

## Pathfinder Roleplaying Game Advanced Players

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!

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant characters alongside rules systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier! The Pathfinder Gamemastery Guide includes: \* Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from settlements to nations to infinite planes! \* Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more! \* All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character! \* A catalog of subsystems to handle unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more! Plus, a universal victory point system to help you design your own subsystems! \* More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaigns!

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "--Provided by publisher.

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

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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. 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.

A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the smash hit Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like daemons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns! The Pathfinder RPG Bestiary 2 includes: - More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition - An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference - Dozens of monstrous variants to modify creatures and keep players on their toes - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration - Suggestions for monstrous cohorts - Plenty of new animal companions and familiars - AND MUCH, MUCH MORE!

The Tome of Secrets is a collection of advanced and optional rules for players and game masters of The Pathfinder Roleplaying Game. The 192-page rulebook features: - 8 new classes, including the Artificer, Knight, Priest, Shaman, Spellblade, Swashbuckler, Warlock and Warlord. - Rules for character occupations (what your heroes did before they were heroes). - A system for character drawbacks, fleshing out your heroes with flaws. - New rules for The Pathfinder Roleplaying Game, including Chases, Morale, Stunts, and more! - Game Master tools including a random adventure generator, a monster modifier, and a generator capable of creating over one million magic items!

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

This indispensable guide takes students through each step of the essay writing process, enabling them to tackle written assignments with confidence. Students will develop their ability to analyse complex concepts, evaluate and critically engage with arguments, communicate their ideas clearly and concisely and generate more ideas of their own. Chapters are short and succinct and cover topics such as reading purposefully, note-taking, essay writing in exams and avoiding plagiarism. Packed with practical activities and handy hints which students can apply to their own writing, this is an ideal resource for students looking to improve the quality and clarity of their academic writing. This book will be a source of guidance and inspiration for students of all disciplines and levels who need to write essays as part of their course. New to this Edition: - Brand new chapters on topics such as learning from feedback, finding your voice and using the right vocabulary - Expanded companion website featuring videos, interactive exercises, sample essays and lecturer resources - Exclusive web-only chapter on improving your memory

Mythic Magic: Advanced Spells I completes the mythic rules for every spell in the Pathfinder Roleplaying Advanced Player's Guide. All of them. If it's not already in Pathfinder Roleplaying Game Mythic Adventures, it's right here, from absorbing touch to wrathful mantle and all spells in between. Whether you're an arcane or a divine caster, Mythic Magic: Advanced Spells I contains 235 mythic spells of every level and every kind, from orisons and cantrips to the mightiest 9th-level magics. You will find combat spells like ball lightning, cacophonous call, and mass suffocation right alongside defensive magic like corruption resistance and life bubble, spells to aid your allies like gallant inspiration

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and bestow grace, and utility spells like amplify elixir and touch of the sea. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic spells in Pathfinder Roleplaying Game Mythic Adventures in the first place.

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!

Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.

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!

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

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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!

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](http://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!

The Mythic Spell Compendium brings you over 2000 mythic spells for your Pathfinder campaign! This book is an encyclopedic tome of magic, a comprehensive compilation of mythic versions for EVERY spell in the Pathfinder core rules and MORE! These spells are not just an exercise in bigger numbers (though you'll find those here as well), but bring new and exciting dynamic and even cinematic options to your spellcasting character, many with augmentable variations to expand their power to an even grander scale. There are earth-shaking magics here, alongside inventive and occasionally amusing uses for lower-level magics; everything from the humblest of cantrips to the mightiest of miracles, is covered between these pages. Coupled with the core mythic spells in Pathfinder Roleplaying Game Mythic Adventures, every spellcaster, no matter how obscure their specialty, will find page after page of amazing options. If you are playing Pathfinder with the mythic rules, you need to grab this book. HOWEVER, this book is an amazing resource for you even if you're NOT using the mythic rules! The mythic rules are a terrific toolbox for making magic more mysterious and, even better, more interesting, in a standard Pathfinder campaign. From ancient cultures to secret cults, alien races to eldritch secrets, sacrificial sorcery to divine mysteries, all are sources from which the forgotten or forbidden lore of mythic magic could spring to new life in your Pathfinder campaign. The Mythic Spell Compendium includes over 2000 mythic spells, including every spell from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Advanced Player's Guide,

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Pathfinder Roleplaying Game Advanced Race Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic, as well as hundreds more spells from official Pathfinder products designed for the campaign setting and companion books. If it was not already published in Pathfinder Roleplaying Game Mythic Adventures, you'll find it here. All of them. It also includes hundreds more spells from some of the leading 3rd-party publishers for Pathfinder, including over 700 spells from Deep Magic by Kobold Press and over 100 spells from the Gothic Campaign Compendium and other products from Legendary Games.

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid

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Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

Begin Your Journey Through a Dark World of Deep Magic! Here's everything you need to find adventure in the wind-swept plains, frozen crags, and magic-blasted wastes of Midgard--a dark fantasy world flavored with the myths and folklore of Central Europe. The Midgard Player's Guide includes: \* Midgardian player character races, including elfmarked, kobolds, and trollkin \* Divine domains, mysteries, spells, and paladin codes \* Arcane schools, ley lines, elven high magic, rune magic, and more \* Regional magic items, mounts, and gear ...And much more! Match wits with Baba Yaga, cross swords with minotaur corsairs, and travel the Shadow Roads to the glittering courts of the fey. There's no better time to be a Midgardian hero!

"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.

Return to a classic Pathfinder Adventure Path with Curse of the Crimson Throne, one of Paizo's most popular campaigns! The city of Korvosa is in chaos, and her new queen may well be the source can a ragtag group of heroes stand before the might of one of Golarion's most notorious villains? This immense book collects the six classic Curse of the Crimson Throne adventures, and has everything you need to run an entire, full-length campaign covering months and months of play! The Curse of the Crimson Throne hardcover includes: Updates the classic Adventure Path to the Pathfinder RPG rules for the first time! Explore expanded adventures, including a brand new mission written by Paizo's Creative Director, James Jacobs, that sends the heroes into a perilous dungeon run by the queen's infamous Gray Maidens! Features dozens of evocative new illustrations of classic characters!

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New and updated rules for monsters, magic items, and character options "

There are things that dwell in the dark places of the world, deep beneath the ground, in long-abandoned crypts, or in musty attics; terrible things that can destroy your body and shatter your mind. Few sane individuals would ever think to seek out such nightmares, but those that are drawn into the darkness often find it infecting them, corrupting them in ways both subtle and gross. Some think that those who die facing off against such horrors are the lucky ones, for the survivors are forever scarred by their experiences. Horror Adventures gives you everything you need to bring these nightmares to your game. This terrifying 256-page hardcover book will take your game into the darkest reaches, where the dead hunger for the living, alien gods brood in dreams, and madness and death lurk around every corner. There are rules for players and GMs alike, giving heroes a fighting chance against the darkness that threatens to swallow them whole. Characters can take far more than a few hit points of damage, when their very sanity is called into question from witnessing horrors too terrible to comprehend. To face such nightmares, the heroes can take new feats, utilize powerful spells, and even acquire holy relics to aid them. They will need every edge they can get if they plan to survive the secrets of this book. Horror Adventures includes: Corruptions that can turn your character into a monster, from a blood-drinking vampire to a savage werewolf. The only cost is your very soul! Character options to help heroes face the forces of darkness, including horror-themed archetypes, feats, spells, and more! Rules for sanity and madness, giving you all the tools you need to drive your characters to the brink and beyond. Tips and tools for running a scary game, along with expanded rules for curses, diseases, haunts, and fleshwarping to bring your nightmares to life. New templates to turn your monsters into truly terrifying foes, from creatures made from living wax to the stalker that cannot be stopped! and much, much more! "

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.

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons! The only limit is your imagination! The Pathfinder Roleplaying Beginner Box includes: a 64-page Hero's Handbook, a 96-page Game Master's Guide, a 16-page Transition Guide to bring your hero to the full Pathfinder Roleplaying Game, a complete set of seven high-impact polyhedral dice,

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more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon, four pregenerated character sheets to throw you right into the action.

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.

This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend! Based on more than 20 years of active development and playtest feedback from more than 125,000 gamers, the new Pathfinder rules are easy to learn and exciting to master! This indispensable volume contains all rules for players and Game Masters, and is your first step on a heroic new journey! The Pathfinder Core Rulebook includes:

- \* More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters!
- \* Six heroic player character ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc!
- \* More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory!
- \* Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard!
- \* Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision them to be!
- \* Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning!

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

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campaign, and a great way to get involved in the international campaign!

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's 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 336-page Pathfinder RPG Advanced Player's Guide includes:

- \* Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch
- \* More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell
- \* Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger
- \* Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle
- \* A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards
- \* New prestige classes like the Master Chymist and the Battle Herald
- \* ... and much, much more!

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, stryx, 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.

Choose your weapon and stride boldly into battle with Pathfinder RPG Ultimate Equipment! Within this handy, all-in-one reference, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking artifacts. Included as well are handy rules references, convenient price lists, and extensive random treasure generation tables, all organized to help you find what you need, when you need it. With this vast catalog of tools and treasures, the days of boring dragon hoards are over, and your hero will never be caught unprepared again. Pathfinder RPG Ultimate Equipment is a must-have companion volume to the Pathfinder RPG Core Rulebook, now in a low-cost, smaller-dimensions edition. This

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imaginative tabletop game builds on more than 10 years of system development and open playtests 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. Pathfinder RPG Ultimate Equipment includes: \* Thousands of items both magical and mundane, including the best weapons, armors, magic items, and gear from the Pathfinder RPG hardcover line and select other Pathfinder sources, as well as hundreds of never-before-seen items. \* Tons of special materials and magical abilities to help you create exactly the magic item you've been looking for. \* A wealth of specific magic items, organized by type to ensure your character is always wearing as much magic as possible. \* An innovative new treasure generation system, designed to help GMs roll up exactly what they need, every time. \* New alchemical weapons, tools, and poisons. \* Kits to help your character get the most out of her skills or profession, plus new mounts, animal companions, and retainers. \* Descriptions of every item, plus hundreds of full-color illustrations to aid in window-shopping. \* ... and much, much more!

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! "

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.

Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is

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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!

"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.

### Roleplaying Game Advanced Player's Guide

If you're interested in ways to expand the HERO System 6th Edition, or to change it to suit particular campaigns or play styles, then the Hero System Advanced Player's Guide is the book for you! It's filled with advanced, expanded, optional, and variant rules for nearly every aspect of the HERO System.

Get the most out of your heritage with the Pathfinder RPG Advanced Race Guide! Embrace your inner monster by playing one of 30 iconic races from mythology and gaming history, or build an entirely new race of your own. If classic races are more your style, go beyond the stereotypes for elves, dwarves, and the other core races with new options and equipment to help you stand out from the crowd. The Pathfinder RPG Advanced Race Guide is a bold new companion 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 the new millennium. The 256-page Pathfinder RPG Advanced Race Guide includes: \* New rules and options to help you customize all seven of the classic core races, including new racial traits, racial subtypes, and racial archetypes. \* 30 exotic races, from mischievous goblins and reptilian kobolds to crow-headed tengus and deadly drow, each with complete rules for use as player characters, plus archetypes, alternate racial traits, and other options for maximum customization. \* A complete and balanced system for creating an unlimited number of new races, mixing and matching powers and abilities to form characters and cultures specific to your campaign. \* Tons of new race-specific equipment, feats, spells, and magic items for each of the races detailed! \* ... and much, much more!

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