
Pathfinder 2e Gamemastery Guide

Pathfinder Roleplaying Game
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Pathfinder Roleplaying Game Pathfinder Gamemastery Guide Special Edition [P2]Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant characters alongside rules systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier. The Pathfinder Gamemastery Guide includes: - Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from settlements to nations to infinite planes - Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more - All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character - A catalog of subsystems to handle unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more Plus, a universal victory point system to help you design your own subsystems - More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaignsRoleplaying 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.Pathfinder Gamemastery Guide [P2]Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game.

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Pathfinder Gamemastery Guide Special Edition [P2]

Pathfinder RPG Gamemastery Guide Pocket Edition (P2)

Pathfinder Roleplaying Game

The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. *Lost Omens: Pathfinder Society Guide* details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign! Written by: Kate Baker, James Case, John Compton, Vanessa Hoskins, Mike Kimmel, Ron Lundeen, Dennis Muldoon, Kieran T. Newton, Michael Sayre, Clark Valentine, Tonya Woldridge, and Linda Zayas-Palmer

Drow of the Underdark Paizo Publishing

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.

Pathfinder Lost Omens: Monsters of Myth Roll for Combat

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.

Pathfinder Lost Omens Ancestry Guide (P2) Paizo Incorporated

"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.

Ultimate Equipment Pathfinder Campaign Setting

More than 400 of fantasy's fiercest foes burst from the pages of this enormous 360-page compendium of the most popular and commonly encountered creatures in the world of Pathfinder! From familiar enemies like orcs, dragons, and vampires to new horrors like the living-nightmare nilith and the three-headed mutoli, to suitable servants for summoners of every alignment, this must-have companion to the Pathfinder Core Rulebook is crawling with creatures perfect for your Pathfinder adventures! The Pathfinder Bestiary includes: * More than 400 monsters drawn from mythology, genre classics, and more than a decade of Pathfinder, with plenty of new monsters too! * Gorgeous full-color illustrations on nearly every page! * Detailed monster lists sorted by level, type, and rarity to help you find the right monster for any situation! * Universal monster rules to simplify special attacks, defenses, and qualities like grab, swallow whole, and regeneration. * Guidelines for providing appropriate monstrous treasures for any occasion. * Detailed lore sidebars offering additional information about Pathfinder's most popular monstrous friends and foes!

Pathfinder Lost Omens Character Guide [P2] Pathfinder Campaign Setting

South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of

positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue! Written by: Laura-Shay Adams, Mariam Ahmad, Jahmal Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harving, Gabriel Hicks, TK Johnson, Michelle Jones, Joshua Kim, Travis Lionel, Ron Lundeen, Stephanie Lundeen, Hillary Moon Murphy, Lu Pellazar, Mikhail Rekun, Nate Wright, and Jabari Weathers

Bestiary Paizo Incorporated

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!

Fall of Plaguestone Paizo Incorporated

Presents the revised rules for playing the seven classic races; updated rules for NPCs, domains, specialty schools, and familiars; and new rules for curses, poisons, and diseases.

Pathfinder Lost Omens Paizo Incorporated

You can never have too many monsters! This sourcebook contains 46 new monsters found in the Inner Sea region -- all invented specifically for the Pathfinder Campaign Setting. Some, like the gearsmen of Numeria or the moth-like star monarchs who serve the goddess of dreams, have been mentioned many times in Pathfinder Campaign Setting books, but others like the alien vespergaunt or Rahadoum's desert-dwelling whirlmaws have only been obliquely illustrated or mentioned before. And some make their appearance for the first time in print! With monsters ranging

in challenge rating from 1/2 (such as the capering monkey goblin or the enigmatic lashuntas) all the way up to beyond CR 20 (including two immense spawn of Rovagug and three powerful outsiders with sinister agendas for the Inner Sea region, like the exiled infernal duke Lorthact), along with three new monstrous templates (the exotic mind-draining vetala vampire, the blighted fey of Fangwood, and the twisted mutants of the Mana Wastes), the Inner Sea Bestiary is set to add a host of new favorite beasties to any Pathfinder game!

Pathfinder Gamemastery Guide Special Edition [P2] Pathfinder Roleplaying Game

Explore over 100 award-winning monsters for Pathfinder 2nd Edition from the 2020 RPG Superstar Contest. Inside, you'll find the monster mage, who learns spells from defeated monsters, vestige hunters, who gain the powers of their fallen foes, and new backgrounds related to monster hunting. Finally, upgrade your game's crafting with monster parts using the extensive and flexible new subsystem that fits in seamlessly with the game's economy.

Pathfinder Adventure Paizo Incorporated

This supplement provides the definitive treatise on the drow, arguably the game's most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome.

Battlezoo Bestiary (Pathfinder 2e) Pathfinder Roleplaying Game

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

Every day, unknowns and nobodies strike out to carve their legacy in the fate-forsaken world of Golarion but they are hardly the first! Meet the figures who rose in times past, clawing their way to the top, to now serve as the pillars of the Inner Sea region as it stands today! *Lost Omens Legends* introduces over 40 of Golarion's most famous faces each with a rich story that helps bring the setting to life. Delve into the web of relationships, secrets, and plots that molds the past and present of the Inner Sea, and seek out mighty paragons for a chance to claim some of their power!

Ultimate Intrigue

"Expand the limits of what's possible with this collection of exciting new options for your Pathfinder character. Choose from 10 brand-new ancestries and four new classes: the shrewd

investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! Plus, over 40 new archetypes, more options for every ancestry and class in the Pathfinder Core Rulebook, and new backgrounds, feats, spells, and items provide more opportunities for customization than ever before."--Page 4 of cover.

Pathfinder Gamemastery Guide [P2]

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! The anthology's three adventures introduce a number of play styles, including clearing out an abandoned fishcamp, a sandbox romp to get to the bottom of sabotage, and a classic puzzle-filled dungeon crawl. *Troubles in Otari* is a deluxe adventure for 4th-level characters written by Jason Keeley, Lyz Liddell, and Ron Lundeen.

Core Rulebook

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 Cypherages, 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!

Pathfinder Book of the Dead

Discover the untold potential of magic! *Secrets of Magic*, the newest hardcover rulebook for the Pathfinder Roleplaying Game! *Secrets of Magic* brings the popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the *Book of Unlimited Magic*--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin!

Inner Sea Bestiary

Delve into the occult secrets of psychic magic, mystic rituals, and esoteric sciences with *Occult Adventures*! Six new, occult-themed character classes bring the vast treasures of occultism and mysticism to Pathfinder players like never before. Set out on new adventures as a kineticist, medium, mesmerist, psychic, occultist, or spiritualist, or choose from dozens of archetypes for these and most existing Pathfinder RPG classes. Explore forbidden secrets long kept from the world to discover magical forces that unlock vast powers of mind and body. Uncover lost relics and proscribed spells to give your hero new powers in the fight against evil, and pick up new psychic tricks with a library of new feats based on occult traditions.

Pathfinder Module

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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