

Pathfinder Campaign Setting Darklands Revisited

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[Darklands Revisited](#) - Paizo Publishing 2016
Beneath the surface, the denizens of the Darklands stalk a world of endless night. Pathfinder Campaign Setting: Darklands Revisited casts new light on these subterranean terrors, preparing heroes to face what dangers lurk below. This 64-page guide reveals 10 notorious Darklands

rares and monsters, from familiar foes like troglodytes and drow to elusive menaces like urdefhan and seugathi. Each chapter presents detailed ecologies, monstrous rules options and variants, and stat blocks for notorious foes. There's a reason to fear the dark places below. If you must go, be prepared with Darklands Revisited.

Misfit Monsters

Redeemed - Paizo

Publishing 2010-11

With the trepidation of an adventurer exploring a dungeon with a sweating forehead and a 10-foot pole, Paizo proudly presents *Misfit Monsters Redeemed*, an in-depth look at 10 of the lamest, most-hated, and flat-out goofiest monsters ever to haunt a fantasy roleplaying campaign. This soon-to-be legendary, 64-page, full-color volume includes all-new backgrounds, expansions, and tips for monstrous lovable losers like the Adherer, Delver, Dire Corby, Disenchanter, Flail Snail, Flumph, Lava Child, Lurker Above, Tojanida and, of course, the insidious Wolf-in-Sheep's Clothing!

Pathfinder Campaign

Setting - Paizo Staff

2015-11-03

The Inner Sea region is but a small fraction of the world of Golarion, and it does not stand isolated from the other cultures that call the

planet home. Many of these distant lands have influenced the nations of the Inner Sea for millennia through trade, military conflict, and the exchange of lore, faiths, and technological innovation. For the first time, details on the far-away lands of Arcadia, Iblydos, southern Garund, and Vudra are presented for Game Masters and players alike. Explore one city in each of six global regions, and discover the diverse cultures, faiths, and inhabitants that make Golarion unique. Prepare for adventure in the far-flung corners of the world, and set sail for the Pathfinder Campaign Setting's most distant shores!

Undead Revisited - Paizo

Publishing 2011-07-19

The horrors of unlife stagger from their darkened graves in this wide-ranging resource for fans of the unquiet dead! Learn the secret pasts of the haunted spirits known as bodaks, discover the dark delicacies

of devourers, test your arms against the deadly graveknight, or tempt the world's most insidious arcane evil by going face-to-face with a treacherous lich! *Undead Revisited* provides tons of info and fresh new perspectives on 10 of the most vile undead in the Pathfinder world, including murderous morhgs, deadly nightshades, silent shadows, bone-chilling wights, and the spectral dead (wraiths, specters, allips, and banshees), as well as the villainous ravener, otherwise known as an undead dragon!

Artifacts and Legends - F.

Wesley Schneider

2012-10-23

Reveal the godlike powers and secret history of Golarion's most incredible treasures with *Pathfinder Campaign Setting: Artifacts and Legends*. Relics from across the *Pathfinder Campaign Setting* -- like the *Book of the Damned*, *Relics of Kazavon*, and *Seven Swords of Sin* -- join artifacts

of RPG legend -- like the *Axe of the Dwarvish Lords*, *Codex of the Infinite Planes*, the *Dancing Hut of Baba Yaga*, and *Orbs of Dragonkind* -- in this collection of dozens of the ultimate weapons, magical creations, life-changers, and world-enders of the *Pathfinder Roleplaying Game*. Each artifact includes its mythic history, methods of destruction to test even the most powerful heroes, and the world-shaping ramifications of including each in your campaign. Claim the tools of the gods with *Pathfinder Campaign Setting: Artifacts and Legends*

[Dark Markets](#) - Amber E.

Scott 2009-05

The bustling bazaars of Absalom offer countless delights, but even they do not sell everything. Only in the peerless markets of mysterious Katapesh can one find anything for sale, from the lost diamonds of a fallen empire to a clutch of slaves freshly captured off

the Inner Sea coast. This exotic desert locale serves as the backdrop of the Legacy of Fire Adventure Path in the monthly Pathfinder series, and this informative, lushly illustrated, full-color guide presents everything players and Game Masters need to know to bring the dark markets of Katapesh to terrible life.

Blood of Shadows - Paizo Publishing 2016-03-15

Whether from the subterranean wilds of the Darklands or otherworldly realms of absolute shadow, heroes rise from the darkest nights. Pathfinder Player Companion: Blood of Shadows explores the strange paths and subtle abilities of adventurers empowered by darkness. Discover the secrets of races infused with shadow, like fetchlings, wayangs, and others. New combat styles and techniques reveal the skills of subterranean weapons masters, while penumbral spells grant

mastery over the darkness itself. A host of other new archetypes, feats, magic items, and more allow characters of all types to infuse themselves with the power of shadow. Don't fear the dark, let Blood of Shadows make you its master.

The Inner Sea World

Guide - James Jacobs 2011

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.

Numeria, Land of Fallen Stars - Paizo Publishing

Staff 2014-07-15

Discover the secrets of Numeria, a land of savagery and super science, where barbarians seek to master the technology of an ancient alien empire. From the robot-ravaged badlands of the Felldales to the lands of the Black Sovereign, Numeria provides endless opportunity for post-apocalyptic, science fiction-themed fantasy adventure. Perfect for use with the Iron Gods Adventure Path campaign, this invaluable gazetteer sheds new light on one of the mysterious kingdoms in the Pathfinder world, and includes new environmental hazards and over a dozen new monsters that meld magic with fantastic technology.

Shadows of Gallowspire -

Brandon Hodge 2011

The plot of an undead-obsessed cult, the Whispering Way, comes to its terrifying climax! With relics gathered from across the land, the death-worshippers travel to the tower of Gallowspire, wherein lurk the deathless remains of the immortal evil wizard known as the Whispering Tyrant. Can the heroes withstand the ageless evil of Gallowspire to finally defeat the Whispering Way? Or will the Whispering Tyrant, one of the greatest fiends ever known, be reborn and unleashed upon the world once more? A Pathfinder Roleplaying Game adventure for 13th-level characters, this volume brings the horrific Carrion Crown Adventure Path to its climactic conclusion. This volume also includes details on the powerful undead liche, five terrifying new monsters in the Pathfinder Bestiary, new fiction in the

Pathfinder's Journal, and much more!

Undead Unleashed - Adam Daigle 2014-10-21

Be they flesh-hungry ghouls or cunning vampires, the living dead number among the favorite threats of Game Masters and players alike.

Pathfinder Campaign

Setting: Undead Unleashed

details 15 unique undead creatures, providing information on their lairs, their minions, and their statistics, enabling GMs to add the walking dead to existing campaigns or base entire adventures on their sinister plots. Among the included undead are the Lirgeni lich Meyi Pahano; Erum-Hel, Lord of Mohrgs; the mummified child-god Walkena; and Ordellia Whilwren, ghostly savior of Magnimar. Breathe life into your next undead-based campaign with Pathfinder Campaign Setting: Undead Unleashed!

Faction Guide - Paizo

Publishing 2010-06-08

Across the world of the

Pathfinder Chronicles, countless factions squabble over political territory or treasure-filled ancient ruins.

For the first time, the Pathfinder Chronicles Faction Guide presents these organizations, cults, and mercenary companies as fully realized groups that your player characters can join. From the Hellknights of Cheliox to the Eagle Knights of Andoran, from the elves of the Mordant Spire to the Revolutionary leagues of Galt, the movers and shakers of the Pathfinder setting come alive, complete with rules governing how to join, benefits of membership, and organizational secrets.

The Curse of the Crimson Throne - Tito Leati 2008-08

The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty -- and that Queen Ileosa has neared her goal of achieving immortality! With the holy weapon Seriththial in their hands, they must confront

old enemies and explore ancient Thassilonian ruins if they hope to save the people of Korvosa from fueling a mad queen's lust for immortality. This installment of Pathfinder closes out the Curse of the Crimson Throne Adventure Path, and also features a discussion of Varisia's largest dungeon -- the untold vaults below Castle Korvosa, full details on the notorious dragon behind the Curse of the Crimson Throne, and many new monsters to vex and plague high-level heroes.

Souls for the Smuggler's

Shiv - James Jacobs

2010-08-24

"In their lightless sanctuary, an army of serpentfolk gathers to bring the world above to its knees. The skull of the dead god Ydersius has fallen into the hands of his worshipers once more, and fanged fanatics now commence the rites to resurrect their slain deity."--

Back cover

Rival Guide - Paizo

Publishing 2011-07

The most dangerous foes in the world of the Pathfinder RPG are not always monsters. For the player characters are not the only magic-laden "heroes" with hopes and ambition to bring sword and spell into desolate dungeons and crime-ridden cities. This useful reference includes ten completely detailed parties of rival adventurers suitable for use as enemies, allies, or anything in between. Presented with a wide range of power-levels and diverse goals, the characters in this richly illustrated book also double as great on-the-spot pregenerated player characters.

Magnimar - James Jacobs

2012-08-14

Known as the City of Monuments for its jaw-dropping skyline of ancient ruins, magnificent towers, and stunning sculptures, Magnimar embodies the spirit of Varisia more than any other great city. Yet

with Magnimar's explosive growth over the last century, life in the City of Monuments has become an adventure in and of itself. With strange monsters lurking amid the ancient ruins that form the city's foundation, roving bands of thieves, smugglers, and murderers battling for control over the city's alleys, and the increasingly decadent attitudes of its oldest families, Magnimar lies at a crossroads. Will it succeed despite the obstacles thrown in its path, or is the City of Monuments doomed to crumble under the pressure of its own runaway success? This Pathfinder sourcebook explores the city of Magnimar (first featured in the now classic Rise of the Runelords Adventure Path) in great detail. Each city district has its own unique flavor and role, and comes with pages of details on industries and institutions, leisure and markets, and politics and entertainment.

Dozens of shops, taverns, guildhalls, and more await discovery, many of which are presented with additional adventure hooks, memorable NPCs, and inspirational bits of lore. Examinations of regions ripe for adventuring or sinister groups worthy of defeat, along with a robust bestiary featuring commonly encountered NPCs or monsters closely associated with the City of Monuments completes this book, which will be an invaluable addition to your upcoming Shattered Star Adventure Path.

Paths of Prestige -

Benjamin Bruck 2012-09-04

This indispensable book presents thirty new prestige classes for use in your Pathfinder RPG campaign! Each ten-level prestige class is tied to a different organization or theme found in the Inner Sea region of Golarion, featuring long-awaited explorations of the Aldori Swordlords, Hellknight Signifiers, Paladins of Irori,

and the infamous Gray Gardeners! Looking for a way to ride a mastodon into combat? Take some levels in the Mammoth Rider prestige class! Eager to harness the mysteries of ancient wizardry? Delve into the secrets of the Arclords of Nex! Looking for some respect and power for your gunslinger? Join the ranks of Alkenstar's Shield Marshals! These and many more prestige classes await discovery in the pages of Paths of Prestige!

The Worldwound -

Jonathan Keith 2013

This rift is known as the Worldwound, and through it, the demon horde has infested an entire region. While the demon armies have been held in check by barbarians and crusaders alike, the region within that was once Sarkoris is now ruled by fiends. Worse, the Worldwound itself is slowly growing -- if something isn't done to halt this blight, it and the demons it spawns may one day swallow all of

Golarion! This Pathfinder sourcebook explores the demon-blighted land of the Worldwound (site of the new Wrath of the Righteous Adventure Path) in great detail. Ruined cities (such as the shattered capital city of Iz, the frozen city of Dyinglight, and the river city of Undarin), key historical sites (like the Circle of the Hierophants -- birthplace of the druidic sect known as the Green Faith), and more are presented, along with an exhaustive examination of the strange and otherworldly hazards of the region. The book also includes several adventure sites ready for exploration, along with a few locations like the holdout town of Gundrun, which can serve heroes as (relatively) safe harbor in a deadly land. Finally, an extensive bestiary presents more than a dozen new monsters and demons and enemy NPCs along with two new monster templates, ensuring your PCs will never lack for foes

in this devastated realm.
Pathfinder Campaign Setting

- Paizo Staff 2015-12-01

The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers. Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their games, providing inspiration, new rules, and detailed locations to bring an occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and

Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms!

Pathfinder Adventure

Path - Thurston Hillman

2017-06-20

The Ironfang Legion's secret weapon has been revealed! An ancient dwarven artifact known as the Stone Road allows the hobgoblins to move their forces hundreds of miles at a time, completely unseen. Whatever secrets--and vulnerabilities--the Stone Road may have lie sealed within the dwarven Sky Citadel of Kraggodan. To enter the besieged fortress-city, the heroes must brave the dangers of the Darklands, including morlock fanatics and their slithering god, and duergar slavers, only to find what they need in long-abandoned corners of the ancient city now dominated by horrors from deep below!

"Siege of Stone" is a Pathfinder Roleplaying Game adventure for 11th-level characters. The adventure continues the Ironfang Invasion Adventure Path, a war-torn homage to classic fantasy adventure in which the heroes defend their homeland from a savage invading army. An ecology of the enigmatic naga, a gazetteer examining the dwarven Sky Citadel of Kraggodan, and selection of new monsters round out this volume of the Pathfinder Adventure Path! 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 Campaign Setting: Inner Sea Faiths](#) -

2016-03-30

Learn all the secrets of 15 powerful yet mysterious deities in Pathfinder Campaign Setting: Inner Sea Faiths! This extra-large 96-page softcover sourcebook details gods and goddesses that are just as mighty as Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!"

Belkzen, Hold of the Orc Hordes - Tyler Beck

2015-03-17

Prepare for war! The Hold of Belkzen, an orc-dominated wasteland, is as inhospitable as its bloodthirsty inhabitants. These dangers, along with a history of warfare and ruin, make it a land ripe for adventure, and Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes gives Game Masters all they need to explore this savage setting. This gazetteer of the Hold of Belkzen presents information on the region's many dangerous geographical features and orc-run settlements, more than a dozen detailed orc tribes and adventure hooks to incorporate them into a campaign, and new monsters including the dread Juggernaut, the haunting Burning Child, and orc-bred warbeasts.

Kobolds of Golarion - Mat Smith 2013-07-23

Deceitful, daring, and diminutive, kobolds -- those

infamous deep-dwelling denizens of the Darklands -- creep into your campaign with Pathfinder Player Companion: Kobolds of Golarion. Learn the dastardly ways and sinister secrets of the kobolds of the Pathfinder Campaign Setting, including where they live, how they fight, and their insidious designs on the world above.

Discover the secrets of these devious trap builders, the powers of their ancient draconic heritages, and the mysteries of alchemy and arcana that allow these miniature menaces to flourish in the darkened depths. Use these secrets to get the edge on kobold foes, or turn them against your own enemies with new options for playing your own kobold characters. Goblins aren't the only half-sized horrors in Golarion -- unleash the unpredictable cunning of kobolds with Pathfinder Player Companion: Kobolds of Golarion

Pathfinder Player Companion - Paizo

Publishing 2017

Light shines brightest in the darkest night! From the impossible depths of the earth crawl horrible foes, but bold heroes rise to face them. Join these champions' ranks with Pathfinder Player Companion: Heroes of the Darklands. This player-friendly chronicle of the Pathfinder world's underground realms explores the distinct regions of the Darklands, preparing characters for their descent into the endless night. Incredible powers array themselves as a host of new character options, including new archetypes, feats, spells, magic items, and more--many perfect for high-level play. The Darklands may be deadly, but they're not a death sentence for those who prepare. Make Pathfinder Player Companion: Heroes of the Darklands your guide to surviving the deadliest depths.

Horsemen of the Apocalypse

- Todd Stewart 2011-12-13

Devils may seek to corrupt your faith and mind, and demons certainly look to twist your body and destroy your home. But the fiends known as daemons seek something altogether more fundamental from mortals -- they seek life itself! Evil without the distraction of binding law or capricious chaos, they look to the world with hungry eyes for fresh souls to consume. Horseman of the Apocalypse continues the Book of the Damned series by taking a detailed look at the daemons -- ushers of catastrophe and harbingers of disaster. Personifying the worst ways a person can die, daemons constitute the third arm of major fiendish races, hailing from the nightmare realm of Abaddon, where they are led by four legendary figures--the so-called Horsemen of the Apocalypse!

Racing to Ruin - Tim

Hitchcock 2010-10-05

"In their lightless sanctuary,

an army of serpentfolk gathers to bring the world above to its knees. The skull of the dead god Ydersius has fallen into the hands of his worshipers once more, and fanged fanatics now commence the rites to resurrect their slain deity."--

Back cover

Player's Guide to Faerun - Richard Baker 2004

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

Pathfinder Player Companion - Paizo Publishing 2017

All the trickery and wild power of the fey are yours to command with Pathfinder Player Companion: Legacy of the First World. Let the wilderness inspire your heroes with a spectrum of new ways to play fey-touched characters, along with new powers for classes seeking to strengthen their bonds to nature. Choose whether you draw your might from the vibrant

liveliness of the land, the brutality of vicious beasts, or even faith in the fey realm's inscrutable masters, the Eldest. With a host of new archetypes, feats, magic items, spells, and other fey-inspired character options, Pathfinder Player Companion: Legacy of the First World is your gateway to all the secrets and savagery of nature's wildest denizens!

Pathfinder Campaign Setting - Paizo Staff 2015-12-29

For centuries, the empire of Chelias stood as an example of the greatness humanity could achieve, with colonies and vassal states spread throughout the Inner Sea region. When the god Aroden died on the eve of his prophesied return to the mortal world, the empire fell into a vicious civil war. The victors of this conflict were the Thrice-Damned House of Thrune, who made pacts with the denizens of Hell to wrest control of Chelias. In the decades since, many of the empire's holdings have

fallen away, but at its core Cheliox remains a powerful nation, now both subservient to and allied with the legions of the Pit. Explore the vast nation and its inhabitants, from the gnomes of Brastlework to the xenophobic, winged strix of Devil's Perch; from the rebellious citizens of Kintargo to Thrune loyalists in the heart of Egorian. A perfect supplement to the Hell's Rebels and Hell's Vengeance Adventure Paths, Pathfinder Campaign Setting: Cheliox, The Infernal Empire is a must-have!

Rule of Fear - F. Wesley Schneider 2011-05-10
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.

[The Tome of Horrors Complete Swords and Wizardry](#) - 2011-10-15

Lands of the Linnorm Kings - Matthew Goodall 2011-11

This in-depth gazetteer explores the legendary Lands of the Linnorm Kings, a northern realm of larger-than-life adventure where Viking kings earn the right to rule by defeating enormous, primeval dragons -- linnorms. From the rugged western islands of the

Ironbound Archipelago to the battleworn expanse known as Hagreach in the east, this Pathfinder setting sourcebook contains detailed treatments of all the major locales in the region. Numerous adventure sites and campaign themes are explored in detail, such as remote troll-haunted ruins, mysterious locations linked to the eerie realm of the fey, and even a sample linnorm hunt. Rules on weregild (fees for hostages or slain enemies), effigies (mundane and magical ways to strike fear into your enemies), and reputation in this ferocious land are explored, as are several new monsters and pre-built enemy NPCs, such as remorseless longship captains, berserkers, new trolls, and the most powerful linnorm in the land -- dread Fafnheir

Into the Darklands - Paizo Publishing 2008-12
Delve into the deep secrets of the Darklands, a subterranean realm

frequented by dark elves, shadow dragons, and worse! This comprehensive sourcebook provides an overview of the cavernous realms below the surface of the Pathfinder Chronicles campaign setting. Detailed cultural summaries of Darklands creatures such as drow, derro, troglodytes, and worse compliment a selection of new monsters from the dark corners of the earth. A beautiful poster map reveals never-before-seen details of the vast chambers and treacherous passage networks deep below the surface of the world.

Towns of the Inner Sea - Judy Bauer 2013-11-12
Whether they're the starting points of incredible campaigns, communities facing unfathomable dangers, or merely places for adventurers to rest and resupply, vibrantly detailed towns are vital to any fantasy adventure. Towns of the Inner Sea explores six small but richly detailed

settlements from the Pathfinder campaign setting. Each entry provides insights into the town's history, culture, and residents, as well as what dangers lurk in the shadows. Numerous adventure hooks, full-page maps, and stat blocks for key NPCs make these towns fully realized settings, ready for Game Masters to drop into campaigns whenever they're needed. This book contains details on the following distinctive towns:

- ▶Diobel: What you can't get in Absalom, you can get in this notorious smuggler's port.
- ▶Falcon's Hollow: Were monsters and curses not enough, the ambitions of this town's greedy overseers would still trap its residents in mud and sawdust.
- ▶Ilsurian: Torn between rival city-states, this Varisian town bows to no master.
- ▶Pezzak: This sheltered port defies the rulers of the devil-dominated nation of Chelixa, its rebel spirit burning strong despite its scheming overlords.
- ▶Solku: This pious

fortress-town faces constant threats from nearby gnoll tribes, and while its walls stand unbreached, none can say for how much longer.

▶Trunau: Trapped on the wrong side of the border with the orcs of Belkzen, the citizens of this stronghold stand fast against savagery. Towns of the Inner Sea is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game.

Dungeon Denizens Revisited
- Sean K. Reynolds
2009-07-07

In the three decades since the birth of fantasy roleplaying, a host of creatures unique to gaming have burst into dungeon corridors and trapped treasure chambers, eager to devour intrepid explorers and adventurers. *Dungeon Denizens Revisited* presents an in-depth look at ten of these unusual creatures, from the ravenous otyugh to the gargantuan purple

worm. Learn the lost secrets of rust monsters, owlbears, and ropers, and delight at new uses for the mysterious mimic or the disgusting gelatinous cube. Each of the book's ten chapters presents a dungeon denizen's history, lore, ecological habits, and schemes, with plenty of advice on how to use the creatures effectively in an RPG campaign -- or how to kill them in their treacherous lairs.

Classic Monsters

Revisited - James Jacobs
2008-03

Pathfinder and the Rise of the Runelords Adventure Path famously reimagined goblins, detailing their culture, mannerisms, and tactics in a way that made a boring old monster one of the most hotly discussed foes in fantasy roleplaying. Now, the minds that bring you Pathfinder have applied the same method to ten "classic" monsters, providing complete ecological discussions and adventure ideas involving

orcs, ogres, goblins, hobgoblins, trolls, bugbears, and more in this lavishly illustrated, full-color overview that is both fun to read and fun to use at the gaming table.

Dragon Empires

Gazetteer - James Jacobs
2012

Grab your katana, ready your best kung fu, and prepare to discover a whole new world of exciting adventure! The mysteries and wonders of the Dragon Empires are finally revealed! The continent of Tian Xia stretches from the polar ice in the north to well south of the equator -- a realm where honorable samurai, devious ninja, martial artistry, strange spirits, and imperial dragons rule. The Dragon Empires Gazetteer also presents five new player character races -- the birdlike tengus, reptilian nagaji, shapechanging foxlike kitsune, reincarnated spiritualists known as samsarans, and the shadowy masters of trickery

called the wayang. An overview of life in the Dragon Empires offers a look at a new core pantheon (including more than a dozen brand-new deities), several new factions, and the challenges faced by a land recovering from the recent fall of a continental empire.

Pathfinder Pawns -

2016-07

Pathfinder Pawns: Pathfinder Society Pawn Collection

The Worldwound

Incursion - Amber E. Scott

2013-09-03

For more than a hundred years, the demon-infested Worldwound has warred against humanity, its Abyssal armies clashing with crusaders, barbarians, mercenaries, and heroes along the border of lost Sarkoris. But when one of the magical wardstones that helps hedge the demons into their savage realm is sabotaged, the crusader city of Kenabres is attacked and devastated by the demonic hordes. Can a small band of

heroes destined for mythic greatness survive long enough to hold back the forces of chaos and evil until help arrives, or will they become the latest in a long line of victims slaughtered by Deskari, the demon lord of the Locust Host? This volume of Pathfinder Adventure Path launches the Wrath of the Righteous Adventure Path and includes: -"The Worldwound Incursion," a Pathfinder RPG adventure for 1st-level characters, by Amber E. Scott. -A gazetteer of the crusader city of Kenabres on the border of the Worldwound, by Amber E. Scott. -The search for an infamous demon hunter in the Pathfinder's Journal, by Robin D. Laws. -A complete outline of the Wrath of the Righteous campaign. -Four new monsters, by James Jacobs, Jason Nelson, David Schwartz, and Jerome Virnich.

Classic Horrors Revisited

- F. Wesley Schneider

2010-02-03

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life

(and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring. Written by the macabre Managing Editor of the *Pathfinder Adventure Paths*, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.