

Pathfinder Paper Miniatures Kingmaker

The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty - and that Queen Ileosa has neared her goal of achieving immortality! With the holy weapon Serithial in their hands, they must confront old enemies and explore ancient Thassilonian ruins if they hope to save the people of Korvosa from fueling a mad queen's lust for immortality. This installment of Pathfinder closes out the Curse of the Crimson Throne Adventure Path, and also features a discussion of Varisia's largest dungeon - the untold vaults below Castle Korvosa, full details on the notorious dragon behind the Curse of the Crimson Throne, and many new monsters to vex and plague high-level heroes.

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

Bring the world of the Pathfinder Campaign Setting to your game table with the Inner Sea Pawn Box. With more than a hundred characters straight from the Inner Sea region, Game Masters and Pathfinder RPG players alike will find the perfect pawns to represent their player characters and noteworthy NPCs. Including both major characters from the Pathfinder world and members of iconic organizations - like the merciless Hellknights and daring members of the Pathfinder Society - this set provides all the Pathfinder Pawns you need to truly bring the Pathfinder Campaign Setting to life. Price includes VAT. The colorful characters of the Pathfinder Roleplaying Game's Inner Sea setting come alive on your tabletop with this box-busting collection of more than 200 character pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a specialized character from one of the diverse nations and cultures of the Inner Sea region. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for common character types and over 200 distinct character images, the Inner Sea Pawn Box is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever!

Sunday, June 22, 1941: three million German soldiers invaded the Soviet Union as part of Hitler's long-planned Operation Barbarossa, which aimed to destroy the Soviet Union, secure its land as lebensraum for the Third Reich, and enslave its Slavic population. From launching points in newly acquired Poland, in three prongs—North, Central, South—German forces stormed western Russia, virtually from the Baltic to the Black Sea. By late fall, the invasion had foundered against Russian weather, terrain, and resistance, and by December, it had failed at the gates of Moscow, but early on, as the Germans sliced through Russian territory and soldiers with impunity, capturing hundreds of thousands, it seemed as though Russia would fall. In the spirit of Martin Middlebrook's classic *First Day on the Somme*, Craig Luther narrates the events of June 22, 1941, a day when German military might was at its peak and seemed as though it would easily conquer the Soviet Union, a day the common soldiers would remember for its tension and the frogs bellowing in the Polish marshlands. It was a day when the German blitzkrieg decimated Soviet command and control within hours and seemed like nothing would stop it from taking Moscow. Luther narrates June 22—one of the pivotal days of World War II—from high command down to the tanks and soldiers at the sharp end, covering strategy as well as tactics and the vivid personal stories of the men who crossed the border into the Soviet Union that fateful day, which is the Eastern Front in microcosm, representing the years of industrial-scale warfare that followed and the unremitting hostility of Germans and Soviets.

Strongholds & Followers

Bestiary 2

Pathfinder Adventure Path: Abomination Vaults (P2)

Beginner Box

D&D Adventure Grid

A View for the '80s

Stolen LandPaizo Pub Llc

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and

philosophies. Whatever your path to magical might, Galactic Magic is your guide!

Games - Role-Playing and Fantasy Standard Hardcover Edition

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man-could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? The Dragon's Demand is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure-if they manage to survive the wrath of a dragon when his demands aren't met!

Battlemasters & Berserkers

Stolen Land

Pathfinder Adventure Path

Every Man a Speculator

Germany Invades the Soviet Union, June 22, 1941

Pathfinder Roleplaying Game - Beginner Box

When the Licktoad Goblins of Brinestump Marsh get ahold of a crate of fireworks, adventurers are needed to handle the explosive and annoying situation. But in vanquishing the pyromaniac goblins, the heroes uncover a secret that has been hidden in the marsh for nearly a quarter of a century - a secret that sends them north to the mysterious ruins of Brinewall Castle, where a powerful legacy waits to be rediscovered. A Pathfinder Roleplaying Game adventure for 1st-level characters, The Brinewall Legacy launches the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires. This volume also includes details on oni - wicked, shape-changing spirits - in the Pathfinder world, a detailed look at the village of Sandpoint and its environs, as well as an overview of the entire pulse-pounding Jade Regent campaign! Plus, five terrifying new monsters in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels Prince of Wolves and Master of Devils) in the Pathfinder's Journal, and much more!

Rag-tag armies of mercenaries from the northern nation of Brevoiy 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 Brevoiy 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.

Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who's-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo's most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

Americans have experienced a love-hate relationship with Wall Street for two hundred years. Long an object of suspicion, fear, and even revulsion, the Street eventually came to be seen as an alluring pathway to wealth and freedom. Steve Fraser tells the story of this remarkable transformation in a brilliant, masterfully written narrative filled with colorful tales of confidence men and aristocrats, Napoleonic financiers and reckless adventurers, master builders and roguish destroyers. Penetrating and engrossing, this is an extraordinary work of history that illuminates the values and the character of our nation.

Relicblade

The Frozen Stars

Fortress of the Stone Giants

Inner Sea Pawn Box

Reign of Winter

Tome of Magic

Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh world in Golarion's solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world?

Continuing the Reign of Winter Adventure Path, The Frozen Stars is a Pathfinder Roleplaying Game adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the Pathfinder's Journal by Kevin Andrew Murphy.

"Phrases and Names, Their Origins and Meanings" by Trench H. Johnson. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.

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

Crown of Fangs

Pathfinder Adventure Path #34

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition

Pathfinder Lost Omens: the Mwangi Expanse

Kingmaker

Phrases and Names, Their Origins and Meanings

The heroes of the Kingmaker Adventure Path have claimed their kingdom, and the first shipment of supplies and gold has arrived from the distant north. While the heroes further explore their new home, they must at the same time help manage and rule their nascent kingdom, establish towns and roads and resources, and keep their realm's growing population happy. These tasks are made much more difficult by regular attacks by marauding monsters, encroaching tribes of barbaric trolls, and a mysterious but legendary monster roused from ancient slumber by this expansion into its wilderness territory. And perhaps worse of all, the bandit lords of the River Kingdoms themselves have taken notice of this expansion, and when they turn their retribution north, the rivers will run red with blood. A Pathfinder Roleplaying Game adventure for 3rd-level characters.

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

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

As the war with the bandit kings of the River Kingdoms escalates, the nascent kingdom of Varnhold to the east of the heroes' new realm falls silent. An investigation reveals that something dire has seized Varnhold, leaving an entire town empty of life or even signs of violence. What fell influence from the wildlands east of the River Kingdoms is responsible for the Varnhold vanishing? This volume of Pathfinder contains the first detailed look at the blasted plains east of the Inner Sea region, a ruined swath of the realm of Iobaria ruled today by sinister druids, feral barbarians, centaur tribes, and an ancient slumbering menace whose remnants still haunt this realm today. A Pathfinder Roleplaying Game adventure for 5th-level characters.

South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue! Written by: Laura-Shay Adams, Mariam Ahmad, Jahmal Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harving, Gabriel Hicks, TK Johnson, Michelle Jones, Joshua Kim, Travis Lionel, Ron Lundeen, Stephanie Lundeen, Hillary Moon Murphy, Lu Pellazar, Mikhail Rekun, Nate Wright, and Jabari Weathers

Starfinder Roleplaying Game

Shattered Star Adventure Path

The Varnhold Vanishing

A History of Wall Street in American Life

Pathfinder Module

House of the Beast

The Legacy of Fire Adventure Path begins in the desert nation of Katapesh, where the heroes must attempt to retake a conquered town from a pack of fearsome gnolls. From there, the trail leads to the fortress known as the House of the Beast, an ancient map-world created by one of the most powerful wizards in history, and even the legendary City of Brass on the Plane of Fire.

Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

The leprous tongues of the boggards whisper of a lost tomb hidden at the heart of the Stolen Lands, and of the insatiable barbarian lust of the western humans who would unearth the potent artifact hidden there for their own occluded ends. Can the heroes protect their hard-fought holdings while facing the growing dangers of the west? A Pathfinder Roleplaying Game adventure for 10th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom

from threats foreign and domestic. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. This volume also features an extensive exploration of the ecology and society of the frog-men known as boggards and several new swamp monsters for your game. 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.

Pact, Shadow, and Truename Magic

The Emerald Spire Superdungeon

Who Rules America Now?

The Harrowing

Mage Knight 2.0 Starter Set

The First Day on the Eastern Front

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons! The only limit is your imagination! The Pathfinder Roleplaying Beginner Box includes: a 64-page Hero's Handbook, a 96-page Game Master's Guide, a 16-page Transition Guide to bring your hero to the full Pathfinder Roleplaying Game, a complete set of seven high-impact polyhedral dice, more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon, four pregenerated character sheets to throw you right into the action.

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

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

Plunder, struggle, and betrayal have redrawn the maps of the Land. Now Mage Knight is all new! Everything about the Mage Knight experience has been redesigned and updated to incorporate all the knowledge collected over three years of tournament and casual play! Now included are improved victory conditions, larger forces on the table, and greater depth of play in a game that still lasts about an hour. A redesigned combat dial gives attack values for ranged and close combat and varied speeds for different types of movement. And increased damage reflects the grisly engines of fantastic battle! Gather the new relics and arm your Unique figures with weapons and armor imbued with power beyond compare. New terrain rises from the battlefield, and domains add an element of surprise to every game. This set includes 130 all-new Mage Knight figures plus everything players have always loved. As always, there is no complex record-keeping, and all previous Mage Knight sets are fully playable in the new game. Each starter set contains 8 randomly inserted Mage Knight miniatures and 1 Elven Archer figure, 1 rulebook, 1 quick-start rules sheet, 1 Special Abilities Card, 1 Mage Knight world guidebook, 1 flight base, 1 measuring tape, 12 tokens, 1 relic, 1 randomly inserted relic, terrain, or domain piece, and 2 dice.

D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit

Siege of Dragonfen

Blood for Blood (Kingmaker 4 Of 6)

The Brinewall Legacy (Jade Regent 1 Of 6)

Fall of Plaguestone

A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

The Council of Thieves Adventure Path starts with a bang in the crumbling metropolis of Westcrown, former capital of Cheliox, a once-proud empire now reduced to political infighting and ruled by a revolutionary aristocracy in league with the vilest devils of Hell. Decadent nobles and desperate rebels face off against a backdrop of crumbling buildings and badly eroded stability. When a gang of devil-blooded bandits called the Bastards of Erebus threaten Westcrown's delicate status quo, the heroes must face sinister beasts of shadow, relentless armored Hellknights, and whispered rumors of a return to power of the city's legendary criminal guild. What mysterious force is pulling the strings of the shadowy Council of Thieves, and what do its machinations mean for the heroes and all of Cheliox itself? A 3.5/Pathfinder RPG adventure for first-level characters. This is it! The first chance to get involved in a Pathfinder campaign using the newest Pathfinder RPG rules innovations! Don't get left behind in the next great step forward for tabletop roleplaying games!

"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." --

Comicbook.com website: <https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)

Give life to your NPCs with Shattered Star Face Cards! More than 50 key characters fill this gorgeously illustrated deck designed for use with the Shattered Star Adventure Path, but suitable for use in any fantasy roleplaying game. Each card includes the character's name, role in the Shattered Star Adventure Path, space to record key details, and artwork by Paizo's finest illustrators. These Face Cards bring the cast of the Adventure Path to your tabletop and allows your players to look into the face of the enemy!

Council of Thieves: The Bastards of Erebus: Part 1 of 6

Ogre Miniatures

Pathfinder Playtest Rulebook

Kingdoms & Warfare

Pathfinder Module Adventure: Malevolence (P2)

Pathfinder Player Character Pawn Collection

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

Rivers Run Red

Starfinder RPG: Galactic Magic

Advanced Players Guide P2

Pathfinder Rpg

The Seeker's Handbook