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CARLSON NUNEZ

Pathfinder Roleplaying Game: Pathfinder Unchained Paizo Pub Lic

The adventurers wake up in the hold of a ship at sea, only to discover they've been press-ganged into a crew of scoundrels, thieves, and buccaneers from the pirate isles of the Shackles. When they're assigned to a captured ship as part of a skeleton crew, the adventurers finally have a chance to stage a mutiny, but a sudden storm strands them on an isolated island inhabited by strange monsters? Can the adventurers survive the dangers of the island to overthrow their cruel captors and take control of their own destinies? Will they become feared pirates with their own ship, or will they meet their ends in a watery grave? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume launches the Skull & Shackles Adventure Path. This volume of Pathfinder Adventure Path also features details on the faith of Besmara, goddess of piracy, as well as details on the life of pirates adding new rules and insights useable throughout this high-seas

campaign. New monsters from the depths of the sea and exotic islands also fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) pens a tale of pirates and lost treasures in the Pathfinder's Journal.

Tipu Sultan Dynamite Entertainment

An exciting new Pathfinder adventure begins! The Pathfinder heroes receive a desperate plea to unmask a killer stalking the chaos-gripped city of Korvosa. A new queen has ascended the city's Crimson Throne, and now deadly armored Hellknights and Gray Maidens clash in the streets. With the help of a cagey adventuring detective, the heroes race down the perilous trail of a brutal murderer—only to realize that the next target might be one of their own! Dare the magic and monsters of gothic Korvosa in the first sword-swinging issue from Pathfinder co-creator F. Wesley Schneider (Pathfinder Hollow Mountain, Bloodbound), with art from Ediano Silva (Grimm Fairy Tales, Hellchild: The Unholy). Contains pull-out poster map and official Pathfinder RPG bonus encounter!

Pathfinder: Runescars #1 Green Ronin Publishing

Kulan Gath's Tournament of Death pits Red Sonja against John Carter of Mars as the Pathfinder heroes struggle to wrest the Scepter from Empress Camilla and her inter-dimensional alliance of vile villains! As secret armies boil from the arena's understructure, the heroes learn that immortal villains live forever for a reason, while heroes die all too easily. Co-starring John Carter, Red Sonja, Tars Tarkas, and more! Written by Pathfinder publisher Erik Mona (Pathfinder: Hollow Mountain) with art from Jonathan Lau (Red Sonja and Cub). Contains a Pathfinder RPG rules appendix and a bonus pull-out poster map!

Pathfinder Roleplaying Game Perfect Square

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 hero's 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.

[Pathfinder RPG Bestiary 3 \(P2\)](#) Dynamite Entertainment

Sailors and Scallywags Ahoy! The Pirate Codex brings you 30 nautical enemies and allies from CR 1 to 16, covering a great cross-section of interesting builds and different twists on classical pirate archetypes. You'll find everything from rough-necked renegades to magical mariners, with artilleryists, marines, navigators, and more suited for campaigns from the savage coasts on into the golden age of sail. Each NPC has brief suggestions for its use, with robustly detailed stat blocks that provide a ton of inspiration for throwing them into the fray against your heroes. The Pirate Codex is an ideal resource for the busy GM who wants a set of ready-made stat blocks incorporating a wide variety of rules elements, pushing the boundaries of the fantastic yet still keeping the focus on the people that make your pirate campaign go, from fellow freebooters to rival raiders and your naval nemeses. Pick up the Pirate Codex today to spice up any sea voyage in your Pathfinder campaign, and check out the rest of our series of Pirate Adventure Path Plug-Ins, like the Islands of Plunder adventures, Treasury of the Fleet, and Nautical Heroes!

[Inner Sea Races](#) Pathfinder Roleplaying Game

"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 Art of Magic: The Gathering - Innistrad](#) Paizo Incorporated

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson."-- T.p verso.

[Book of the Damned](#) National Geographic Books

A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. Ultimate Intrigue, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Ultimate Intrigue also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! Ultimate Intrigue includes: -The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done. -Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator, mesmerist, ranger, rogue, slayer, spiritualist, and more! -A complete system of influence, giving the GM a new way to reward players for helping out an organization or community. -Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes. -Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth. -...and much, much more!

The CRPG Book: A Guide to Computer Role-Playing Games Dynamite Entertainment

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 first of its kind! A massive hardcover art book featuring the incredible images of Magic: The Gathering®! Explore a tumultuous world fraught with perils, and join the fight for survival as the fragments of civilization confront the unnatural Eldrazi. Follow in the footsteps of heroic Planeswalkers as they combine their unique talents, forming the Gatewatch to overcome the greatest threats the Multiverse has ever known. The secrets of Zendikar—its peoples, continents, and creatures—are ready for you to discover!

[Pathfinder Vol. 6: Runescars](#) Dynamite Entertainment

Strike back against the legions of new nightmares revealed in the Occult Bestiary! This Pathfinder

guide and Occult Adventures supplement presents more than 40 new or variant monsters with occult themes, from psychic lichs and night hags to creatures from strange realms and the dark places beyond the stars. Each monster includes Pathfinder Roleplaying Game statistics and flavor text on how it fits within the Pathfinder campaign setting.

Pirate Codex Dynamite Entertainment

"The Expanse created by James S.A. Corey."

[Bestiary 3](#) Paizo Publishing

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, gripli, duergar, stry, 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.

Mythic Adventures Abrams

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!

Pathfinder: Worldscape Vol. 1 Ulysses Press

Put your faith in any of dozens of awe-inspiring deities with Pathfinder Campaign Setting: Inner Sea Gods. This 300-page hardcover details the chief gods and goddesses of Golarion; hundreds of extraordinary demigods, the histories, dogmas, rituals, and secrets of faiths both righteous and profane, and much, much more. New prestige classes, subdomains, and spells empower characters to be champions of their deities, while dozens of new traits, feats, magic items, and more unlock the power of the gods for characters of every class. Or unleash legions of otherworldly enemies and allies on your game, from mighty divine servants to the unstoppable heralds of each deity. Make the power of the gods your own and bring the religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Gods!

[Mutants & Masterminds Hero's Handbook](#) Pathfinder Roleplaying Game

This text is a Dungeons and Dragons adventure that harkens back to classic first-edition adventure, Ravenloft. It expands on the original adventure, introduces some never-before-seen

threats, and features a new encounter format designed to make running the adventure easier for the Dungeon Master.

[The Expanse Roleplaying Game](#) Kobold Press

As the Pathfinder plunge into the history and mysteries below Kaer Maga—the no-holds-barred 'City of Strangers'—Valeros plunges far deeper into the great beyond, defending his immortal soul in the courts of the dead! From Pathfinder author Crystal Frasier comes this scintillating tale of life, death, and what lingers when we're gone. Bonus: Starfinder backup story! Thousands of years in Pathfinder's future, the Starfinder Society spreads adventure across the solar system!

Inner Sea Gods Perfect Square

FACE the RIVER'S FURY! In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler. Now, the player characters must unravel the truth behind Ellessandra's disappearance, piece together the involvement of a young brownie turned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur! This Pathfinder Roleplaying Game adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit!

[Bestiary](#)

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®! "Grab an axe and defend the gate! Your despair is an extravagance we can ill afford." —Thalia, Knight-Cathar Terror falls from the skies on blood-spattered wings, and nameless horrors lurk in the shadows. These pages, lavishly illustrated with the award-winning art of Magic: The Gathering™, are your entry into a world beset by terrible evils on all sides and betrayed by the hope it held most dear. Tread lightly as you follow the heroic Planeswalkers of the Gatewatch as they investigate these dark mysteries, for the nightmare they will uncover is a threat to the whole Multiverse. The mysteries of Innistrad—its peoples, provinces, and monsters—await your arrival. But be careful as you peer into the darkness, for you might find something staring back.

Bestiary

"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.

[Monster Codex](#)

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.

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