

Pathfinder Roleplaying Game Ultimate Intrigue

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Ultimate Intrigue - Jason Bulmahn 2016-04-19
A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. Ultimate Intrigue, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Ultimate Intrigue also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! Ultimate Intrigue includes: * The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done. * Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator,

mesmerist, ranger, rogue, slayer, spiritualist, and more! * A complete system of influence, giving the GM a new way to reward players for helping out an organization or community. * Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes. * Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth. * ...and much, much more!

Starfinder - James L. Sutter 2017
"Open Game License version 1.0a"--4th unnumbered page.

Ultimate Campaign - Jason Bulmahn 2013-06-11
Take Charge! Where the dungeon ends, another adventure begins! Pathfinder RPG Ultimate Campaign takes you on a guided tour through the parts of the game that happen between monster attacks and quests for ancient artifacts. As some of the most powerful and prestigious heroes around, do your player characters want to build up a kingdom of their own, or lead an army against a neighboring nation? Perhaps they want to start a business, craft magic items, or embark on a quest that will come to define them. Whether you're looking for help generating a young character or seeking ways to challenge adventurers who've grown bored of fighting monsters one-on-one, this book has everything you need! Pathfinder RPG Ultimate Campaign is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop

game builds on 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 a new era. Pathfinder RPG Ultimate Campaign includes: ► A detailed guide to generating character backstories, including a new system for random character generation and traits and drawbacks to meld your background with your statistics. ► Story feats that increase in power as you achieve key goals, making quests and crusades more than just flavor! ► A complete downtime rules system to flesh out those parts of a PC's life that take place between adventures, such as running a business, gaining power and influence in a community, or starting a magical academy. ► New rules for retraining and switching classes; honor, reputation, and fame; young characters; investment; magic item creation; and other key adventuring topics. ► Rules for building up a kingdom, including construction and technological advancements, governing your people, and more. ► Mass combat rules to help you lead clashing armies and conduct epic battles in a fun and efficient manner-without losing sight of the PCs themselves. ► AND MUCH, MUCH MORE!

Book of the Damned - 2017

Be it the darkest depths of the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the Book of the Damned. Pathfinder RPG Book of the Damned explores the workings of these powerful forces of evil, focusing on the numerous demigods that influence mortal life and the countless fiends who prey upon the living and dead alike. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your game--be they in the form of foes for heroic parties to face, or temptations for less scrupulous adventurers to consider. Pathfinder RPG

Adventurer's Guide includes: * Information on the sinister boons granted worshipers of dozens of fiendish demigods drawn from the planes of Abaddon, the Abyss, and Hell, including Archdevils, Demon Lords, and the Four Horsemen of the Apocalypse. * An exploration of the infernal realms of Hell, the sinister reaches of Abaddon, and the bottomless rifts of the Abyss. * New feats, spells, magic items, and prestige classes for use by characters who both fight against and serve the forces of darkness. * Rules for infernal contracts and sinister rituals. * Statistics for several never-before revealed fiends and lavishly-illustrated in-world excerpts from the pages of the notorious Book of the Damned itself. * ... and much, much more!

Pathfinder Roleplaying Game: Pathfinder Unchained - Jason Bulmahn 2015-05-12

Break your chains! The Pathfinder RPG contains numerous rules considered sacred by players and GMs alike. Since the system itself was based upon RPG "technology" already more than 10 years old at the time of its creation, "backwards compatibility" often meant sticking with the familiar, even if tradition was filled with cobwebs and decades-old assumptions. Pathfinder Unchained dares to take a fresh look at the system itself, altering some of the fundamentals of the game and giving fresh optional takes on classic rules. Inside this hardcover collection of alternate rules and options you'll find completely redesigned versions of the barbarian, monk, rogue, and summoner classes. Delve into a new system for resolving player actions designed to speed play and dispel confusion. Many of the new systems (such as the revised classes) work seamlessly with the existing Pathfinder rules. Even the most staunchly traditionalist player will appreciate the book's math-lite system for on-the-fly monster creation and the new system for generating dynamic magic items that go far beyond a simple +1 to add lore and interest to the campaign. Players will love the book's new resource pool for martial characters, allowing for exciting new tactical options, as well as the robust new system that allows spellcasters to modify their spells with powerful spell components.

NPC Codex - Jason Bulmahn 2012-12-04

Populate your Pathfinder world with the NPC Codex! This must-have compendium contains

more than 250 fully-detailed Non-Player Characters ready for instant insertion into your campaign. With full statistics and tactics for characters of every level of every class in the Core Rulebook, the NPC Codex speeds prep time and adds new dimensions to your campaign. The famous "iconic characters" of the Pathfinder Roleplaying Game also come alive with statistics at various levels of development, providing ready-to-use player characters for any occasion.

Bestiary - Jason Bulmahn 2016-08-23

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"-- Copyright page.

Roleplaying Game - Paizo Publishing
2017-06-20

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso.

Monster Codex - Jason Bulmahn 2014-11-04

"With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."-- Back cover.

Pathfinder Roleplaying Game - Jason Bulmahn
2018-10-30

"Protect your important notes and die rolls from prying player eyes with the Pathfinder Roleplaying Game GM Screen!"--

War for the Crown - Thurston Hillman
2018-03-13

As the entire capital city gathers to celebrate, conspiracy and stagnation rot the old empire of Taldor to its core! When a high-minded cabal of Senators and nobles try to steer their nation away from disaster, Emperor Stavian III himself orders a bloodbath in the Senate halls, trapping neophyte spies inside layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls

beneath the Senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams?

"Crownfall" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off 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 city gazetteer of Taldor's capital Oppara, a look at magical relics and the power they conceal, and an overview of the campaign 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.

Legendary Shifters - N. Jolly 2018-02-02

Shift Into Action Legendary Shifters is the latest volume in our series of class-focused player supplements, this time focusing on the mercurial shifters! This base class, introduced in Pathfinder Roleplaying Game Ultimate Wilderness, was designed to be the ultimate shapeshifting character, allowing players to take a variety of forms in the blink of an eye. Legendary Shifters works to further embody this concept with a redesign of the class that gives even greater freedom to transform into whatever you wish at a moment's notice. With an updated version of wild shape dubbed shifter shape, legendary shifters can not only take different forms more easily, but also change between their forms without hesitation! In addition, this book contains a ton of new archetypes to help your shifter take the form you want them to, from the furious Dragon Touched to the tricky and capricious Fey Shifter. The insidious Mimickin allows for transformation into regular objects, while Necromorphs are focused on both transforming into and raising the dead. And if even more variety is required, the Polymorph Savant prestige class allows for almost infinitely varied shapeshifting, with access to a plethora of different forms. Plus, tons of new feats, spells, and more! Grab this 32-page

Pathfinder Roleplaying Game class supplement today and Make Your Game Legendary! You can find tons of other great Pathfinder RPG class supplements right here at Amazon as well!

LEGENDARY GUNSLINGERS - <https://www.amazon.com/Legendary-Gunslingers-Heroes-8/dp/1979634114>

LEGENDARY SWASHBUCKLERS - https://www.amazon.com/Legendary-Swashbucklers-Heroes-3/dp/1517193338/ref=sr_1_1?s=books&ie=UTF8&qid=1517614180&sr=1-1&keywords=legendary%5Bswashbucklers

LEGENDARY KINETICISTS - https://www.amazon.com/Legendary-Kineticists-Heroes-4/dp/1533433666/ref=sr_1_1?s=books&ie=UTF8&qid=1517614205&sr=1-1&keywords=legendary+kineticists&dpID=51t8lpDsp7L&preST=_SX218_BO1,204,203,200_QL40_&dpSrc=srch

And many more!

Spheres of Power - Adam Meyers 2015-04-23
An alternate magic system for the Pathfinder Roleplaying Game

Inner Sea Poster Map Folio - Rob Lazzaretti 2011-03
This enormous 32-panel mega-map depicts the Inner Sea region of the Pathfinder world, marking thousands of towns, villages, castles, dungeons, and other intriguing locations drawn from the complete catalogue of Pathfinder offerings to date. All the key sites from all the Adventure Paths, all the Pathfinder Module locations, all the places important to the history and current events of the world are revealed as never before possible. "Price Includes VAT"

Bestiary - Jason Bulmahn 2009
"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson."-- T.p. verso.

Core Rulebook - Jason Bulmahn 2016
Presents the revised rules for playing the seven classic races; updated rules for NPCs, domains, specialty schools, and familiars; and new rules for curses, poisons, and diseases.

Mythic Magic - Legendary Games 2016-07-26
Magic Just More Intriguing! Mythic Magic: Intrigue Spells is the latest all-new Mythic Magic supplement, bringing you 100 all-new mythic spells from Pathfinder Roleplaying Game Ultimate Intrigue! While the original mythic rules for Pathfinder included many cherished favorites from the Pathfinder Roleplaying Game Core

Rulebook as well as the other core rules hardback rulebooks and the Mythic Spell Compendium compiled a vast array of mythic spells for your game, new rules for Pathfinder continue to come out and spellcasters have a continual supply of new tricks to try from more recent rulebooks like Pathfinder Roleplaying Game Ultimate Intrigue. That diversity of options that we love so much about the game is what Legendary Games brings to you in the Mythic Magic series. The product before you completes the mythic rules for every spell in Pathfinder Roleplaying Ultimate Intrigue. All of them, from absolute to wizened appearance and all spells in between. Whether you wield arcane, divine, or psychic magic, Mythic Magic: Intrigue Spells contains mythic spells of every level and every kind, from minor spells to the mightiest magics. You will find combat spells like desperate weapon, crime wave, illusion of treachery, and permanent hallucination right alongside defensive magic like disrupt silence and pocketful of vipers, spells to aid investigations like codespeak, trace teleport, and red hand of the killer, and of course a huge toolbox of deceptive magic like dark whispers, compulsive liar, and false resurrection. Grab this 32-page Pathfinder supplement by Alex Riggs and David N. Ross today and Make Your Game Legendary!

Top 10 Games You Can Play in Your Head, by Yourself: Second Edition - Sam Gorski 2019-02-27

"Your mind is now the ultimate gaming engine. Ditch the remote. Ditch the controller. Explore worlds and stories through a revolutionary single-player role-playing system that pushes your imagination beyond its furthest limits"--Back cover.

Familiar Folio - Paizo Publishing 2015-02-17
It's time to make your familiar more fearsome! Whether you're looking to give your familiar an archetype to make it a brutish battle companion, hoping to gain a familiar option for an unusual class like the paladin or barbarian, or just scouting for an expanded selection of familiars and improved familiars, the Familiar Folio has you covered. Featuring all-new items, spells, archetypes, and -- of course -- tons of familiars, this Pathfinder Player Companion is the perfect accessory for spellcasters as well as any Pathfinder player who fancies a fantastic, travel-

sized friend for their character.

Ruins of Azlant - Amber E. Scott 2017-12-05

Death in the Depths On the trail of an ancient enemy, the heroes seek more information in a merfolk city teeming with intrigue just beneath the waves. They arrive to find a group of deep merfolk claiming that the city is in the path of a destructive sea monster. But this warning is nothing more than a ruse for the campaign's villain to uncover the location to a secret Azlanti military laboratory. The adventurers must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk's plot and discover where the ancient enemy is headed so they can stop it. This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes: -"City in the Deep," a Pathfinder RPG adventure for 10th-level characters, by Amber E. Scott. -A gazetteer of Talasantri, an underwater city populated by aquatic elves, merfolk, and other aquatic humanoids on the floor of the Arcadian Ocean, by Amber E. Scott. -An ecology of the graceful and mysterious merfolk, by Amber E. Scott. -An investigation into the reclusive elves of the Mordant Spire and a look at some of the tools they use when patrolling lost Azlant, by Mikko Kallio. -A collection of dangerous monsters, by Alex Greenshields, Mark Moreland, Tim Nightengale, and Amber E. Scott. the world's oldest fantasy RPG.

Pathfinder RPG - Jason Bulmahn 2019-12-24

There are things that dwell in the dark places of the world, in long-abandoned crypts or musty attics--terrible things that can destroy your body and shatter your mind. Few individuals would think to seek out such nightmares, but those drawn into the darkness often find it infecting them, corrupting them in ways both subtle and disgusting. Some believe those who die facing such horrors are the lucky ones, for the survivors are forever scarred by their experiences. Pathfinder RPG Horror Adventures gives you everything you need to bring these nightmares to life. Within these pages, you'll find secrets to take your game into the darkest reaches of fantasy, where the dead hunger for the living, alien gods brood in dreams, and madness and death lurk around every corner. Rules for players and GMs alike pit brave champions against a

darkness capable of devouring mind, body, and soul. To prepare to face such torments, the heroes can take new feats, learn powerful spells, and even acquire holy relics--for they'll need every edge possible to survive! Pathfinder RPG Horror Adventures includes: * Corruptions that can turn your character into a powerful monster, from a blood-drinking vampire to a savage werewolf. The only cost is your soul! * Character options to help heroes oppose the forces of darkness, including horror-themed archetypes, feats, spells, and more! * A detailed system to represent sanity and madness, giving you all the tools you need to drive characters to the brink and beyond. * Tips and tools for running a genuinely scary game, along with an in-depth look at using horror's many subgenres in a Pathfinder campaign. * Expanded rules for curses, diseases, environments, fleshwarping, haunts, and deadly traps. * New templates to turn monsters into truly terrifying foes, from creatures made of living wax to a stalker that can never be stopped! * ... and much, much more!

Advanced Race Guide - Jason Bulmahn

2012-07-03

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.

Roleplaying Game - Jason Bulmahn 2019-02-12

In the right setting, a single scathing word can

prove deadlier than a poisoned dagger. Behind the scenes of heroic battles and magical realms lies a seething underbelly of danger and deception. This world of intrigue holds endless possibilities for adventure, as heroes duel with words instead of steel, plot daring heists, and engage in battles of wills against relentless nemeses. A high-stakes game of shadows and secrets is yours to master--if you have the wits! Whether the heroes are taming the blood-soaked back alleys of their favorite metropolis or jockeying for the queen's favor alongside highborn nobles, *Pathfinder RPG Ultimate Intrigue* is an invaluable companion 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 a new era. *Pathfinder RPG Ultimate Intrigue* includes: * The vigilante, a new character class that lives two lives--that of an unassuming member of the community, and a cloaked crusader with his own agenda! * New archetypes for alchemists, bards, druids, hunters, inquisitors, investigators, mesmerists, rangers, rogues, slayers, spiritualists, and more! * New feats and magic items for characters of all sorts, granting mastery of street-smart combat, impenetrable disguises, and misdirection. * Dozens of spells to manipulate tense social settings, whether to reveal adversaries' secrets or hide the truth. * A complete system of influence, providing new goals and rewards to challenge players and link their fortunes to nonplayer characters and organizations. * Systems and advice to help Game Masters introduce a variety of new encounters into their games--daring heists, extended pursuits, and tense searches for buried secrets. * Rules for social combat and verbal duels, allowing characters to use words as weapons to sway hearts and humiliate foes. * ... and much, much more!

Mythic Adventures - Jason Bulmahn 2013

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso.

Pathfinder Chronicles Campaign Setting - Christopher Carey 2008

The exciting world of the *Pathfinder Adventure Paths* comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Chelax to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

Pathfinder Roleplaying Game - Alexander Augunas 2017

Answer the Call Wild, untamed lands hold a wealth of mystery and danger, providing the perfect backdrop for heroic adventure. Whether adventurers are climbing mountains in search of a dragon's lair, carving their way through the jungle, or seeking a long-lost holy city covered by desert sands, *Pathfinder RPG Ultimate Wilderness* gives them the tools to survive the wilds. A new 20-level base class, the shifter, puts animalistic powers into the hands-or claws-of player characters and villains alike, with new class features derived from animalistic attributes. Overviews of druidic sects and rituals, as well as new archetypes, character options, spells, and more, round out the latest contribution to the *Pathfinder RPG* rules! *Pathfinder RPG Ultimate Wilderness* is an invaluable hardcover companion 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 a new era. *Pathfinder RPG Ultimate Wilderness* includes: ►The shifter, a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield! ►Archetypes for alchemists, barbarians, bards, druids, hunters, investigators, kineticists, paladins, rangers, rogues, slayers, witches, and more! ► Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants. ►Dozens of spells to channel,

protect, or thwart the powers of natural environs. ►New and expanded rules to push your animal companions, familiars, and mounts to wild new heights. ►A section on the First World with advice, spells, and other features to integrate the fey realm into your campaign. ►Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched. ►AND MUCH, MUCH MORE!

Book of Heroic Races - Jon Brazer Enterprises
2017-02-14

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 Roleplaying Game - Benjamin Bruck 2017

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!

Pathfinder RPG - Jason Bulmahn 2019-12-31
The fiercest surprises often come from the most familiar foes! Just as no single class description can define every fighter, rogue, or wizard, no single creature entry can truly cover every vicious champion, unholy priest, or savage sorcerer in a band of organized and intelligent monsters. With Pathfinder Roleplaying Game: Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. Pathfinder Roleplaying Game: Monster Codex is an indispensable companion to the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Bestiary. Pathfinder

Roleplaying Game: Monster Codex includes: * Pages upon pages of specialized entries for 20 classic monstrous races, from goblins and drow to kobolds and trolls. Face off against such formidable foes as gnoll packlords, ratfolk sages, and dinosaur-riding lizardfolk champions! * Detailed information on the ecologies and societies of these formidable creatures. * New feats, equipment, spells, and archetypes to help you customize all 20 monstrous races--and the adventurers who fight or trade with them. * A horrific new monster associated with each race--allies, thralls, and variants. * Sample encounters ready to challenge raw recruits and experienced adventurers alike. * ... and much, much more!

Goblins of Golarion - Richard Pett 2011-08-23
The bane of chicken coops and untended children across Golarion, manic and murderous goblins sow their unique brand of malicious mischief throughout the Pathfinder world. Now, for the first time, you can take up your dogslicer and ride your goblin dog into battle against shrieking villagers and half-wit adventurers as a goblin yourself! New goblin-focused character traits and rules put you in the role of a pint-sized psychopath in this definitive guide to Pathfinder's most popular monstrous menaces!

Planar Adventures - James Jacobs 2018-07-24
The world we know is but one reality. Countless others exist in the realms beyond. Dimensions carved from dreams. Worlds constructed from pure life energy. First drafts of our consciousness, and shadows of the same. Entire realities populated by angels and demons, ruled by deities and subject to physical laws mortals can barely comprehend. This is the Great Beyond, and within its reaches, the possibilities for grand adventure or devastating defeat are truly endless. This far-reaching hardcover rulebook explores Pathfinder RPG Planar Adventures explores the wondrous and horrifying regions that comprise the other dimensions and planes of reality that feature in the Pathfinder Roleplaying Game. 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 a new era.

Bestiary 4 - Jason Bulmahn 2013-11-12
The mightiest monsters and foulest foes of

nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones -- including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play -- from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates -- like mummified and fungal creatures -- breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4.

Advanced Player's Guide - Jason Bulmahn 2010

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson"--
Title page verso.

Freeport the City of Adventure - James Bell 2017-07-11

Freeport is one of the classic city settings of fantasy roleplaying and it's back--bigger and better--in this monstrous new sourcebook for The Pathfinder Roleplaying Game. Clocking in at a massive 544 pages, Freeport: The City of Adventure lovingly details a metropolis that mixes fantasy tropes, piracy, and Lovecraftian horror into an action packed setting for your RPG campaign. The city is now more detailed than ever, with added locations, characters, hooks, and a brand new, full-length adventure. The book, featuring a cover by fan favorite artist Wayne Reynolds and a fold-out map of the city, also includes full rules support for the Pathfinder RPG: new classes, archetypes, feats, and magic items. As always you can use Freeport on its own or drop it into your campaign setting of choice. So set sail for Freeport, mateys! Come for the pirates, stay for the cosmic horror!

Pathfinder Campaign Setting: Inner Sea Faiths - 2016-03-30

Learn all the secrets of 15 powerful yet mysterious deities in Pathfinder Campaign Setting: Inner Sea Faiths! This extra-large 96-

page softcover sourcebook details gods and goddesses that are just as mighty as Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!"

Ultimate Combat - Jason Bulmahn 2017-07-11
"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison."--T.p. verso.

Heroes of the High Court - Paizo Inc. Staff 2017

Adventure is not limited to dank dungeons and grimy back alleys: sometimes the greatest risks and rewards are found in the halls of queens and emperors. Pathfinder Player Companion: Heroes of the High Court presents everything you need to take your adventures into the royal courts and noble houses of the Pathfinder campaign setting. Learn how to dress and act among devious nobles, gain access to the halls of political power, and take advantage of the privileges afforded to those who have mastered the arts of high court intrigue!

Pathfinder Adventure Path - James Jacobs 2016
"This hardcover compilation updates the fan-favorite campaign for use with the Pathfinder Roleplaying Game, including new and revised content and nearly 500 pages packed with mayhem, excitement, and adventure!"--Back cover.

Pathfinder Roleplaying Game - Jason Bulmahn 2019-06-18

There is an unseen world all around you. On the streets and in the halls of power, in your dreams and across the bizarre planes of the multiverse, there are those who walk among us like giants among ants, twisting reality to their wills in their

search for ancient knowledge. Now pull back the curtain of the mundane world and learn the secrets of these occult masters--if you dare! Pathfinder RPG Occult Adventures is an indispensable companion to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon over 15 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 a new era. Pathfinder RPG Occult Adventures includes: * Six new occult base classes--the energy-shaping kineticist, the spirit-calling medium, the deceptive mesmerist, the mind-bending psychic, the uncanny occultist, and the phantom-binding spiritualist. * Archetypes for all of the new classes, as well as a broad selection of strange and mysterious archetypes and class options for existing characters. * New feats to flesh out your occult character, plus a whole new way to use existing skills to become a master of faith healing, hypnotism, psychometry, and more! * More than 100 spells using the all-new psychic magic system, plus rituals that grant even non-spellcasting characters occult power! Explore worlds beyond imagining with dream voyage, or defend yourself from mental threats with tower of iron will! * Rules and advice to help you steep your game in the occult, from chakras and deadly mindscapes to possession, psychic duels, and the Esoteric Planes. * A wide variety of new magic items, such as the eerie spirit mirror and the peculiar tin cap, plus new cursed items and powerful artifacts. * ... and much, much more!

Pathfinder RPG: Guns & Gears (Special Edition) [P2] - PAIZO. STAFF 2021-10-26

Gear Up and Throw Down! When sword and spell just won't be enough to win the day, it's time to power up your game with clockwork gears, lightning coils, and black powder! Guns & Gears, the latest hardcover rulebook for the Pathfinder Roleplaying Game (Second Edition), brings the excitement of firearms and fantasy technology to your tabletop! Unravel the secrets of clockworks with the new inventor class or blow away your opposition as a firearm-wielding gunslinger! In addition to new classes, a plethora of archetypes, backgrounds, vehicles, siege engines, gadgets, and the new automaton ancestry are all ready to expand your game with options for battlefields

large and small. Pathfinder RPG: Guns & Gears features: * Two new classes: the clever inventor and the sharpshooting gunslinger * The brand-new automaton ancestry for players who want to play a customizable construct * Firearms of all stripes, from the simple and effective flintlock pistol to versatile gunblades * Dozens of new archetypes * Scores of new gadgets and vehicles * Siege engines and accompanying rules * A

gazetteer of Golarion revealing how firearms and technology fit into the Age of Lost Omens, including a look at the technology of the continents of Arcadia and Tian Xia and never-before-revealed secrets of the rough-and-tumble, gritty city of Alkenstar This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.