

Pathfinder Magus Build Guide

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.

Small and Mighty (and sometimes mighty small)! There are no such things as "lesser" draconic kin, but lurking among the further branches of the dragon's family tree are many strange and wondrous creatures perhaps less powerful than their cousins but no less crafty or formidable. Shaped by their environment and powerful shapers of it, drakes interact with humans and other races a great deal, and from such relationships and rivalries are great adventures born! The Book of Drakes takes you on a guided tour of the workings and habits of these enigmatic and oft-overlooked creatures. Herein you'll discover More than 20 drakes ready for play, including the crag drake, moon drake, and alehouse drake Beautiful full-color illustrations by Hugo Solis Drake spells, feats, familiars, and abilities A system for building your own drakes for any party of any level, in any environment! From Midgard to your home setting, drakes provide unique adversaries, unusual companions, and compelling NPCs. Don't miss this chance to push your game to the next level.

An alternate magic system for the Pathfinder Roll Playing Game

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 Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

Pathfinder Adventure Path #35

NPC Codex

Advanced Players Guide P2

A Player's Guide to Arcane Magic for All Classes

Pathfinder Adventure Path #36

Pathfinder Rpg

Countless centuries ago the gnomes emerged into the world of the Pathfinder Chronicles from First World, a mysterious other-realm of half-finished possibilities and relentless natural dangers. Scions of the immortal fey, the gnomes left their strange homeland behind and rooted themselves in the world of mortals - even if those roots have never been particularly strong. Gnomes of Golarion offers Pathfinder players more information than ever before about what many gamers consider the most unique and interesting of the standard player character races. From details on gnomish equipment, and names to rules for the bizarre process known as the Bleaching, when a gnome begins to fade as he loses connection to the ephemeral world that spawned his kind, Gnomes of Golarion has everything you want to know about gnomes and how to play them effectively.

Let slip the hounds of war! Make martial combat more interesting with the Path of War, a maneuver-based combat system designed and playtested to work side-by-side with all of the standard combat of War offers new base classes, feats, archetypes, and much more. Want to use the maneuver-based combat system with your standard Pathfinder Roleplaying Game classes like the fighter or rogue? Feats allow you to do just that. Inside of the pages of Path of War, you will find: Three new base classes - the stalker, warder, and warlord Dozens of new feats for both the new classes and existing classes Thirteen martial disciplines full of dozens of maneuvers Archetypes for the new base classes as well as two psionic archetypes Six new prestige classes Martial traditions to help you introduce maneuver-based combat to your campaign Now martial characters get to have fun, too, with the Path of War!

Taking a fresh look at arcane magic in the D&D game, this guide provides new ideas that put arcane magic into the hands of the players and Dungeon Masters in interesting ways. It also provides new types of feats, spells, warlock invocations, prestige classes, and magic items for characters that use arcane spells.

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 embrace the legacy of his multi-generational clan, or a gnome explore her connection to the First World. You can 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 original characters unique to their campaign.

Heroes of the Jade Oath

Stolen Land

Ultimate Intrigue

Advanced Player's Guide

New Paths Compendium (Pathfinder RPG)

A Pathfinder RPG Adventure for 4th-6th Level Characters

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.

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.

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.

I talk about this in the Introduction to Book of Hidden Paths, but random encounters in roleplaying games have always fascinated me. I started with Dungeons & Dragons shortly after AD&D became a thing, and the big appendix of random encounters in the AD&D DMG still blows my mind. The fact that encounters could come at you out of nowhere meant that almost anything was possible even if the DM hadn't thought of it, and that appendix demonstrated in graphic form the richness and variety of all the living (and undead) things in the game. All those tables, so many tables.... And yet, I felt - and still feel - that more guidance on how to make random encounters work would be helpful. You get 10 main chapters, each devoted to a particular type of wilderness terrain: Caverns, Desert, Forest, Grasslands, Hills, Littoral, Mountains, Ocean, Tundra and Wetlands. After a brief discussion of that terrain type, each chapter launches into a series of tables and sub-tables outlining possible plausible encounters. They cover most of the creatures included in the Pathfinder Reference Document, from familiar wild animals to exotic monsters like kraken and purple worms, plus humanoids, various vocations/professions, and physical hazards that you can use for petty harassment (just to remind your players that adventuring isn't all fun and glory). In turn, each table entry discusses how that creature reacts - topics range from how to acquire a pet rat to what that ancient red

dragon is thinking as it looks down at your party - how many of them are present (scaled to your party's average level), and what treasure might be gained from defeating it. Book of Hidden Paths gives DMs a deep dive into an under-explored aspect of RPGs. Even experienced DMs will find food for thought and fresh ideas about how to make a party food for monsters.

Core Rulebook Pocket Edition

Wrath of the River King

Spheres of Power

A Librarian's Investigation into the Science and History of Books Bound in Human Skin

Psychic Anthology

War of the River Kings (Kingmaker 5 Of 6)

Delve into the ancient secrets of the mind! Occult texts, lost scrolls, and esoteric tomes hidden throughout Golarion allow the curious seeker to develop powerful psychic skills. Pathfinder Player Companion: Psychic Anthology presents numerous texts outlining the mysterious practices that allow Golarion's mystics and gurus to bend the laws of the universe to their wills. From the kaleidoscopic Recursion Tablets to the physics-defying Infinity Scrolls, vibrant books of psychic commentary are presented along with new archetypes, spells, subdomains, and other support material for player characters of any class.

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

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.

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!

Pathfinder Society Field Guide

Sound of a Thousand Screams (Kingmaker 6 Of 6)

Pathfinder Lost Omens Gods & Magic

Book of Hidden Paths

Random Encounters in 5E

Pathfinder Player Companion: Familiar Folio

Scions of Stone is a gargoyle-themed player sourcebook containing six new gargoyle breeds for the Pathfinder RPG. The book is intended to fuel a new breed of player character (literally) either in a stand-alone setting, or as part of a new campaign. It has everything you would need as a GM or PC (races, feats, spells, magic items, enemies, and a sample settlement) if you wanted to stitch together an adventure arc or campaign centered around gargoyles. As a player, you can simply drag and drop any one of the six new gargoyle variant races within to your existing game and unveil the hidden breeds. There are six significantly different gargoyle races, along with layers of familial and social complexity. There are the common Awakened gargoyles, the Infernal Trumeau, the massive Vossoui, the swift Crenelet, the draconic Lesene and the monstrous Betes. There are mysteries and conflicts even within the knowledge of the gargoyle races, allowing an aspiring GM to expand on what is offered, or take things in a direction of their own choosing. Each race is fully developed with a total of 98 pages of content! There are tons of new gargoyle-themed feats, abilities, traits, archetypes, spells, magical items and factions! Even a gargoyle paragon class. All of the content is hyperlinked to the d20pfsrd.com website for your convenience of use and extensively bookmarked. The content is intended on expanding the play opportunities for a GM and PCs alike, who are looking to take Pathfinder to the limit, and then ask for more. On shadowed wing, these are the Scions of Stone! This follow-up to the "Player's Handbook" is designed to aid players and provide more character options. For some heroes, the strength of the self holds more potential than any

other training. These practitioners use martial arts to hone their own bodies as weapons, or they wield deadly weapons in combat as extensions of themselves. Pathfinder Player Companion: Martial Arts Handbook delves into the various traditions, techniques, and styles of those who push their physical forms toward perfection. From fearsome kicks and punches, to expertise with mighty weapons, to harnessing the power of ki, this player-focused volume provides new archetypes, feats, styles, and weapons that allow characters to make the most of their own combat skill.

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, Pathfinder Lost Omens Gods & Magic is an essential addition to any Pathfinder Second Edition campaign!

Path of War

Pathfinder Campaign Setting: Inner Sea Faiths

Gamemastery Guide

Gnomes of Golarion

Book of Drakes

Six Original Gargoyle PC Races

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as

a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

"Complete Arcane" provides Dungeons & Dragons players with an in-depth look at how to access traditional arcane magic and use that power to a character's advantage.

If knowledge is power, then the arcane knowledge presented in Pathfinder Player Companion: Arcane Anthology represents significant sources of potential might! From magus and wizard spellbooks and alchemist's formulae to eldritch research from bards, bloodragers, sorcerers, and witches, inside this volume you'll find spellbooks copied and adapted from the writings of the mightiest arcane casters in the history of Golarion. In addition to new spells and secrets of spell preparation found in spellbooks such as the Analects of Aroden, the Wisdom of Jatembe, and the Runes of Wealth, this Player Companion also includes archetypes, feats, and character options for PCs of any character class. 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. 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!

Complete Mage

Pathfinder Roleplaying Game Advanced Race Guide

Kobolds of Golarion

Pathfinder RPG: Guns & Gears (Pocket Edition) [P2]

Pathfinder Roleplaying Game

Player's Handbook II

Rag-tag armies of mercenaries from the northern nation of Brevoys have turned their attention south to the region of the River Kingdoms called the "Stolen Land," and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathfinder volume also includes a gazetteer of Brevoys and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (Forgotten Realms: Azure Bonds) brings a lighter side to Pathfinder with the first installment of a new fiction arc for the Pathfinder Journal.

FACE the RIVER'S FURY! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's disappearance, piece together the involvement of a young brownie turned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This Pathfinder Roleplaying Game adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit!

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! "

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 Achaekek, 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!"

Player's Guide to Eberron

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

Pathfinder Chronicles

Seekers of Secrets (A Guide to the Pathfinder Society)

Pathfinder Player Companion

Complete Arcane

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the

werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring. Written by the macabre Managing Editor of the Pathfinder Adventure Paths, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

On bookshelves around the world, surrounded by ordinary books bound in paper and leather, rest other volumes of a distinctly strange and grisly sort: those bound in human skin. Would you know one if you held it in your hand? In *Dark Archives*, Megan Rosenbloom seeks out the historic and scientific truths behind anthropodermic bibliopeggy—the practice of binding books in this most intimate covering. Dozens of such books live on in the world’s most famous libraries and museums. *Dark Archives* exhumes their origins and brings to life the doctors, murderers, and indigents whose lives are sewn together in this disquieting collection. Along the way, Rosenbloom tells the story of how her team of scientists, curators, and librarians test rumored anthropodermic books, untangling the myths around their creation and reckoning with the ethics of their custodianship. A librarian and journalist, Rosenbloom is a member of The Order of the Good Death and a cofounder of their Death Salon, a community that encourages conversations, scholarship, and art about mortality and mourning. In *Dark Archives*—captivating and macabre in all the right ways—she has crafted a narrative that is equal parts detective work, academic intrigue, history, and medical curiosity: a book as rare and thrilling as its subject.

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 character's abilities.

Tome of Battle

Pathfinder Player Companion: Martial Arts Handbook

The Book of Nine Swords

Blood of Fiends

Dark Archives

Pathfinder Player Companion: Harrow Handbook

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands. Graduates of the Magaambya are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign. School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world "Kindled Magic" is a Pathfinder adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells—including lore of the prestigious Magaambya Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Describes important locations, events, organizations, races, and features of the Eberron campaign setting, organized in an accessible and easily digestible format so that players can use the book as a handy reference guide. In addition, the book provides new feats, prestige classes, spells, and magic items. 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, fighters, clerics, and 7 Compendium classes 7 tracking sheets for animal

companions, favored enemies, prepared spells, summoned monsters and more 20 new spells for druids, rangers, shaman, and more Almost 100 new feats for new and existing classes The seven Compendium classes each bring something new to your Pathfinder Roleplaying Game: The spell-less ranger, a skilled warrior of the wilderness The shaman, with otherworldly new abilities and an animal spirit guide The battle scion, a master of sword and spell The white necromancer, wielding death magic for the side of Good The elven archer, deadly ranged fighter capable of astonishing feats of marksmanship The savant, master of all trades (if only for an instant) The all-new theurge class, combining arcane and divine power There's a big world of adventure and peril out there - get your Compendium today and make a hero that it won't soon forget

Roleplaying Game

Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2)

Arcane Anthology

Classic Horrors Revisited

Scions of Stone