Races of Destiny (Dungeon & Dragons d20 3.5 Fantasy Roleplaying) by Aaron Rosenberg

A new sourcebook detailing humans, half-breeds, and exotic almost-human races for the D&D game.

Races of Destiny provides Dungeons & Dragons players with an in-depth look at humans, half-orcs, half-elves, and other almost human exotic races that populate the D&D world. Often more strange or bizarre than completely distinct races, these half-races showcase the unusual combinations of abilities and cultures possible in a fantasy setting. This sourcebook includes brand new races, new rules, feats, spells, and magic items attuned to each race. The book contains material for players and DMs alike, including new prestige classes, rules for interaction between races, and a wealth of cultural information.

My Personal Review:
The book was purchased with the Forgotten Realms Campaign Setting as a gift. I was quite pleased with the condition of the the books as well as the timeliness of the shipping. I will chose to purchase books from this seller again.

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