
Pathfinder Campaign Setting Darklands Revisited

Pathfinder Player Companion

Pathfinder Campaign Setting: Nidal, Land of
Shadows

Paths of Prestige

Faction Guide

Occult Realms

Pathfinder Campaign Setting: Occult Mysteries

A Pathfinder Campaign Setting Supplement

Classic Monsters Revisited

Pathfinder Campaign Setting

Chronicle of the Righteous

Pathfinder Campaign Setting: Mystery Monsters
Revisited

Pathfinder Campaign Setting: Faiths of Golarion

Lost Cities of Golarion

Pathfinder Campaign Setting

City of Locusts

Pathfinder Adventure Path

Inner Sea Poster Map Folio

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Darklands Revisited

Heroes of the Darklands

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Kobolds of Golarion
Undead Revisited
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Campaign
Setting
Darklands
Revisited* Downloaded from archive.imba.com by guest

YARETZI BRYAN

*Pathfinder
Player
Companion*
Paizo Pub LLC
The Ironfang
Legion's
secret weapon
has been

revealed! An
ancient
dwarven
artifact known
as the Stone
Road allows
the hobgoblins
to move their
forces
hundreds of
miles at a
time,
completely

unseen.
Whatever
secrets--and
vulnerabilities--
the Stone
Road may
have lie
sealed within
the dwarven
Sky Citadel of
Kraggodan. To
enter the
besieged

fortress-city, the heroes must brave the dangers of the Darklands, including morlock fanatics and their slithering god, and duergar slavers, only to find what they need in long-abandoned corners of the ancient city now dominated by horrors from deep below! "Siege of Stone" is a Pathfinder Roleplaying Game adventure for 11th-level characters. The adventure continues the Ironfang Invasion Adventure Path, a war-torn homage to classic fantasy adventure in which the heroes defend their homeland from a savage invading army. An ecology of the enigmatic naga, a gazetteer examining the dwarven Sky Citadel of Kraggodan, and selection of new monsters round out this volume of the Pathfinder Adventure Path! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Pathfinder Campaign Setting:

Nidal, Land of Shadows

Paizo Pub Llc

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

Paths of

Prestige Paizo

Pub Llc

Beneath the surface, the denizens of the Darklands stalk a world of endless night.

Pathfinder

Campaign

Setting:

Darklands

Revisited

casts new light on these subterranean terrors,

preparing heroes to face what dangers lurk below.

This 64-page guide reveals 10 notorious Darklands races and monsters, from familiar foes like troglodytes and drow to elusive menaces like urdefhan and seugathi. Each chapter presents detailed ecologies, monstrous rules options and variants, and stat blocks for notorious foes. There s a reason to fear the dark places below.

If you must go, be prepared with Darklands Revisited." *Faction Guide* Paizo, Incorporated Paizo's Classic Monsters Revisited sold out instantly, setting a new standard for re-imagining the most famous monsters of fantasy gaming. Dragons Revisited followed shortly thereafter, applying that unmistakable Paizo style to the great wyrms of swords & sorcery.

Dungeon
Denizens
Revisited and
Classic
Horrors
Revisited were
soon to follow,
each receiving
critical
plaudits,
strong sales,
and ballyhoos
from gamers
around the
world.
Pathfinder
players (end
even some
members of
the staff)
began to
wonder, is
there any
monster they
can't re-
invent? With
the
trepidation of
an adventurer
exploring a
dungeon with
a sweating

forehead and
a 10-foot pole,
Paizo proudly
presents Misfit
Monsters
Redeemed, an
in-depth look
at 10 of the
lamest, most-
hated, and flat
out goofiest
monsters ever
to haunt a
fantasy
roleplaying
campaign.
People tell us
we can
improve any
monster, so
we've
recruited the
most
misunderstood
denizens of
fantasy
roleplaying to
put that
theory to the
test. This
soon-to-be
legendary 64-

page full-color
volume
includes all-
new
backgrounds,
expansions,
and tips for
monstrous
lovable losers
like the
adherer,
delver, dire
corby,
disenchanter,
flail snail,
flumph, lava
child, lurker
above,
tojanida and,
of course, the
insidious wolf-
in-sheep's
clothing. The
gaming world
will never be
the same
again!
Occult Realms
Paizo Pub Llc
Magic has
suffused the
Inner Sea

region for thousands of years. This Pathfinder sourcebook takes a detailed look at the magical traditions of the Inner Sea, including rules for magic variants (from hideous fleshwarping rituals to the wild and unpredictable surges of primal magic), examinations of how magic is taught (be it in schools, temples, guilds, or secret societies), and how the spellcasters of the region have chosen

to specialize in various forms of magic. Additionally, this book presents two, new oracle mysteries, 18 new archetypes for spellcasting classes, a pair of prestige classes (the cypher mage and the divine scion), and a wide selection of unique, unusual, and exciting new spells for all who would seek to master the art of magic.

Pathfinder Campaign Setting: Occult Mysteries

Paizo Pub Llc Just as the Book of the Damned series documented the blasphemous denizens of Hell, Abaddon, and the Abyss, 'Chronicle of the Righteous' reveals the inhabitants of the goodly realms of Heaven, Elysium, and Nirvana, along with their demigod leaders, the Empyrean Lords. Discover the powers and agendas of some of the greatest forces of good in existence

and join them in their endless struggle against evil. A Pathfinder Campaign Setting Supplement Paizo Pub Llc The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers. Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their games, providing inspiration, new rules, and detailed locations to bring an

occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create

powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms! *Classic Monsters Revisited* Paizo Pub Llc

The horrors of unlife stagger from their darkened graves in this wide-ranging resource for fans of the unquiet dead! Learn the secret pasts of the haunted spirits known as bodaks, discover the dark delicacies of devourers, test your arms against the deadly graveknight, or tempt the world's most insidious arcane evil by going face-to-face with a treacherous lich! *Undead Revisited* provides tons of info and fresh new perspectives on 10 of the most vile undead in the Pathfinder world, including murderous morhgs, deadly nightshades, silent shadows, bone-chilling wights, and the spectral dead (wraiths, specters, allips, and banshees), as well as the villainous ravener, otherwise known as an undead dragon! *Pathfinder Campaign Setting* Paizo Pub Llc Along with expansive details on Golarion's most prominent races you'll find whole chapters of exciting new character options, allowing you to make your favorite heroes culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier than ever, whether you want to be a Varisian human or an archon-

blooded
aasimar.
Pathfinder
Campaign
Setting: Inner
Sea Races
reveals new
details on
Golarion's
most
important
races,
including
multiple
human
ethnicities."
**Chronicle of
the
Righteous**
Paizo Pub LLC
The most
dangerous
foes in the
world of the
Pathfinder
RPG are not
always
monsters. For
the player
characters are
not the only
magic-laden

"heroes" with
hopes and
ambition to
bring sword
and spell into
desolate
dungeons and
crime-ridden
cities. This
useful
reference
includes ten
completely
detailed
parties of rival
adventurers
suitable for
use as
enemies,
allies, or
anything in
between.
Presented
with a wide
range of
power-levels
and diverse
goals, the
characters in
this richly
illustrated
book also

double as
great on-the-
spot
pregenerated
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characters.
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Pathfinder
Campaign
Setting Darklan-
ds
Revisited Paizo
Publishing
Incorporated
*Pathfinder
Campaign
Setting: Faiths
of Golarion*
Paizo
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For centuries,
the empire of
Chelax stood
as an example
of the
greatness

humanity could achieve, with colonies and vassal states spread throughout the Inner Sea region. When the god Aroden died on the eve of his prophesied return to the mortal world, the empire fell into a vicious civil war. The victors of this conflict were the Thrice-Damned House of Thrune, who made pacts with the denizens of Hell to wrest control of Cheliaz. In the decades since, many of the empire's

holdings have fallen away, but at its core Cheliaz remains a powerful nation, now both subservient to and allied with the legions of the Pit. Explore the vast nation and its inhabitants, from the gnomes of Brastlewark to the xenophobic, winged strix of Devil's Perch; from the rebellious citizens of Kintargo to Thrune loyalists in the heart of Egorian. A perfect

supplement to the Hell's Rebels and Hell's Vengeance Adventure Paths, Pathfinder Campaign Setting: Cheliaz, The Infernal Empire is a must-have! **Lost Cities of Golarion** Paizo Pub Llc Unravel the secrets of the Pathfinder world with Pathfinder Campaign Setting: Occult Mysteries. Inside you'll find an exploration of some of the Pathfinder Campaign Setting's

greatest mysteries, from the creation myths of various cultures to theories on the identities and ultimate goals of its veiled masters. Look behind the scenes of some of Golarion's most notorious secret societies, including the Anaphexia, the Harbingers of Fate, and the Night Heralds. Adopt new options to incorporate astrology, harrowing,

numerology, scarification, and spiritualism into your campaigns, and explore the contents of a half-dozen occult tomes - including Osirion's book of the dead, the mysteriously missing Volume 5 of the Pathfinder Chronicles, and more! With Pathfinder Campaign Setting: Occult Mysteries, Game Masters and players alike will find the tools to tap into the power of the

stars' alignments, contact the spirits of the dead, and read the enigmatic Harrow deck, all to better understand the past, manipulate the present, and predict the future. [Pathfinder Campaign Setting](#) Paizo Pub Llc The bustling bazaars of Absalom offer countless delights, but even they do not sell everything. Only in the peerless markets of mysterious Katapesh can

one find anything for sale, from the lost diamonds of a fallen empire to a clutch of slaves freshly captured off the Inner Sea coast. This exotic desert locale serves as the backdrop of the Legacy of Fire Adventure Path in the monthly Pathfinder series, and this informative, lushly illustrated, full-color guide presents everything players and Game Masters need to know

to bring the dark markets of Katapesh to terrible life. City of Locusts Paizo Pub Llc The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them- or die trying! Lost Cities of Golarion presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun

Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior locations, encounter charts,

statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder Roleplaying Game rules. Lost Cities of Golarion gives you the key to the following treacherous locales: - Ilvarandin, malign Darklands paradise - Ruins of Kho, crashed sky-city of the ancient Shory

- Storasta, river port lost to the demonic Worldwound - Sun Temple Colony, abandoned outpost on a shattered continent - Tumen, buried desert capital of the Four Pharaohs of Ascension - Xin-Shalast, proudest ruin of Old Thassilon
Pathfinder Adventure Path Paizo Pub Llc Pathfinder and the Rise of the Runelords Adventure Path famously reimagined goblins, detailing their

culture, mannerisms, and tactics in a way that made a boring old monster one of the most hotly discussed foes in fantasy roleplaying. Now, the minds that bring you Pathfinder have applied the same method to ten "classic" monsters, providing complete ecological discussions and adventure ideas involving orcs, ogres, goblins, hobgoblins, trolls, bugbears, and more in this

lavishly illustrated, full-color overview that is both fun to read and fun to use at the gaming table.

Inner Sea Poster Map Folio Paizo Pub Llc

Across the world of the Pathfinder Chronicles, countless factions squabble over political territory or treasure-filled ancient ruins. For the first time, the Pathfinder Chronicles Faction Guide presents these organizations, cults, and mercenary

companies as fully realized groups that your player characters can join. From the Hellknights of Cheliax to the Eagle Knights of Andoran, from the elves of the Mordant Spire to the Revolutionary leagues of Galt, the movers and shakers of the Pathfinder setting come alive, complete with rules governing how to join, benefits of membership, and organizational secrets.

Pathfinder Campaign

Setting Paizo Pub Llc

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Darklands Revisited Paizo Pub Llc

Dragons invade the world of the Pathfinder RPG in Pathfinder Campaign Setting: Dragons Unleashed! This collection of deadly foes and potent

allies reveals 15 of Golarion's most powerful and influential dragons, from cunning draconic manipulators to great wyrms capable of testing even the most experienced adventurers. Dragons of every chromatic and metallic breed fill this collection, along with mysterious primal dragons and regal imperial dragons. Each entry includes full statistics for running the dragon,

details on its history and ambitions, ways to use the dragon in an ongoing campaign, descriptions and maps of the dragon's lair, the contents of its vast hoard, and more. Unleash Golarion's ultimate monsters on your game with Pathfinder Campaign Setting: Dragons Unleashed! **Heroes of the Darklands** Paizo Pub Llc 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 durable, high- reference will
revealed as quality paper, endure
never before this invaluable campaign
possible. world after
Printed on campaign.

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