

Pathfinder Rpg Core Rulebook

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.

Answer the Call Wild, untamed lands hold a wealth of mystery and danger, providing the perfect backdrop for heroic adventure. Whether adventurers are climbing mountains in search of a dragon's lair, carving their way through the jungle, or seeking along-lost holy city covered by desert sands, Pathfinder RPG Ultimate Wilderness gives them the tools to survive the wilds. A new 20-level base class, the shifter, puts animalistic powers into the hands-or claws-of player characters and villains alike, with new class features derived from animalistic attributes. Overviews of druidic sects and rituals, as well as new archetypes, character options, spells, and more, round out the latest contribution to the Pathfinder RPG rules! Pathfinder RPG Ultimate Wilderness is an invaluable hardcover companion to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era. Pathfinder RPG Ultimate Wilderness includes: ? The shifter, a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield! ? Archetypes for alchemists, barbarians, bards, druids, hunters, investigators, kineticists, paladins, rangers, rogues, slayers, witches, and more! ? Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants. ? Dozens of spells to channel, protect, or thwart the powers of natural environs. ? New and expanded rules to push your animal companions, familiars, and mounts to wild new heights. ? A section on the First World with advice, spells, and other features to integrate the fey realm into your campaign. ? Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and fey-touched. ? AND MUCH, MUCH MORE!

There is an unseen world all around you. On the streets and in the halls of power, in your dreams and across the bizarre planes of the multiverse, there are those who walk among us like giants among ants, twisting reality to their wills in their search for ancient knowledge. Now pull back the curtain of the mundane world and learn the secrets of these occult masters--if you dare! Pathfinder RPG Occult Adventures is an indispensable companion to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon over 15 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era. Pathfinder RPG Occult Adventures includes: * Six new occult base classes--the energy-shaping kineticist, the spirit-calling medium, the deceptive mesmerist, the mind-bending psychic, the uncanny occultist, and the phantom-binding spiritualist. * Archetypes for all of the new classes, as well as a broad selection of strange and mysterious archetypes and class options for existing characters. * New feats to flesh out your occult character, plus a whole new way to use existing skills to become a master of faith healing, hypnotism, psychometry, and more! * More than 100 spells using the all-new psychic magic system, plus rituals that grant even non-spellcasting characters occult power! Explore worlds beyond imagining with dream voyage, or defend yourself from mental threats with tower of iron will! * Rules and advice to help you steep your game in the occult, from chakras and deadly mindscapes to possession, psychic duels, and the Esoteric Planes. * A wide variety of new magic items, such as the eerie spirit mirror and the peculiar tin cap, plus new cursed items and powerful artifacts. * ... and much, much more!

Test your courage against the most infamous foes of myth and legend! Bestiary 3 presents hundreds of monsters for use in the Pathfinder Roleplaying Game. Within this book you'll find demiliches and demodands, grave knights and goblin snakes, norns and nephilim, imperial dragons and unfettered eidolons, and so much more! Yet not every creature needs to be an enemy, as winged garudas, crafty tanukis, and leonine lammasus all wait to join your party and answer the call of glory. The Pathfinder RPG Bestiary 3 is the third 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. 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 bestselling set of fantasy rules into the new millennium. The 320-page Pathfinder RPG Bestiary 3 includes: * More than 300 different monsters * Creatures both new and familiar, drawing upon the best-known beasts of legend, literature, and Pathfinder RPG adventures * Challenges for any adventure and every level of play * Hosts 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 * New rules for creating and running high-level menaces * Expanded universal monster rules to simplify special attacks, defenses, and qualities * New familiars, animal companions, and other allies * ... and much, much more!

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's 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 336-page Pathfinder RPG Advanced Player's Guide includes: * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban

ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * ... and much, much more!

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 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!

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 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! "

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Pathfinder Roleplaying Game Core Rulebook Pocket Edition Pathfinder Core Rulebook

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, gripli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic! Within this book, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class--a master of both arcane magic and martial prowess--you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialities, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power? Pathfinder Roleplaying Game Ultimate Magic is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder Roleplaying Game Ultimate Magic includes: * The magus, a new base class combining deadly arcane magic with the skills and weapons of a trained warrior. * Words of power, an innovative and flexible new spellcasting

system. * New options for dedicated casters, such as alchemist discoveries, alternative uses for channeled energy, druid companions, sorcerer bloodlines, eidolon abilities, witch hexes, and oracle mysteries. * Additional feats and magical abilities for martially oriented casters, including monk ki tricks, inquisitor archetypes, and ranger traps. * New magical conditions called spellblights, as well as systems for crafting constructs, binding outsiders, and spell-dueling. * More than 100 new spells, plus detailed guidelines for designing your own. * ... and much, much more!

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * ... and much, much more!

Bow Down in Fear! Monsters have long stalked us in the darkness. Within this book, you'll find a host of these creatures for use in the Pathfinder Roleplaying Game. Face off against archdevils and the Horsemen of the Apocalypse, planar dragons and the legendary wild hunt, proteans and psychopomps, and hundreds more! Some creatures, such as the capricious taniwha, the mysterious green man, or the powerful empyreal lords, might even be willing to provide your heroes aid--if they deserve it! Pathfinder RPG Bestiary 6 is the sixth must-have 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. This imaginative tabletop game builds upon more than 10 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era. Pathfinder RPG Bestiary 6 includes: * More than 200 different monsters. * New player-friendly races, like the crazed monkey goblins, the telepathic albino munavris, the river-dwelling fey naiads, the wolflike rougarou, and the yaddithians of the Elder Mythos. * Numerous powerful demigods, from archdevils and Great Old Ones to empyreal lords and qliphoth lords. * New animal companions and other allies, such as fierce devil monkeys and loyal clockwork hounds. * New templates, including the entothrope and the mongrel giant, to help you get more life out of classic monsters. * Appendices to help you find the right monster, including lists by Challenge Rating, monster type, and habitat. * Expanded universal monster rules to simplify combat. * Challenges for every adventure and every level of play. * AND MUCH, MUCH MORE!

"[A] fantasy romance in the vein of books by Sabaa Tahir, Renee Ahdieh." - School Library Journal on Reign the Earth The sweeping Elementae series continues with a heroine so powerful she can command the sky . . . Stolen from her family as a child, Aspasia has clawed her way up the ranks of Cyrus's black market empire to captain her own trading vessel--and she risks it all every time she uses her powerful magic to free as many women, children, and Elementae from slavery as she can. But Cyrus is close to uncovering her secrets--not only that Aspasia is a wind Elementa with the ability to sail her ship through the sky, but that she is also searching for her lost family. And if Aspasia can't find her younger siblings before Cyrus does, she will never be able to break free. Armed with her loyal crew full of Elementae and a new recruit who controls an intriguing power, Aspasia finds herself in the center of a brewing war that spans every inch of the ocean, and her power alone may not be enough to save her friends, family, and freedom.

"Open Game License version 1.0a"--4th unnumbered page.

This indispensable book presents thirty new prestige classes for use in your Pathfinder RPG campaign! Each ten-level prestige class is tied to a different organization or theme found in the Inner Sea region of Golarion, featuring long-awaited explorations of the Aldori Swordlords, Hellknight Signifers, Paladins of Irori, and the infamous Gray Gardeners! Looking for a way to ride a mastodon into combat? Take some levels in the Mammoth Rider prestige class! Eager to harness the mysteries of ancient wizardry? Delve into the secrets of the Arclords of Nex! Looking for some respect and power for your gunslinger? Join the ranks of Alkenstar's Shield Marshals! These and many more prestige classes await discovery in the pages of Paths of Prestige!

The evolution of the Pathfinder Roleplaying Game begins here! This 416-page rulebook contains everything you need to create and advance your Pathfinder Playtest character from level 1 to 20, as well as hundreds of new and updated spells, magic items, feats, and Game Master rules necessary to run a complete Pathfinder Playtest campaign! Delve the deepest dungeons with a brand-new goblin alchemist hero, or convert your favorite existing characters to the new system! With gorgeous interior art from Pathfinder cover artist Wayne Reynolds and new rules concepts on nearly every page, the Pathfinder Playtest Rulebook is your gateway to the future of Pathfinder. The only thing missing is your playtest feedback! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in cloth notebook. The perfect way to commemorate Pathfinder's new edition! (Note: The public playtest begins August 2 and runs through the end of 2018. Due to this limited time window, this book will NEVER be reprinted!)

Having unseated Dungeons & Dragons, Pathfinder RPG is the world's bestselling tabletop roleplaying game--now available in a series of novels. Larsa is a dhampir-half vampire, half human. In the gritty streets and haunted moors of gothic Ustalav, she's an agent for the royal spymaster, keeping the peace between the capital city's secret vampire population and its huddled human masses. Yet when a noblewoman's entire house is massacred by vampiric invaders, Larsa is drawn into a deadly game of cat and mouse that will reveal far more about her own heritage than she ever wanted to know.

This enormous 32-panel mega-map depicts the Inner Sea region of the Pathfinder world, marking thousands of towns, villages, castles, dungeons, and other intriguing locations drawn from the complete catalogue of Pathfinder offerings to date. All the key sites from all the Adventure Paths, all the Pathfinder Module locations, all the places important to the history and current events of the world are revealed as never before possible. Printed on durable, high-quality paper, this invaluable world reference will endure campaign after campaign.

"This comprehensive guide to the Pathfinder roleplaying game provides everything you need to set out into a world of limitless fantasy adventure! Choose from ancestries like elf,

human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design, destined to become a legend! The new Pathfinder rules are easier to learn and faster to play, and they offer deeper customization than ever before! This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!"--Back cover.

There are things that dwell in the dark places of the world, deep beneath the ground, in long-abandoned crypts, or in musty attics; terrible things that can destroy your body and shatter your mind. Few sane individuals would ever think to seek out such nightmares, but those that are drawn into the darkness often find it infecting them, corrupting them in ways both subtle and gross. Some think that those who die facing off against such horrors are the lucky ones, for the survivors are forever scarred by their experiences. Horror Adventures gives you everything you need to bring these nightmares to your game. This terrifying 256-page hardcover book will take your game into the darkest reaches, where the dead hunger for the living, alien gods brood in dreams, and madness and death lurk around every corner. There are rules for players and GMs alike, giving heroes a fighting chance against the darkness that threatens to swallow them whole. Characters can take far more than a few hit points of damage, when their very sanity is called into question from witnessing horrors too terrible to comprehend. To face such nightmares, the heroes can take new feats, utilize powerful spells, and even acquire holy relics to aid them. They will need every edge they can get if they plan to survive the secrets of this book. Horror Adventures includes: Corruptions that can turn your character into a monster, from a blood-drinking vampire to a savage werewolf. The only cost is your very soul! Character options to help heroes face the forces of darkness, including horror-themed archetypes, feats, spells, and more! Rules for sanity and madness, giving you all the tools you need to drive your characters to the brink and beyond. Tips and tools for running a scary game, along with expanded rules for curses, diseases, haunts, and fleshwarping to bring your nightmares to life. New templates to turn your monsters into truly terrifying foes, from creatures made from living wax to the stalker that cannot be stopped! and much, much more! "

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso.

This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend! Based on more than 20 years of active development and playtest feedback from more than 125,000 gamers, the new Pathfinder rules are easy to learn and exciting to master! This indispensable volume contains all rules for players and Game Masters, and is your first step on a heroic new journey! The Pathfinder Core Rulebook includes: * More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters! * Six heroic player character ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc! * More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory! * Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard! * Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision them to be! * Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning!

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, 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.

Ramp up your role-playing game (RPG) and make your character your own with this fun, interactive workbook—an essential addition to any player's gaming kit. You've chosen your class, bought your weapons, and rolled for your stats, and you're now the proud owner of your own RPG (role-playing game) avatar. But before you begin your adventure, there's so much more you can do with your character to make him or her your own! Just how evil is she? What does his dating profile look like? Where did she get that scar? What does he want for his birthday? With fill-in-the-blank narratives, prompts, and fun activities to help you customize your character at the start of the game, or build out your backstory as you play, The Ultimate RPG Character Backstory Book will help you fully imagine your character and bring them to life for the ultimate gaming experience!

This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level. Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch.

Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. • Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend. • Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. • Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. • Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. • Wield the weapons of the gods—five signature artifacts used by Theros's deities. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

This book is designed to be the complete rulebook for all modern roleplaying games using the d20 settings. Thematically aligned with the highly popular heroic fantasy and horror genres, this volume will build on the strength of the growing d20 System while attracting new players.

"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.

In the right setting, a single scathing word can prove deadlier than a poisoned dagger. Behind the scenes of heroic battles and magical realms lies a seething underbelly of danger and deception. This world of intrigue holds endless possibilities for adventure, as heroes duel with words instead of steel, plot daring heists, and engage in battles of wills against relentless nemeses. A high-stakes game of shadows and secrets is yours to master--if you have the wits! Whether the heroes are taming the blood-soaked back alleys of their favorite metropolis or jockeying for the queen's favor alongside highborn nobles, Pathfinder RPG Ultimate Intrigue is an invaluable companion to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era. Pathfinder RPG Ultimate Intrigue includes: * The vigilante, a new character class that lives two lives--that of an unassuming member of the community, and a cloaked crusader with his own agenda! * New archetypes for alchemists, bards, druids, hunters, inquisitors, investigators, mesmerists, rangers, rogues, slayers, spiritualists, and more! * New feats and magic items for characters of all sorts, granting mastery of street-smart combat, impenetrable disguises, and misdirection. * Dozens of spells to manipulate tense social settings, whether to reveal adversaries' secrets or hide the truth. * A complete system of influence, providing new goals and rewards to challenge players and link their fortunes to nonplayer characters and organizations. * Systems and advice to help Game Masters introduce a variety of new encounters into their games--daring heists, extended pursuits, and tense searches for buried secrets. * Rules for social combat and verbal duels, allowing characters to use words as weapons to sway hearts and humiliate foes. * ... and much, much more!

Choose your weapon and stride boldly into battle with Pathfinder RPG Ultimate Equipment! Within this handy, all-in-one reference, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking artifacts. Included as well are handy rules references, convenient price lists, and extensive random treasure generation tables, all organized to help you find what you need, when you need it. With this vast catalog of tools and treasures, the days of boring dragon hoards are over, and your hero will never be caught unprepared again. Pathfinder RPG Ultimate Equipment is a must-have companion volume to the Pathfinder RPG Core Rulebook, now in a low-cost, smaller-dimensions edition. This imaginative tabletop game builds on more than 10 years of system development and open playtests featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Ultimate Equipment includes: * Thousands of items both magical and mundane, including the best weapons, armors, magic items, and gear from the Pathfinder RPG hardcover line and select other Pathfinder sources, as well as hundreds of never-before-seen items. * Tons of special materials and magical abilities to help you create exactly the magic item you've been looking for. * A wealth of specific magic items, organized by type to ensure your character is always wearing as much magic as possible. * An innovative new treasure generation system, designed to help GMs roll up exactly what they need, every time. * New alchemical weapons, tools, and poisons. * Kits to help your character get the most out of her skills or profession, plus new mounts, animal companions, and retainers. * Descriptions of every item, plus hundreds of full-color illustrations to aid in window-shopping. * ... and much, much more!

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant

characters alongside rules systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier! The Pathfinder Gamemastery Guide includes: * Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from settlements to nations to infinite planes! * Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more! * All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character! * A catalog of subsystems to handle unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more! Plus, a universal victory point system to help you design your own subsystems! * More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaigns!

It's happened to every Game Master. You spend hours setting up the perfect encounter, your players are out for blood, the swords are drawn--and then you realize that you've forgotten to build statistics for the enemy characters. Or perhaps your players go left when you expect them to go right, leaving you without any encounters prepared. Such problems are a thing of the past with the NPC Codex. Inside this tome, you'll find hundreds of ready-made stat blocks for nonplayer characters of every level, from a lowly forest poacher to the most majestic knight or ancient spellcaster. Whether you're planning out future adventures or throwing together encounters right at the table, this book does the work so you can focus on playing the game. Pathfinder RPG NPC Codex is a must-have companion volume to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds on more than 10 years of system development and open playtests 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 320-page Pathfinder RPG NPC Codex includes: * Statistics for more than 300 characters, including at least one for every level of every class in the Pathfinder RPG Core Rulebook. * Tactical suggestions for every character, ensuring that you get the most out of each individual's gear and abilities in a fight. * Tons of flavorful names and backgrounds to give characters personality, plus ideas for using them in both combat and roleplaying situations. * Statistics for characters with lower-powered NPC classes to help populate your world with ordinary people, as well as characters with specialized prestige classes. * Animal companion statistics for druids and rangers, from level 1 through level 20. * Multiple versions of each Pathfinder iconic character, perfect for pregenerated player characters. * Encounter groups for conveniently crafting battles on the fly. * ... and much, much more!

In Dragon Age, a pen & paper roleplaying game of dark fantasy adventure, you and your friends take on the personas of warriors, mages, and rogues in the world of Thedas and try to make your names by overcoming sinister foes and deadly challenges. Based on the video game franchise, this Core Rulebook includes the full rules for the Dragon Age RPG under one cover for the first time, including the Adventure Game Engine.

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 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!

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!

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