
Pathfinder Roleplaying Game Villain Codex Pfrpg Paizo

Huskworld

The Art of Magic: The Gathering - Ravnic

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Pathfinder Roleplaying Game

Book of the Damned

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Ultimate Intrigue

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Let the Spirits Arise Within
You! Occult Character
Codex: Mediums contains
20 detailed medium stat
blocks, including both

ordinary mediums using
their powers to let eldritch
spirits of legendary
heroes and villains to
wield their powers by
opening themselves to
their spiritual influence
and channeling the power
of haunts and spirits alike
through trances and
seances, as well as relic
channelers and
reanimated mediums
alike! You'll find medium

humans and halflings,
dwarves and elves, but
also stranger races like
centaurs, aasimars, and
monstrous berbalangs,
running the gamut from
good to evil and all points
in between. With the
Occult Character Codex,
you'll have an entire
arsenal of medium
characters waiting and
ready to blow your
players' minds! The

Occult Character Codex series brings you a fantastic collection of detailed, ready-to-use stat blocks for psychic characters using the new classes in the Pathfinder Roleplaying Game Occult Adventures rulebook. These characters can be used by GMs as allies or villains, friends or rivals, helpful characters or mysterious strangers, or any other use the GM can think of. Every installment includes 20 fully developed premade characters from 1st to 20th level, drawn from

many races and specialties within each class and designed with a full array of spells, magic items, feats, psychic abilities, and detailed tactics for ease of use. If you'd love to introduce elements of the new psychic and occult rules into your campaign but feel a bit overwhelmed by the sheer volume of new material to absorb, this is the book for you. Each Occult Character Codex is an ideal complement to the Pathfinder Roleplaying Game NPC Codex from Paizo, Inc."

The Art of Magic: The Gathering - Ravnica

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This comprehensive 256-page hardcover reference reveals the martial secrets of the Pathfinder RPG rules like never before! Tons of new tricks and techniques for combat-oriented character classes put a sharp edge on your weapons and a sure step in your tactics, ranging from new barbarian rage powers, new cavalier orders, tons of new rogue talents, and more than 60

new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics. Ultimate Combat also introduces three new Pathfinder RPG classes: the ninja, samurai, and gunslinger! The ninja blends the subterfuge of the rogue with high-flying martial arts and assassination techniques. The samurai is an unstoppable armored warrior who lives by a strong code of honor-with or without a master. The gunslinger combines the fighter's martial

prowess with a new grit mechanic that allows her to pull off fantastic acts with a pistol or rifle. All this plus tons of new armor and weapons, a complete treatment of firearms in the Pathfinder RPG, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game! Ultimate Combat includes: * New player character options for 14 Pathfinder RPG base classes, including alchemist discoveries,

barbarian rage powers, cavalier orders, combat-cleric archetypes, animal shaman druids, new fighter archetypes like gladiator and armor master, inquisitor archetypes like witch-hunter or spellbreaker, combat-themed magus arcana, monk archetypes based on mastery of martial arts, new paladin archetypes like angelic warrior, ranger archetypes like big game hunter and trapper, new rogue tricks, and wizard archetypes like the gunmage * The ninja,

samurai, and gunslinger, brand-new 20-level alternate classes specially designed to get the most out of combat * Hundreds of new combat-oriented feats including martial arts feat trees, finishing moves, and combination feats * In-depth overviews on a variety of combat-related topics, such as armor, Asian weapons, duels, fighting schools, guns, siege weapons, and more * A complete system covering vehicle combat, including wagons, boats, airships, and more * Tons of optional combat rules

like called shots, armor as damage reduction, and new ways to track character health * ... and much, much more!

Planar Adventures

Paizo Pub Llc
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!
[Pathfinder Roleplaying Game](#) [Lulu.com](#)
Psychic Enemies and Allies! Occult Character Codex: Psychics contains 20 detailed psychic stat blocks for the Pathfinder Roleplaying Game,

featuring every specialty from esoteric students of dream, tranquility, and faith to masters of psychic sciences ranging from lore to psychedelia, and of course the dangerous delvers into the darkest corners of the mind that draw their power from pain, mutation, and abomination! You'll find psychic humans, halfings, elves, and dwarves, but also stranger races like nagaji, ratfolk samsarans, and sylphs, running the gamut from good to evil and all points in between. With the Occult Character

Codex, you'll have an entire arsenal of psychic characters waiting and ready to blow your players' minds! The Occult Character Codex series brings you a fantastic collection of detailed, ready-to-use stat blocks for psychic characters using the new classes in the Pathfinder Roleplaying Game Occult Adventures rulebook. These characters can be used by GMs as allies or villains, friends or rivals, helpful characters or mysterious strangers, or any other use the GM can

think of. Every installment includes 20 fully developed premade characters from 1st to 20th level, drawn from many races and specialties within each class and designed with a full array of spells, magic items, feats, psychic abilities, and detailed tactics for ease of use. If you'd love to introduce elements of the new psychic and occult rules into your campaign but feel a bit overwhelmed by the sheer volume of new material to absorb, this is the book for you. Each

Occult Character Codex is an ideal complement to the Pathfinder Roleplaying Game NPC Codex from Paizo, Inc.

Book of the Damned
Kobold Press

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 a long-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 feytouched. ►AND MUCH, MUCH MORE!

Occult Character Codex

Paizo Pub Llc

Be it the darkest depths of

the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the Book of the Damned. Pathfinder RPG

Book of the Damned explores the workings of these powerful forces of evil, focusing on the numerous demigods that influence mortal life and the countless fiends who prey upon the living and dead alike. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your game--be they in the form of foes for heroic parties to face, or temptations for less scrupulous

adventurers to consider. Pathfinder RPG Adventurer's Guide includes: * Information on the sinister boons granted worshipers of dozens of fiendish demigods drawn from the planes of Abaddon, the Abyss, and Hell, including Archdevils, Demon Lords, and the Four Horsemen of the Apocalypse. * An exploration of the infernal realms of Hell, the sinister reaches of Abaddon, and the bottomless rifts of the Abyss. * New feats, spells, magic items, and prestige classes for use by

characters who both fight against and serve the forces of darkness. * Rules for infernal contracts and sinister rituals. * Statistics for several never-before revealed fiends and lavishly-illustrated in-world excerpts from the pages of the notorious Book of the Damned itself. * ... and much, much more!
Ultimate Intrigue
Createspace Independent Publishing Platform
A new Character Codex containing specialist fantasy character classes

that are strange and unconventional adding new flair to any Dice & Glory campaign! This book is a great resource for both Players and Game Masters wishing to introduce some eastern flavor into their game! Among those classes that can be found within the new Character Codex's pages are the Dragon-Blood Warrior, the Leatherneck, the Leopard-man, Skull-Cleavers, Bookworms, High Sages, and Zombie Creepers!
Pathfinder Roleplaying Game Createspace

Independent Publishing Platform
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.

The Character Codex IV
Pathfinder Roleplaying Game

The Pathfinder Player Core presents a new entry point to Pathfinder Second Edition, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make

unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players! Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new,

easier-to-access volumes with new presentations inspired by years of player feedback. Along with the GM Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming! Pathfinder Player Core includes: * Easier to Learn! We've taken feedback from the Beginner Box and the Core Rulebook and made this new entry into the Pathfinder Roleplaying Game easier to navigate and get right into the fun. * Complete character

creation rules, walking you through building a character by selecting your Ancestry, Background, and Class, with a focus on the bard, cleric, druid, fighter, ranger, rogue, witch, and wizard! Core ancestry options include human, dwarf, elf, gnome, goblin, halfling, leshy, and orc! * A mountain of options allowing you to customize your character including versatile heritages, like the changeling and nephilim, skills and feats, and hundreds of spells (including dozens of new

ones), ensuring that the character you build represents your hero not just in story, but in rules as well! * Everything you need to know to start playing, from advice on how to explore the world to tips on surviving deadly combats with terrifying foes. * A primer on the world of Lost Omens so that your character can be a part of an exciting and diverse world! * Rules and tools to advance your character through play, taking them from a fresh-faced adventurer ready to take on the world to a

veteran hero, wielding powerful magic that can reshape reality! * Fully integrated errata from the first 4 years of Pathfinder Second Edition, including revisions to the witch, expanded options for every character class, streamlined spells, new equipment, and more! * This is the first Pathfinder product published under the new Open RPG Creative (ORC) license, giving players and Game Masters even more freedom for making their own creations based on Pathfinder Second Edition.

Inner Sea NPC Codex
Createspace Independent Publishing Platform
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 Roleplaying Game Lulu.com

The Spirits Have Awakened! Occult Character Codex: Spiritualists contains 20 detailed spiritualist stat blocks, including a phantom for each and every one, for a total of 40 unique creatures and characters! The spiritualists tap into the power of raw unbridled emotion through their phantoms, channeling the power of dangerous impulses like anger and fear alongside hatred, jealousy, and despair, though some draw from the wells of dedication

and zeal to wield their psychic powers! You'll find spiritualist humans, gnomes, half-orcs, and elves, but also stranger races like duergar, oreads, vanaras, and undines, running the gamut from good to evil and all points in between. With the Occult Character Codex, you'll have an entire arsenal of spiritualist characters waiting and ready to blow your players' minds! The Occult Character Codex series brings you a fantastic collection of detailed, ready-to-use stat

blocks for psychic characters using the new classes in the Pathfinder Roleplaying Game Occult Adventures rulebook. These characters can be used by GMs as allies or villains, friends or rivals, helpful characters or mysterious strangers, or any other use the GM can think of. Every installment includes 20 fully developed premade characters from 1st to 20th level, drawn from many races and specialties within each class and designed with a full array of spells, magic

items, feats, psychic abilities, and detailed tactics for ease of use. If you'd love to introduce elements of the new psychic and occult rules into your campaign but feel a bit overwhelmed by the sheer volume of new material to absorb, this is the book for you. Each Occult Character Codex is an ideal complement to the Pathfinder Roleplaying Game NPC Codex from Paizo, Inc. You can also pick up Occult Character Codex: Psychics here: <http://www.amazon.com/Occul>

t-Character-Codex-Psychic-1/dp/151741573X/ref=sr_1_fkmr0_1?s=books&ie=UTF8&qid=1449099161&sr=1-1-fkmr0&keywords=occult+character+codex+spiritua list
Pathfinder RPG
 CreateSpace
 Take your first steps 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 Pathfinder Roleplaying Game Beginner Box is packed with everything you need to get started with the Pathfinder Roleplaying Game, an imaginative tabletop fantasy adventure game for 2-5 players. Scores of monsters, challenges, and advice give gamers the tools to create their own worlds and adventure, providing countless hours of gaming excitement.

With streamlined rules and a focus on action-packed heroic adventure, this deluxe boxed set is the ideal introduction to the world of the Pathfinder Roleplaying Game, and the best starting point for a lifetime of pulse-pounding adventure!

Pathfinder RPG Perfect Square

For generations, the Broken Tusk following has roamed their small patch of the Realm of the Mammoth Lords in relative peace. Now, to avoid annihilation from a

maniacal war horde, they must flee into the unknown. If the Broken Tusks are to survive their flight, a team of their best scouts will need to chart a safe path through an unforgiving wilderness. Along the way, they'll uncover the mysteries of a powerful artifact that promises to change the course of history. "Broken Tusk Moon" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Quest for the Frozen Flame Adventure Path, a three-part monthly

campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes a catalog of the characters' band, the Broken Tusks; new spells, feats, and items perfect for trappers and foragers; and new prehistoric creatures to befriend or bedevil your players. 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.

Oculta Character Codex

Pathfinder Campaign Setting

The heroes explore the tomb of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where the Storm Tyrant is

recruiting giants for his army. The adventurers must confront the numerous giants inhabiting the winding valley before making their way to the giant headquarters, an ancient temple to the giant god Minderhal, which contains a powerful artifact. But the valley of the giants is just a recruiting station, and the Storm Tyrant's stone giant representative has been sending the most promising recruits to a training camp deeper in the mountains. A Pathfinder Roleplaying

Game adventure for 7th-level characters, Forge of the Giant God continues the Giantslayer Adventure Path, an epic campaign of classic sword & sorcery thrills. Several new monsters, details of the faith of the giant god Minderhal, a gazetteer of the Mindspin Mountains, and the next installment of the Pathfinder's Journal written by Greg A.

Vaughan round out this volume of the Pathfinder Adventure Path.

Oculta Character Codex

Paizo Publishing

Hoping to find a way to

fight back against the alien, insectoid Swarm, the heroes travel to a distant world already consumed by the deadly invaders. They soon discover they aren't alone in their struggles when they meet a handful of resistance fighters on the ravaged planet. With the group's help, the heroes strike against a massive Swarm creature that is draining the world's resources dry and infiltrate an infested university to search for a dead professor's research that could lead to

mythical holy site to the insect goddess Hylax and the secret to defeating the Swarm once and for all! "Huskworl" is a Starfinder Roleplaying Game adventure for four 5th-level characters. This adventure continues the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless and nigh-unstoppable foe. This volume also includes a selection of relics from a devastated star system, a study of regions that have survived attacks by the

Swarm, and a selection of new Swarm monsters and other alarming threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new

rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Pathfinder Roleplaying Game

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. Plus, a beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory.

New Paths Compendium

The fiercest surprises often come from the most familiar foes! Just as no single class description can define every fighter, rogue, or wizard, no single creature entry can truly cover every vicious champion, unholy priest, or savage sorcerer in a band of organized and intelligent monsters. With Pathfinder Roleplaying Game: 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 Roleplaying Game: Monster Codex is an indispensable companion to the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Bestiary. Pathfinder Roleplaying Game: Monster Codex includes: * Pages upon pages of specialized entries for 20 classic monstrous races, from goblins and drow to kobolds and trolls. Face off against such formidable foes as gnoll

packlords, ratfolk sages, and dinosaur-riding lizardfolk champions! * Detailed information on the ecologies and societies of these formidable creatures. * New feats, equipment, spells, and archetypes to help you customize all 20 monstrous races--and the adventurers who fight or trade with them. * A horrific new monster associated with each race--allies, thralls, and variants. * Sample encounters ready to challenge raw recruits and experienced adventurers

alike. * ... and much, much more!

Crusader Codex

This massive tomes provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology

that unifies all of the gods in the book.

Pathfinder Pawns

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!

Book of the Righteous 5E
Magnificent hardcover art books featuring the incredible images and lore of Magic: The Gathering®! Danger and adventure await in these pages, lavishly illustrated

with the award-winning art of Magic: The Gathering®! The seventh book in VIZ Media's acclaimed series of massive hardcover art books featuring the incredible images of Magic: The Gathering®! "The alliances were already frayed. All we do is find the loose threads and pluck." —Lazav, House Dimir Guildmaster
An eternity of winding streets, dark alleys, towering structures, and rubble-strewn ruins make up the world of Ravnica. In this sprawling city, ten

guilds are locked in a perpetual struggle for influence and dominance, each one seeking to advance its own agenda and philosophy—and now it's time to choose your place in this conflict. In these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®, you'll learn the deepest secrets of the guilds and the plots unfolding in their ranks. Choose your guild and take your place in Ravnica, the greatest city in the Multiverse!

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