise your players with monsters they won't be expecting!

Harkness, a medieval peasant with a millennial's mindset, is quite happy to sit back and make quips while everyone else does the hard work. His calculated laziness is interrupted when the gods send an ancient and terrible scourge-by-dragonfire upon his village, and he is forced (peer-pressured, really) into trying to save his fiancée from the dragon who has kidnapped her. When Harkness is sent by the village elder to find the one weapon that is capable of killing the beast, his real plan is to go off on his own and use his village's money to live the high life. This, of course, would require ditching his two companions: Karla, an aspiring troubadour whose passion makes up for her lack of adventuring skills, and Aldric, whose kindheartedness does not make up for his lack of intelligence. Harkness sees this journey as a paid vacation under the pretense of world-saving, but it quickly turns serious when he realizes what's at stake when he is forced to actually care about something—or at the very least, pretend to.

Pattern Recognition Mechanisms

France at Bay

Monster Manual Special Edition

Creature Codex Pocket Edition

Perceiving in Depth, Volume 2

Dragons Suck

*Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three*

books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials. (Games/Gamebooks/Crosswords)

Get your first glimpse into the world of Dungeons & Dragons, through the masterful illustrations of Todd James. The Dungeons & Dragons-Adventures Outlined coloring book features fantastical designs and shows off classic monsters from the game as seen through the eyes of world renowned artist, Todd James. Color your way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

Olga Nazimov, and Other Stories

Founded in Part Upon Cornish Folk-lore

Psionic Power

Spell Compendium

The Man who Stayed at Home

The Fabulists

Is the human eye like a camera? What makes your ears 'pop' on a plane? Why did women in the Middle Ages put belladonna into their eyes? This fully updated 2nd edition of *Sensation and Perception* is an accessible introduction to the field of perception. It covers in detail the perceptual processes related to vision and hearing, taste and smell, touch and pain, as well as the vestibular and proprioceptive systems. From seeing in colour to pathologies of perception, and from recognising faces to research methods, this textbook is essential reading for any student of perception. New material includes: · 'Applications' features connect key content to real-life contexts · Thinking Critically feature pushes students beyond the basics · End-of-chapter essay questions · An entirely

*new chapter on Action & Perception John Harris is Emeritus Professor of Psychology at the University of Reading Jared Smith is Senior Research Fellow at the Population Health Research Institute of St George's, University of London*

*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.*

*Blindsight is the Hugo Award-nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights*

*Management Software (DRM) applied.*

*The New Russia, from the White Sea to the Siberian Steppe*

*Dungeons & Dragons Adventures Outlined Coloring Book*

*The Haunted Lands*

*Joffre and His Army*

*The Monsters Know What They're Doing*

*Stereoscopic Vision*

**Reproduction of the original: The Country of the Blind by H.G. Wells**

**HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.**

**Combines a conceptual model of motor performance with a principles-to-application learning approach, making comprehension of the principles of motor performance and learning accessible even for students with little or no knowledge of physiology, psychology, statistical methods, and other basic sciences.**

**When the Red Gods Call**

**Dungeons and Dragons Accessory**

**Struggles and Victories**

**Combat Tactics for Dungeon Masters**

**Combat Tactics for Player Characters**

## **Tome of Beasts 2: Lairs**

Lists and describes over one thousand spells in the Dungeons & Dragons game, including spell lists and additional cleric domains.

"The proposed three volumes are the latest installment in Ian Howard's amazing ongoing project of providing the most comprehensive review available anywhere of all aspects of how humans and animals perceive and navigate the three-dimensional world. The current book set is even more complete in its coverage than the two previous editions have been. With 37 chapters, 1800 illustrations, and 8,000 references, it covers psychophysics, coding, physiology, development of systems and functions, results of deprivation, accommodation, physiology of disparity, binocular fusion and rivalry, binocular correspondence and the horopter, linking binocular images, cyclopean perception, stereo acuity, uses of disparity, stereopsis and perceptual organization, the Pulfrich effect, stereoscopic techniques and applications, distinguishing depth from vergence, perspective, shading, and motion parallax, constancies in visual depth perception, cue integrations, motion in depth, pathology of visual depth perception, animal depth perception, feeling, reaching, and moving, auditory distance perception, electrolocation and the thermal senses, as well as comprehensive coverage of animal navigation that could be a book on its own. Ian Howard's books have become landmarks in the field of vision science, and this current project will definitely maintain the tradition for researchers in space perception, visual neuroscience, ophthalmology, optometry, visual development, animal vision, and computational vision"--

Comment offrir une expérience de consommation unique à ses clients ? Je cherche des idées pour créer une ambiance dans mon magasin. Je m'interroge sur la rentabilité du marketing sensoriel. Je voudrais savoir comment les sensations peuvent avoir une influence sur le comportement des clients en magasin. Je veux utiliser les nouvelles technologies pour proposer une expérience innovante dans mon magasin. Vous avez coché au moins une proposition ? Ce livre est fait pour vous ! Le marketing sensoriel utilise les facteurs d'ambiance du magasin - musique, senteurs, couleurs, sensations tactiles et gustatives - afin de susciter des réactions favorables à l'acte d'achat et une expérience plaisante en point de vente. Cette 5e édition offre une version réactualisée des résultats des recherches et des pratiques de la distribution sur ce sujet. Elle s'enrichit d'un chapitre sur le magasin connecté (smart shop) et de nouveaux éléments sur le marketing expérientiel.

A Neurologist Explores the Strange and Startling World of Our Senses

Live to Tell the Tale

Sensation and Perception

New Scientist

Blindsight

From the author of *The Monsters Know What They're Doing* comes a follow-up strategy guide with MOAR! monster tactics for *Dungeon Masters* playing fifth edition *Dungeons & Dragons*. Keith Ammann's first book based on his popular blog, *The Monsters Know What They're Doing*, unpacks strategies, tactics, and motivations for creatures found in the *Dungeons & Dragons Monster Manual*. Now, in *MOAR! Monsters Know What They're Doing*, he analyzes the likely combat behaviors of

more than 100 new enemies found in Volo's Guide to Monsters and Mordenkainen's Tome of Foes. Your campaign will never be the same!

New options for ardens, battleminds, monks, and psions. Hot on the heels of the Player's Handbook® 3 core rulebook comes Psionic Power(tm), a D&D® supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies.

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests.

- An adventure for characters of levels 1 – 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience.
- Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region.
- Fans of the DUNGEONS & DRAGONS® Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this adventure.
- Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee.
- Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

Moyle Church-town

Draconomicon

Tomb of Annihilation

*Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races*