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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! "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. "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. Magic and Machines The power of magic and machinery are melded in a marvelous way with this exciting variant class for the Pathfinder Roleplaying Game! The steel soul is an unchained summoner infused and infested with nanite probes that connect him with vast and inscrutable alien devices from computers to interplanetary portals, allowing him to tap into eldritch energies and malleable matter and reshape both into robotic servants and soldiers. What a typical summoner accomplishes through pure magic and entreaties to the powers of the planes, the steel soul performs through an impossible interface with technologies far beyond his understanding. Turn the tables on all who would stand against you and show what

your esoteric studies into the extraterrestrial can do in the campaign. Your enemies will tremble beneath the steely gaze and iron fist of your robot army! The Robot Summoner is a Pathfinder Roleplaying Game character class supplement that merges sorcery and science. It can be used in any campaign blending magic and machines, but it is also an ideal accessory to the Metal Gods Adventure Path (#85-90) from Paizo, Inc. Grab this 24-page product today and Make Your Game Legendary! A fascinating introduction to Zen principles and learning. 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! Populate your Pathfinder world with the NPC Codex! This must-have compendium contains more than 250 fully-detailed Non-Player Characters ready for instant insertion into your campaign. With full statistics and tactics for characters of every level of every class in the Core Rulebook, the NPC Codex speeds prep time and adds new dimensions to your campaign. The famous "iconic characters" of the Pathfinder Roleplaying Game also come alive with statistics at various levels of development, providing ready-to-use player characters for any occasion. 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. An encounter with a devil leaves Red Sonja, the legendary swordswoman, bereft of her signature chainmail and fleeing murder charges, but a change of clothes and venue aren't enough to escape the guilt in her heart. Penniless and under pursuit, she has no choice but to accept a dangerous mercenary job: to search for the tomb of an ancient warrior queen. But the spirit of Queen Gheeta lives on... a fierce and unnatural combatant who may be the only creature in history capable of defeating Sonja. Meanwhile, the demonic entity Bhamothes wreaks havoc in her homeland of Hyrkania... and only the forgiveness of a murdered boy can end its killing spree! 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! Presents the revised rules for playing the seven classic races; updated rules for NPCs, domains, specialty schools, and familiars; and new rules for curses, poisons, and diseases. An alternate magic system for the Pathfinder Roll Playing 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 mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones -- including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play -- from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates -- like mummified and fungal creatures -- breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4. 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.

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outpace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

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 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! Inside this time-saving tome dwells a wide variety of foes ready to challenge characters of any level, from a corrupt royal court to a sinister cult. The villains in this book can fit into nearly any campaign. Also included are new rules, feats, spells, and magic items, to give these villains the edge against the players! Pathfinder Roleplaying Game: Villain Codex is an essential addition 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 a new era. Pathfinder Roleplaying Game: Villain Codex includes: * Complete sections for 20 villainous organizations, including an arcane society, brutal slavers,

carnival troupe, corrupt guard, cruel musketeers, death cult, demon knights, diabolical church, fang monastery, merchant caravan, merry outlaws, nature's scourge, regal court, ruthless brigands, savage marauders, scandalous pirates, secret society, sinister cult, slayer's guild, and a thieves' guild. * Information on each organizations history and structure, along with plot hooks to get players interested. * New rules in each villain section, including feats, spells, and magic items. * Premade encounter groups, allowing Game Masters to quickly make use of the villains in each section. * A wide variety of new stat blocks for each villain organization, utilizing the new rules from their entry in the book. * AND MUCH, MUCH MORE! Prepare to be Afraid

The Book of Beasts: Legendary Foes, the latest in the award-winning Book of Beast series, details the deadliest and most frightening monsters ever to grace your gaming table. Bring new life and peril to your mythic adventures with these fierce monsters and high level NPCs. This 68-page, beautiful full-color monster tome features: 34 brand new monsters ranging from CR 15-25 11 high level NPCs and classed monsters, each are difficult builds, saving you considerable work 3 demigods with enough detail and NPCs for you to build an entire campaign around 12 brand new traps ranging from CR 15-24, to keep your players on their toes Easy-to-use references and links, allowing you to look up rules you are sure of with a minimum of effort Make your players afraid of monsters again. Make them tremble with fear. Take Charge! Where the dungeon ends, another adventure begins! Pathfinder RPG Ultimate Campaign takes you on a guided tour through the parts of the game that happen between monster attacks and quests for ancient artifacts. As some of the most powerful and prestigious heroes around, do your player characters want to build up a kingdom of their own, or lead an army against a neighboring nation? Perhaps they want to start a business, craft magic items, or embark on a quest that will come to

define them. Whether you're looking for help generating a young character or seeking ways to challenge adventurers who've grown bored of fighting monsters one-on-one, this book has everything you need! Pathfinder RPG Ultimate Campaign is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era.

Pathfinder RPG Ultimate Campaign includes:

- ▶ A detailed guide to generating character backstories, including a new system for random character generation and traits and drawbacks to meld your background with your statistics.**
- ▶ Story feats that increase in power as you achieve key goals, making quests and crusades more than just flavor!**
- ▶ A complete downtime rules system to flesh out those parts of a PC's life that take place between adventures, such as running a business, gaining power and influence in a community, or starting a magical academy.**
- ▶ New rules for retraining and switching classes; honor, reputation, and fame; young characters; investment; magic item creation; and other key adventuring topics.**
- ▶ Rules for building up a kingdom, including construction and technological advancements, governing your people, and more.**
- ▶ Mass combat rules to help you lead clashing armies and conduct epic battles in a fun and efficient manner-without losing sight of the PCs themselves.**
- ▶ AND MUCH, MUCH MORE!**

Every year when the leaves begin to fall, the small town of Kassen conducts a rite of passage in which it sends a band of young, would-be adventurers to the abandoned crypt of the town founder to recover the Everflame, a magical fire that is kept burning throughout the winter. Each year the youths' mettle is tested by traps, illusory monsters, and other challenges before returning home to a festival honoring their coming of age. Yet this year something has gone terribly wrong! Now the

adventurers face real danger, and the fate of the town rests on their inexperienced shoulders! Designed specifically for the new Pathfinder Roleplaying Game rules and designed by Jason Bulmahn, the new game's primary designer, *Crypt of the Everflame* spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players. "With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."--Back cover. The world we know is but one reality. Countless others exist in the realms beyond. Dimensions carved from dreams. Worlds constructed from pure life energy. First drafts of our consciousness, and shadows of the same. Entire realities populated by angels and demons, ruled by deities and subject to physical laws mortals can barely comprehend. This is the Great Beyond, and within its reaches, the possibilities for grand adventure or devastating defeat are truly endless. This far-reaching hardcover rulebook explores Pathfinder RPG Planar Adventures explores the wondrous and horrifying regions that comprise the other dimensions and planes of reality that feature in the Pathfinder Roleplaying Game. 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. This book takes a look at the sinister, manipulative cruelties of Hell's scions -- the devils. How do devils manipulate mortals to serve their evil plans? What eldritch powers can a mortal gain by signing an infernal contract -- and what does he give up in the process? What are Hell's plans for the world of Pathfinder? All these

questions and more are explored in Volume 1 of the Book of the Damned, along with numerous, brand-new devils and infernal magic designed to vex and torment your players. 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!

In *Africa Unchained*, George Ayittey takes a controversial look at Africa's future and makes a number of daring suggestions. Looking at how Africa can modernize, build, and improve their indigenous institutions which have been castigated by African leaders as 'backward and primitive', Ayittey argues that Africa should build and expand upon these traditions of free markets and free trade. Asking why the poorest Africans haven't been able to prosper in the Twenty-first-century, Ayittey makes the answer obvious: their economic freedom was snatched from them. War and conflict replaced peace and the infrastructure crumbled. In

a book that will be pondered over and argued about as much as his previous volumes, Ayitney looks at the possibilities for indigenous structures to revive a troubled continent. 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! "Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson"--Title page verso. Desert Spirits, Grasslands Hunters, Jungle Horrors! The Southlands Bestiary brings 90+ new monsters of the hotter climes to Pathfinder Roleplaying Game. Want to run a campaign in the deserts, jungles or savannas? This tome of monsters will make sure your players will have hair-raising encounters like none they've experienced before. In this 122-page, full-color book of monsters you get: Swamp adders, sphinxes, scorpion swarms, and skinbats! Demon lords and their followers, arch-devils and their cohorts! Dinosaurs and flame dragons suitable for any volcanic lair! Possessed pillars and prismatic beetles! Genies, gremlins and golems! Killer cactids and clockwork tomb guardians! ...and so much more, plus an introduction by Jeff Grubb, designer of the classic Al-Qadim setting. Use these strange and deadly foes in the Midgard Campaign Setting, or in any campaign of high adventure beneath the pitiless sun.

Draw your scimitar, ready your spear, and call upon whatever gods you choose, mortals: the monsters of the Southlands are here! Lachlan Maclean will do whatever it takes to protect his clan—even if it means abducting the most willful woman in the Highlands with the secret intention of wooing her for marriage. A born searing sensual leader possessing brute strength, and an imposing command, Lachlan is unprepared for the beautiful spitfire Flora MacLeod, who jeopardizes his plans to save his clan, and digs beneath his hard, chiseled exterior to expose a tenderness that may be his undoing. The greatest marriage prize in the Highlands, Flora is determined at all costs to avoid her mother's fate of being bartered away as a political pawn. Vowing to make her captor pay for his ruthlessness, she boldly engages him in a battle of wills, sweetening the challenge with dangerous passion—even as the lingering curse and deadly ghosts of a past tragedy reach out to thwart a tender love that has yet to be spoken. 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! (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!) The Rise of the Runelords Adventure Path continues with the second adventure: "The Skinsaw Murders." A sudden string of brutal killings terrorizes Sandpoint, and the killer's mark

bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem. Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic. Choose your weapon and stride boldly into battle with in this handy all in one reference book. Thousand of items both magical and mundane. All the trickery and wild power of the fey are yours to command with Pathfinder Player Companion: Legacy of the First World. Let the wilderness inspire your heroes with a spectrum of new ways to play fey-touched characters, along with new powers for classes seeking to strengthen their bonds to nature. Choose whether you draw your might from the vibrant liveliness of the land, the brutality of vicious beasts, or even faith in the fey realm's inscrutable masters, the Eldest. With a host of new archetypes, feats, magic items, spells, and other fey-inspired character options, Pathfinder Player Companion: Legacy of the First World is your gateway to all the secrets and savagery of nature's wildest denizens! 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 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!** When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters. **Shift Into Action** **Legendary Shifters** is the latest volume in our series of class-focused player supplements, this time focusing on the mercurial shifters! This base class, introduced in Pathfinder

Roleplaying Game Ultimate Wilderness, was designed to be the ultimate shapeshifting character, allowing players to take a variety of forms in the blink of an eye. Legendary Shifters works to further embody this concept with a redesign of the class that gives even greater freedom to transform into whatever you wish at a moment's notice. With an updated version of wild shape dubbed shifter shape, legendary shifters can not only take different forms more easily, but also change between their forms without hesitation! In addition, this book contains a ton of new archetypes to help your shifter take the form you want them to, from the furious Dragon Touched to the tricky and capricious Fey Shifter. The insidious Mimickin allows for transformation into regular objects, while Necromorphs are focused on both transforming into and raising the dead. And if even more variety is required, the Polymorph Savant prestige class allows for almost infinitely varied shapeshifting, with access to a plethora of different forms. Plus, tons of new feats, spells, and more! Grab this 32-page Pathfinder Roleplaying Game class supplement today and Make Your Game Legendary! You can find tons of other great Pathfinder RPG class supplements right here at Amazon as well! LEGENDARY GUNSLINGERS - <https://www.amazon.com/Legendary-Gunslingers-Heroes-8/dp/1979634114> LEGENDARY SWASHBUCKLERS - [https://www.amazon.com/Legendary-Swashbucklers-Heroes-3/dp/1517193338/ref=sr_1_1?s=books&ie=UTF8&qid=1517614180&sr=1-1&keywords=legendary\]swashbucklers](https://www.amazon.com/Legendary-Swashbucklers-Heroes-3/dp/1517193338/ref=sr_1_1?s=books&ie=UTF8&qid=1517614180&sr=1-1&keywords=legendary]swashbucklers) LEGENDARY KINETICISTS - https://www.amazon.com/Legendary-Kineticists-Heroes-4/dp/1533433666/ref=sr_1_1?s=books&ie=UTF8&qid=1517614205&sr=1-1&keywords=legendary+kineticists&dpID=51t8lpDsp7L&preST=_SX218_BO1,204,203,200_QL40_&dpSrc=srch And many more! 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,

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