
Pathfinder Player Companion Masters Handbook

The Game Master's Book of Non-Player Characters

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Elemental Masters Handbook

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Pathfinder Player Companion

*Pathfinder
Player
Companion
Masters
Handbook*

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The Game Master's Book of Non-Player Characters
Paizo, Incorporated
Make your fantasy tabletop role-playing game even more epic with hundreds of creative and unexpected details to keep your story fresh, your settings vivid and alive, and your friends guessing! Take your fantasy world to the next level, all with the roll of a die! *Random Tables: Cities and Towns* is a utility book for fans of tabletop role-playing games like *Dungeons & Dragons*, allowing Game Masters to generate on-the-fly content for adventurers traveling, shopping, or simply passing through towns and cities. Adventurers love to ask tough questions that can sometimes put Game Masters on the spot and put their creative skills to the test. Never fear being stumped when the party asks: What building is across the street from the thieves' guild headquarters? Who runs the local potion shop? Who is staying in the other rooms of the party's

tavern?
Pathfinder Chronicles
Paizo Pub Llc
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 *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 Player Companion: Wilderness Origins Paizo Publishing
Raise your banner and lead the charge in your fight against the dreaded demons of the Abyss with *Pathfinder Player Companion: Demon Hunter's Handbook!* Whether you're crusading against the demons crawling from the horrific Worldwound or you've traveled all the way to the Abyss to fight these fiends on their own turf, this volume will give you everything you need to face off against the forces of the demonic horde. *Demon Hunter's*

Handbook contains player-focused, in-depth discussions of demons, how to slay them, and the best ways to survive encounters against these despicable foes. Each *Pathfinder Player Companion* includes new options and tools for every *Pathfinder RPG* player. Inside this book, you'll find: Traits and advice for characters whose pasts have been soiled by the taint of demons or their cultists. ?Tips and guidelines for joining Golarion's various demon-hunting organizations, as well as advice on how to start your own. ?New feats, rage powers for brawlers who seek to stand toe-to-toe with demonic foes, and archetypes like the cold iron warden-perfect for cult-busting inquisitors! ?Innovative new demon-slaying tools and weapons born from the efforts of the Mendevian Crusades. ?Details on the most heinous demonic foes, from the teeming rabble of the Abyss to unfathomable demon lords! ?In-depth details on the Worldwound and the Abyss, as well as traits for the unfortunate characters that hail from these dark realms. ?New spells, magic items,

methods of demon interrogation, kits to prepare you for fights with demons, and much more! This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy game.

Tome of Battle Paizo Pub Llc

Learn the lore behind the mysterious harrow deck and master its secrets to perform remarkable divinations, conduct eerie auguries, and make mind-boggling predictions with the Harrow Handbook. New ways to perform harrow readings and a slew of new character options breathe new life into your game by allowing you to foretell the future and command the course of destiny.

Potions and Poisons

Media Lab Books

You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result? It's time to unleash the Lazy Dungeon Master. Written

in the style of Sly Flourish's Dungeon Master Tips and Running Epic Tier D&D Games, The Lazy Dungeon Master shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

Pathfinder Tales: Pirate's Promise Paizo Pub Llc

The story's not over yet! The Pathfinder Chronicles detail exploits and discoveries from members of the Pathfinder Society from all over Golarion. These include tales of great heroes capable of fabulous feats of might, magical relics that grow in

strength alongside the heroes that wield them, and forgotten magic locked away due its dangerous power. Pathfinder Player Companion: Chronicle of Legends is your chance to make these tales a reality with powerful new options for your character! This player-focused volume provides new class options, capstones, spells, and magic items to help you make the most of your character.

Healer's Handbook Paizo Pub Llc

Being proficient with a weapon is a good start, but you can become a true artist of combat with the secrets of the Pathfinder Player Companion: Weapon Master's Handbook! Within the volume's pages are the benefits of studying at the great schools of war, details on fighting techniques honed over centuries of gladiatorial combat, and rules for learning several divine fighting techniques. Also featuring new feats, magic items, archetypes, and expanded options for the stamina and combat trick rules first presented in Pathfinder RPG: Pathfinder Unchained, this player-friendly volume contains everything you need to become a master

with any conceivable weapon!"

Roleplaying Game Paizo Incorporated
Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This *Forgotten Realms* accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Pathfinder Player

Companion Simon and Schuster
Whether it's getting patched up after a fight, dealing with a debilitating disease you contracted in a dank dungeon, or negating the effects of a terrible poison in the middle of combat, eventually every adventurer needs a healer. The healers have their own agendas, of course, and those don't always end at fixing up the ailments of their allies. With *Pathfinder Player Companion: Healer's Handbook*, characters can learn to efficiently heal their patients, while making sure they don't get reduced to a walking first-aid kit. In addition to class options and abilities, this *Player Companion*

includes dozens of new healing-themed spells and magic items!"

Inner Sea Primer Tor Books

Players may be the heroes of the *Pathfinder Roleplaying Game*, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the *Pathfinder RPG GameMastery Guide* is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page *Pathfinder RPG GameMastery 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 *Pathfinder RPG GameMastery Guide* includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!
Pathfinder Player Companion: Martial Arts Handbook Paizo Pub Llc
Just because it's illegal doesn't mean it isn't available. When you can't

find what you need in the local bazaar, it's time to look for it in the black markets! This Pathfinder sourcebook includes dozens of items and rare components not sold in any legal shop but still of great use to adventuring characters. From new poisons to mobile traps to necromantic magic items and eldritch smuggling tools, *Black Markets* has every underhanded tool and equipment trick you can find when legality isn't a concern!"

The Harrowing Tor Books
From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they

need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

Pathfinder Tales: Plague of Shadows Paizo Pub Llc
From the marble galleries of many-stated Almas to the goblin-haunted forests of Darkmoon Vale, the song of freedom spreads throughout the nation of Andoran. Common rule - by man, not by divinely inspired kings - has guided the nation for nearly a century, influencing the whole of the Inner Sea and indeed the world itself with radical new political ideas and one of the strongest economic engines in the hemisphere. This comprehensive guide to the revolutionary realm of Andoran provides a cultural and historical

overview, a summary of important philosophies, and factions, regional traits, and character ideas of special interest to Pathfinder Roleplaying Game players.

Paizo Publishing Incorporated
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!

Pathfinder Player Companion Paizo Pub Llc
If knowledge is power, then the arcane knowledge presented in Pathfinder Player Companion: Arcane Anthology represents significant sources of potential might! From magus and wizard spellbooks and alchemist's formulae to

eldritch research from bards, bloodragers, sorcerers, and witches, inside this volume you'll find spellbooks copied and adapted from the writings of the mightiest arcane casters in the history of Golarion. In addition to new spells and secrets of spell preparation found in spellbooks such as the *Analects of Aroden*, the *Wisdom of Jatembe*, and the *Runes of Wealth*, this *Player Companion* also includes archetypes, feats, and character options for PCs of any character class.

Pathfinder Player

Companion Paizo Pub LLC

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their *Pathfinder* adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the *Lost Omens* campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable

creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

Pathfinder RPG: Secrets of Magic (P2) Paizo

Publishing Incorporated

Elemental Masters

Handbook Pathfinder

Player Companion Paizo,

Incorporated

Dungeon Master's Screen

Paizo Pub LLC

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

Pathfinder Player

Companion Paizo,

Incorporated

Good For What Ails You!

Whether they're used to bolster heroes' abilities or take enemies out of the game, potions and poisons are key parts of many adventurers' arsenals. Far more options than simple healing draughts or strength-sapping toxins are available to savvy heroes, though, especially those ingenious enough to craft their own concoctions. *Pathfinder Player Companion: Potions & Poisons* offers a sea of new potions, elixirs, and

strange alchemical wonders for the discerning adventurer, plus heinous designer poisons. Class and character options for those who brew or regularly imbibe consumables round out these offerings. Inside this book you'll find: ► Feats and archetypes for races with an affinity for poisons, including *griplis*, *nagaji*, and *vishkanyas*, plus the scorpion sorcerer bloodline for those with a toxic heritage.

► Archetypes for a variety of classes known for brewing or poisoning, including alchemists, rogues, and witches.

► Spells and feats specialized for potion brewing, plus drugs, elixirs, gear, poisons, and tinctures-

alchemical remedies that produce potent effects but impair the user. This

Pathfinder Player

Companion is intended for

use with the *Pathfinder*

Roleplaying Game and the

Pathfinder campaign

setting, but it can be

easily incorporated into

any fantasy world.

Pathfinder Player

Companion *Elemental*

Masters

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Player Companion

Unlock your inner

potential with *Pathfinder*

Player Companion: Occult Origins! Featuring brand-new rules and options for the six new occult character classes from the Pathfinder Roleplaying

Game: Occult Adventures, this volume outlines ways to fit psychic characters into the Pathfinder campaign setting. Discover secrets of the mind from across the

Pathfinder world, including archetypes tied to secret traditions, new occult rituals, psychic spells, magic items, and much more.

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