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**Pathfinder Lost Omens** 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! Written by: Kate Baker, James Case, John Compton, Vanessa Hoskins, Mike Kimmel, Ron Lundeen, Dennis Muldoon, Kieran t. newton, Michael Sayre, Clark Valentine, Tonya Woldridge, and Linda Zayas-Palmer

**GameMastery Flip-Mat** Paizo Publishing, LLC 2007-09-01

**War for the Crown** Thurston Hillman 2018-03-13 As the entire capital city gathers to celebrate, conspiracy and stagnation rot the old empire of Taldor to its core! When a high-minded cabal of Senators and nobles try to steer their nation away from disaster, Emperor Stavian III himself orders a bloodbath in the Senate halls, trapping neophyte spies inside layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls beneath the Senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams? "Crownfall" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a city gazetteer of Taldor's capital Oppara, a look at magical relics and the power they conceal, and an overview of the campaign 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.

**City of Golden Death** Jason Bulmahn 2010-05 The chase is on to stop the cult of the Living God Razmir from plundering a fabled city made from priceless treasure, a place full of untold wealth and lurking danger. The heroes must race through the city to stop the vile cultists from stealing its heart, the fabled jewel of everlasting gold, whose riches would allow them to spread their filthy religion throughout the region and beyond. City of Golden Death is a Pathfinder Roleplaying Game adventure for 5th-level characters, and serves as the final installment of the Price of Immortality campaign arc that includes the Pathfinder Modules Crypt of the Everflame and Masks of the Living God, but is fully playable as a stand-alone adventure.

**Crypt of the Everflame** Jason Bulmahn 2009-09 Every year when the leaves begin to fall, the small town of Kassen conducts a rite of passage in which it sends a band of young, would-be adventurers to the abandoned crypt of the town founder to recover the Everflame, a magical fire that is kept burning throughout the winter. Each year the youths' mettle is tested by traps, illusory monsters, and other challenges before returning home to a festival honoring their coming of age. Yet this year something has gone terribly wrong! Now the adventurers face real danger, and the fate of the town rests on their inexperienced shoulders! Designed specifically for the new Pathfinder Roleplaying Game rules and designed by Jason Bulmahn, the new game's primary designer, Crypt of the Everflame spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players.

**Lost City** Jason A. Engle 2016-08-23 Whether you are cutting away through a jungle in search of treasure or uncovering a civilization lost under the waves, Pathfinder Flip-Mat: Lost City has you covered. Each side of the Flip-Mat features the ruins of a long-lost city, one hidden in the depths of a rainforest and the other on the ocean floor! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Lost City, you'll be ready next time your players want to search the unknown! This portable, affordable map measures 24" x 30" unfolded, and 8" x 10" folded. Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal! On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy clean-up is just a Flip away? "Price Includes VAT"

**Starfinder** James L. Sutter 2017 "Open Game License version 1.0a"--4th unnumbered page. *Starfinder Flip-Mat: Basic Terrain Multi-Pack* Damien Mammoliti 2023-02-07 From familiar urban areas to new alien worlds, adventures in the Starfinder RPG can take place just about anywhere! Starfinder Flip-Mat: Basic Terrain Multi-Pack contains two double-sided maps, each featuring a different subtle texture--a grassy plain, a mountain stream, a stretch of asphalt, and clean, tiled floor--that provide you a blank canvas to draw any area of exploration, terrestrial battlefield, or adventure set piece you desire. Starfinder Flip-Mats present ready-to-use science-fantasy set pieces for the busy Game Master. With Starfinder Flip-Mat: Basic Terrain Multi-Pack, you'll be ready for just about everything! This set includes two flip mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Starfinder Flip-Mats fit perfectly into any Game Master's arsenal!

**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 contain 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. ►Solk: 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.

**Pathfinder Flip-Mat: Alien Ruins** Jason Engle 2023-02-07 Whether it's a partially buried space ship that crash landed eons ago, or a strange landscape of eerie architecture not of this world, these alien ruins will surely fill your game with mystery and wonder. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players stumble across something out of this world, these maps have you covered. With Pathfinder Flip-Mat: Alien Ruins, you'll be ready the next time your players stumble upon the truly unexpected! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy--simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded. **Pathfinder Module** Jason Keeley 2021 Onward to adventure! This exciting adventure anthologyexpands the realm beyond the hometown introduced in the Pathfinder Beginner Boxand brings thrilling new dangers to the heroes' doorstep! Designed for use withthe rules in the Pathfinder Beginner Box and the perfect bridge to the excitingoptions of the full Pathfinder Core Rulebook, these adventures take your heroesto 4th level and beyond as they venture further into the nearby wilderness andface fearsome foes lurking all too close tohome! The anthology's three adventuresintroduce a number of play styles, including clearing out an abandoned fishcamp, a sandbox romp to get to the bottom of sabotage, and a classicpuzzle-filled dungeon crawl. Troubles inOtarai is a deluxe adventure for 4th-level characters written by Jason Keeley,Lyz Liddell, and Ron Lundeen.

**Doom Comes to Dustpaw** Mike Welham 2013-06-18 Few knew of the secretive expedition to explore the darkest corners of Golarion's solar system when it began, yet the citizens of the unsuspecting town of Dustpaw are about to learn more than they'd imagined of the horrors that lurk within the Dark Tapestry. A blazing object in the sky marks the beginning of trouble for the sleepy town, with strange disappearances and stranger creatures appearing in the Dustpaw hinterlands. Can the heroes save the townsfolk from fiery doom, reality-warping creatures that view the citizens merely as experimental stock, and a horrific threat from beyond the stars themselves? An adventure for 9th-level characters, Doom Comes to Dustpaw is written by Mike Welham, 2012's winner of Paizo Publishing's annual RPG Superstar contest.

**Pathfinder RPG: Secrets of Magic (P2)** Paizo Publishing 2021-07 Discover the untold potential of magic! Secrets of Magic, the newest hardcover rulebook for the Pathfinder Roleplaying Game! Secrets of Magic brings the popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains

hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the Book of Unlimited Magic--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin!

**Pathfinder Adventure Path** Eleanor Ferron 2019-09-24 The Age of Ashes Adventure Path continues! The heroes have claimed the citadel atop Hellknight Hill as their own, but a ring of magical portals in the castle basement could allow cultists from the southern jungles to invade again at any moment. The PCs must travel through the first of these portals to ally with new friends and face off against the dragon-worshipping Cult of Cinders before the villains can bring powerful forces of destruction to bear! Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This second adventure is for 5th-level characters, and also includes an exploration of the society of the jungle-dwelling Ekujae elves, new magic items, rules for campaigning in jungles and rebuilding entire castles to serve as a base of operations, and more than half a dozen new monsters! 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.

*Starfinder RPG: Tech Revolution* Paizo Publishing 2021-09-07 Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

**Pathfinder Adventure Path** Michael Sayre 2020-09-08 The Edgewatch agents follow up on a lead in Absalom's financial hub, where they unravel a series of clues to determine the target of an impending bank robbery and put a stop to the crime before it occurs. The robbery turns out to be just one piece to a much larger puzzle though--after the heroes investigate the bank robbers' slummy thief den, the trail ultimately leads them into the city's expansive network of underground catacombs, where the agents infiltrate and disband one of Absalom's most vicious murder cults. "Sixty Feet Under" is a Pathfinder adventure for four 4th- or 5th-level characters. This adventure continues the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which the players take on the role of city watch officers doling out justice to Absalom's most nefarious criminal elements. This adventure also includes new rules and details about Golarion's mystical subcontinent of Vodra, the various guard factions within Absalom, and a slew of new monsters. 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.

**The Price of Infamy** Tim Hitchcock 2012-07-03 The adventurers now have their own island and port, but they'll need more than one ship to defend it. They must scour the harbors and docks of the Shackles to recruit more ships and more crews to their flag. But when a rival from their past sends a fleet to attack them, they must defend their island home. And when they sail to his island to get their revenge, the adventurers discover a traitor whose betrayal threatens all of the islands of the Shackles! Continuing the Skull & Shackles Adventure Path, The Price of Infamy is a Pathfinder Roleplaying Game adventure for 11th-level characters. This Pathfinder adventure delves into the secrets of the deadly cult of Norgorber, god of thieves and assassins, and presents new rules for battles between whole pirate fleets. New monsters from the depths of the sea and exotic islands fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) continues his tale of pirates and lost treasures in the Pathfinder's Journal.

**Town Square** Jason A. Engle 2012-06-19 Fend off an invasion or throw a festival upon this sweeping tactical map depicting the central square of a fantasy town! Designed specifically for use with the opening encounter of the Pathfinder Roleplaying Game's Rise of the Rune Lords Adventure Path but suitable for any urban engagement, this durable accessory sets a central scene for any tabletop fantasy campaign. Measuring 24" x 30" unfolded, this portable, affordable map features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, GameMastery Flip-Mats fit perfectly into any Game Master's arsenal! **Taldor, Echoes of Glory** Joshua J. Frost 2009-06 Once a sprawling empire and the largest bastion of humanity in the Inner Sea region, Taldor has crumbled into decadence and ruin. While the nation is a shadow of its former glory, many remain who would see their beloved homeland returned to its proper place of power. Yet not all who seek Taldor's revival do so for noble reasons. Specifically designed to support players of the Pathfinder Society international organized play campaign, this Pathfinder Companion serves as an invaluable resource for anyone who wishes to run a campaign in this ancient land. New magic, character traits, a prestige class, and more await within!

**Broken Moon** Tim Hitchcock 2011 When the savage lord of Ustalav's werewolves is mysteriously murdered, the nation's forests run with lycanthropic blood. War in the wilds soon spills onto the streets, as the people of the land, seeing the strife among their long-time foes, begin a hunt to scour the nation of the deadly shape-shifters. Entreated by a lord of the werewolves to help unite his savage people, the heroes must risk becoming tainted by the curse of lycanthropy as they race across the heart of the nation to find an outcast heir. But can they do so before bestial assassins and the agents of the Whispering Way find him, or the heroes, first? An adventure for 6th-level characters, this volume continues the Carrion Crown Pathfinder Adventure Path.

*Pathfinder Adventure* Ron Lundeen 2020-08-11 In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones capable of recovering the ancient magic required to break it. Tracking the course of the slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes can survive the slithering to experience it! The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, The Slithering provides a wealth of secrets and dangers! **Pathfinder Gamemastery Guide Special Edition [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 "hexplosion" 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

*Pathfinder Flip-Mat Classics: Winter Forest* Jason Engle 2023-03-07 Whether your party is on the run after escaping an icy prison or hunting mythical creatures that emerge only in winter, no Game Master wants to spend time drawing every snowbank and icicle-laden copse of pines. This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, including a frozen lake and a snow-draped cave entrance, this double-sided map makes the perfect setting for forays into the bone-chilling cold! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy--simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

*Starfinder Starship Operations Manual* Paizo Publishing 2020 Blast off into space with the Starship Operations Manual, Starfinder's latest rules expansion hardcover! Outfit your beloved starship with more than 100 new starship weapons, expansion bays, alternate armors, and systems like drop pods, ramming prowls, mines, ablative armor, virtual intelligences, and more. If you're looking for a new ride, you'll find profiles of leading starship manufacturers as

well as statistics for more than 40 new starships found throughout the galaxy. The Starship Operations Manual puts you at the controls, offering bold new ways to present starship combat, from dogfights in planetary atmospheres to daring chases through asteroid fields to pitched battles between huge fleets. New rules allow crewmembers to get even more out of their skills and feats, unlocking thrilling critical success results that add excitement to starship combat. Take your adventures into the great unknown and beyond with the Starfinder Starship Operations Manual!

**Pathfinder Lost Omens: the Mwangi Expanse** Laura-Shay Adams 2021-07-13 South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue! Written by: Laura-Shay Adams, Mariam Ahmad, Jahmal Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harving, Gabriel Hicks, TK Johnson, Michelle Jones, Joshua Kim, Travis Lionel, Ron Lundeen, Stephanie Lundeen, Hillary Moon Murphy, Lu Pellazar, Mikhail Rekun, Mate Wright, and Jabari Weathers

**Tavern** Jason A. Engle 2019-02-12 Time to party! Is that treasure hoard burning holes in the heroes' pockets? Pathfinder Flip-Mat: Tavern Multi-Pack has you covered. The four sides of this Flip-Mat Multi-Pack present a unique tavern experience. From roadhouse and gambling hall to pirate bar and metropolitan watering hole, each side allows your players to party the night away! With these handy tavern maps, you'll be ready for anything the next time your players are looking for a new group of drinking buddies! This set includes two Flip-Mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. Usable by experienced GMs and novices alike, Pathfinder Flip-Mat: Tavern Multi-Pack fits perfectly into any Game Master's arsenal! This set includes two flip mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal! On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy cleanup is just a Flip away? Roleplaying Game Paizo Publishing 2017-06-20 "Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso.

**Pathfinder Module Adventure: Malevolence (P2)** 2021-03

*Fall of Plaguestone* Jason BuMahn 2019 "A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "--Provided by publisher.

*Pathfinder Flip-Mat Classics* 2015-07

**Pathfinder Adventure Path: Broken Tusk Moon (Quest for the Frozen Flame 1 of 3)** Ron Lundeen 2022-02-08 For generations, the Broken Tusk following has roamed their small patch of the Realm of the Mammoth Lords in relative peace. Now, to avoid annihilation from a maniacal war horde, they must flee into the unknown. If the Broken Tusks are to survive their flight, a team of their best scouts will need to chart a safe path through an unforgiving wilderness. Along the way, they'll uncover the mysteries of a powerful artifact that promises to change the course of history. "Broken Tusk Moon" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Quest for the Frozen Flame Adventure Path, a three-part monthly campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes a catalog of the characters' band, the Broken Tusks; new spells, feats, and items perfect for trappers and foragers; and new prehistoric creatures to befriend or bedevil your players. 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 Flip-Mat Classic* 2016-08

**Pathfinder Flip-Mat: Boardwalk** Stephen Radney-Macfarland 2023-05-09 Down on the boardwalk, there's more than just opportunities for bargains and entertainment, for it's here that your next urban adventure might begin! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players head down to the local waterfront, these maps have you covered. With Pathfinder Flip-Mat: Boardwalk, you'll be ready the next time your players head to the waterfront! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy--simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

**Pathfinder Adventure Path** Richard Pett 2015-11-03 With a hideout in the city of Kintargo established, the heroes of the growing rebellion are poised to take back the city. But before their group, the Silver Ravens, can strike against the diabolic House Thrune, a few final preparatory steps must be completed. Forging alliances with nearby tribes of aquatic elves and the free-city of Vyre and closing the mountain pass known as Menador Gap will cut off Chelixa's easy sea and

land routes, forcing Inquisitor Barzillai Thrune to rely on his resources at hand to defend his control of Kintargo. Yet nothing is as simple as it could be, and the dangers awaiting the heroes of the revolution in the nearby seas, mountains, and the sin-wracked city of Vyre are not always those you can defeat with a spell or sword. And, of course, Barzillai Thrune won't take these new developments lying down - what retributive reaction might one of Chelixa's most dangerous inquisitors have in plan for the Silver Ravens? A Pathfinder Roleplaying Game adventure for 7th-level characters. Dance of the Damned continues the Hell's Rebels Adventure Path, an urban- and political-themed campaign that focuses on a rebellion against one of the Pathfinder Campaign Setting's most infamous nation - the devil-haunted Chelixa.

**Pathfinder Flip-Mat: Bigger Basic** Jason A. Engle 2022-12-27 Bigger and bigger! A dungeon filled with insidious traps, a magnificent imperial throne room, the citadel of an immortal tyrant--the possibilities for adventure are endless with Pathfinder Flip-Mat: Bigger Basic. With an area that's a whole 45% larger than Pathfinder Flip-Mat: Basic at their disposal, Game Masters can now dream even bigger! This massive gaming accessory presents two subtle textures--smooth stone and fine dirt--on which Game Masters can design any dungeon, battleground, or adventure set piece they desire. Don't feel like you always have to run your game in someone else's predesigned world. With Pathfinder Flip-Mat: Bigger Basic, the setting of your next adventure is yours to create! Fully laid out, Flip-Mat: Bigger Basic measures 27 by 39 inches, but folds down to a convenient and portable 8 by 10 inches--easy enough to toss into your bag for the game! Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!

*Pathfinder Adventure Path: Devil at the Dreaming Palace (Agents of Edgewatch 1 of 6) (P2)* James L. Sutter 2020-08-11 Get ready to shine your badge and report for duty--the Agents of Edgewatch Adventure Path begins! In this thrilling new Pathfinder campaign, players assume the role of fresh recruits of the Edgewatch, the newest division of Absalom's city watch. Tasked with fighting crime during this year's Radiant Festival--a grand centennial gathering of exhibitors and wonders from around the world that this year celebrates the grand reopening of Absalom's treacherous Precipice Quarter, long a ruined haven of monsters and criminals. Soon after taking on the new beat, the detectives learn that the fair has attracted not only cutpurses and vandals, but also poisoners, ransomers, and even a sadistic serial murderer, and it's up to the Agents of Edgewatch to crack the case and bring these villains to justice! "Devil at the Dreaming Palace," by fan-favorite author James L. Sutter, is a Pathfinder adventure for four 1st-level characters. The adventure kicks off the Agents of Edgewatch Adventure Path, in which the heroes join the city watch to solve a series of crimes across Absalom, the City of Lost Omens, before the crooks can pull off the ultimate heist! This volume also includes an in-depth gazetteer of Absalom's Radiant Festival, thematically appropriate new monsters, and new rules designed to support the Age of Edgewatch campaign! 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.

*Seekers of Secrets* Tim Hitchcock 2009-11 The greatest explorers in the world come from the Pathfinder Society, a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample, fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons, allies, or foils. **Pathfinder Flip-Mat Classics: Urban Tavern** Jason Engle 2023-08-08 Get ready for a barroom blitz! Pull up a stool at a high scale taproom on one side, or take your pick from a block of seedy taverns and feast halls on the other, making this durable accessory perfect for both danger and downtime in any tabletop fantasy campaign! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, depicting two different city-based taverns, this double-sided map makes the perfect place to start your next adventure! The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings--city streets, forests, ships, taverns, and more--and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy--simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

*Fangwood Keep* Alex Greenshields 2013-05-14 Claim the Castle! Fangwood Keep has changed hands innumerable times since its founding decades ago on the border between the warring nations of Molthune and Nirmathas. Over the years, both countries have sacrificed money and soldiers in an effort to control the fortress along the Marideth River valley, both for its tactical location and for its secure defenses. Recently, however, the battles around Fangwood Keep have dwindled to a trickle as Nirmathas has firmly rooted itself in the surrounding valley, allowing the tide of war to shift elsewhere and peace to settle at last over Fangwood Keep. This respite was shattered by the arrival of a renegade Molthuni commander named Pavo Vos. Obsessed with capturing Fangwood Keep and unraveling the fortress's mysteries, the defecting lieutenant unlawfully used his platoon to secure the castle, much to the ire of both the Molthuni and Nirmathi governments. Now the task of bringing Vos to justice and reclaiming Fangwood Keep for Nirmathas lies solely in the PCs' able hands. Fangwood Keep is an adventure of infiltration, investigation, and dungeon exploration for 4th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. This volume also contains a gazetteer of the Marideth River valley and a brand-new monster from the bizarre realm of the fey, both of which can easily be integrated into any campaign setting.

**Pathfinder Playtest Rulebook** Logan Bonner 2018 The evolution of the Pathfinder Roleplaying Game begins here! This 416-page rulebook contains everything you need to create and advance your Pathfinder Playtest character from level 1 to 20, as well as hundreds of new and updated spells, magic items, feats, and Game Master rules necessary to run a complete Pathfinder Playtest campaign! Delve the deepest dungeons with a brand-new goblin alchemist hero, or convert your favorite existing characters to the new system! With gorgeous interior art from Pathfinder cover artist Wayne Reynolds and new rules concepts on nearly every page, the Pathfinder Playtest Rulebook is your gateway to the future of Pathfinder. The only thing missing is your playtest feedback! (Note: The public playtest begins August 2 and runs through the end of 2018. Due to this limited time window, this book will NEVER be reprinted!)