

Pathfinder CI Guides

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As you may have heard or seen, Specialized debuted a new CruX at the 2021 Sea Otter Classic. Before the embargo date, we saw one in Baltimore with Day 2 winner Maghalie Rochette and also just hanging ...

The New 2022 Specialized CruX: Breaking Down the Hype and Hysteria
The blood trail brought me to the Stonebridge cemetery. Someone is definitely playing with me. I am ready to confront this mysterious schemer, and force him to explain to me what is his game, and ...

Burying the past
The new Specialized CruX is claimed to be the world ' s lightest gravel bike, boasting a claimed weight of 725g for a 56cm frame, with top-end complete builds starting at 7.25kg. The new bike ...

The new Specialized CruX is " the world ' s lightest gravel bike " | 725g for a 56cm S-Works frame
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The Blade
*These anomalous gold horizons, in addition to widespread elevated pathfinder elements like those at the Hemlo gold deposit, point to an extensive gold enriched hydrothermal system at the North Limb ...

Hemlo Continues to Intersect Anomalous Gold Horizons at the Armand Lake Volcanic Complex
vi-xxiii of his The Science Fiction of Jack London: An Anthology; see CI). London ' s SF stories (in C1 ... It is part of a work in progress, a research guide to SF under the general editorship of Darko ...

Let slip the hounds of war!Make martial combat more interesting with the Path of War, a maneuver-based combat system designed and playtested to work side-by-side with all of the standard classes.Path of War offers new base classes, feats, archetypes, and much more. Want to use the maneuver-based combat system with your standard Pathfinder Roleplaying Game classes like the fighter or rogue? Feats allow you to do just that!Inside of the pages of Path of War, you will find:Three new base classes - the stalker, warder, and warlordDozens of new feats for both the new classes and the core classesThirteen martial disciplines full of dozens of maneuversArchetypes for the new base classes, as well as two psionic archetypesSix new prestige classesMartial traditions to help you introduce maneuver-based combat to your campaignNow martial characters get to have fun, too, with the Path of War!

"Whether you call them research guides, subject guides or pathfinders, web-based guides are a great way to create customized support tools for a specific audience: a class, a group, or anyone engaging in research. Studies show that library guides are often difficult, confusing, or overwhelming, causing users to give up and just fall back on search engines such as Google. How can librarians create more effective, less confusing, and simply better research guides? In Modern Pathfinders: Creating Better Research Guides, author Jason Puckett takes proven ideas from instructional design and user experience web design and combines them into easy-to-understand principles for making your research guides better teaching tools. It doesn't matter what software your library uses; the advice and techniques in this book will help you create guides that are easier for your users to understand and more effective to use"--

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

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.

The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A Pathfinder Roleplaying Game adventure for 13th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Plus five all-new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

This book, first published in 1997, gives an overview of how the Internet is used in academic libraries, with a focus on the dual role librarians serve as instructors and researchers. It includes concise summaries, keyword listings, and up-to-date bibliographies for each chapter. It contains in-depth coverage of, among others: a research planning process that leads searchers to logical sources on the web and a systematic analysis of the results; a case study from the University of Texas at Austin that shows how to integrate information literacy skills into traditional services and partnerships; the development of a web page by a government documents department and a navigational tool developed by a physics laboratory; and identification and evaluation of internet resources for test and measurement tools for education and psychology and a selected bibliography listing resources for internet trainers.

Tour guides, a highly responsible group of professionals who are in direct communication with tourists traveling around the world, have a great impact on the proper promotion of the culture of countries, global peace, and tolerance. Additionally, they are also effective in the preservation of world natural heritage. Thus, the educational status of tour guides, as well as the characteristics and ethical values that they should possess, need to be examined on an international scale. In today ' s world, where tourism demand is directed towards all types of tourism, practices in special interest tourism should be customized in order to ensure the highest level of service quality and cultural appreciation. Cases on Tour Guide Practices for Alternative Tourism provides emerging research exploring the theoretical and practical aspects of the occupational issues that surround tour guides and their applications within international tourism. Featuring coverage on a broad range of topics such as cultural education, specialized learning, and international business, this book is ideally designed for tour guides, travel agencies, tour managers, tour developers, heritage sites, museums, academicians, researchers, students, industry experts, and hospitality professionals.

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