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Pathfinder Roleplaying Game Advanced Race Guide [Advanced Player's Guide](#) **Pathfinder Roleplaying Game Advanced Race Walking** *Book of Heroic Races* **Ultimate Rulership** *Inhabitants of the Woods: Elves* *Pathfinder Rpg Race Walking Revolution, a Detailed Guide for Beginning and Advanced Race Walkers Presented with Over 400 Instructional Photos* **Hal Higdon's Half Marathon Training** **The Inner Sea Pathfinder Campaign Setting Psionics Expanded Advanced Race Car Chassis Technology** *The Negro Motorist Green Book* **Tales of Arcana 5E Race Guide Inner Sea Primer** *Pathfinder Roleplaying Game Player Character Folio* *Ultimate Speed Secrets* **Race and Rally Car Source Book** *Pathfinder Campaign Setting* **Going Faster!** *Rarity from the Hollow* [Ice Kingdoms Campaign Setting](#) **Drive to Win The Second Media Age Hybrid Blood** **A Beginner's Guide to Building Better Worlds** [Adequate Commoner Deluxe for Pathfinder](#) *Starfinder Adventure Path* *Lost Omens World Guide* *Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* *Pocket Edition* *Making Learning Happen* **The Ultimate Fan Guide to Rupaul's Drag Race** [Adequate Commoner for Pathfinder](#) **Pathfinder RPG: Secrets of Magic (P2)** [Roleplaying Game A Skeptic's Guide to Belief](#) [Gale Researcher Guide for: US Foreign Policy under Theodore Roosevelt](#) **A Resource Guide on Racial Profiling Data Collection Systems**

[Roleplaying Game](#) Sep 25 2019 Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!

The Ultimate Fan Guide to Rupaul's Drag Race Dec 29 2019 Prepare for a RuPaul's Drag Race herstory lesson like no other - as this book celebrates all the queens from seasons 1 to 10, plus so much more! Buckle up hunties, as we spill the T on the greatest reality show! This ultimate guide celebrates all the queens that have sashayed the runway from seasons 1 to 10 and All Stars seasons 1 to 3 - all 127 fierce performers are included and all are illustrated by talented artist Paul Borchert! Author John Davis also gives the reader an insider's guide to drag terms, and includes inspiring quotes from RuPaul, and stats and facts on all those sickening lip-sync battles, the mad fashion moments and the feuds and friendships that make this series so exceptional.

Hal Higdon's Half Marathon Training Jan 22 2022 Hal Higdon's Half Marathon Training offers prescriptive programming for all levels of runners. Not only will it help you learn how to get started with your training, but it will show you where to focus your attention, when to progress, and how to keep it simple.

Pathfinder Roleplaying Game Advanced Race Guide Oct 31 2022 This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven "core" player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen "spotlight" races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk, grippli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

[Ice Kingdoms Campaign Setting](#) Nov 07 2020

Hybrid Blood Aug 05 2020 Strange gods or wizardly interference has blended animal and man. By practice, accident, or even nature, the beast people have risen to live against and with humanity in all its varied cultures and origins. Two legs or four, they stand ready to spice up your adventure as allies, antagonists, or player options. In a world steeped with magic, even the most unlikely matches are occasionally made. Sometimes through wildly inventive sorcery, the interference of otherworldly gods, or even the spark of true love may bring two distant lines together. Such creatures may be an anomaly, or give rise to whole new species. Even if one doesn't force blood together that normally would remain separated as water and oil, the nurture side of what makes a person who they are cannot be denied. What if your halfling was raised by orcs? Or that orc was brought up by elves? Without a single physical exchange, lines can be brought together. Hundreds of racial combinationsA new race (the beast people) designed to cover the animal kingdom.New FeatsNew Magic to blur racial linesReincarnation handled with grace and easeCompatible with Pathfinder, Starfinder, and 5th Edition!

Pathfinder Campaign Setting Nov 19 2021 Along with expansive details on Golarion's most prominent races you'll find whole chapters of exciting new character options, allowing you to make your favorite hero's culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier than ever, whether you want to be a Varisian human or an archon-blooded aasimar. *Pathfinder Campaign Setting: Inner Sea Races* reveals new details on Golarion's most important races, including multiple human ethnicities."

Ultimate Speed Secrets Apr 12 2021 *Ultimate Speed Secrets* is the drivers' guide to going faster! Professional race instructor Ross Bentley has raced everything from Indy cars to world sports cars and has the experience to make any racer a more complete driver. With detailed drills and comprehensive instructions, Bentley covers everything you need to know: choosing lines; adapting to different cars, tracks, and racing conditions; setting up controls; and understanding car adjustments and mental preparation. Whether you are racing an Indy car or simply interested in becoming a more complete driver on the street, *Ultimate Speed Secrets* will give you the information you need to succeed!

Making Learning Happen Jan 28 2020 This Second Edition of *Making Learning Happen* provides an accessible and practical discussion of teaching and learning for the post-compulsory sector of higher and further education. Central to the book is the author's well-known 'ripples on a pond' model of learning, which identifies fundamental factors underpinning successful learning: wanting to learn taking ownership of the need to learn learning by doing learning through feedback making sense of what is being learned deepening learning through explaining, coaching, teaching further deepening learning through assessing - making informed

judgements The book encourages teachers and students to address these factors head-on in a wide range of contexts, including large-group teaching, the design of assessment, small-group work, reflection, and in making good use of formative feedback. As well as a thorough update based on feedback to the previous version, this edition includes three new chapters.

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition Feb 29 2020 Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

Pathfinder Roleplaying Game Player Character Folio May 14 2021 Go beyond a single sheet with the Pathfinder Roleplaying Game Player Character Folio, a 16-page deluxe character record that covers absolutely everything you need to know about your Pathfinder hero! Features include expanded space for your hero's ability scores, feats, and class features; space for familiar, henchmen, animal companion, and cohort statistics; a magic item "slot" diagram; space to track your character's history and backstory; a complete adventure record of your hero's accomplishments, and more!

Inhabitants of the Woods: Elves Apr 24 2022 In this Pathfinder Compatible supplement you will find: Three new Elven races that are both playable and usable as NPC's. That each have two of their very own alternate racial traits. Three new weapons and three new armours specifically for the elven race. Twelve new magic spells. Nine new cults, guilds and orders. Each with its own unique feats. Two new creatures. Six new elven gods for the new elven races. There is a lot of background information that makes this very easy to fit into any campaign. Take your adventures into the woods and encounter the elves in new and exciting ways. Take up the call of the cults, guilds and factions and either be a peaceful Grass Singer or a militant protector of the forest with the Nature's Wardens!

Pathfinder Rpg Mar 24 2022

Drive to Win Oct 07 2020 Take pole position to learn the ground rules, techniques and procedures of driving perception and evaluation. Racing professional Carroll Smith delivers current state-of-the-art techniques for working with your crew to develop and set up your car so that you'll have a competitive tool with which to practice the art of driving.

The Inner Sea Dec 21 2021 The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

Lost Omens World Guide Mar 31 2020 This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

The Negro Motorist Green Book Aug 17 2021 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.

Adequate Commoner Deluxe for Pathfinder Jun 02 2020 The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game: the Commoner NPC class. Now commoners can be more than just faces in a crowd and cannon fodder. They can be the player characters! Includes the Gear Commoner or Mythic Commoner, as well as commoner jobs, New Commoner Feats and Traits, equipment, weapons, improvised traps, and more! Rounding out such goodies are tactics and suggestions for running a commoner character game, as well as Cooks' Day Out, a beginning adventure for commoner characters just hoping to survive the day. ... and there's more yet! So, if you're bored with the exceptional and fed-up with the extraordinary, how about giving the mundane a try? We promise, your commoners will never seem common again.

Inner Sea Primer Jun 14 2021 This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies. The Inner Sea Primer makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

Pathfinder RPG: Secrets of Magic (P2) Oct 26 2019 Discover the untold potential of magic! Secrets of Magic, the newest hardcover rulebook for the Pathfinder Roleplaying Game! Secrets of Magic brings the popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the Book of Unlimited Magic--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin!

Advanced Race Walking Jul 28 2022 Advanced Race Walking presents, in non-technical terms, latest and most up-to-date information on training for this demanding yet highly rewarding sport. Carefully designed day-to-day training tables and vital information on subjects ranging from technique and VO2 max training to injury prevention and shoe selection are aimed at helping every athlete achieve his or her goals in the sport, whether that goal is an Olympic Gold Medal or winning a local road race.

A Beginner's Guide to Building Better Worlds Jul 04 2020 Written by an international team of authors, this ambitious volume offers radical alternatives to staid ways of thinking on the most crucial global challenges

of our times. Bridging real examples of political agency, collective action and mutual aid with big-picture concepts, the book encourages readers to 'be a Zapatista', wherever they are.

The Second Media Age Sep 05 2020 This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

Advanced Player's Guide Sep 29 2022 With a cover from fan-favorite artist Wayne Reynolds and lavish full-color interior illustrations, the 320-page hardcover Pathfinder RPG Advanced Player's Guide is an essential volume for gamers eager to take the next step in their Pathfinder journey. New Classes in the Advanced Player's Guide include: The Alchemist: An arcane mystic who brews salves and unguents to modify his body in freakishly effective ways. The Cavalier: A noble warrior who weaves through high society as easily as he does the most treacherous battles. The Inquisitor: An agent of faith trained to root out the dark secrets and even darker monsters that haunt the forgotten corners of the world. The Oracle: A divine mystic dedicated to a mysterious occult tradition that grants her fantastic powers-but at great cost. The Summoner: An arcane spellcaster who conjures powerful servitor creatures from beyond the veil of reality to serve his whims. The Witch: A versatile caster who gains her spells from the eldritch whispers of her bonded familiar and casts potent hexes to aid allies and vex foes.

Ultimate Rulership May 26 2022 A fantastic expansion to the kingdom-building rules for the Pathfinder Roleplaying Game. If your characters are building a kingdom, this is a product you cannot miss! Created by the designer of the kingdom-building system presented in Pathfinder Roleplaying Game Ultimate Campaign to perfectly complement those rules while expanding them in amazing directions, Ultimate Rulership contains a dazzling array of new options including new Edicts for royal commissions and endowments, espionage and festivals, militarism and recruiting new armies. It adds nearly 20 new buildings for your cities from Aeries to Bordellos, Hanging Gardens to Crematoria, with full-color tiles for every building large and small. You will also find guidelines for population and military recruitment, and for integrating settlement attributes, kingdom events, and danger levels; noble titles and precedence; and naturally advantageous sites and exotic city locales from cliff dwellings to treetop towns to cities under the sea! Ultimate Rulership provides a wealth of options for expanding your domain and forging a kingdom that will long be remembered. This product is part of the Ultimate Plug-Ins line from Legendary Games, offering the very best support products for the Pathfinder Roleplaying Game. This product and a host of other great Ultimate Plug-Ins and Adventure Path Plug-Ins are available in PDF format from Legendary Games at www.makeyourgamelegendary.com. Whether you use published adventure paths like those from Paizo Publishing, LLC or other campaigns featuring themes like Gothic horror, the alien Lovecraftian mythos, epic journeys to the Far East, exploration of the fey-haunted wilderness, righteous crusades against the demon hordes, or swashbuckling pirates, Legendary Games has amazing products for you. Adventures, rules expansions, monstrous bestiaries, character compendiums, rogues galleries, spells, magic, and terrible grimoires full of secrets man was not meant to know: you'll find all these and more. Every product from Legendary Games is in lush full color with premium layout, robust hyperlinks, fantastic artwork, and the creative talents of a team of authors that you already know and trust from their extensive contributions to the core rulebooks, adventure paths, and companion and campaign setting supplements for the Pathfinder Roleplaying Game. Make Your Game Legendary!

Race and Rally Car Source Book Mar 12 2021 A thorough guide to the DIY building and modifying of a car for racing or rallying. Describes champion circuit, rally and hill-climb cars from Formula 750 to Formula 1. If you are a serious competitor in either race, rally or hill climbing this is an excellent addition to the tool box. The guide is simple, easy to follow and it is a must for any club.

A Resource Guide on Racial Profiling Data Collection Systems Jun 22 2019 This resource guide (November 2000) is organized into four main sections: Chapter 1: Introduction Chapter 2: An introduction to the nature of the problem of racial profiling. Chapter 3: A general description of data collection and its limitations. Chapter 4: Study-site descriptions and analysis. Chapter 5: Recommendations and future goals. Chapter 6: Conclusions and Recommendations The "selected site" approach of this resource guide is intended to encourage and guide police and communities as they begin to take action to evaluate allegations of racial profiling and to help police and communities learn from one another's experiences and successes. To facilitate this exchange of ideas, contact information is provided for each site described in this guide. To promote the continued exchange of facts, forms, and new data collection systems, one recommendation of this guide is to create a Web site for sharing information about racial profiling and data collection. (NCJ 184768)

A Skeptic's Guide to Belief Aug 24 2019 What would happen if you faced your doubts, set aside your preconceptions, and decided to follow the path of truth wherever it might lead? Most people, whether believers or atheists, doggedly defend what they have always believed. Many see this as an expression of faith. Yet, there is something almost inexpressibly sad about the plight of people living out their lives in reliance upon beliefs they dare not question. Perhaps that is why many of us come to a point at which we feel compelled to pursue the truth, no matter what the implications. But even if we found the courage to embark upon such a journey, could we really find a path through the scientific, philosophical, experiential, and theological thickets that surround the great questions of life? And if we did, would we know the truth and be set free? Would we be forced to face a long-feared despair? Or would we find ourselves still staring impotently at an enigmatic universe? This is a book unlike any other. It addresses these questions with unflinching honesty, drawing evidence from a diversity of scientific fields and subjecting the competing arguments to rigorous skeptical analysis.

Pathfinder Roleplaying Game Aug 29 2022 Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The hardcover Pathfinder RPG Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, access to unusual gear or mounts, and more! Pathfinder RPG Adventurer's Guide includes: * Details on the history, goals, and leadership for 18 of Golarion's most famous (or infamous) organizations, including the Aldori Swordlords, the Aspis Consortium, the Cypherages, the Gray Maidens, the Hellknights, the Lantern Bearers, the Magaambya, the Mammoth Lords, the Pathfinder Society, and the Red Mantis. * Each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization. * Dozens and dozens of new spells, magic items, feats, and other unique character options of diverse nature, all themed to the various organizations presented in this book! * ... and much, much more!

Race Walking Revolution, a Detailed Guide for Beginning and Advanced Race Walkers Presented with Over 400 Instructional Photos Feb 20 2022 Race Walking Revolution illustrates safe, proper race walking technique with over 400 instructional, full-color photos. Whether you are just starting out or trying to perfect your form, this book is for you. After an introduction to correct technique, it catalogs typical mistakes race walkers make and provides solutions.

Psionics Expanded Oct 19 2021 Take psionics to the next level with all new character options and rules. With new classes, new options for existing classes, new psionic powers, feats, items, and prestige classes, this book has something for new psionic characters and old! Contained within the pages of Psionics Expanded you will find: • Alternate racial options for all of the psionic and core races • Six new 20-level psionic base classes: the aegis, cryptic, dread, marksman, tactician, and vitalist - a psionic healer • Advanced class options including class archetypes, advanced disciplines, and new psychic warrior paths, wilder surges, and soulknife blade skills • Dozens of new psionic and metapsionic feats • New psionic powers for all manifesters • Nine new psionic prestige classes, including the body snatcher, metaforge, and soul archer • New psionic armor, weapons, and items, as well as a new type of psionic item to empower mind blades, armor, and shields Building off the core psionic rules of Psionics Unleashed, Psionics Expanded gives over two hundred pages of new character options to allow you to have exactly the psionic character you want. Psionics Expanded requires Psionics Unleashed.

Going Faster! Jan 10 2021 This complete racer's reference is the perfect resource for all drivers from novice to expert. The fundamentals of fast driving are revealed in this definitive how-to book for racers. You will find the competition-proven methods of instructors and of professional drivers that will give you the know-how to work up the track and stay at the front. Interested in the world of racing? Just think, you can have all of the lessons and insights from Skip Barber instructors and from professional racers compiled in one handbook. This racing reference reveals the secrets of mastering car control, reducing lap times, as it takes the reader inside the world of racing. *Going Faster!* is the definitive book for the active race driver, the racer-to-be, and the auto-racing fan who wants to know what driving a racecar is really about.

Book of Heroic Races Jun 26 2022 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!*

Pathfinder Campaign Setting Feb 08 2021 Bring mythic adventure into the Pathfinder world with *Pathfinder Campaign Setting: Mythic Realms*. This must-have expansion to the Pathfinder Roleplaying Game's newest and most ambitious hardcover, *Pathfinder RPG Mythic Adventures*, is your guide to epic legends, secret places of power, and mythic hot spots within the Pathfinder campaign setting that unlock phenomenal new power. Learn how to seamlessly integrate the incredible options from *Mythic Adventures* into your existing game, unlock additional path abilities for mythic characters to choose from, discover locations primed to inspire new mythic heroes, and claim the strength of monsters and villains too powerful to defeat-until now! Forge new legends and take on the greatest challenges of the Pathfinder world with *Pathfinder Campaign Setting: Mythic Realms*. Inside this book you'll find: ?Six founts of mythic power, including the Doorway to the Red Star, the Mordant Spire, and even the legendary Starstone, each with new mythic path abilities available to characters who show their worth and claim the power within. ?Six detailed locations throughout Golarion that offer a campaign's worth of adventures for characters of mythic destiny, including the vast necropolis of Mechitar, the Pit of Gormuz, and the flying city of Yjae. ?Nine legendary characters of Golarion, including challenging foes only those of mythic might can hope to defeat, like Arazni, Kortash Khain, the Oliphant of Jandelay, and the Whispering Tyrant. ?Mythic trials tied to each location and character, ready to drop directly into a mythic campaign. *Pathfinder Campaign Setting: Mythic Realms* is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting.

Gale Researcher Guide for: US Foreign Policy under Theodore Roosevelt Jul 24 2019 Gale Researcher Guide for: US Foreign Policy under Theodore Roosevelt is selected from Gale's academic platform Gale Researcher. These study guides provide peer-reviewed articles that allow students early success in finding scholarly materials and to gain the confidence and vocabulary needed to pursue deeper research.

Rarity from the Hollow Dec 09 2020 Lacy Dawn's father relives the never ending Gulf War, her mother's teeth are rotting out, and her best friend is murdered by the meanest daddy on Earth. Life in the hollow is hard. She has one advantage - an android was inserted into her life and is working with her to cure her parents. But, he wants something in exchange. It's up to her to save the Universe. Lacy Dawn doesn't mind saving the universe, but her family and friends come first. An award winning adult social science fiction novel filled with tragedy, comedy, and satire that raises funds to help abused children.

Starfinder Adventure Path May 02 2020 A Place in the Suns Theheroes journey deeper into the Vast to find the Gate of Twelve Suns, an alienmegastructure consisting of a dozen stars arranged in a perfect circle. However, members of the Cult of the Devourer precede them, and the heroes must contendwith the cultists for control of the alien technology found on the single planetorbiting each sun. Only by defeating these foul marauders can the heroes keepthe superweapon hidden here out of the wrong hands-though the destructivezealots are far from the only threats found in thesystem. This volume of *Starfinder Adventure Path* continues the *Dead Suns Adventure Path* and includes: * "The ThirteenthGate," a *Starfinder* adventure for 9th-level characters, by StephenRadney-MacFarland. * A collection of technological relics left scattered across the galaxy by the kishalee, members of an ancient advanced alien civilization, by StephenRadney-MacFarland. * Detailed descriptions of the worlds and cultures of five never-before-encountered alien species, by Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, and Mark Moreland. * An archive of new creatures, from the main inhabitants of the five new alien worlds to an undead manifestation of entropy, by Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, Mark Moreland, and StephenRadney-MacFarland. * Statistics and deckplans for a heavily modified starship crewed by Devourer cultists, by StephenRadney-MacFarland, plus a glimpse of a barren planet cloaked in shadow in the *Codex of Worlds*, by Owen K.C. Stephens.

Advanced Race Car Chassis Technology Sep 17 2021 Updated with nearly 60 percent new material on the latest racing technology, this book details how to design, build, and setup the chassis and suspension for road race and stock cars. Includes chassis dynamics, spring and shock theory, front and rear suspension geometry, real world racing aerodynamics, steering systems, racing chassis software and all you need to know to set you chassis up to win races.

Adequate Commoner for Pathfinder Nov 27 2019 The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game: the Commoner NPC class. Now commoners can be more than just faces in a crowd and cannon fodder. They can be the player characters! Includes the Gear Commoner or Mythic Commoner, as well as commoner jobs, New Commoner Feats and Traits, equipment, weapons, improvised traps, and more! Rounding out such goodies are tactics and suggestions for running a commoner character game, as well as *Cooks' Day Out*, a beginning adventure for commoner characters just hoping to survive the day. ... and there's more yet! So, if you're bored with the exceptional and fed-up with the extraordinary, how about giving the mundane a try? We promise, your commoners will never seem common again.

Tales of Arcana 5E Race Guide Jul 16 2021 The *Tales of Arcana® 5E Race Guide* features over 200 5E playable races for use as player or non-player characters in your 5E (5th Edition) campaigns. This guide is essential for Story Masters and players who wish to go beyond traditional races like humans, elves, and dwarves. With the races in these pages, you'll be able to reimagine your roleplaying games and create weird, fantastical campaigns. Even if you have no desire to play 5E, this guide is a great resource for worldbuilding. Will you play as a forest-dwelling sasquatch or tree squid? Swim the murky depths as a grindylow or merfolk? Or perhaps entertain villagers as a toon or a clown? Perhaps your Story Master will have you square off in combat with the foul-smelling krampus or a band of mischievous kasa-obake? There are races here that will resonate with traditional players as well as newer or younger players. Welcome, Arcanaut, to your next adventure!