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Awesome Feats
Magic Tactics Toolbox
The Redemption Engine
Roleplaying Game
Crier's Knife
Ultimate Psionics

Pathfinder Campaign Setting: Inner Sea Faiths

This comprehensive hardcover reference unveils the magical secrets of the Pathfinder rules like never before. Tons of new tricks and techniques for every

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spellcasting class in the game fill the book, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by canny monks to new mutagens for alchemists, new oracle mysteries, specialized channel energy options for clerics, and more. Ultimate Magic also introduces the latest Pathfinder RPG base class: the magus. Combining arcane spells with practiced martial skill, the magus incorporates elements of the warrior and wizard to walk a path balanced between two deadly efficient extremes. All this, plus more than 100 new spells for all spellcasting classes, an innovative new "words of power" spellcasting system, a complete system for 1-on-1 spell duels, and more.

Pathfinder Module

Richard Pett's Your Whispering Homunculus is the GM's humble servant and guide to the vile, whimsical, disgusting, bizarre, horrific, odd, skin-crawling, and mildly disturbed side of fantasy gaming. Your Whispering Homunculus provides wonderfully lunatic ideas and encounters to keep your players on their toes - along with tips on how to make ordinary creatures and locations truly memorable. This collection features all Homunculus columns to date, plus more than a dozen ALL-NEW ones from the twisted mind of Sir Richard. Within its 160+ pages of essays, lists, and random tables, the homunculus whispers of: Unsettling Moments and Strange Entertainments Pointless Objects and Mangled Monsters Trog-Kin and Troll-Touched Daft Bets and Dismaying Delicacies The Curious Contents of Dungeon

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Toilets And so much more Buy it today and get your very own Whispering Homunculus! ENnie-Award Nominated for Best RPG Writing of 2012

Pathfinder Roleplaying Game

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.

Death's Heretic

Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by

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Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems

Pathfinder Roleplaying Game

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.

Pathfinder Roleplaying Game

Some say that money makes the world go 'round, and it's Golarion's merchants who make this a reality. This player-focused volume examines commerce in the setting through the lens of important trade hubs such as Absalom, Goka, and

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Katapesh, where smart shoppers can secure myriad fine wares (presented here for players to purchase for their heroes). Want a piece of the profits? You'll also find information about the most successful trading companies that have developed specialized tools and techniques to make the biggest profits and outwit their competitors. Whether you're aiming to secure up a rare item, hire on with these organizations, or make your own fortune, Pathfinder Player Companion: Merchant's Manifest is your key to success.

Pathfinder Player Companion

Discover the secrets of Numeria, a land of savagery and super science, where barbarians seek to master the technology of an ancient alien empire. From the robot-ravaged badlands of the Felldales to the lands of the Black Sovereign, Numeria provides endless opportunity for post-apocalyptic, science fiction-themed fantasy adventure. Perfect for use with the Iron Gods Adventure Path campaign, this invaluable gazetteer sheds new light on one of the mysterious kingdoms in the Pathfinder world, and includes new environmental hazards and over a dozen new monsters that meld magic with fantastic technology.

Pathfinder Society Field Guide

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This is the second volume of the Earthkeep series. Little Blue's children are dying - in some cases, just after birth. Magister Zella Terremotto Adverb and her sister magisters find themselves in an unexpected alliance with Jezebel Stronglaces and her followers.

Hell's Rebels

Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata.

ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping

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chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

Pathfinder Adventure Path #35

Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The hardcover Pathfinder RPG Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such

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as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, access to unusual gear or mounts, and more! Pathfinder RPG Adventurer's Guide includes: * Details on the history, goals, and leadership for 18 of Golarion's most famous (or infamous) organizations, including the Aldori Swordlords, the Aspis Consortium, the Cyphermites, the Gray Maidens, the Hellknights, the Lantern Bearers, the Magaambya, the Mammoth Lords, the Pathfinder Society, and the Red Mantis. * Each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization. * Dozens and dozens of new spells, magic items, feats, and other unique character options of diverse nature, all themed to the various organizations presented in this book! * and much, much more!

Pathfinder Roleplaying Game Advanced Race Guide

Ultimate Psionics is just that-the ultimate book on psionics, combining all of the material in Psionics Unleashed and Psionics Expanded into a single hardcover book. But not only does Ultimate Psionics contain existing content, over seventy pages of

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brand new material has been added (separately released as Psionics Augmented for those who already have Psionics Unleashed and Psionics Expanded), giving more character options, advice for game masters on using psionics, and even an example of completely altering the theme of psionics from the power of the mind to runic magic, to help you understand how easy it is to change the feel of psionics without changing the system so that it can easily fit into any campaign. Ultimate Psionics is an over-400 page hardcover book that includes: Ten psionic races, including the brand new forgeborn and noral, with racial archetypes, advanced racial options, and more Ten psionic classes from the psion and soulknife to the aegis and vitalist, giving everything you need to have an all-psionic party Psionic skills and feats, including over forty brand new psionic feats such as Assassin's Venom, Deep Focus, and Telepathic Link Over 100 pages of psionic powers, including 0th level psionic talents new powers like T'Nail's Ardent Legion Nineteen psionic prestige classes, including the brand new Dark Tempest prestige class More psionic items than could ever be found in any treasure horde, including legendary items like the Heartstaff and the Dancing Robes of Sharatwan and over 10 pages of brand new psionic items like the greater psicrystal staff, the tactician's chessboard, and more. An entire section for advice and tips for game masters on introducing and using psionics, including the most commonly encountered rules mistakes, how to handle transparency, and variant themes if you don't want mental power and prefer psionics to be a form of magic. And much more!

Advanced Player's Guide

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

Merchant's Manifest

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 Signifiers, 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!

Advanced Dungeons & Dragons, Players Handbook

Explore new and uncharted depths of roleplaying with the Pathfinder RPG

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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!

Pathfinder Roleplaying Game

We've Got Your Vile Darkness Right Here! Devils, demons, and daemons-these are the ultimate servants of evil. Learn all their foul secrets in *The Book of Fiends*, the definitive sourcebook on these fell creatures. This tome collects Green Ronin's critically acclaimed *Legions of Hell* and *Armies of the Abyss* sourcebooks and combines them with the long awaited treatment of daemons, *Hordes of Gehenna*. All the fiends have been updated to the 3.5 rules, and the material on demons and devils has been revised and expanded. Details on the plane of Gehenna, its rulers, and inhabitants are also revealed for the first time. *The Book of Fiends* is jam-packed with evil for your campaign, including: Over 130 daemons, devils, demons, and other creatures of the Lower Planes, illustrated and with complete 3.5 stats. Monsters with CRs from A1/2 to 40; there are foes for characters of all levels. Brand new devils and demons that add to the classic fiends of *Legions of Hell* and *Armies of the Abyss*. Two core classes, the black-hearted Thaumaturge and the dreaded Unholy Warrior, complete with Epic-level progressions. Info on the celestial choirs and the fallen angels. Inspired illustrations by top artists like Sam Wood, Raven Mimura, Dennis Detwiler, Toren Atkinson, and Brian Despain. Details on the nine Lords of Hell, the seven Exarchs of Gehenna, and a plethora of Demon Princes. 4 infernal prestige classes for servants of Hell. A handy index by Challenge Rating. A bonus appendix by Enkwell Press detailing two cities of the Lower Planes. Ties to other popular Green Ronin products, such as *The Book of the Righteous*,

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The Avatar's Handbook, and The Unholy Warrior's Handbook. The Book of Fiends provides profoundly evil foes your players will never forget.

Pathfinder Roleplaying 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 Campaign Setting: Numeria, Land of Fallen Stars

The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

Paths of Prestige

Magic can do anything but it's more effective if you know what you're doing. Learn to use your magical powers to their best effect with Pathfinder Player Companion: Magic Tactics Toolbox! Discover effective spell strategies to augment allies, control the battlefield, or just blast foes! In addition to class options and abilities, this

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Player Companion includes dozens of new magic options including blood hexes, discoveries, new magic item mastery feats, and spells designed to work with specific eldritch strategies!"

Pathfinder Roleplaying Game

"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."--T.p. verso.

The Magister

In the dark heart of a sweltering summer night, alone and shivering, a young man whispers an incantation. Leagues and miles away, in a creaky cottage atop a mountain, a silver mirror breaks in the night. A woman in white rolls scrimshaw knuckle bones by the light of black candles, frowning at their message before she sends for her grandson. Dirk Crier is no stranger to being summoned up the mountain, and this is far from the first time he's been sent to bring his cousin Teller home when he's gone too far astray. This time is different, though. This time a shadow looms over the end of the path; a nameless threat, asleep for now, but coming closer to waking with every passing day. He will need to be swift if he

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wants to bring them both back to the slopes of Ben Morgh. And if he isn't quick enough to save his cousin, Dirk will show those responsible why the folk around the mountain say only a dead man crosses a Crier.

ZWEIHANDER Grim & Perilous RPG

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

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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! "

Complete Adventurer

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

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bring these hidden religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!"

The Book of Fiends

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,

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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! "

The Inner Sea

Dungeons & Dragons(players get an in-depth look at how to gain the favor of the gods and use that power to a character's advantage in this player's guide.

Pathfinder Roleplaying Game: Advanced Class Guide Pocket Edition

An art-filled sourcebook for the Dungeons & Dragons world, this title takes a comprehensive look at the game's undead creatures and characters.

Your Whispering Homunculus

Founded by a famous dragonslayer, the small town of Belhaim has become a

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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!

Book of Heroic Races

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

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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.

Pathfinder Adventure Path #36

Call upon otherworldly powers and summon beings from beyond with Pathfinder Player Companion: Monster Summoner's Handbook! Featuring dozens of new feats, magic items, archetypes, and character options designed to grant you control over fantastic beasts or enhance your summoning prowess, this player-friendly volume contains everything you need to transform your adventurer into a herald of forces benign or malevolent, divine, or alien. Call upon never-before-seen creatures and claim all the tools you need to make yourself a true master of monsters!

Magic Item Compendium

Spheres of Power

When murdered sinners fail to show up in Hell, it's up to Salim Ghadafar, an atheist warrior forced to solve problems for the goddess of death, to track down the missing souls. In order to do so, Salim will need to descend into the anarchic city of Kaer Maga, following a trail that ranges from Hell's iron cities to the gates of Heaven itself. Along the way, he'll be aided by a host of otherworldly creatures, a streetwise teenager, and two warriors of the mysterious Iridian Fold. But when the missing souls are the scum of the earth, and the victims devils themselves, can anyone really be trusted? From acclaimed author James L. Sutter comes the sequel to *Death's Heretic*, the novel ranked #3 on Barnes & Noble's Best Fantasy Releases of 2011!

Xanathar's Guide to Everything

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

Complete Divine

Looks at unusual facts about extreme human feats, including intricate pranks, strange custom vehicles, and unusual physical acts.

Libris Mortis

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief

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temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

Pathfinder Player Companion

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

Awesome Feats

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

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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!

Magic Tactics Toolbox

An alternate magic system for the Pathfinder Roll Playing Game

The Redemption Engine

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Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Roleplaying Game

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.

Crier's Knife

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven "core" player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen "spotlight" races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk, grippli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

Ultimate Psionics

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils.

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