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MATA MADELINE

*Pathfinder Campaign Setting: Inner Sea
Faiths* Paizo Pub Llc

Magic has suffused the Inner Sea region for thousands of years. This Pathfinder sourcebook takes a detailed look at the magical traditions of the Inner Sea, including rules for magic variants (from hideous fleshwarping rituals to the wild and unpredictable surges of primal magic),

examinations of how magic is taught (be it in schools, temples, guilds, or secret societies), and how the spellcasters of the region have chosen to specialize in various forms of magic. Additionally, this book presents two, new oracle mysteries, 18 new archetypes for spellcasting classes, a pair of prestige classes (the cypher mage and the divine scion), and a wide selection of unique, unusual, and exciting new spells for all who would seek to master the art of magic.

Cheliox, the Infernal Empire Paizo, Incorporated

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 Paizo Pub Llc 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 Cheliaz 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 Inner Sea Paizo Pub Llc

Unravel the secrets of the Pathfinder world with Pathfinder Campaign Setting: Occult Mysteries. Inside you'll find an exploration of some of the Pathfinder Campaign Setting's greatest mysteries, from the creation myths of various cultures to theories on the identities and ultimate goals of its veiled masters. Look behind the scenes of some of Golarion's most notorious secret societies, including the Anaphexia, the Harbingers of Fate, and the Night Heralds. Adopt new options to incorporate astrology, harrowing, numerology, scarification, and spiritualism into your campaigns, and explore the contents of a half-dozen occult tomes - including Osirion's book of the dead, the

mysteriously missing Volume 5 of the Pathfinder Chronicles, and more! With Pathfinder Campaign Setting: Occult Mysteries, Game Masters and players alike will find the tools to tap into the power of the stars' alignments, contact the spirits of the dead, and read the enigmatic Harrow deck, all to better understand the past, manipulate the present, and predict the future.

Into the Darklands Paizo Pub Llc

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 races 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."

Pathfinder Player Companion Paizo Pub Llc 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!

Player's Guide to Faerûn Paizo Pub Llc
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 Signifers, 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!

Pathfinder Campaign Setting Paizo Pub Llc
- The heroes of the Fifth Crusade have risen to undreamed of heights of power and have dealt blow after blow to the demonic armies of the Worldwound. As they return from their last foray into the Abyss, however, they find that their enemies are no longer just sending minions after them-now they've drawn the attention not only of the leaders of the Worldwound, but even of their demonic patron, Deskari, Lord of the Locust Host. Permanently closing the Worldwound is within the heroes' grasp, but in order to achieve their goal, they must venture

where no crusader has ever returned from intact: the crumbling City of Locusts. There, they must defeat its powerful demonic ruler-yet even this is just a stepping stone to the final battle against Deskari himself! - This volume of Pathfinder Adventure Path concludes the Wrath of the Righteous Adventure Path and includes: -"City of Locusts," a Pathfinder RPG adventure for 18th-level characters with 9 mythic tiers, by Richard Pett. -Suggestions on how to continue your mythic adventures after the campaign concludes, and what happens if the PCs fail, by Adam Daigle. -A look into the cults of Deskari, Lord of the Locust Host, and their desire to bring on the apocalypse, by Sean K Reynolds. -Death and theft in a demonic wasteland in the Pathfinder's Journal, by Robin D. Laws. -Four new monsters, by James Jacobs, Nicolas Logue, Jason Nelson, and Tyler Pomplon.

Pathfinder Campaign Setting Paizo Pub Llc
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.

Shadows of Gallowspire (Carrion Crown 6 Of 6) Paizo Pub Llc

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.

Dungeons of Golarion Paizo Publishing

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 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.

Heroes of the Darklands Pathfinder Campaign Setting Darklands Revisited
Dragons invade the world of the Pathfinder RPG in Pathfinder Campaign Setting: Dragons Unleashed! This collection of deadly foes and potent allies reveals 15 of Golarion's most powerful and influential dragons, from cunning draconic manipulators to great wyrms capable of testing even the most experienced adventurers. Dragons of every chromatic and metallic breed fill this collection, along with mysterious primal dragons and regal

imperial dragons. Each entry includes full statistics for running the dragon, details on its history and ambitions, ways to use the dragon in an ongoing campaign, descriptions and maps of the dragon's lair, the contents of its vast hoard, and more. Unleash Golarion's ultimate monsters on your game with Pathfinder Campaign Setting: Dragons Unleashed!

A Guide to Katapesh Paizo Pub Llc

Along with expansive details on Golarion's most prominent races you'll find whole chapters of exciting new character options, allowing you to make your favorite hero's culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier than ever, whether you want to be a Varisian human or an archon-blooded aasimar. Pathfinder Campaign Setting: Inner Sea Races reveals new details on Golarion's most important races, including multiple human ethnicities."

Siege of Stone (Ironfang Invasion 4 Of 6)

Paizo Pub Llc

Paizo's Classic Monsters Revisited sold out instantly, setting a new standard for re-imagining the most famous monsters of

fantasy gaming. *Dragons Revisited* followed shortly thereafter, applying that unmistakable Paizo style to the great wyrms of swords & sorcery. *Dungeon Denizens Revisited* and *Classic Horrors Revisited* were soon to follow, each receiving critical plaudits, strong sales, and ballyhoos from gamers around the world. Pathfinder players (and even some members of the staff) began to wonder, is there any monster they can't re-invent? 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. People tell us we can improve any monster, so we've recruited the most misunderstood denizens of fantasy roleplaying to put that theory to the test. 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. The gaming world will never be the same again!

Dragons Unleashed Paizo Pub Llc

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!

Pathfinder Adventure Path Paizo Pub Llc

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.

Kobolds of Golarion Paizo Pub Llc

For centuries, the empire of Chelax 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 Chelax. In the decades

since, many of the empire's holdings have fallen away, but at its core Cheliaz 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 Brastlewick 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: Cheliaz, The Infernal Empire is a must-have!

Pathfinder Campaign Setting Paizo Pub Llc
A land chained in shadow Ten thousand years ago, faced with extinction, the terrified leaders of Nidal heard whispers in their minds-promises of salvation for their nation if only they'd submit their people's bodies and souls to perpetual servitude. Those leaders' assent transformed them into conduits for Zon-Kuthon, the god of envy and pain, and has sealed Nidal's fate to this day. Pathfinder Campaign Setting: Nidal, Land of Shadows draws back the curtain from one of Golarion's most wicked and mysterious theocracies. Within these pages, you'll find: ►Detailed descriptions

of Nidal's history, including its tragic fall into Zon-Kuthon's grasp. ►An in-depth gazetteer of the entire nation, from settlements to more sinister features. ►Malevolent adventure sites from the Castle of the Captive Sun to the Tower of Slant Shadows. ►A bestiary of shadowy creatures, including the suffragan kyton, that lurk in Nidal and beyond. Pathfinder Campaign Setting: Nidal, Land of Shadows is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.

Occult Realms Paizo Pub Llc
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. **Misfit Monsters Redeemed** Paizo Pub Llc
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!

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