

# Pathfinder Roleplaying Game Conversion Guide

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Pathfinder Lost Omens Paizo Publishing 2020-10-27 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!

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book) Wizards RPG Team 2019-11-19 Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. • Include a campaign for characters venturing into the Mourland, a mist-cloaked, corpse-littered land twisted by magic. • Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player's Handbook. • Flesh out your characters with a new D&D game element called a group patron—a background for your whole party. • Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook. • Confront horrific monsters born from the world's devastating wars.

Fortress of the Stone Giants Wolfgang Baur 2008 Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.

Spheres of Power Adam Meyers 2015-04-23 An alternate magic system for the Pathfinder Roll Playing Game

Ultimate Psionics Jeremy Smith 2014-01-07 Ultimate Psionics is just that—the ultimate book on psionics, combining all of the material in Psionics Unleashed and Psionics Expanded into a single hardcover book. But not only does Ultimate Psionics contain existing content, over seventy pages of brand new material has been added (separately released as Psionics Augmented for those who already have Psionics Unleashed and Psionics Expanded), giving more character options, advice for game masters on using psionics, and even an example of completely altering the theme of psionics from the power of the mind to runic magic, to help you understand how easy it is to change the feel of psionics without changing the system so that it can easily fit into any campaign. Ultimate Psionics is an over-400 page hardcover book that includes: Ten psionic races, including the brand new forgeborn and noral, with racial archetypes, advanced racial options, and more Ten psionic classes from the psion and soulknife to the aegis and vitalist, giving everything you need to have an all-psionic party Psionic skills and feats, including over forty brand new psionic feats such as Assassin's Venom, Deep Focus, and Telepathic Link Over 100 pages of psionic powers, including 0th level psionic talents new powers like T'Nail's Ardent Legion Nineteen psionic prestige classes, including the brand new Dark Tempest prestige class More psionic items than could ever be found in any treasure horde, including legendary items like the Heartstaff and the Dancing Robes of Sharatwan and over 10 pages of brand new psionic items like the greater psycrystal staff, the tactician's chessboard, and more. An entire section for advice and tips for game masters on introducing and using psionics, including the most commonly encountered rules mistakes, how to handle transparency, and variant themes if you don't want mental power and prefer psionics to be a form of magic. And much more!

Pathfinder Adventure Card Game Mummy's Mask Base Set 2016-10

Conan the Roleplaying Game Ian Sturrock 2007 'Know, o prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the Sons of Aryas, there was an Age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars - Nemedias, Ophir, Brythunia, Hyberborea, Zamora with its dark-haired women and towers of spider-haunted mystery, Zingara with its chivalry, Koth that bordered on the pastoral lands of Shem, Stygia with its shadow-guarded tombs, Hyrkiana whose riders wore steel and silk and gold. But the proudest kingdom of the world was Aquilonia, reigning supreme in the dreaming west. Hither came Conan, the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandaled feet.' The Second Edition of the wildly successful Conan roleplaying game revises and clarifies the existing rules, bringing in the best innovations and optional rules from the supplements, and offering new combat and tactical options for games masters and players, as well as crossover rules for the new Age of Conan wargame!

Magic of Incarnum James Wyatt 2005 A new source of power for the Dungeons & Dragons® roleplaying game! This supplement introduces a magical substance called incarnum into the D&D game. With this book, the players characters can meld incarnum—the power of souls living, dead, and unborn—into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield. This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a D&D campaign.

EverQuest Role-playing Game Sword and Sorcery Studio 2002-01-01 It's your world now! It reigns supreme as the world's #1 Multiplayer Online Roleplaying Game, and now the setting and characters of EverQuest are available in the original roleplaying format - the book. The EverQuest Roleplaying Game puts the entire world of Norrath the heroes as well as the villains in your hands for the first time. Created under the Open Game License, the EverQuest Roleplaying Game is 100% compatible with 3rd Edition rules of the world's most popular fantasy tabletop roleplaying system. The EQrpg Player's Handbook contains everything you need to create characters and begin experiencing EverQuest in a whole new way. All the character classes from paladin to shadow knight. All the races from dark elf to the lizardmen iksar. Hundreds of spells, skills, feats, equipment and more are packed into this essential volume. Hardcover. Full-color. cover art by Kieth Parkinson.

Arcforge Matt Daley 2019-01-28 Find a Path to the Stars! Advanced technology in the Pathfinder Roleplaying Game makes you wonder how it might fit into the Starfinder Roleplaying Game, including new rules from Arcforge:

Technology Expanded and Arcforge: Psibertech. While we could have rewritten rules for Bonded Mechs, the Helmsman class, and so on from the ground up for Starfinder, who needs all that work to bridge both systems? The solution: Arcforge: Star\*Path! This amazing book is a guide for everyone who wants to take their favorite things from the Pathfinder Roleplaying Game and bring them into the Starfinder Roleplaying Game, offering more detailed and holistic legacy conversion rules that should enable most anything from the expansive Pathfinder Roleplaying Game universe into the new frontier of sci-fi gaming. What's more, Arcforge: Star\*Path contains extensive rules for taking things back the other way, enabling players and GMs who love the familiar Pathfinder Roleplaying Game rules to enjoy the new classes, weapons, monsters, and more introduced in the Starfinder Roleplaying Game. You'll find tons of rules, notes, and advice for dealing with classes, archetypes, races, gear, and more! Plus, there's a whole section of brand-new options, with nearly 30 feats and class features like solar renewal, Cosmic Variance, and Void Spell, as well as 7 all-new archetypes like the Ace Greaser, Starknight, Uplink Warrior, and Zenith Marine! Whichever your favorite system, Arcforge: Star\*Path provides you a wealth of rules and options for unifying the best parts of each to create countless new characters, stories, and adventures! Grab this fantastic 50-page dual-system accessory today and Make Your Game Legendary! Don't forget to check out the companion volumes - Arcforge: Technology Expanded and Arcforge: Psibertech - for even more sci-fi goodness for your campaign!

Bestiary 4 Dennis Baker 2013-11-12 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.

Adventures in Middle-Earth Cubicle 7. 2016 Smaug has been defeated, the Battle of Five Armies has been won, and Bilbo has returned to the Shire. But much danger still remains, and from the Orc-holds of the mountains to the dark and corrupt depths of Mirkwood a darkness waits, recovering its strength, laying its plans, and slowly extending its shadow...

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback Modiphuis 2019-08-27 The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame? experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

Faction Guide Joshua J. Frost 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 Chelixa 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.

Crown of Fangs Tito Leati 2008-07-01 The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty - and that Queen Ileoasa has neared her goal of achieving immortality! With the holy weapon Serithial 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.

Roleplaying Game Paizo Inc. Staff 2017-06 Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. 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. The Pathfinder RPG GameMastery Guide includes: \* Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. \* Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. \* Difficult player types, and how to handle them gracefully. \* New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. \* Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. \* Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. \* Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. \* ... and much, much more!

Pathfinder Society Field Guide Paizo Publishing 2011 Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

Starfinder Adventure Path Rob McCreary 2017-09-05 A Ship Without a Crew When a brutal gang war breaks out on adocking bay in Absalom Station, the player characters are recruited by theStarfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discoverthat both were paid to start the riot and that the true conflict is between tworival mining companies battling over a new arrival in orbit around the station:a mysteriously deserted ship and the strange asteroid it recovered from theDrift. To head off further violence, the heroes are asked to investigate theship and discover what happened to its crew, as well as the nature of theasteroid it tows. But what the players find there will set in motion events thatcould threaten the entirety of the Pact Worlds and change the face of the galaxyforever... This volume of Starfinder Adventure Pathlaunches the Dead Suns Adventure Path and includes: \* "Incident at Absalom Station," aStarfinder adventure for 1st-level characters, by Robert G.McCreary. \* A gazetteer of Absalom Station, byJames L. Sutter. \* Magical relics inspired by the lostplanet Golarion, by Owen K.C. Stephens. \* An archive of new alien creatures, byJason Keeley and Robert G. McCreary. \* Statistics and deck plans for a newstarship designed just for the player characters, plus details on a new planetin the Codex of Worlds, by Robert G. McCreary.

Pathfinder Playtest Rulebook Jason Bulmahn 2018-08-02

Simply6: A Fast, Universal, Tabletop Roleplaying Game Russ Morrissey 2019-07-30 Welcome to Simply6! Simply6 is a fast, light tabletop roleplaying game by Russ Morrissey for 2 or more players which you can play using just six-sided dice.Simply6 is a multi-genre game. You can play in fantasy settings, science-fiction settings, or contemporary settings. You can play in the Wild West or a cyberpunk dystopia. The scope of your setting is entirely up to you, and these rules are simple and flexible enough to handle them all.In this short rulebook, you'll find sections which tell you the core rules, how to create a character, how to adjudicate magic and combat, and a list of monsters for your characters to fight.It's small. It's simple. It's Simply6.

Book of Heroic Races Jon Brazer Enterprises 2017-02-14 Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

Rappan Athuc Bill Webb 2001-02 The first in the "R" series of D20 System dungeon modules by Necromancer Games, Rappan Athuc -- The Dungeon of Graves: The Upper Levels is the grand-daddy of all dungeon crawls! This dungeon of caverns, passages, traps and hidden chambers defies even the most experienced adventurer to travel its halls. This module features six levels of this evil, multilevel dungeon, including monsters your characters have never imagined in their worst nightmares. Rappan Athuc awaits!

Carrion Hill Richard Pett 2009-09-01 Dark horror stalks the streets of Carrion Hill, the strangest and most debased city in the star-crossed gothic horror kingdom of Ustalav. Following the once-forgotten instructions of an ancient eldritch ritual, a cabal of villains conjured up a creature of terrible power in the ruined catacombs of the city. Putting a stop to the abomination means dealing with the cabal one by one, from its weakest devotee to its most potent dark master. A dark urban horror adventure for 5th-level Pathfinder Roleplaying Game characters, Carrion Hill brings Lovecraftian horror to the game table and irreparable psychic damage to your player characters.

The Hook Mountain Massacre

Nicolas Logue 2007-10-01 An adventure for 7th-level characters by Nicolas Logue.

Pathfinder Module Mike Shel 2013-05 Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man--could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? The Dragon's Demand is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure--if they manage to survive the wrath of a dragon when his demands aren't met!

Coyote & Crow Connor Alexander 2022-02-23 Coyote & Crow the Role Playing Game is a tabletop role playing game set in an alternate future where colonization of the Americas never occurred. Players take on the roles of characters imbued with the powers of the Adahnehdi and can explore an incredible world of science fiction and fantasy. Written and developed by a team of Native Americans, this book contains everything you need - except some twelve sided dice - to create incredible new stories in this vivid and original world.

Pathfinder Adventure Path #35 Jason Nelson 2010-06-16 The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A Pathfinder Roleplaying Game adventure for 13th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Plus five all-new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

Pathfinder Roleplaying Game Paizo Publishing 2013-04 Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.

Pathfinder Gamemastery Guide (P2) Logan Bonner 2020-03-10 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 campaigns!

Starfinder James L. Sutter 2017-08-17 "Open Game License version 1.0a"--4th unnumbered page.

Pathfinder Roleplaying Game Jason Bulmahn 2019-06-11 Wild, untamed lands hold a wealth of mystery and danger, providing the perfect backdrop for heroic adventure. Whether adventurers are climbing mountains in search of a dragon's lair, carving their way through the jungle, or seeking a long-lost holy city covered by desert sands, Pathfinder RPG Ultimate Wilderness gives them the tools to survive the wilds. A new 20-level base class, the shifter, puts animalistic powers into the hands--or claws--of player characters and villains alike, with new class features derived from animalistic attributes. Overviews of druidic sects and rituals, as well as new archetypes, character options, spells, and more, round out the latest contribution to the Pathfinder RPG rules! Pathfinder RPG Ultimate Wilderness is an invaluable hardcover companion to the Pathfinder RPG Core Rulebook. 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 a new era. Pathfinder RPG Ultimate Wilderness includes: \* The shifter, a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield! \* Archetypes for alchemists, barbarians, bards, druids, hunters, investigators, kineticists, paladins, rangers, rogues, slayers, witches, and more! \* Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants. \* Dozens of spells to channel, protect, or thwart the powers of natural environs. \* New and expanded rules to push your animal companions, familiars, and mounts to wild new heights. \* A section on the First World with advice, spells, and other features to integrate the fey realm into your campaign. \* Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched. \* ... and much, much more!

Castle Whiterock Chris Doyle 2003-11-20

Shadows Over Vathak: Player's Guide to Vathak Ricky Hershey 2016-10-28 A Stricken World Shadows over Vathak blends the Otherworldly, Cosmic Horror themes of New England's Lovecraft, the Macabre Mysteries of Poe, and the sensibilities of Victorian, Gothic Horror Adventure into an original fantasy setting for the Pathfinder Roleplaying Game. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to dark temptations. Most will fall somewhere in between - survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor. Included in the Shadows over Vathak: Player's Guide you will find: -A thorough introduction to the world of Vathak, a land and people struggling against ancient evils. -Suggestions and setting-specific mechanics to help you create and play characters in a horror game. -Rules and options for the 9 playable races of Vathak, from the tribal bhriota, to twisted cambions, ghostly hauntings, and much more! -Complete write-ups for 4 new classes of Vathak, with at least 2 archetypes for each of the 36 core and base classes, including the occult classes. -Detailed rules for crafting firearms and 50 feats to help you make your characters unique and suited for the horrors of Vathak. -A rich selection of weapons and armor, new and old, with options for tools, alchemy, vehicles, and other gear needed to survive Vathak. -An entire chapter expanding on both early and advanced firearms for the Pathfinder Roleplaying Game, the only thing keeping the horrors at bay! -A rich discussion of each of the major religions of Vathak, from the Church of the One True God, to the romni Court of Signs, and the cults and secret societies of the Old Ones! -Topped off with a discussion of magic in Vathak, with new options for divine casters, and a vast set of spells perfect for Vathak.

Pathfinder Adventure Path Mike Shel 2018-10 The Return of the Runelords Adventure Path continues as the heroes travel south to the city of Magnimar with disturbing news--the ancient runelords of Thassilon are awakening! With Varisia's greatest heroes on a secret mission, the task of following up on these rumors falls to a new generation of heroes who must brave the dangers of Hollow Mountain, one of Varisia's most notorious ruins. What secrets await discovery within this sprawling dungeon complex, and is it already too late to halt the return of the Runelords? "It Came From Hollow Mountain" is a Pathfinder Roleplaying Game adventure for 5th-level characters. The adventure continues the Return of the Runelords Adventure Path, an exciting continuation of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, a discussion of Ashava (a kindly demigoddess of lost spirits), and additional encounters in the ruins that surround Hollow Mountain 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.

Guide to Darkmoon Vale Mike McArtor 2008 Explore the forbidden reaches of the treacherous Darkmoon Vale, a fey-haunted wilderness on the outskirts of civilization. Face-off against the diabolical forces of the dreaded Kobold King, explore the ancient dwarven dungeons of Droskar's Crag, and confront a cabal of evil druids in this detail-packed regional sourcebook for the Pathfinder Chronicles campaign setting. The lumber-town of Falcon's Hollow holds deadly secrets of its own, and vicious orcs and hobgoblins from the neighboring mountains look upon its modest riches with deadly envy. A perfect locale for low-level adventuring, Darkmoon Vale and its secrets are laid bare for players and game masters alike!

Pathfinder Roleplaying Game Jason Bulmahn 2011-08 "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.

Fate Leonard Balsera 2013-07-03 Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate. GAME INFORMATION Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

Ponyfinder: Campaign Setting David Silver 2014-02-14 Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New gods New spells New class archetypes New equipment New bloodlines New races

Pathfinder Adventure Path Jason Nelson 2011-10

Tome of Horrors 5e Edwin Nagy 2019-12 Now for 5th Edition! Frog God Games unleashes the next iteration of its iconic Tome of Horrors series for 5th Edition. Hordes of sinister adversaries, restless dead, and other horrific monstrosities to gleefully challenge your players' expectations. Bursting with hundreds of creatures, new additions as well as converted classics, in a library-bound and stitched full color volume, the next Tome of Horrors will be a must have for your 5th edition campaign. Everybody needs more monsters. The Tome of Horrors for Fifth Edition includes a selection of creatures from earlier volumes as a kick off for an entire series of fifth edition books.