

## Pathfinder Player Companion Blood Of The Sea

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**Potions and Poisons** Paizo Publishing 2018-01-02 Good For What AilsYou! Whether they’re used to bolster heroes’abilities or take enemies out of the game, potions and poisons are key parts ofmany adventurers’ arsenals. Far more options than simple healing draughts orstrength-sapping toxins are available to savvy heroes, though, especially thoseingenious enough to craft their own concoctions. Pathfinder Player Companion:Potions & Poisons offers a sea of new potions, elixirs, and strangeralchemical wanders for the discerning adventurer, plus heinous designer poisons.Class and character options for those who brew or regularly imbibe consumablesround out these offerings. Inside this book you’llfind: ►Feats and archetypes for raceswith an affinity for poisons, including gripllis, nagaji, and vishkanyas, plusthe scorpion sorcerer bloodline for those with a toxicheritage. ►Archetypes for a variety ofclasses known for brewing or poisoning, including alchemists, rogues, andwitches. ►Spells and feats specializedfor potion brewing, plus drugs, elixirs, gear, poisons, and tinctures-alchemicalremedies that produce potent effects but impair theuser. This Pathfinder Player Companion isintended for use with the Pathfinder Roleplaying Game and the Pathfindercampaign setting, but it can be easily incorporated into any fantasyworld. *Pathfinder Player Companion* James Jacobs 2011-04 Humans guide the destiny of the Pathfinder world as adventurers, politicians, criminals, and kings. Now, for the first time, the Pathfinder Player Companion delves into the history, culture, and ambitions of Golarion’s humans, from the near-extinct Azlanti and the decadent Taldans to the proud, primitive Kellids and Mwangi. New human-focused character traits and rules for near-human gillmen and half-breeds round out this definitive guide. Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume’s theme, as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters.

**Pathfinder Campaign Setting** Benjamin Bruck 2013-09 Bring mythic adventure into the Pathfinder world with Pathfinder Campaign Setting: Mythic Realms. This must-have expansion to the Pathfinder Roleplaying Game’s newest and most ambitious hardcover, Pathfinder RPG Mythic Adventures, is your guide to epic legends, secret places of power, and mythic hot spots within the Pathfinder campaign setting that unlock phenomenal new power. Learn how to seamlessly integrate the incredible options from Mythic Adventures into your existing game, unlock additional path abilities for mythic characters to choose from, discover locations primed to inspire new mythic heroes, and claim the strength of monsters and villains too powerful to defeat-until now! Forge new legends and take on the greatest challenges of the Pathfinder world with Pathfinder Campaign Setting: Mythic Realms. Inside this book you’ll find: ?Six founts of mythic power, including the Doorway to the Red Star, the Mordant Spire, and even the legendary Starstone, each with new mythic path abilities available to characters who show their worth and claim the power within. ?Six detailed locations throughout Golarion that offer a campaign’s worth of adventures for characters of mythic destiny, including the vast necropolis of Mechitar, the Pit of Gormuz, and the flying city of Yae. ?Nine legendary characters of Golarion, including challenging foes only those of mythic might can hope to defeat, like Arazni, Kortash Khain, the Oliphant of Jandelay, and the Whispering Tyrant. ?Mythic trials tied to each location and character, ready to drop directly into a mythic campaign. Pathfinder Campaign Setting: Mythic Realms is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting.

**Alchemy Manual** Paizo Publishing 2014-05-13 Put the power of wondrous concoctions and daring alchemical innovations to work for you with dozens of new types of alchemical gear, weapons, poisons, and more in this comprehensive guide to adventuring gear inspired by the alchemical arts. Learn the secrets of the alchemists of Thuvia, the poison masters of Daggermark, daring Darklands apothecaries, and more. You don’t have to be a wizard to sling fire or a cleric to heal the sick. Put the secrets of science to work for you with the Alchemy Manual!

*Pathfinder Player Companion* Amber E. Scott 2017-08-08 It Came from the Sea Whether from the dark depths of the ocean orazure tropical seas, heroes rise from beneath the waves. Pathfinder PlayerCompanion: Blood of the Sea explores the mystical paths and strangeabilities of sea-born adventurers. Discover the secrets of aquatic elves,gillmen, merfolk, tritons, and more. New magic items and spells aid aquaticcharacters and land-dwelling characters alike. A host of new archetypes, feats,and other options allow you to infuse your character with the power of the sea.Dive into Blood of the Sea and discover oceans of possibility! Inside this book you’llfind: \* Archetypes for a variety of classes,such as the coral witch and the kraken slayer paladin, as well as a new cavalierorder and bardic masterpieces, useful for characters in aquaticcampaigns. \* Rules for playing nonstandard raceslike cecaelias, locathahs, and tritons, along with a collection of gear bothmagical and mundane that can help your heroes in the world beneath thewaves. \* Advice on what to consider when yourland-dwelling character must explore the depths, and tips on how aquaticcharacters can overcome the daunting challenges of adventuring onland. This Pathfinder Player Companion is intendedfor use with the Pathfinder Roleplaying Game and the Pathfinder campaign settingbut can easily be incorporated into any fantasy world.

**Knights of the Inner Sea** Gareth Hanrahan 2012-10-23 Answer the call to arms with the Pathfinder Player Companion: Knights of the Inner Sea! Join the fray as a noble Knight of Ozem, crush the servants of anarchy as a merciless Hellknight, slay the demons of the Worldwound as a veteran Mendevian Crusader, or take up the banner of any of Golarion’s most esteemed knighthoods. Knights of the Inner Sea reveals the most stalwart martial orders of the Pathfinder Campaign Setting, with details supporting crusaders of any class and new options for all manner of knights - be their armor shining or jet black. Recruit a squire customized to your individual quest, make your steed more than just a horse with new mounts and equine breeds, adopt a knightly code of conduct to give your quest a cause, or take up a diverse array of spells and magic items designed empower knights - or destroy them! Whether you’re an armored champion, a militant magic-user, or a slayer from the shadows, launch your character’s crusade with the Pathfinder Player Companion: Knights of the Inner Sea! *Pathfinder Player Companion* Amber E. Scott 2012-02 Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region. Pirate-themed archetypes, new spells and magic, feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book!

*Pathfinder Player Companion* Paizo Staff 2015-10-13 Unlock your inner potential with Pathfinder Player Companion: Occult Origins! Featuring brand-new rules and options for the six new occult character classes from the Pathfinder Roleplaying Game: Occult Adventures, this volume outlines ways to fit psychic characters into the Pathfinder campaign setting. Discover secrets of the mind from across the Pathfinder world, including archetypes tied to secret traditions, new occult rituals, psychic spells, magic items, and much more.

*Blood of Fiends* Hal MacLean 2012-04 They have been shunned and feared by society forever. Born of tainted bloodlines and raised in shameful secrecy, the tieflings of Golarion count among their ancestors some of the greatest evils of the Great Beyond. Yet not all tieflings succumb to the sinister compulsions of their evil blood - some strive to rise above the stereotype and become heroes in their own right. This Pathfinder sourcebook explores all that it is to be a tiefling, including not only an extensive discussion of tiefling culture and society, but also presenting numerous variations on the standard tiefling character. Rules for tieflings of specific fiendish heritages, new feats and magic, variant tiefling abilities and tiefling appearances, and new options for inquisitors, summoners, sorcerers, clerics and more await discovery in this Pathfinder Player Companion.

*Inner Sea Primer* Colin McComb 2010-10-20 This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion’s Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book’s inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies. The Inner Sea Primer makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

*Towns of the Inner Sea* Judy Bauer 2013-11-12

*Pathfinder Player Companion* Dan Shaw 2013-03-01

**Pathfinder Player Companion** Paizo Publishing 2013-08 Raise your banner and lead the charge in your fight against the dreaded demons of the Abyss with Pathfinder Player Companion: Demon Hunter’s Handbook! Whether you’re crusading against the demons crawling from the horrific Worldwound or you’ve traveled all the way to the Abyss to fight these fiends on their own turf, this volume will give you everything you need to face off against the forces of the demonic horde. Demon Hunter’s Handbook contains player-focused, in-depth discussions of demons, how to slay them, and the best ways to survive encounters against these despicable foes. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you’ll find: Traits and advice for characters whose pasts have been soiled by the taint of demons or their cultists. ?Tips and guidelines for joining Golarion’s various demon-hunting organizations, as well as advice on how to start your own. ?New feats, rage powers for brawlers who seek to stand toe-to-toe with demonic foes, and archetypes like the cold iron warden-perfect for cult-busting inquisitors! ?Innovative new demon-slaying tools and weapons born from the efforts of the Mendevian Crusades. ?Details on the most heinous demonic foes, from the teeming rabble of the Abyss to unfathomable demon lords! ?In-depth details on the Worldwound and the Abyss, as well as traits for the unfortunate characters that hail from these dark realms. ?New spells, magic items, methods of demon interrogation, kits to prepare you for fights with demons, and much more! This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy game.

*Aquatic Adventures* Paizo Staff 2017-07-11 There’s plenty of adventure hidden under the gently lapping waves and crashing seas of Golarion. Many land-dwellers don’t realize that a rich society and ecology exists in the briny depths of Golarion’s oceans and seas. In this book you can learn more about merfolk nations and the dangerous sahuagin and other aquatic terrors that wage war with them and other peaceful aquatic humanoids. Find lost treasures and explore strange underwater cities within these pages. Furthermore, this book provides a wealth of rules for underwater combat and ways for terrestrial adventurers to adapt to an underwater environment, including new archetypes, feats, and magic items. Dive in to underwater adventure!

**Pathfinder Campaign Setting** Amber Scott 2013-02 Just as the Book of the Damned series documented the blasphemous denizens of Hell, Abaddon, and the Abyss, ‘Chronicle of the Righteous’ reveals the inhabitants of the goodly realms of Heaven, Elysium, and Nirvana, along with their demigod leaders, the Empyrean Lords. Discover the powers and agendas of some of the greatest forces of good in existence and join them in their endless struggle against evil.

*Pathfinder Player Companion* Paizo Publishing 2012-12 This player-focused guide to animal allies, steadfast steeds, and fearless familiars unleashes a host of options for everyone’s favourite companion creatures. Take your pick of new options for heroes, including new opportunities to give any class access to animal allies, new tricks to teach all manner of beasts, and a host of savage new archetypes, spells, equipment, and magical items.

**People of the North** Matthew Goodall 2013-03-05 Rugged lands and merciless cold breeds hard, cunning people who do what they must to survive. Such are the ways of the northlands of the Inner Sea region, and the fierce people of the deadly nations of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords. Learn the secrets of these brutal frontiers, whether as a master of icy magic, a hunter who tracks through the fiercest polar blizzards, or as one of the region’s cunning natives, like the Ulfen vikings, savage Kellids, Erutaki hunters, or mysterious Snowcaster elves. The lands, people, magic, and secrets of this brutal frontier are yours to discover with Pathfinder Player Companion: People of the North.

*War for the Crown* Thurston Hillman 2018-02 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.

**Halflings of Golarion** Hal MacLean 2011-02 From the beginning of history, halflings have lived side-by-side with humanity, living in human cities, adopting human customs, and seeing to the common needs of humans as cooks, entertainers, and menials. At once hard working and lackadaisical, comfortable at home but willing to leave in an instant if the right opportunity comes along, halflings are a study in contrasts. They’re also loyal, good-natured, and among the best companions an adventurer can have. And now, at long last, their secrets, culture, beliefs, and lore can be revealed! Pathfinder Player Companion: Halflings of Golarion provides Pathfinder RPG players everything they need to play halfling characters, bringing a race that all too often slips into the background front and center!

*Varsia, Birthplace of Legends* F. Wesley Schneider 2012-09-04

*Pathfinder Player Companion: Familiar Folio* Paizo Staff 2015-02-17 It’s time to make your familiar more fearsome! Whether you’re looking to give your familiar an archetype to make it a brutish battle companion, hoping to gain a familiar option for an unusual class like the paladin or barbarian, or just scouting for an expanded selection of familiars and improved familiars, the Familiar Folio has you covered. Featuring all-new items, spells, archetypes, and - of course - tons of familiars, this Pathfinder Player Companion is the perfect accessory for spellcasters as well as any Pathfinder player who fancies a fantastic, travel-sized friend for their character.

**Pathfinder Player Companion: People of the Sands** Paizo Publishing 2014-02-11 Explore the lands of Osirion, Thuvia, and Qadira, ancient nations with fierce traditions born from the heart of vast, merciless deserts. Discover the ways of these proud peoples and how to play natives of these shining lands, as well as the unique traits, feats, equipment, magic, and more that assure their survival against thirst, vicious storms, ancient monstrosities, and worse. A perfect companion to the Mummy’s Mask Adventure Path!

*Dragonkeeper* Carole Wilkinson 2011-05-13 ‘The most captivating children’s book I’ve seen so far this year,’ Amanda Craig, The Times Ping is a slave in a little-used royal palace on the edge of the Emperor’s kingdom. Her tyrannic master is a cruel drunk who neglects his duties as Imperial Dragonkeeper and under his watch the Emperor’s dragons have dwindled from a magnificent dozen to a miserable two. When one dragon dies, only the ancient and wise Long Danzi remains. His fate seems sealed - until Ping comes to his rescue in a moment of startling bravery that reveals her destiny as a Dragonkeeper. Pursued by the Emperor’s forces and an evil dragon hunter, Ping, Danzi, and a rat called Hua, set off on a remarkable journey across the kingdom. Bound for the Ocean, Danzi’s final place of rest. But as her dragon-friend leaves Ping forever, the dragon stone reveals its spectacular secret...

*Pathfinder Player Companion* Paizo Inc. Staff 2018-05 Though long vanished from Golarion, shreds of the world’s greatest ancient civilizations live on in their descendants. This player-focused volume delves into the backgrounds of such scions, from humans who trace their lineage meticulously to ancient times to heroes whose connection to such civilizations manifest in surprising ways. From the mighty mechanical aptitude of the Jistka Imperium to the God-Kings of Ancient Osirion to the earliest days of more recently fallen empires, Pathfinder Player Companion: Blood of the Ancients provides racial traits, class options, spells, and wondrous items for those who draw their power from the past.

**Dragon Empires Primer** Tim Hitchcock 2012-02 Enter the mystical land of Tian Xia - the Dragon Empires - a new realm for players to explore. Player-friendly descriptions of more than two-dozen nations, new traits for each, details on five new character races (the birdlike tengu, the shapechanging foxlike kitsune, the shadow-wreathed wayang, the reptilian nagaji, and the spirit-bound samsaran), notes on local religions, new Asia-inspired archetypes, feats and martial arts styles, magic items, spells, and a system to track honor and dishonor provide numerous exciting character options. Each bimonthly Pathfinder Companion contains several player-focused articles exploring the volume’s theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as traits to better anchor the player to the campaign.

**Blood of the Coven** Paizo Publishing 2017-10-31 Discover the mysteries of witchcraft and natural magic inside Pathfinder Player Companion: Blood of the Coven. Whether you’ve tapped into the magic of the wilds or you’re a changeling who’s inherited the blood of hags, now’s your chance to indulge in some of the Pathfinder world’s most enigmatic mystical secrets. New curses, hexes, and patrons further explore the witching world, while hosts of new archetypes, spells, magic items, rituals, and stranger practices unleash a cauldron of supernatural potential. Unlock the power inside your character and make the might of the coven yours to command!

**Pathfinder Player Companion** Tork Shaw 2013-01-22

*Pathfinder Player Companion* Paizo Inc. Staff 2018-08 Dwarves, elves, gnomes, halflings, and other non-human peoples are staples of Golarion’s population, and these groups are not monoliths. From Ekujae elves of the Mwangi Expanse to Pahmet dwarves of Osirion to bleaching gnomes, who exist in an emotional void, the non-human ethnicities of Golarion have cultivated rich traditions, specialized equipment, and adventuring skills. Delve deeper into your character’s background with the many options in Pathfinder Player Companion: Heroes from the Fringe!

*Pathfinder Player Companion: Blood of the Beast* Paizo Staff 2016-11-08 There are far more fantasy races than just elves and dwarves! Pathfinder Player Companion: Blood of Beasts delves into individual details about seven races: the feline catfolk, froglike gripllis, fox-tailed trickster kitsune, snakelike nagaji, cunning ratfolk, raven-headed tengu, and monkeylike vanara. Information for each race includes an examination of their place in the world of Golarion, expansions of their racial options, and new player options that can be used by characters of many races such as the Luck magic created by catfolk, and the ki powers perfected by vanaras. Each monthly 32-page Pathfinder Player Companion contains several player-focused articles exploring the volume s theme as well as short articles with innovative new rules for all types of characters, as well as traits to better anchor the player to the campaign. "

**Pathfinder Player Companion** Paizo Staff 2015-11-03 Just because it s illegal doesn t mean it isn t available. When you can t find what you need in the local bazaar, it s time to look for it in the black markets! This Pathfinder sourcebook includes dozens of items and rare components not sold in any legal shop but still of great use to adventuring characters. From new poisons to mobile traps to necromantic magic items and eldritch smuggling tools, Black Markets has every underhanded tool and equipment trick you can find when legality isn t a concern!"

**Pathfinder Chronicles** Erik Mona 2008-08-01 The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Cheliox to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

**Blood of Angels** Amber E. Scott 2012-08-14 Idolized and adored, but also regarded with jealousy and envy, the aasimars of Golarion count among their ancestors the greatest forces of good throughout the Great Beyond. They are the descendants of majestic angels, beatific celestials, and mysterious but kindly outsiders who have long sought to guide and protect the mortal realm. Yet merely having the blood of angels in your veins does not guarantee security in life, nor does it ensure a kindly soul - few villains are more despised than those who have wandered so far from grace as the fallen aasimar. A companion volume to Blood of Fiends, Blood of Angels explores all that it is to be an aasimar, including an extensive discussion of aasimar culture and society, but also presenting numerous variations on the standard aasimar character. Rules for aasimars of specific celestial heritages (angels, archons, agathons, azatas, garudas, and peris), new feats and magic, variant aasimar abilities and features, new options for bards, clerics, inquisitors, oracles, sorcerers, summoners, and more await revelation in this Pathfinder Player Companion!

*Pathfinder Player Companion* Amanda Hamon 2013-04

*Pathfinder Player Companion* Dennis Baker (Fantasy gamer) 2013-09 Seize the mythic might of the Pathfinder world with Pathfinder Player Companion: Mythic Origins! Expanding upon the incredible powers and world-shaking magic of the Pathfinder Roleplaying Game’s newest hardcover, Mythic Adventures, this player-focused guide brings that arsenal of options into the Pathfinder world. Grant your characters a host of new abilities for every mythic path, feats, spells, magic items, and more drawn from the Pathfinder campaign setting’s wildest legends, forgotten histories, and otherworldly planes. Learn what it means to be a mythic hero in the Pathfinder world and, even if you don’t have mythic power, how you can still benefit from (or even claim) such epic forces.

*Ruins of Azlant* Amber E. Scott 2017-11-28 Death in the Depths On the trail of an ancient enemy, the heroes seek more information in a merfolk city teeming with intrigue just beneath the waves. They arrive to find a group of deep merfolk claiming that the city is in the path of a destructive sea monster. But this warning is nothing more than a ruse for the campaign’s villain to uncover the location to a secret Azlanti military laboratory. The adventurers must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk’s plot and discover where the ancient enemy is headed so they can stop it. This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes: -"City in the Deep," a Pathfinder RPG adventure for 10th-level characters, by Amber E. Scott. -A gazetteer of Talasnanri, an underwater city populated by aquatic elves, merfolk, and other aquatic humanoids on the floor of the Arcadian Ocean, by Amber E. Scott. -An ecology of the graceful and mysterious merfolk, by Amber E. Scott. -An investigation into the elusive elves of the Mordant Spire and a look at some of the tools they use when patrolling lost Azlant, by Mikko Kallio. -A collection of dangerous monsters, by Alex Greenshields, Mark Moreland, Tim Nightengale, and Amber E. Scott. the world’s oldest fantasy RPG.

*Sargava, the Lost Colony* J. D. Wiker 2010-06-16 Learn this history of this desperate Chelish colony and the ancient traditions it upholds more strongly even than in the fallen homeland. Explore Eleder, the capital city of Sargava, and the many intrigues that keep it balanced on a knife’s edge of extinction. Choose a campaign trait suitable to the Serpent’s Skull or a host of jungle adventures, learn the secrets of the tribal beliefs of the Mwangi, and join one of several pirate clans prowling the colony’s western shores in this invaluable player reference for the Pathfinder Roleplaying Game. Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume’s theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

**The Inner Sea** James Jacobs 2011-04 The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion’s Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion’s gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

**Qadira, Gateway to the East** Brian Cortijo 2009-06-17 Dominating the southeastern reaches of the Inner Sea, the nation of Qadira is among the richest and most powerful of the region. Along its roads travel countless caravans and traders of exotic wares, infusing the regional markets with strange spices, unusual weapons, and exotic magic from the east. This Pathfinder Companion explores the nation of Qadira and its shining cities, and presents numerous options for player characters from the region, including new spells, new character traits, new magic items, and a new prestige class.

*Pathfinder Player Companion* Alexander Augunas 2015-07-14 Call upon otherworldly powers and summon beings from beyond with Pathfinder Player Companion: Monster Summoner’s Handbook! Featuring dozens of new feats, magic items, archetypes, and character options designed to grant you control over fantastic beasts or enhance your summoning prowess, this player-friendly volume contains everything you need to transform your adventurer into a herald of forces benign or malevolent, divine, or alien. Call upon never-before-seen creatures and claim all the tools you need to make yourself a true master of monsters!

**Psychic Anthology** Paizo Staff 2017-03-07 Delve into the ancient secrets of the mind! Occult texts, lost scrolls, and esoteric tomes hidden throughout Golarion allow the curious seeker to develop powerful psychic skills. Pathfinder Player Companion: Psychic Anthology presents numerous texts outlining the mysterious practices that allow Golarion’s mystics and gurus to bend the laws of the universe to their wills. From the kaleidoscopic Recursion Tablets to the physics-defying Infinity Scrolls, vibrant books of psychic commentary are presented along with new archetypes, spells, subdomains, and other support material for player characters of any class.