

## Download File PDF Pathfinder Advanced Race Guide

# Pathfinder Advanced Race Guide

Discover the untold potential of magic! *Secrets of Magic*, the newest hardcover rulebook for the Pathfinder Roleplaying Game! *Secrets of Magic* brings the popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all

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spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the Book of Unlimited Magic--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin!

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

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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

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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,  
familiar 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

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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!

In this Pathfinder  
Compatible supplement you  
will find: Three new Elven  
races that are both playable  
and usable as NPC's. That  
each have two of their very  
own alternate racial traits.  
Three new weapons and three

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new armours specifically for the elven race. Twelve new magic spells. Nine new cults, guilds and orders. Each with its own unique feats. Two new creatures. Six new elven gods for the new elven races. There is a lot of background information that makes this very easy to fit into any campaign. Take your adventures into the woods and encounter the elves in new and exciting ways. Take up the call of the cults, guilds and factions and either be a peaceful Grass Singer or a militant protector of the forest with the Nature's Wardens!

The exciting world of the

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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

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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!

Advanced Spells II

Realms of Atrothia

Pathfinder Gamemastery Guide

(P2)

Pathfinder RPG

New Paths Compendium

(Pathfinder RPG)

The Thirteenth Gate (Dead

Suns 5 Of 6)

All the trickery and wild power of

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the fey are yours to command with Pathfinder Player Companion: Legacy of the First World. Let the wilderness inspire your heroes with a spectrum of new ways to play fey-touched characters, along with new powers for classes seeking to strengthen their bonds to nature. Choose whether you draw your might from the vibrant liveliness of the land, the brutality of vicious beasts, or even faith in the fey realm's inscrutable masters, the Eldest. With a host of new archetypes, feats, magic items, spells, and other fey-inspired character options, Pathfinder Player Companion: Legacy of the First World is your gateway to all the secrets and savagery of nature's wildest

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denizens!

The greatest explorers in the world come from the Pathfinder Society, a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons, allies, or foils.

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The unplumbed secrets of the Society's vast Grand Lodge in the fabulous city of Absalom stand ready for your campaign, accompanied by a host of new magic items, feats, and spells appropriate for Pathfinder Society characters and fully legal for use in Paizo's massive Pathfinder Society Organized Play campaign!

Idolized and adored, but also regarded with jealousy and envy, the aasimars of Golarion count among their ancestors the greatest forces of good throughout the Great Beyond. They are the descendants of majestic angels, beatific celestials, and mysterious but kindly outsiders who have long sought to guide and protect the

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mortal realm. Yet merely having the blood of angels in your veins does not guarantee security in life, nor does it ensure a kindly soul - few villains are more despised than those who have wandered so far from grace as the fallen aasimar. A companion volume to *Blood of Fiends*, *Blood of Angels* explores all that it is to be an aasimar, including an extensive discussion of aasimar culture and society, but also presenting numerous variations on the standard aasimar character. Rules for aasimars of specific celestial heritiages (angels, archons, agathions, azatas, garudas, and peris), new feats and magic, variant aasimar abilities and features, new options for bards, clerics,

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inquisitors, oracles, sorcerers, summoners, and more await revelation in this Pathfinder Player Companion!

Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies

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to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races

Pathfinder Roleplaying Game

Rise of the Drow

Gamemastery Guide

Roleplaying Game

Pathfinder RPG Bestiary 3 (P2)

Legacy of the First World

*Lacy Dawn's father relives the never ending Gulf War, her mother's teeth are rotting out, and her best friend is murdered by the meanest daddy on Earth. Life in the hollow is hard. She has one advantage - an android was inserted into her life and is*

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*working with her to cure her parents. But, he wants something in exchange. It's up to her to save the Universe. Lacy Dawn doesn't mind saving the universe, but her family and friends come first. An award winning adult social science fiction novel filled with tragedy, comedy, and satire that raises funds to help abused children.*

*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*

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*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*

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*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*

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*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*

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*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!*

*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*

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*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*

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*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.*

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*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! 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*

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*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*

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*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!*

*The Inner Sea*

*Underworld Races and Classes for  
PFRPG*

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*The Worldwound Incursion (Wrath  
of the Righteous 1 Of 6)*

*Legendary Foes; Pathfinder Rpg*

*Pathfinder Adventure Path*

A Place in the Suns Theheroes journey deeper into the Vast to find the Gate of Twelve Suns, an alienmegastructure consisting of a dozen stars arranged in a perfect circle. However, members of the Cult of the Devourer precede them, and the heroes must contendwith the cultists for control of the alien technology found on the single planetorbiting each sun. Only by defeating these foul marauders can the heroes keepthe superweapon hidden here out of the wrong hands-

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though the destructive zealots are far from the only threats found in the system. This volume of Starfinder Adventure Path continues the Dead Suns Adventure Path and includes: \* "The Thirteenth Gate," a Starfinder adventure for 9th-level characters, by Stephen Radney-MacFarland. \* A collection of technological relics left scattered across the galaxy by the kishalee, members of an ancient advanced alien civilization, by Stephen Radney-MacFarland. \* Detailed descriptions of the worlds and cultures of five never-before-encountered alien species, by Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, and Mark Moreland. \* An archive of new creatures, from

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the main inhabitants of the five new alien worlds to an undead manifestation of entropy, by Mikko Kallio, Jason Keeley, Lyz Liddell, RonLundeen, Mark Moreland, and StephenRadney-MacFarland. \* Statistics and deckplans for a heavily modified starship crewed by Devourer cultists, by StephenRadney-MacFarland, plus a glimpse of a barren planet cloaked in shadow in theCodex of Worlds, by Owen K.C. Stephens.

Mythic Magic: Advanced Spells II completes the mythic rules for every spell in the Pathfinder Roleplaying Advanced Race Guide. All of them. If it's not already in Pathfinder

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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 II contains mythic spells of every level and every kind, from minor 1st-level spells to the mightiest 9th-level magics. You will find combat spells like agonizing rebuke, chains of fire, and hellmouth lash right alongside defensive magic like nine lives and stone shield, spells to aid your allies like healing warmth and fins to feet, and utility spells like paragon surge and ancestral regression. They are all here, every one, developed with flair and function in mind as only

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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.

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

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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!

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

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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: \*

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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 Cypherimages, 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

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various organizations presented in this book! \* ... and much, much more!

Legacy Races Revisited

Pathfinder Chronicles

Monster Codex

Inhabitants of the Woods: Elves

Pathfinder Player Companion

Seekers of Secrets (A Guide to the Pathfinder Society)

***They have been shunned and feared by society forever. Born of tainted bloodlines and raised in shameful secrecy, the tieflings of Golarion count among their ancestors some of the greatest evils of the Great***

***Beyond. Yet not all tieflings succumb to the sinister compulsions of their evil blood - some strive to rise above the stereotype and become heroes in their own right. This Pathfinder sourcebook explores all that it is to be a tiefling, including not only an extensive discussion of tiefling culture and society, but also presenting numerous variations on the standard tiefling character. Rules for tieflings of specific***

***fiendish heritages, new feats and magic, variant tiefling abilities and tiefling appearances, and new options for inquisitors, summoners, sorcerers, clerics and more await discovery in this Pathfinder Player Companion.***

***The World Below Beckons! Explore the endless possibilities of the underworld with Underworld Races & Classes. Within, you will unearth the secrets of the drow and their machinations, including***

***their deadly arachnid martial artists. Quasi-undead halflings blend gunslinging and merry tunes, while savage, blood-sucking humanoid bats haunt the dark. A strange crystal is slowly coating the caverns, sending forth its radiant missionaries, while in majestic mushroom jungles the mighty funglets roam. The hammers of the dwarven people resound from the cavern walls, where the volatile Amber Roads remain just one spell away. Underworld***

***Races & Classes is a must-have companion-volume for your Pathfinder Roleplaying Game adventures, offering 14 new races and more than 25 diverse classes and class options for these races. Included herein, you can find: New material for fan-favorites like the drow, brought to you by the company that created the critically-acclaimed Rise of the Drow saga Detailed information on wondrous races and their distinct cultures including the***

***four-armed, insectoid  
hojrall and the savage,  
crocodile-like  
kraidyl? Innovative,  
optional rules for sonar-  
based perception, crafted  
with the help of a blind  
gamer? Razor wire  
fighting, explosive  
mushrooms, soul candles,  
symbiotes, spores, and  
web-slinging? Scaling  
advice to customize all  
races to your game? New  
archetypes, classes,  
favored class options,  
feats, items, monsters,  
and spells? And so much  
more! Saddle up your***

***trusty riding slug or dire badger and explore a world below this world, more wondrous than you ever dared to dream! Prepare to be Afraid The Book of Beasts: Legendary Foes, the latest in the award-winning Book of Beast series, details the deadliest and most frightening monsters ever to grace your gaming table. Bring new life and peril to your mythic adventures with these fierce monsters and high level NPCs. This 68-page,***

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***beautiful full-color  
monster tome features:  
34 brand new monsters  
ranging from CR 15-25 11  
high level NPCs and  
classed monsters, each  
are difficult builds, saving  
you considerable work 3  
demigods with enough  
detail and NPCs for you to  
build an entire campaign  
around 12 brand new  
traps ranging from CR  
15-24, to keep your  
players on their toes Easy-  
to-use references and  
links, allowing you to look  
up rules you are sure of  
with a minimum of effort***

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***Make your players afraid of monsters again. Make them tremble with fear. 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,***

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***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. Advanced Player's Guide Tales of Arcana 5E Race Guide Pathfinder Campaign***

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### ***Setting***

### ***Book of the Damned***

### ***Ponyfinder: Campaign***

### ***Setting***

### ***Deceivers Moon***

Unleash a world of monsters! Bestiary 3 presents hundreds of new creatures for use in the Pathfinder Roleplaying Game. Within this collection of creatures you'll find grave knights and savage cyclopes, kappa and colossal kaiju, clockwork killers, mysterious sphinxes, imperial dragons, and so much more! The Pathfinder RPG Bestiary 3 is the latest indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. The 320-page Pathfinder RPG Bestiary 3 includes: - More than

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**300 different monsters - New creatures drawn from the best-known beasts of legend, literature, and Pathfinder RPG adventures - Challenges for any adventure and every level of play - Hordes of new templates and variants, including simple templates for on-the-fly creature customization - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Expanded universal monster rules to simplify special attacks, defenses, and qualities - New familiars, animal companions, and other allies - And MUCH, MUCH MORE!**

**For more than a hundred years, the demon-infested Worldwound has warred against humanity, its Abyssal armies clashing with crusaders, barbarians, mercenaries, and heroes along the border of lost Sarkoris. But**

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**when one of the magical wardstones that helps hedge the demons into their savage realm is sabotaged, the crusader city of Kenabres is attacked and devastated by the demonic hordes. Can a small band of heroes destined for mythic greatness survive long enough to hold back the forces of chaos and evil until help arrives, or will they become the latest in a long line of victims slaughtered by Deskari, the demon lord of the Locust Host? This volume of Pathfinder Adventure Path launches the Wrath of the Righteous Adventure Path and includes:**

- "The Worldwound Incursion," a Pathfinder RPG adventure for 1st-level characters, by Amber E. Scott.**
- A gazetteer of the crusader city of Kenabres on the border of the Worldwound, by Amber E. Scott.**
- The search for an infamous demon hunter in the Pathfinder's Journal, by**

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**Robin D. Laws. -A complete outline of the Wrath of the Righteous campaign.  
-Four new monsters, by James Jacobs, Jason Nelson, David Schwartz, and Jerome Virnich.**

**Be it the darkest depths of the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the Book of the Damned. Pathfinder RPG Book of the Damned explores the workings of these powerful forces of evil, focusing on the numerous demigods that influence mortal life and**

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**the countless fiends who prey upon the living and dead alike. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your game--be they in the form of foes for heroic parties to face, or temptations for less scrupulous adventurers to consider. Pathfinder RPG Adventurer's Guide includes: \* Information on the sinister boons granted worshipers of dozens of fiendish demigods drawn from the planes of Abaddon, the Abyss, and Hell, including Archdevils, Demon Lords, and the Four Horsemen of the Apocalypse. \* An exploration of the infernal realms of Hell, the sinister reaches of Abaddon, and the bottomless rifts of the Abyss. \* New feats, spells, magic items, and prestige classes for**

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**use by characters who both fight against and serve the forces of darkness. \* Rules for infernal contracts and sinister rituals. \* Statistics for several never-before revealed fiends and lavishly-illustrated in-world excerpts from the pages of the notorious Book of the Damned itself. \* ... and much, much more!**

**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**

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**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.**

**Book of Heroic Races  
Pathfinder Roleplaying Game  
Advanced Race Guide  
Blood of Fiends  
NPC Codex  
Pathfinder Roleplaying Game:**

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### **Advanced Class Guide Pocket Edition Starfinder Adventure Path**

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,

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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.

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Your Path is Calling - It's Time to Start the Journey Where better to begin your journey than character creation? This first step is where you forge your identity, and decide how your new hero will meet the challenges of dark magic and fierce monsters: with blade, spell or the power of the gods. The New Paths Compendium gives you a dazzling variety of new options to create your new favorite PC. You'll find 7 new and expanded classes from level 1 through 20-plus enough new feats, spells, archetypes, and resources to build and play a character that you'll be describing to other gamers (and confused baristas) for years to come. The New Paths Compendium includes: 28 new archetypes for monks, ninjas, gunslingers, barbarians,

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Pathfinder Roleplaying Game

Advanced Race Guide Paizo Pub Llc

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Rpg)

Adventurer's Guide

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Features statistic blocks for over three hundred of the game's characters, offers ideas for using characters in combat and roleplaying situations, and provides tactical suggestions that bring out the best of each

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character's abilities.

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and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.

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