

Delta Green Countdown A Call Of Cthulhu Sourcebook Of Modern Horror And Conspiracy From Pagan Publishing

The audience for this book is that group whose job is "selling," and who desire to hone the skills associated with their profession and advance from "salesperson" to "sales professional" and to continue their professional development until having achieved the penultimate role in sales: that of "Trusted Advisor" to his or her customer or client. The author recognizes that the complexity associated with selling to "Major Accounts" requires a unique skill set, methodology and sales framework, and a degree of professionalism to deal with such accounts, which are characterized by having multiple decision makers, a longer sales cycle - ranging from six months to two years or more, and a higher dollar volume as represented by both "deal size" and annual sales volume. As comfortable on "Mahogany Row" dealing with C-Level executives as with dealing at the Project Manager level, it is the unique combination of skills, poise, bearing, professionalism and commitment to continued professional development that characterizes the successful Sales Professional in this role.

In the tradition of WONDER and TO KILL A MOCKINGBIRD this award-winning New York Times bestseller is an intensely moving, lyrically-written novel. COUNTING BY 7S tells the story of Willow Chance, a twelve-year-old genius who is obsessed with diagnosing medical conditions and finds comfort in counting by 7s. It has never been easy for her to connect with anyone other than her adoptive parents, but that hasn't kept her from leading a quietly happy life . . . until now. Suddenly Willow's world is tragically changed when her parents both die in a car crash, leaving her alone in a baffling world. Her journey to find a fascinatingly diverse and fully believable surrogate family is a joy and a revelation to read.

Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

Born of the federal government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green spent four decades opposing the forces of darkness with honour, but without glory. Stripped of sanction after a disastrous 1969 operation in Cambodia, Delta Green's leaders made a secret pact: to continue their work without authority, without support, and without fear. Delta Green agents slip through the system, manipulating the federal bureaucracy while pushing the darkness back for another day- but often at a shattering personal cost. When an agent vanishes, leaving behind a lifetime of mystery and igniting a future of peril, a Delta Green Team is pulled into a vortex of horror and deception, destiny and betrayal. From the Smokey Mountains of Eastern Tennessee to the snow covered beltway of Washington, from the depths of Fort Leavenworth prison to the sunny tropics of Puerto Rico, from the sky over China to the jungles of Cambodia, we are there, following a scarlet skein of tangled causality through time and space that threatens to ignite a war between Delta Green and its bitterest enemy. The dancers at the soul of time are calling across the gulf of infinity. Won't you join the dance?

Welcome to America at the end of the Millennium. Do you know who is pulling the strings? Delta Green knows. Things from beyond time and space that lurk and titter in the shadows, the slow rot at the core of humanity, the dark stars that whirl madly above- these are the true masters of the world. Delta Green has been fighting them since the 1928 Raid on Innsmouth, and the fight still rages on. This book is your weapon and your guide. The largest Call of Cthulhu sourcebook ever. Inside you will find the secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the U.S. government to fight the darkness; Majestic-12, the clandestine agency that cuts deals with aliens and reports to no one; Saucerwatch, a UFO study group closer to the truth than they know; the Karotechia, immortal Nazis who serve a risen Hitler; and The Fate, an occult criminal syndicate that knows where the bodies are buried. Plus: new skills, new spells, new weapons, new Mythos tomes, profiles of thirty-six real-world intelligence and law enforcement agencies, with character templates for each. A look at Mi-go biology, philosophy and operations, analysis of the Cthulhu Mythos in the modern day, a factual history of the U.S. intelligence and law-enforcement community, dozens of useful NPCs, campaign construction guidelines, two scenarios, a short campaign and more.

An historical novel like none before it, A Star Called Henry marks a new chapter in Booker Prize-winner Roddy Doyle's writing. It is a vastly more ambitious book than any he has previously written. A subversive look behind the legends of Irish republicanism, at its centre a passionate love story, this new novel is a triumphant work of fiction. Born in the slums of Dublin in 1902, his father a one-legged whorehouse bouncer and settler of scores, Henry Smart has to grow up fast. By the time he can walk he's out robbing, begging, charming, often cold, always hungry, but a prince of the streets. At fourteen, already six foot two, Henry's in the General Post Office on Easter Monday 1916, a soldier in the Irish Citizen Army, fighting for freedom. A year later he's ready to die for Ireland again, a rebel, a Fenian, and, soon, a killer. With his father's wooden leg as his weapon, Henry becomes a republican legend - one of Michael Collins' boys, a cop killer, an assassin on a stolen bike, a lover.

36 DREADFUL POEMS OF COSMIC HORRORS In H.P. Lovecraft's famous poetry cycle, an occultist steals an ancient tome of forbidden lore—but when he begins to read, it takes on a nightmarish journey throughout space, time, and alternate realities. Each dark poem reveals a new horrifying dream-vision, each filled with Lovecraft's signature blend of cosmic horror and alienation. Also included is Lovecraft's incomplete short story "The Book", where he tried to translate this weird poetry cycle into prose—but, unfortunately, never finished.

Six days ago, astronaut Mark Watney became one of the first people to walk on Mars. Now, he's sure he'll be the first person to die there. After a dust storm nearly kills him and forces his crew to evacuate while thinking him dead, Mark finds himself stranded and completely alone with no way to even signal Earth that he's alive--and even if he could get word out, his supplies would be gone long before a rescue could arrive. Chances are, though, he won't have time to starve to death. The damaged machinery, unforgiving

environment, or plain old "human error" are much more likely to kill him first. But Mark isn't ready to give up yet. Drawing on his ingenuity, his engineering skills--and a relentless, dogged refusal to quit--he steadfastly confronts one seemingly insurmountable obstacle after the next. Will his resourcefulness be enough to overcome the impossible odds against him?

• New York Times bestseller • The 100 most substantive solutions to reverse global warming, based on meticulous research by leading scientists and policymakers around the world “At this point in time, the Drawdown book is exactly what is needed; a credible, conservative solution-by-solution narrative that we can do it. Reading it is an effective inoculation against the widespread perception of doom that humanity cannot and will not solve the climate crisis. Reported by-effects include increased determination and a sense of grounded hope.” —Per Espen Stoknes, Author, *What We Think About When We Try Not To Think About Global Warming* “There’s been no real way for ordinary people to get an understanding of what they can do and what impact it can have. There remains no single, comprehensive, reliable compendium of carbon-reduction solutions across sectors. At least until now. . . . The public is hungry for this kind of practical wisdom.” —David Roberts, *Vox* “This is the ideal environmental sciences textbook—only it is too interesting and inspiring to be called a textbook.” —Peter Kareiva, Director of the Institute of the Environment and Sustainability, UCLA In the face of widespread fear and apathy, an international coalition of researchers, professionals, and scientists have come together to offer a set of realistic and bold solutions to climate change. One hundred techniques and practices are described here—some are well known; some you may have never heard of. They range from clean energy to educating girls in lower-income countries to land use practices that pull carbon out of the air. The solutions exist, are economically viable, and communities throughout the world are currently enacting them with skill and determination. If deployed collectively on a global scale over the next thirty years, they represent a credible path forward, not just to slow the earth’s warming but to reach drawdown, that point in time when greenhouse gases in the atmosphere peak and begin to decline. These measures promise cascading benefits to human health, security, prosperity, and well-being—giving us every reason to see this planetary crisis as an opportunity to create a just and livable world.

NEW YORK TIMES BEST SELLER • A grand, devastating portrait of three generations of the Sackler family, famed for their philanthropy, whose fortune was built by Valium and whose reputation was destroyed by OxyContin. From the prize-winning and bestselling author of *Say Nothing*, as featured in the HBO documentary *Crime of the Century*. The Sackler name adorns the walls of many storied institutions—Harvard, the Metropolitan Museum of Art, Oxford, the Louvre. They are one of the richest families in the world, known for their lavish donations to the arts and the sciences. The source of the family fortune was vague, however, until it emerged that the Sacklers were responsible for making and marketing a blockbuster painkiller that was the catalyst for the opioid crisis. *Empire of Pain* begins with the story of three doctor brothers, Raymond, Mortimer and the incalculably energetic Arthur, who weathered the poverty of the Great Depression and appalling anti-Semitism. Working at a barbaric mental institution, Arthur saw a better way and conducted groundbreaking research into drug treatments. He also had a genius for marketing, especially for pharmaceuticals, and bought a small ad firm. Arthur devised the marketing for Valium, and built the first great Sackler fortune. He purchased a drug manufacturer, Purdue Frederick, which would be run by Raymond and Mortimer. The brothers began collecting art, and wives, and grand residences in exotic locales. Their children and grandchildren grew up in luxury. Forty years later, Raymond’s son Richard ran the family-owned Purdue. The template Arthur Sackler created to sell Valium—co-opting doctors, influencing the FDA, downplaying the drug’s addictiveness—was employed to launch a far more potent product: OxyContin. The drug went on to generate some thirty-five billion dollars in revenue, and to launch a public health crisis in which hundreds of thousands would die. This is the saga of three generations of a single family and the mark they would leave on the world, a tale that moves from the bustling streets of early twentieth-century Brooklyn to the seaside palaces of Greenwich, Connecticut, and Cap d’Antibes to the corridors of power in Washington, D.C. *Empire of Pain* chronicles the multiple investigations of the Sacklers and their company, and the scorched-earth legal tactics that the family has used to evade accountability. The history of the Sackler dynasty is rife with drama—baroque personal lives; bitter disputes over estates; fistfights in boardrooms; glittering art collections; Machiavellian courtroom maneuvers; and the calculated use of money to burnish reputations and crush the less powerful. *Empire of Pain* is a masterpiece of narrative reporting and writing, exhaustively documented and ferociously compelling. It is a portrait of the excesses of America’s second Gilded Age, a study of impunity among the super elite and a relentless investigation of the naked greed and indifference to human suffering that built one of the world’s great fortunes.

Award-winning author and former mechanical engineer Suzanne Slade (*Countdown*, *A Computer Called Katherine*) explores the remarkable beauty of Mars in this timely photo-packed space extravaganza. For young readers eagerly following NASA’s Mars Exploration Program and awaiting continued discoveries on the Red Planet. For centuries, people have been intrigued by Mars, and over time, scientists have made exciting discoveries, such as the planet’s Earth-like weather and seasons. But curious earthlings want to know more. Does Mars have deserts? Volcanos? Or signs of life? Could people live there someday? Scientists decided to take a closer look. They built a powerful camera called the HiRISE (High Resolution Imaging Science Experiment) and loaded it onto a rocket. The rocket blasted off on August 12, 2005, and seven months later, the camera began orbiting Mars. It sent back astounding, revealing photos showing the world what Mars really is. With elegant spare prose, award-winning nonfiction author and former rocket engineer Suzanne Slade leads readers through some of these stunning photos taken by the most advanced camera ever sent to another planet. A visual feast for space enthusiasts and STEAM fans that will expand readers’ assumptions and understanding of Mars. Teacher’s guide available!

The definitive guide to film and television influenced by the writings of H.P. Lovecraft. From *Alien* to *Hellboy* to *Rough Magik* it's all here. Coverage of feature films, television

shows, independent films, interviews with Guillermo del Toro, John Carpenter and more. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors. "Open Water is tender poetry, a love song to Black art and thought, an exploration of intimacy and vulnerability between two young artists learning to be soft with each other in a world that hardens against Black people."—Yaa Gyasi, author of *HOMEGOING* In a crowded London pub, two young people meet. Both are Black British, both won scholarships to private schools where they struggled to belong, both are now artists—he a photographer, she a dancer—and both are trying to make their mark in a world that by turns celebrates and rejects them. Tentatively, tenderly, they fall in love. But two people who seem destined to be together can still be torn apart by fear and violence, and over the course of a year they find their relationship tested by forces beyond their control. Narrated with deep intimacy, *Open Water* is at once an achingly beautiful love story and a potent insight into race and masculinity that asks what it means to be a person in a world that sees you only as a Black body; to be vulnerable when you are only respected for strength; to find safety in love, only to lose it. With gorgeous, soulful intensity, and blistering emotional intelligence, Caleb Azumah Nelson gives a profoundly sensitive portrait of romantic love in all its feverish waves and comforting beauty. This is one of the most essential debut novels of recent years, heralding the arrival of a stellar and prodigious young talent.

Jeffrey Thomas' collection *Punktown* explored the streets and back alleys of a futuristic and nightmarish urbanscape in a series of unconnected short stories. In *Punktown: Third Eye*, Thomas has teleported authors Simon Logan, Jonathan Lyons, Charlee Jacob, Paul G. Tremblay, Michael McCarty, Mark McLaughlin, Garrett Peck, Thomas Andrew Hughes, and Scott Thomas into the city to pen their own tales of its citizens, aliens, mutations, and sentient machines. These talented authors bring a new perspective, a personal vision, a third eye view to the phantasmopolis that is *Punktown*.

Game designers, authors, artists, and scholars discuss how roles are played and how stories are created in role-playing games, board games, computer games, interactive fictions, massively multiplayer games, improvisational theater, and other "playable media." Games and other playable forms, from interactive fictions to improvisational theater, involve role playing and story--something played and something told. In *Second Person*, game designers, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-playing games (RPGs), computer games, board games, card games, electronic literature, political simulations, locative media, massively multiplayer games, and other forms that invite and structure play. *Second Person*--so called because in these games and playable media it is "you" who plays the roles, "you" for whom the story is being told--first considers tabletop games ranging from *Dungeons & Dragons* and other RPGs with an explicit social component to Kim Newman's Choose Your Own Adventure-style novel *Life's Lottery* and its more traditional author-reader interaction. Contributors then examine computer-based playable structures that are designed for solo interaction--for the singular "you"--including the mainstream hit *Prince of Persia: The Sands of Time* and the genre-defining independent production *Façade*. Finally, contributors look at the intersection of the social spaces of play and the real world, considering, among other topics, the virtual communities of such Massively Multiplayer Online Role Playing Games (MMORPGs) as *World of Warcraft* and the political uses of digital gaming and role-playing techniques (as in *The Howard Dean for Iowa Game*, the first U.S. presidential campaign game). In engaging essays that range in tone from the informal to the technical, these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as George R.R. Martin's *Wild Cards* series and the classic Infocom game *Planetfall*. Appendixes contain three fully-playable tabletop RPGs that demonstrate some of the variations possible in the form.

Thule, The Nazi Atlantis, legendary home of Aryan super-beings who ruled pre-history. Thule was supposed to be a Nazi myth, but when a defector from the SS occult sciences division, the Karotechia, brings proof of Thule's reality, Delta Green's course is clear: the alien city and its technological and occult secrets must be denied to the enemy. But the true masters of Thule are fighting their own war. A traitor from the past endangers their eons-old plan to shape the future. The survival of mankind depends on the fate of Thule; but to destroy Thule or save it? Which choice will save mankind? Born of the federal government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency know as Delta Green has battled abominations, alien sorcerers and blasphemous cults. As World War II rages, the SS Karotechia is calling upon the obscene powers of the Cthulhu Mythos to ensure a Nazi victory, meddling in powers they do not understand and cannot hope to control. Now the men and women of Delta Green will be tested to their limits to hold the apocalypse at bay. These are the glory days of Delta Green. It is also humanity's darkest hour. Book jacket.

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It is the 1960s. The stars are coming right.

At last the stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably - but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

A military adventure concocted by ex-Soviets who call themselves the "New World Order" threatens world peace as the rebels hijack a high-tech U.S. warplane and a Russian space station. By the author of *Cold Front*. Original.

The universe lives, and hungers! "Observer Effect" is a scenario for *Delta Green: The Role-Playing Game*. If we look too deeply into the roiling chaos of reality, chaos may look back. The Olympian Holobeam Array, funded in part by the U.S. Department of Energy, was built to delve into a fringe theory of physics. It uses highly classified technology that its parent company developed in conjunction with the U.S. military. A few hours ago, the Holobeam Array went online. A few minutes ago, it went offline in a catastrophic power surge. Its engineers soon restored

power and communications. Its lead researcher said everything was fine. Delta Green, a secret agency dedicated to investigating, stopping, and covering up deadly incursions of unnatural forces, had reason to suspect otherwise. It immediately pulled strings to launch an emergency inspection, sending the players' Agents to investigate, under cover of a Department of Energy safety inspection. The Agents have no idea what they'll find when they reach the Array. Observer Effect It is playable with the core rulebook for Delta Green: The Role-Playing Game, the player-facing rules in Delta Green: Agent's Handbook, or the quickstart rules in Delta Green: Need to Know, all available from Arc Dream Publishing. Learn more at delta-green.com.

At the turn of the twentieth century, black fraternities and sororities, also known as Black Greek-Letter Organizations (BGLOs), were an integral part of what W.E.B. Du Bois called the "talented tenth." This was the top ten percent of the black community that would serve as a cadre of educated, upper-class, motivated individuals who acquired the professional credentials, skills, and capital to assist the race to attain socio-economic parity. Today, however, BGLOs struggle to find their place and direction in a world drastically different from the one that witnessed their genesis. In recent years, there has been a growing body of scholarship on BGLOs. This collection of essays seeks to push those who think about BGLOs to engage in more critically and empirically based analysis. This book also seeks to move BGLO members and those who work with them beyond conclusions based on hunches, conventional wisdom, intuition, and personal experience. In addition to a rich range of scholars, this volume includes a kind of call and response feature between scholars and prominent members of the BGLO community.

"[The] weird, beautiful, unapologetically apocalyptic Last Policeman trilogy is one of my favorite mystery series."—John Green, author of *The Fault in Our Stars* and *Paper Towns* Winner of the 2013 Edgar® Award Winner for Best Paperback Original! What's the point in solving murders if we're all going to die soon, anyway? Detective Hank Palace has faced this question ever since asteroid 2011GV1 hovered into view. There's no chance left. No hope. Just six precious months until impact. The Last Policeman presents a fascinating portrait of a pre-apocalyptic United States. The economy spirals downward while crops rot in the fields. Churches and synagogues are packed. People all over the world are walking off the job—but not Hank Palace. He's investigating a death by hanging in a city that sees a dozen suicides every week—except this one feels suspicious, and Palace is the only cop who cares. The first in a trilogy, *The Last Policeman* offers a mystery set on the brink of an apocalypse. As Palace's investigation plays out under the shadow of 2011GV1, we're confronted by hard questions way beyond "whodunit." What basis does civilization rest upon? What is life worth? What would any of us do, what would we really do, if our days were numbered? Ebook contains an excerpt from the anticipated second book in the trilogy, *Countdown City*.

The clock is relentlessly ticking! Our world teeters on a knife-edge between a peaceful and prosperous future for all, and a dark winter of death and destruction that threatens to smother the light of civilization. Within 30 years, in the 2030 decade, six powerful 'drivers' will converge with unprecedented force in a statistical spike that could tear humanity apart and plunge the world into a new Dark Age. Depleted fuel supplies, massive population growth, poverty, global climate change, famine, growing water shortages and international lawlessness are on a crash course with potentially catastrophic consequences. In the face of both doomsaying and denial over the state of our world, Colin Mason cuts through the rhetoric and reams of conflicting data to muster the evidence to illustrate a broad picture of the world as it is, and our possible futures. Ultimately his message is clear; we must act decisively, collectively and immediately to alter the trajectory of humanity away from catastrophe. Offering over 100 priorities for immediate action, *The 2030 Spike* serves as a guidebook for humanity through the treacherous minefields and wastelands ahead to a bright, peaceful and prosperous future in which all humans have the opportunity to thrive and build a better civilization. This book is powerful and essential reading for all people concerned with the future of humanity and planet earth.

The unpublished followup to Hitler's autobiography never published during the dictator's lifetime includes details of his vision for a foreign policy based on continual aggression that would inevitably result in a confrontation with the United States, which he saw as a major stumbling block to his plans.

Cthulhu and his minions, in the 1890s sharing the globe with the mighty British Empire, had duties to an empire of their own: a dark and cruel design against the ownership of the world and the dreams of humanity. Even in the peaceful fields of rural England only intelligent and energetic intervention could keep the shadows at bay. "Cthulhu by Gaslight" includes a lengthy roleplaying adventure, "The Yorkshire Horrors" in which the investigators join forces with the world's most famous consulting detective, Sherlock Holmes! Extensive background essays provide period skills, social classes, world politics, biographies and timelines for the 1890s, maps and London location notes (including the best stores of the time), travel, criminals and police, Cockney slang, cost of living, royalty and titles, club life in London, the occult in the 1890s, prices, and clothing. A lengthy essay considers time-travel rationales for moving investigators of another time into the 1890s.

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Initially rejected by Lovecraft's publisher, 'At The Mountains of Madness' is now considered a classic of the horror genre. The disturbing, nightmarish story of a journey through Antarctica and a discovery of secrets hidden in a frozen mountain range has influenced writers and film-makers for decades.

A blend of oral history and memoir with a good dose of quirky humor, *Tar Heel Traveler: New Journeys Across North Carolina* is a celebratory look at the people and places of North Carolina. WRAL-TV reporter Scott Mason—the Tar Heel Traveler—profiles colorful characters and out-of-the-way places. The sequel consists of all new material and showcases twenty-five of Mason's most memorable television stories along with the amusing stories behind each.

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