
Pathfinder Roleplaying Game Ultimate Intrigue

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FRANKLIN STEPHENSON

The Harrow Paizo Incorporated
 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\]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]swashbucklers) 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!
Secrets of Roderick's Cove Call of Cthulhu Roleplaying
 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!"

Mythic Adventures Paizo Incorporated

"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.

Starfinder Adventure Path Paizo Incorporated

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!

Ultimate Campaign Paizo, Incorporated

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.

Ultimate Intrigue Paizo Publishing

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 Createspace Independent Publishing Platform

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. Plus, a beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory.

War of the River Kings Green Ronin Publishing

"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.

Book of the Damned Paizo Incorporated

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 Roleplaying Game Pathfinder Campaign Setting

Learn the lore behind the mysterious harrow deck and master its secrets to perform remarkable divinations, conduct eerie auguries, and make mind-boggling predictions with the Harrow Handbook. New ways to perform harrow readings and a slew of new character options breathe new life into your game by allowing you to foretell the future and command the course of destiny.

Blood for Blood Paizo Incorporated

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.

Call of Cthulhu Investigator Handbook Pathfinder Roleplaying Game

Hakotep's flying pyramid has been grounded, but the heroes must enter the ancient tomb to deactivate the fleet of smaller flying pyramids poised to attack Osirion. Deep inside the Pyramid of the Sky Pharaoh, an untouched tomb from the heights of Ancient Osirion, the heroes face undying guardians woken from ageless sleep, climaxing in a final battle with the reborn Sky Pharaoh Hakotep, himself! Concluding the Mummy's Mask Pathfinder Adventure Path, Pyramid of the Sky Pharaoh is a Pathfinder Roleplaying Game adventure for 15th-level characters. *Pathfinder Roleplaying Game Createspace Independent Publishing Platform*

Call of Cthulhu 7th edition, second printing

Roleplaying Game Pathfinder Player Companion

From the thieves' guilds of Absalom to the rebel networks of Galt, from the poisoners of Daggermark to the secret courts of Taldor, cloak-and-dagger plots manipulate fates across the Inner Sea region. With Pathfinder Campaign Setting: Inner Sea Intrigue, you'll learn the secrets hidden beneath the surface of the Pathfinder world. New insights on social combat, misleading magic, and secret academies allow the techniques introduced in Pathfinder RPG Ultimate Intrigue to shine. A host of new, campaign-driven archetypes, equipment, and magic items also present a spectrum of new options for deceptive heroes and unlock the powers of the new vigilante class for heroes and villains alike. Learn the secret arts of the Inner Sea region and unleash the powers of stealth and subtlety in your Pathfinder RPG game.

The Inner Sea World Guide Pathfinder Adventure Path. Mum 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.

Pyramid of the Sky Pharaoh Paizo Pub Llc

"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.

Bestiary 4 Paizo Incorporated

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!

Pathfinder Roleplaying Game

The leprous tongues of the boggards whisper of a lost tomb hidden at the heart of the Stolen Lands, and of the insatiable barbarian lust of the western humans who would unearth the potent artifact hidden there for their own occluded ends. Can the heroes protect their hard-fought holdings while facing the growing dangers of the west? A Pathfinder Roleplaying Game adventure for 10th-level characters, this volume continues the Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring, and includes an extensive exploration of the ecology and society of the frog-men known as boggards and several new swamp monsters for your game.

Roleplaying Game

Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic! Within this book, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class--a master of both arcane magic and martial prowess--you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialities, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power? Pathfinder Roleplaying Game Ultimate Magic is a must-have companion volume to the Pathfinder Roleplaying Game 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. Pathfinder Roleplaying Game Ultimate Magic includes: * The magus, a new base class combining deadly arcane magic with the skills and weapons of a trained warrior. * Words of power, an innovative and flexible new spellcasting system. * New options for dedicated casters, such as alchemist discoveries, alternative uses for channeled energy, druid companions, sorcerer bloodlines, eidolon abilities, witch hexes, and oracle mysteries. * Additional feats and magical

abilities for martially oriented casters, including monk ki tricks, inquisitor archetypes, and ranger traps. * New magical conditions called spellbights, as well as systems for crafting constructs, binding outsiders, and spell-dueling. * More than 100 new spells, plus detailed guidelines for designing your own. * ... and much, much more!

Freeport the City of Adventure

Galt's executioners are the masked and mysterious Gray Gardeners. Held above the laws of the chaotic nation, these grim killers soak the revolution-wracked land in dread and blood. They

behead the guilty and innocent alike with their magical guillotines, but few possess the courage to stand against them. Powerful heroes must infiltrate the Gray Gardeners and put an end to their reign of terror. As the heroes race from haunted crypts to the elegant opulence of an ill-fated masque, the midnight chime will bring salvation or doom to a nation. *Night of the Gray Death* is a deluxe adventure in Gothic horror for 16th-level characters written by Ron Lundeen. It exposes the secrets of the Gray Gardeners with new monsters, new magic items, and new challenges to test the mightiest heroes. Mysteries and intrigue abound during the *Night of the Gray Death*!