

## Pathfinder Society Scenario 9 06 The Shores Of Heaven

"In their lightless sanctuary, an army of serpentfolk gathers to bring the world above to its knees. The skull of the dead god Ydersius has fallen into the hands of his worshipers once more, and fanged fanatics now commence the rites to resurrect their slain deity."--Back cover. With the validity of the Stavian royal line confirmed, the heroes return to Taldor to discover horrible machinations transpired in their absence, and they must now face the cunning secret society, the Immaculate Circle, to recover the soul of their departed benefactor. But as they return triumphant, they find themselves not celebrated but hated, hunted, and accused of regicide. To set the world right and end the War for the Crown, the heroes must confront not one but six of Taldor's greatest emperors, resurrected from the past by equal parts malice and hubris! "The Six Legend Soul" is a Pathfinder Roleplaying Game adventure for 16th-level characters written by Amber Scott. The adventure concludes the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a review of the legendary emperors of Taldor's glory, a look at the Ulfen Guard, and advice for continuing the campaign all round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

The greatest explorers in the world come from the Pathfinder Society, a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons, allies, or foils. The unplumbed secrets of the Society's vast Grand Lodge in the fabulous city of Absalom stand ready for your campaign, accompanied by a host of new magic items, feats, and spells appropriate for Pathfinder Society characters and fully legal for use in Paizo's massive Pathfinder Society Organized Play campaign!

A Place in the Suns The heroes journey deeper into the Vast to find the Gate of Twelve Suns, an alien megastructure consisting of a dozen stars arranged in a perfect circle.

However, members of the Cult of the Devourer precede them, and the heroes must contend with the cultists for control of the alien technology found on the single planet orbiting each sun. Only by defeating these foul marauders can the heroes keep the superweapon hidden here out of the wrong hands—though the destructive zealots are far from the only threats found in the system. This volume of Starfinder Adventure Path continues the Dead Suns Adventure Path and includes:

- \* "The Thirteenth Gate," a Starfinder adventure for 9th-level characters, by Stephen Radney-MacFarland.
- \* A collection of technological relics left scattered across the galaxy by the kishalee, members of an ancient advanced alien civilization, by Stephen Radney-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 Stephen Radney-MacFarland.
- \* Statistics and deckplans for a heavily modified starship crewed by Devourer cultists, by Stephen Radney-MacFarland, plus a glimpse of a barren planet cloaked in shadow in the Codex of Worlds, by Owen K.C.

Stephens.

This single resource for the fire safety community distills the most relevant and useful science and research into a consensus-based guide whose key factors and considerations impact the response and behavior of occupants of a building during a fire event. The Second Edition of SFPE's Engineering Guide: Human Behavior in Fire provides a common introduction to this field for the broad fire safety community: fire protection engineers/fire safety engineers, human behavior scientists/researchers, design professionals, and code authorities. The public benefits from consistent understanding of the factors that influence the responses and behaviors of people when threatened by fire and the application of reliable methodologies to evaluate and estimate human response in buildings and structures. This Guide also aims to lessen the uncertainties in the "people components" of fire safety and allow for more refined analysis with less reliance on arbitrary safety factors. As with fire science in general, our knowledge of human behavior in fire is growing, but is still characterized by uncertainties that are traceable to both limitation in the science and unfamiliarity by the user communities. The concepts for development of evacuation scenarios for performance-based designs and the technical methods to estimate evacuation response are reviewed with consideration to the limitation and uncertainty of the methods. This Guide identifies both quantitative and qualitative information that constitutes important consideration prior to developing safety factors, exercising engineering judgment, and using evacuation models in the practical design of buildings and evacuation procedures. Besides updating material in the First Edition, this revision includes new information on: Incapacitating Effects of Fire Effluent & Toxicity Analysis Methods Occupant Behavior Scenarios Movement Models and Behavioral Models Egress Model Selection, Verification, and Validation Estimation of Uncertainty and Use of Safety Factors Enhancing Human Response to Emergencies & Notification of Messaging The prediction of human behavior during a fire emergency is one of the most challenging areas of fire protection engineering. Yet, understanding and considering human factors is essential to designing effective evacuation systems, ensuring safety during a fire and related emergency events, and accurately reconstructing a fire.

As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutopia build a power base by reclaiming her family's land from squatters--the debased Lotheed family, who feast as their subjects starve and their infrastructure crumbles. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lotheed's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? "Songbird, Scion, Saboteur" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a regional gazetteer of Meratt County, and a new guide to intrigue and managing a cult of personality round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

A landmark study of the most-neglected tool of U.S. foreign policy.

Mysterious ancient artifacts from the early days of desert-choked Osirion count down the years until a rare planetary conjunction that will align Pathfinder's world of Golarion with the hostile planet Aucturn, allowing the ravenous hordes of the Dominion of the Black to surge forth and harvest the brains of the Inner Sea, remaking the world in their terrible, alien image. Doomsday Dawn takes players on a decade-long journey throughout Golarion as they attempt to

understand and defeat the otherworldly menace and avoid utter catastrophe in this 96-page softcover collection of seven multi-encounter scenarios designed to introduce the Pathfinder Playtest rules in a guided shared playtest experience coinciding with regular surveys and feedback from players just like you! (Note: The public playtest begins August 2 and runs through the end of 2018. Due to this limited time window, this book will NEVER be reprinted!)

Pathfinder Tales: Gears of Faith Macmillan

"The seven shards of the Shattered Star have been recovered, and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement."--Back cover.

Winner of the 2018 National Book Critics Circle Award for Nonfiction Longlisted for the 2018 National Book Award for Nonfiction From the Pulitzer Prize-winning author of *Ghost Wars*, the epic and enthralling story of America's intelligence, military, and diplomatic efforts to defeat Al Qaeda and the Taliban in Afghanistan and Pakistan since 9/11 Prior to 9/11, the United States had been carrying out small-scale covert operations in Afghanistan, ostensibly in cooperation, although often in direct opposition, with I.S.I., the Pakistani intelligence agency. While the US was trying to quell extremists, a highly secretive and compartmentalized wing of I.S.I., known as "Directorate S," was covertly training, arming, and seeking to legitimize the Taliban, in order to enlarge Pakistan's sphere of influence. After 9/11, when fifty-nine countries, led by the U. S., deployed troops or provided aid to Afghanistan in an effort to flush out the Taliban and Al Qaeda, the U.S. was set on an invisible slow-motion collision course with Pakistan. Today we know that the war in Afghanistan would falter badly because of military hubris at the highest levels of the Pentagon, the drain on resources and provocation in the Muslim world caused by the U.S.-led invasion of Iraq, and corruption. But more than anything, as Coll makes painfully clear, the war in Afghanistan was doomed because of the failure of the United States to apprehend the motivations and intentions of I.S.I.'s "Directorate S". This was a swirling and shadowy struggle of historic proportions, which endured over a decade and across both the Bush and Obama administrations, involving multiple secret intelligence agencies, a litany of incongruous strategies and tactics, and dozens of players, including some of the most prominent military and political figures. A sprawling American tragedy, the war was an open clash of arms but also a covert melee of ideas, secrets, and subterranean violence. Coll excavates this grand battle, which took place away from the gaze of the American public. With unsurpassed expertise, original research, and attention to detail, he brings to life a narrative at once vast and intricate, local and global, propulsive and painstaking. This is the definitive explanation of how America came to be so badly ensnared in an elaborate, factional, and seemingly interminable conflict in South Asia. Nothing less than a forensic examination of the personal and political forces that shape world history, Directorate S is a complete masterpiece of both investigative and narrative journalism.

The Indian Media Business, Fourth Edition gives you detailed analysis,

perspective and information on eight segments of the media business in India—print, TV, film, radio, music, digital, outdoor, and events. It presents the business history, current dynamics, regulation, economics, technology, valuations, case studies, trends (Indian and global) and a clear sense of how the business operates. This book is a must-read for media professionals, students and for those planning to invest in the Indian media and entertainment business. The outstanding feature of the fourth edition is a new chapter on digital media—arguably, the first ever look at digital media from a comprehensive business perspective. This looks at everything from history to business dynamics and the major issues digital media faces in India. This edition tackles regulation with more detail than any of the previous ones. There is one large case study on the quality of regulation in India and several caselets such as the ones on copyright law, defamation law and how it works for social media. This edition also contains more caselets than the previous editions. There are caselets on the changes in readership methodology, on the trouble with news broadcasting and on the rising power of Hindi newspapers and the impact of digital on both print and TV among others.

Tricks, Treats, and Terror! Mythic Monsters: Halloween brings you an awesome assortment of autumnal enemies drawn from the legends and lore of Halloween and the harvest with a healthy dose of horror. You'll find 15 monsters from CR 1 to 17, from simple bat swarms to disembodied body parts like floating beheaded, creeping crawling hands, and stitched-together carrion golems. The fruit of the harvest can be friendly or fearsome, from charming gourd leshies to murderous jack-o'-lanterns and deadly hangman trees. Some Halloween horrors are found in the dusty crannies of haunted houses, like the sinister soulbound doll or the anguished loneliness of the attic whisperer, or may stalk the shadowed lanes of civilized places stealing what others hold most dear like the silent shadow collector. Of course, beyond the threshold of midnight treads the stuff of purest nightmare come to deadly unlife in the form of the crawling host of the deathweb or the entropic shadows of the soaring nightwing. As if over a dozen existing monsters were not enough, this book brings you two different torch-wielding mobs, from terrified villagers to terrorizing fanatics. In addition to the featured creatures, you'll find mythic feats to help your heroes and villains become headless horsemen and ghost riders, as well as a quartet of whimsical treasures perfect for tricks and treats with the ghostly gossamer, goblin mask, witch's broom, and sack of gluttony! Grab this fantastic 30-page Pathfinder monster supplement today and Make Your Game Legendary!

No one goes to Illmarsh, a decrepit village haunted by tales of ghastly midnight rites and sacrifices to shadows from the sea. When the heroes learn of an unholy bargain between the cultists of the Whispering Way and the drowned gods of this wretched town, they must journey through a wilderness gone wrong to prevent it. Can the heroes discover what foulness festers in the mind of Illmarsh and withstand the whispers of an insanity from beyond the stars? A Pathfinder

Roleplaying Game adventure for 9th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories long awaited by players. The heroes will investigate lands inspired by the mind-bending horrors of H.P. Lovecraft and face off against terrifying foes drawn from his ever-popular Cthulhu Mythos. This volume also introduces the unimaginable terrors of the Elder Gods to the Pathfinder campaign setting with an expanded Bestiary unleashing a host of maddening Lovecraftian monsters, plus much more including new fiction in the Pathfinder's Journal!

Volcanic eruptions are common, with more than 50 volcanic eruptions in the United States alone in the past 31 years. These eruptions can have devastating economic and social consequences, even at great distances from the volcano. Fortunately many eruptions are preceded by unrest that can be detected using ground, airborne, and spaceborne instruments. Data from these instruments, combined with basic understanding of how volcanoes work, form the basis for forecasting eruptions—where, when, how big, how long, and the consequences. Accurate forecasts of the likelihood and magnitude of an eruption in a specified timeframe are rooted in a scientific understanding of the processes that govern the storage, ascent, and eruption of magma. Yet our understanding of volcanic systems is incomplete and biased by the limited number of volcanoes and eruption styles observed with advanced instrumentation. *Volcanic Eruptions and Their Repose, Unrest, Precursors, and Timing* identifies key science questions, research and observation priorities, and approaches for building a volcano science community capable of tackling them. This report presents goals for making major advances in volcano science.

The Return of the Runelords Adventure Path begins here, in the pine-shaded port town of Roderic's Cove. Grudges and gossip are ever present in small town life, and Roderic's Cove is no different. The town has seen its share of troubles in the past with Riddleport pirates and a haunting by the town's founder, and now those tensions are bubbling up again. After a deadly brawl breaks out, the heroes must piece together what troubles the small town. Along the way, they stumble upon something larger than faction squabbles among the townsfolk—an ancient smoldering threat has flared to life. The powerful ancient wizards who once ruled this land are returning! "Secrets of Roderic's Cove" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure begins the Return of the Runelords Adventure Path, an exciting and world-impacting fantasy campaign set in the frontier lands of Varisia. A selection of new monsters, a gazetteer of Roderic's Cove, and an ecology of the sinspawn round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG. Sales Points \* The Pathfinder RPG has been a

leading tabletop brand since its launch in 2008. More than 100,000 gamers play in active Pathfinder RPG campaigns. Pathfinder's monthly Adventure Path product enjoys more than 10,000 readers, making it the best-selling monthly print RPG product on the market. \* The Return of the Runelords Adventure Path is one of the most important publishing programs of Paizo's 2018 calendar, with six monthly adventure installments, a Pathfinder Pawns collection of character counters, and tie-ins with Paizo's 80,000-player worldwide Pathfinder Society Organized Play campaign.

A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

"The classic of modern science fiction"--Front cover.

"This book presents an innovative, dynamic guide to strategic thinking and practice. Using real-world case examples from companies like Apple, the BBC, Hyundai, LEGO, McDonalds, Nike and SpaceX to illustrate critical concepts, this book enables readers to actively participate in real-world strategy dilemmas and create their own solutions. Strategy Pathfinder's 'live' micro-cases provoke discussion about business models, value creation, new ventures and more, while its complimentary instructional content introduces you to the best 'classic' and new tools of strategic management"--

The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. Lost Omens: Pathfinder Society Guide details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign!

Increasing American fear about terrorism, environmental catastrophes, pandemics, and economic crises has fueled interest in "prepping": confronting disaster by mastering survivalist skills. This trend of self-reliance is not merely evidence of the American belief in the power of the individual; rather, this pragmatic shift away from expecting government aid during a disaster reflects a weakened belief in the bond between government and its citizens during a time of crisis. This ethnographic study explores the rise of the urban preppers' subculture in New York City, shedding light on the distinctive approach of city dwellers in preparing for disaster. With attention to the role of factors such as class, race, gender and one's expectations of government, it shows that how one imagines Doomsday affects how one prepares for it. Drawing on participant observation, the author explores preppers' views on the central question of whether to "bug out" or "hunker down" in the event of disaster, and examines the ways in which the prepper economy increases revenue by targeting concerns over developing skills, building networks, securing equipment and arranging a safe locale. A rich qualitative study, Bracing for the Apocalypse will appeal to scholars of sociology and anthropology with interests in urban studies, ethnography and subcultures.

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!

Humanity has long been fascinated by the planet Mars. Was its climate ever conducive to life? What is the atmosphere like today and why did it change so dramatically over time? Eleven spacecraft have successfully flown to Mars since the Viking mission of the 1970s and early 1980s. These orbiters, landers and rovers have generated vast amounts of data that now span a Martian decade (roughly eighteen years). This new volume brings together the many new ideas about the atmosphere and climate system that have emerged, including the complex interplay of the volatile and dust cycles, the atmosphere-surface interactions that connect them over time, and the diversity of the planet's environment and its complex history. Including tutorials and explanations of complicated ideas, students, researchers and non-specialists alike are able to use this resource to gain a thorough and up-to-date understanding of this most Earth-like of planetary neighbours.

Thirteen-year-old Rigg has a secret ability to see the paths of others' pasts, but revelations after his father's death set him on a dangerous quest that brings new threats from those who would either control his destiny or kill him.

A brand-new theme for our best-selling Pocket Posh® series, we present one hundred puzzles created for those who love the power and beauty of words. You don't have to be a logophile (a lover of words) to enjoy this puzzle collection, but if you are one, this is the puzzle book for you—100 puzzles and quizzes themed for the love of words and the English language. Included in this collection are word searches themed to adjectives beginning with "a," common regular verbs, adjectives ending in "cious," words originally from Dutch, Latin phrases in everyday English, and so on. Also, pathfinder puzzles themed for French words used in English, idioms, poets, and names of authors are included in this collection. In addition, there are codewords that, when deciphered, spell out quotes about the power and beauty of words. Crossword, word search, anagram, codeword, word wheel, kriss kross, arroword, quizzes, and other fun puzzle types are all presented here with themes relating to our love of words and reading. This attractive, tidy package is sized for portability and is part of our best-selling series of puzzle books that feature highly stylized, embellished covers and boast 5 million copies in print. A free trial subscription to The Puzzle Society™ adds extra value.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

The monks of the Forever Reliquary send the heroes into a psychic projection of the Swarm's hive mind, a hostile and alien landscape. They must establish a beachhead on this mental front and discover how to empower and use the artifact given to them by their Hylaxian allies. However, this mindscape fights back at every possible turn until the heroes face off against the embodiment of the Swarm's interconnected minds! If they can defeat this entity, it will give the heroes a powerful advantage back in the real world! "Hive of Minds" is a Starfinder Roleplaying Game adventure for four 9th-level characters. This adventure continues the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless alien invasion. This volume also includes an explanation of the psychic constructs called mindscapes, an exploration of psychic magic, and a selection of new Swarm monsters and other

mind-rending threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers. Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their games, providing inspiration, new rules, and detailed locations to bring an occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms!

This guidebook dives into the myriad cultures and organizations readers can encounter or join in their journey, breathing life into both their character and the many allies and enemies they're bound to meet along the way.

This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level. Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch.

This highly topical text suggests that distinctions should be made between kinds of special need in special education, and the possibility addressed that some SEN children might be happier and more effective as learners within non-mainstream settings.

Pathfinder is the world's bestselling tabletop role-playing game—now adapted as a series of novels. Keren is a sworn knight of Iomedae, proper and disciplined in every way. Her girlfriend, Zae, is the opposite—a curious gnome cleric of the clockwork god, who loves nothing more than the chaos of her makeshift hospitals. When a powerful evil artifact is stolen from a crusader stronghold, both knight and gnome are secretly sent to the great city of Absalom to track down the stolen bloodstone. Sure, they may not be the most powerful or experienced members of their organizations, but that's the whole point—with legendary champions and undead graveknights battling at every turn in their race to recover the stone, who'll notice one young knight and her gnome? All they have to do is stay alive long enough to outsmart a thief capable of evading both gods and heroes. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Kármán Line - HALO DROP May 12, 2019. Eastern Africa. An extraterrestrial lifeform arrives on Earth to broker a deal with its most prominent figures. Known as the Forerunner, the visitor quickly finds himself confronted to multi-dimensional threats determined to shift the planet's geopolitical landscape. Initially sent to bring solutions forth, our protagonist starts veering towards a more aggressive path, navigating between shadowy actors with questionable characters... ...Will he lose sight of his primary purpose, woven into his counterparts' fate? And who is he, truly? - A subtle blend of the modern action thriller's pacing and the Sci-Fi's scientific component, "The Forerunner" is a dynamic piece challenging our perspectives on inclusion, colonialism, social justice, and binary views on Good and Evil. Part of a three-story ensemble, the short novel aims to introduce an exciting new world to its beloved readers; one which will witness a clash of titans operating far beyond humans reach.

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

Pathfinder Campaign Setting: Faiths of Golarion sheds light on 10 lesser-known deities, some popular within the Inner Sea Region, and some worshipped mostly in the lands beyond. From Chaldira Zuzaristan, the mischievous halfling god of luck, to Nivi Rhombodazzle, the deep gnome god of gambling, to Gruhastha the Keeper and Hei Feng the Duke of Thunder, this book offers details about these gods' histories, dogmas, and practices, all designed to enrich your campaigns with new divine lore.

The Climate Change 2007 volumes of the Fourth Assessment Report of the Intergovernmental Panel on Climate Change (IPCC) provide the most comprehensive and balanced assessment of climate change available. This IPCC Working Group II volume provides a completely up-to-date scientific assessment of the impacts of climate change, the vulnerability of natural and human environments, and the potential for response through adaptation. Written by the world's leading experts, the IPCC volumes will again prove to be invaluable for researchers, students, and policymakers, and will form the standard reference works for policy decisions for government and industry worldwide.

Dr. Greg Zacharias, former Chief Scientist of the United States Air Force (2015-18), explores next steps in autonomous systems (AS) development, fielding, and training. Rapid advances in AS development and artificial intelligence (AI) research will change how we think about machines, whether they are individual vehicle platforms or networked enterprises. The payoff will be considerable, affording the US military significant protection for aviators, greater

effectiveness in employment, and unlimited opportunities for novel and disruptive concepts of operations. Autonomous Horizons: The Way Forward identifies issues and makes recommendations for the Air Force to take full advantage of this transformational technology.

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