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Pathfinder Roleplaying Game Imperial War Museums

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)
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Pathfinder Adventure Path: Abomination Vaults (P2) *Pathfinder Roleplaying 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"--Title page verso.

Counsels to Teachers, Parents, and Students Regarding Christian Education CRC Press

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 Roleplaying Game *Pathfinder Roleplaying 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.

Inner Sea Faiths Createspace Independent Publishing Platform

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.

Pathfinder Lost Omens Ancestry Guide (P2) Createspace Independent Publishing Platform

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! *The Fall of Plaguestone* is the first Second Edition *Pathfinder*

roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "-
-Provided by publisher.

Bestiary 3 Createspace Independent Publishing Platform

Enter the megadungeon! When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse--and delve the dungeon levels far beneath it--to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! "Ruins of Gauntlight" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Abomination Vaults Adventure Path, a three-part, monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance. This adventure also includes an extensive gazetteer of the town of Otari, the heroes' home base, as well as new monsters, new rules, and new artifacts--including the dread Gauntlight itself! 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 Society Field Guide Paizo Incorporated

Enter the shadow-cloaked realm of Ustalav, the seat of horror in the Pathfinder campaign setting. Here, accursed Counts vie for power over terror-torn lands of mystery and dark legend, endlessly plagued by terrifying creatures of the night and the eternal curses of a haunted past. In the shadows of both cities and wilds prowl vampires and werewolves, while ghosts and worse lurk amid the ruins of glories squandered long ago. Here, superstition, fortune-telling, and bargains with dark powers hold sway over folk that know all too well not to venture out at night. Learn what horrors lurk in Ustalav's shadows in this in-depth guide to the mysterious realm, along with harrowing investigations into its most infamous ruins and haunted houses.

Rule of Fear Paizo Publishing

This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested

character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

Complete Arcane Paizo Incorporated

Choose your weapon and stride boldly into battle with in this handy all in one reference book. Thousand of items both magical and mundane.

Pathfinder Advanced Player's Guide

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.

Pathfinder Adventure Path

An alternate magic system for the Pathfinder Roll Playing Game

Complete Adventurer

A Song of Ice and Fire Campaign Guide is your complete resource on George R.R. Martin's Westeros. In its pages you will find a complete history of the Seven Kingdoms, from the days of the First Men to the reign to the Targaryen kings and the War of the Usurper. Its chapters cover the lands from the North to Dorne, the Iron Islands to the Stormlands, the Free Cities and beyond. You'll also find descriptions and game stats for the major players of the Game of Thrones, from the Starks and Lannisters to the Baratheons and Tyrells. This new edition revises and updates the original book, making it the indispensable guide for fans of the novels, the TV show, and the roleplaying game.

Pathfinder Lost Omens

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

Pathfinder Lost Omens Character Guide [P2]

Harness a new and different source of magical power! Drawn from a more primal magical force that exists everywhere, akasha is a deep well of magic from which those who hold the right knowledge, can draw almost limitless power. Shaping this essence into magical veils that surround their body, binding them to ancient chakras, these veilweavers open up new avenues of abilities and possibilities. Following in the same footsteps as Psionics Unleashed, Akashic Mysteries is a Pathfinder RPG game supplement that present an alternative to conventional magic, inspired by Arabian and Indian myths and mythology. Characters of all classes can access the mysteries through the use of feats, traits and items, while veilweaving classes unlock the full potential of the Akashic Mysteries. Included in Akashic Mysteries you will find: Three new base classes: the daevic, the guru,

and the vizier New archetypes and class options for core classes, psionic classes from Ultimate Psionics, and more! Two new prestige classes: the amplifier and black templar Three akashic races: the gamla, the sobek, and the suqur Over forty new feats! The veilweaving system of magic Akashic items including new weapon special abilities and new wondrous items Akashic monsters And more! This 96-page tome contains everything you need to use Akashic Mysteries in your Pathfinder RPG campaign. Written by Michael Sayre, with artwork by Joe Shawcross, Gordon Napier, Juan Diego Dianderas, Eric Lofgren, and Storn Cook.

Lost Omens World Guide

This guidebook dives into the myriad cultures and organizations readers can encounter or join in their journey, breathing life into both their character and the many allies and enemies they're bound to meet along the way.

Book of Heroic Races

This manual of martial mastery presents the greatest fighting styles and deadliest combat techniques of the Inner Sea region. Learn who numbers among the most formidable martial characters in the Inner Sea, discover the practices of peerless masters like the Aldori swordlords and cunning Lion Blades, and hone your skills at the greatest fighting schools in Golarion. New archetypes, feats, and martial rules subsystems unlock new ways to do battle and differentiate your favorite fighting style from common brawling.

Ultimate Intrigue

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

Roleplaying Game

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!

Legendary Shifters

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!

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