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Villain Codex Box
Pathfinder Roleplaying Game
Bestiary 2
The Elder Scrolls Online: Tales of Tamriel, Book I: The Land
1000 Magical Items for Game Masters
Arcane Artifacts and Curious Curios
The Lost Citadel Roleplaying Game
My Dad Loves Me, My Dad Has a Disease

*Pathfinder
Roleplaying
Game Villain
Codex Pfrpg
Paizo*

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RYAN EFRAIN

Lands of the Linnorm Kings Paizo Pub Llc

The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them—or die trying! *Lost Cities of Golarion* presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior locations, encounter charts, statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder

Roleplaying Game rules. *Lost Cities of Golarion* gives you the key to the following treacherous locales: - Ilvarandin, malign Darklands paradise - Ruins of Kho, crashed sky-city of the ancient Shory - Storasta, river port lost to the demonic Worldwound - Sun Temple Colony, abandoned outpost on a shattered continent - Tumen, buried desert capital of the Four Pharaohs of Ascension - Xin-Shalast, proudest ruin of Old Thassilon [Pathfinder Gamemastery Guide \(P2\)](#) Paizo Pub Llc Explore the mega-dungeon of Undermountain in this adventure for the world's greatest roleplaying game. In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries—to what end is a constant source of

speculation and concern.

- The follow up to *Waterdeep: Dragon Heist*, *Dungeon of the Mad Mage* takes adventurers deep into one of D&D's biggest dungeons. Each of Undermountain's twenty-three levels is an adventure setting unto itself, and the book includes a map for each one.
- *Waterdeep*, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game *Lords of Waterdeep*, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice.
- *Dungeon of the Mad Mage* is the second of two *Dungeons & Dragons* books set in *Waterdeep*. It picks up where the first, *Dragon Heist*, leaves off, taking characters of 5th level or higher all the way to 20th level.
- In D&D, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination.
- *Dungeons & Dragons* is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming

culture by blending traditional fantasy with miniatures and wargaming.

Pathfinder Roleplaying Game: Villain Codex Pocket Edition Titan Books (US, CA)

Sailors and Scallywags Ahoy! The Pirate Codex brings you 30 nautical enemies and allies from CR 1 to 16, covering a great cross-section of interesting builds and different twists on classical pirate archetypes. You'll find everything from rough-necked renegades to magical mariners, with artillerists, marines, navigators, and more suited for campaigns from the savage coasts on into the golden age of sail. Each NPC has brief suggestions for its use, with robustly detailed stat blocks that provide a ton of inspiration for throwing them into the fray against your heroes. The Pirate Codex is an ideal resource for the busy GM who wants a set of ready-made stat blocks incorporating a wide variety of rules elements, pushing the boundaries of the fantastic yet still keeping the focus on the people that make your pirate campaign go, from fellow freebooters to rival raiders and your naval

nemeses. Pick up the Pirate Codex today to spice up any sea voyage in your Pathfinder campaign, and check out the rest of our series of Pirate Adventure Path Plug-Ins, like the Islands of Plunder adventures, Treasury of the Fleet, and Nautical Heroes!

Pathfinder Roleplaying Game Advanced Race Guide Paizo Pub Llc

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!

A Workbook for Children of Alcoholics

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.

Paizo Pub Llc

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 The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

Pathfinder RPG: Guns & Gears (Pocket Edition)

[P2] Cubicle 7

Entertainment

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!

Pathfinder Roleplaying Game Wizards of the Coast

Pathfinder Roleplaying Game: Villain Codex Pocket Edition

Pathfinder Roleplaying Game: Pathfinder

Unchained Pathfinder Roleplaying Game: Villain Codex Pocket

Edition Villains are at the heart of every great adventure--scheming, plotting, and causing

mayhem--but creating a convincing and detailed group of antagonists is no easy task. Pathfinder RPG Villain Codex serves up 20 groups of vile miscreants waiting to menace your player characters and foil their every plan. Inside this time-saving tome, you will find a wide variety of foes, from a scheming regal court to a sinister doomsday cult, ready to challenge characters of any level. These villains come equipped with a host of new rules elements to give them the edge against players and fit into nearly any campaign! Villain Codex is an essential addition to the Pathfinder Roleplaying Game. This imaginative tabletop game builds on more than 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 Villain Codex includes: * Complete sections for 20 villainous organizations, including a power-hungry arcane society, a greedy merchant caravan, a fleet of scandalous pirates, a creepy secret society, and a wily thieves' guild.

Trade blows with the serpentfolk-worshipping monks of Fang Monastery, match wits with the sly bandits of the Merry Outlaws, or defend civilization from the wild druids of Nature's Scourge! * Information on each organization's history and structure, along with plot hooks to get the players interested in confronting the group. * New rules in each villain section, including feats, spells, and magic items. * A wide variety of new stat blocks for all organization members, using each villain section's new rules. * Premade encounter groups, allowing Game Masters to quickly make use of the villains in every section. * ... And much, much more! Pathfinder Roleplaying Game Villain Codex Villain Codex Box Monster Codex Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing

Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution! [Pathfinder Player Character Pawn Collection](#) Paizo Pub Llc Villains are at the heart of every great adventure--scheming, plotting, and causing mayhem--but creating a convincing and detailed group of antagonists is no easy task. Pathfinder RPG Villain Codex serves up 20 groups of vile miscreants waiting to menace your player characters and foil their every plan. Inside this time-saving tome, you will find a wide variety of foes, from a scheming regal court to a sinister doomsday cult, ready to challenge characters of any level.

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spells, and magic items. * A wide variety of new stat blocks for all organization members, using each villain section's new rules. * Premade encounter groups, allowing Game Masters to quickly make use of the villains in every section. * ... And much, much more!
Barbarians of Lemuria (Legendary Edition) Paizo Pub Llc
 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	Swashbuckler Half-Elf	Ranger Human Ranger
Fighter Dwarf Investigator	Witch Half-Elf Wizard Half-	Human Ranger Human
Dwarf Monk Dwarf Oracle	Orc Alchemist Half-Orc	Rogue Human Rogue
Dwarf Ranger Dwarf	Barbarian Half-Orc Bard	Human Sorcerer Human
Rogue Dwarf Sorcerer	Half-Orc Champion Half-	Sorcerer Human
Dwarf Swashbuckler	Orc Cleric Half-Orc Druid	Swashbuckler Human
Dwarf Witch Dwarf Wizard	Half-Orc Fighter Half-Orc	Swashbuckler Human
Elf Alchemist Elf Barbarian	Investigator Half-Orc	Witch Human Witch
Elf Bard Elf Champion Elf	Monk Half-Orc Oracle Half-	Human Wizard Human
Cleric Elf Druid Elf Fighter	Orc Ranger Half-Orc	Wizard Human Wizard
Elf Investigator Elf Monk	Rogue Half-Orc Sorcerer	Kobold Alchemist Kobold
Elf Oracle Elf Ranger Elf	Half-Orc Swashbuckler	Cleric Kobold Ranger
Rogue Elf Sorcerer Elf	Half-Orc Witch Half-Orc	Kobold Rogue Kobold
Swashbuckler Elf Witch Elf	Wizard Halfling Alchemist	Sorcerer Leshy Druid
Wizard Gnome Alchemist	Halfling Barbarian Halfling	Leshy Monk Leshy Ranger
Gnome Barbarian Gnome	Bard Halfling Cleric	Leshy Rogue Lizardfolk
Bard Gnome Champion	Halfling Druid Halfling	Cleric Lizardfolk Fighter
Gnome Cleric Gnome	Fighter Halfling	Lizardfolk Ranger
Druid Gnome Fighter	Investigator Halfling Monk	Lizardfolk Rogue Orc
Gnome Investigator	Halfling Oracle Halfling	Alchemist Orc Barbarian
Gnome Monk Gnome	Ranger Halfling Rogue	Orc Fighter Orc Oracle Orc
Oracle Gnome Ranger	Halfling Sorcerer Halfling	Ranger Ratfolk Alchemist
Gnome Rogue Gnome	Swashbuckler Halfling	Ratfolk Bard Ratfolk Cleric
Sorcerer Gnome	Witch Halfling Wizard	Ratfolk Investigator
Swashbuckler Gnome	Hobgoblin Alchemist	Ratfolk Wizard Tengu
Witch Gnome Wizard	Hobgoblin Fighter	Bard Tengu Oracle Tengu
Goblin Alchemist Goblin	Hobgoblin Witch Human	Rogue Tengu Wizard
Barbarian Goblin Bard	Alchemist Human	Tiefling Cleric Tiefling
Goblin Champion Goblin	Alchemist Human	Fighter Tiefling Monk
Cleric Goblin Druid Goblin	Alchemist Human	Tiefling Sorcerer Tiefling
Fighter Goblin	Barbarian Human	Witch Archetypes Catfolk
Investigator Goblin Monk	Barbarian Human	Dual-Weapon Disciple
Goblin Oracle Goblin	Barbarian Human Bard	Dwarf Sentinel Elf Eldritch
Ranger Goblin Rogue	Human Bard Human	Archer Elf Herbalist Elf
Goblin Sorcerer Goblin	Champion Human	Shadowdancer Gnome
Swashbuckler Goblin	Champion Human	Linguist Gnome
Witch Goblin Wizard Half-	Champion Human Cleric	Loremaster Goblin
Elf Alchemist Half-Elf	Human Cleric Human	Scrounger Half-Elf Acrobat
Barbarian Half-Elf Bard	Druid Human Druid	Half-Elf Celebrity Half-Orc
Half-Elf Champion Half-Elf	Human Fighter Human	Assassin Half-Orc
Cleric Half-Elf Druid Half-	Fighter Human	Gladiator Halfling Familiar
Elf Fighter Half-Elf	Investigator Human	Master Human
Investigator Half-Elf Monk	Investigator Human Monk	Archaeologist Human
Half-Elf Oracle Half-Elf	Human Monk Human	Archer Human Bastion
Ranger Half-Elf Rogue	Monk Human Oracle	Human Beastmaster
Half-Elf Sorcerer Half-Elf	Human Oracle Human	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
GM Screen Paizo Pub Llc
 A Rampage of New 5th
 Edition Monsters! DM: "A
 mysterious figure in a
 cloak approaches you in
 the tavern..." PALADIN:
 "Aha! This must be a
 wizard with a map to a
 dungeon!" DM: "...and
 he's ticking." ROGUE:
 "RUN!" Whether you need
 scuttling dungeon
 denizens, alien horrors, or
 sentient avatars of the
 World Tree, the Creature
 Codex has you covered!
 Nearly 400 new foes for
 your 5e game--everything
 from acid ants and grave
 behemoths to void giants
 and zombie lords.
 Creature Codex includes:
 * A dozen new demons,
 and five new angels *
 Wasteland dragons and
 dinosaurs * All-new
 golems, including the
 altar flame golem, doom
 golem, and keg golem *
 Monsters inspired by
 Mesoamerican,
 Hindustani, and Asian

legends and folklore *
 Chieftains and other
 leaders for ratfolk,
 centaurs, goblins, trollkin,
 and more * New undead,
 including a heirophant lich
 suitable for lower-level
 characters (but plenty
 tough!) ...and much more!
 Use them in your favorite
 published setting, or
 populate the dungeons in
 a world of your own
 creation. Pick up Creature
 Codex and surprise your
 players with monsters
 they won't be expecting!
Tome of Beasts Paizo Pub
 Llc
 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
 Cyphermites, 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!
Mythic Adventures Paizo
 Publishing
 Players may be the
 heroes of the Pathfinder
 Roleplaying Game, but

whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery 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 Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable

for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!

Guide to Darkmoon Vale
Paizo Publishing
Incorporated

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!

Lost Cities of Golarion
Paizo Pub Llc

For the first time in print, step into the fantasy world of The Elder Scrolls Online. Tales of Tamriel - Vol. I: The Land takes readers on adventure throughout the war-torn landscapes and battlefields of Tamriel, featuring a horde of in-game texts and exclusive artwork. Lavishly bound and produced, this series of books is the definitive guide to lore from the Elder Scrolls Online.

Pathfinder Roleplaying

Game Paizo Pub Llc
 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 along-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 fey-touched. ▶ AND MUCH, MUCH MORE!
Monster Codex Paizo Pub Llc

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! Roleplaying Game
 Explore the forbidden reaches of the treacherous Darkmoon Vale, a fey-haunted wilderness on the outskirts of civilization. Face-off against the

diabolical forces of the dreaded Kobold King, explore the ancient dwarven dungeons of Droskar's Crag, and confront a cabal of evil druids in this detail-packed regional sourcebook for the Pathfinder Chronicles campaign setting. The lumber-town of Falcon's Hollow holds deadly secrets of its own, and vicious orcs and hobgoblins from the neighboring mountains look upon its modest riches with deadly envy. A perfect locale for low-level adventuring, Darkmoon Vale and its secrets are laid bare for players and game masters alike!

Pathfinder Pawns -

Bestiary 6 Box

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.