
Pathfinder Roleplaying Game Bestiary 4

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*Pathfinder Roleplaying
Game Bestiary 4*

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Bestiary 4 Pathfinder Roleplaying Game
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 Cyphermages, 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 Roleplaying Game
Sourcebooks, Inc.

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!

Pathfinder RPG Bestiary 3 (P2) Paizo Incorporated

Fallen icons, apocalyptic fire giants, and a purple dragon who throws the best parties: welcome to 13th Age Bestiary 2! *Pathfinder RPG Bestiary Pocket Edition (P2)* Paizo Pub Llc

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.

Bestiary Paizo Incorporated

Test your convictions. In a land without fate and a world too often void of justice, it

falls to the gods to make or break the people who call upon them for salvation -- or draw their ire. Swear yourself to the might of the gods and the power of their causes, or reject their offerings to live a life that's yours and yours alone! *Lost Omens Gods & Magic* offers details on major gods found in the Inner Sea region, including what forms their pleasure or wrath might take. It also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service!

My Dearest Darkest Paizo Publishing 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! [Pathfinder Roleplaying Game](#) 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!

Midgard Bestiary for Pathfinder Rpg Simon and Schuster

*Bustle Best Book of March 2022

*Buzzfeed Highly Anticipated YA Novel

*Lambda Literary Most Anticipated

LGBTQIA+ *BookRiot Best New Dark Academia YA Book Wilder Girls meets The Craft in this Sapphic horror debut that asks: what price would you be willing to pay to achieve your deepest desires? Finch Chamberlin is the newest transfer student to the ultra-competitive Ulalume Academy... but she's also not what she seems. Months before school started, Finch and her parents got into an accident that should have left her dead at the bottom of the river. But something monstrous, and ancient, and terrifying, wouldn't let her drown. Finch doesn't know why she woke up after her heart stopped, but since dying she's felt a constant pull from the school and the surrounding town of Rainwater, like something on the island

is calling to her. Selena St. Clair sees right through Finch, and she knows something is seriously wrong with her. But despite Selena's suspicion, she feels drawn to Finch and has a sinking feeling that from now on the two will be inexplicably linked to one another. One night Finch, Selena, and her friends accidentally summon a carnivorous creature of immense power in the depths of the school. It promises to grant every desire the girls have kept locked away in their insecure hearts—beauty, power, adoration—in exchange for a price: human body parts. But as the cost of their wanting becomes more deadly, Finch and Selena must learn to work together to stop the horror they unleashed, before it consumes the entire island.

Ultimate Intrigue Pathfinder Campaign Setting

"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.

Phantasia Zoologica, Volume I Paizo

Incorporated

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.

Bestiary Dynamite Entertainment

This book is designed to be the complete rulebook for all modern roleplaying games using the d20 settings. Thematically aligned with the highly popular heroic fantasy and horror genres, this volume will build on the strength of the growing d20 System while attracting new players.

Pathfinder RPG Tor Books

Phantasia Zoologica, Volume I: Cats, Dogs & Horses is a Pathfinder Roleplaying Game compatible sourcebook that details a wide variety of mundane and magical cats, dogs and horses for your game table.

Advanced Bestiary Lulu.com

Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic! Within this book, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class--a master of both arcane magic and martial prowess--you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialities, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power? Pathfinder Roleplaying Game Ultimate Magic is a must-have companion volume to the Pathfinder Roleplaying Game 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 the new millennium. Pathfinder Roleplaying Game Ultimate Magic includes: * The magus, a new base class combining deadly arcane magic with

the skills and weapons of a trained warrior. * Words of power, an innovative and flexible new spellcasting system. * New options for dedicated casters, such as alchemist discoveries, alternative uses for channeled energy, druid companions, sorcerer bloodlines, eidolon abilities, witch hexes, and oracle mysteries. * Additional feats and magical abilities for martially oriented casters, including monk ki tricks, inquisitor archetypes, and ranger traps. * New magical conditions called spellblihgts, as well as systems for crafting constructs, binding outsiders, and spell-dueling. * More than 100 new spells, plus detailed guidelines for designing your own. * ... and much, much more!

Pathfinder Book of the Dead Pocket Edition Pelgrane Press

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! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

D20 Modern Roleplaying Game Pathfinder Roleplaying Game

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 RPG*

"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 Monsters Know What They're Doing

"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"--Copyright page.

Bestiary 3

The Advanced Bestiary was one of the classic books of the d20 era and now it's back for The Pathfinder Roleplaying Game! The revised and expanded book features over 100 templates, a sample creature for each one, and brand new color art throughout. With concepts ranging from the fearsome blood knight to the bizarre id ooze, the Advanced Bestiary offers unprecedented flexibility for campaigns of any style. These templates can be combined with monsters from any other source to create an endless variety of new creatures, making every monster book you already own more valuable. The Advanced Bestiary: it's not just a monster book, it's a force multiplier!

Monster Codex

The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she

indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper. *NPC Codex*

Confront the creatures that go bump in the night! Bestiary 4 presents hundreds of new monsters for use in the Pathfinder Roleplaying Game. Within this tome of terrors you'll find pitiless psychopomps and blood-drinking nosferatu, insectile formians and faceless nightgaunts, and even unique mythological horrors like

Spring-Heeled Jack and Grendel himself. Yet not every creature need be an enemy, as mighty empyreal lords, primeval outer dragons, and valorous swan maidens enlist you in their epic battles! Pathfinder RPG Bestiary 4 is the fourth indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. 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. Pathfinder RPG Bestiary 4 includes: ►More than 300 different monsters ►Creatures from classic horror literature and monster films, including the colour out of space, elder things, and kaiju ►New player-friendly races like changelings, kitsune, and nagaji ►Entities of mythic might, from despotic demon lords and alien elohim to

terrifying Great Old Ones-including Cthulhu! ► New creatures you can construct, like clockworks and juggernauts ►New familiars, animal companions, and other allies ►New templates to help you get more life out of classic monsters ►Appendices to help you find the right monster, including lists by Challenge Rating, monster type, and habitat ►Expanded universal monster rules to simplify combat ►Challenges for every adventure and every level of play ►AND MUCH, MUCH MORE!