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*Pathfinder Campaign Setting
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guest

BRENDAN COMPTON

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.

City of Locusts Paizo Publishing

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.

Kobolds of Golarion Paizo Pub Llc

For centuries, the empire of Cheliax 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 Cheliax. In the decades since, many of the empire's holdings have fallen away, but at its core Cheliax 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 Brastlework 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: Cheliax, The Infernal Empire is a must-have!

Chronicle of the Righteous 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.

Siege of Stone (Ironfang Invasion 4 Of 6) 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.

Heroes of the Darklands 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.

Inner Sea Magic 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 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!

Cheliax, the Infernal Empire Paizo Pub Llc

Learn all the secrets of 15 powerful yet mysterious deities in Pathfinder Campaign Setting: Inner Sea Faiths! This extra-large 96-page softcover sourcebook details gods and goddesses that are just as mighty as Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaekek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden

religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!"

Lands of the Linnorm Kings Paizo Pub Llc

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

Pathfinder Campaign Setting 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 Hagraech 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!

Dungeons of Golarion Paizo Pub Llc

Prepare for war! The Hold of Belkzen, an orc-dominated wasteland, is as inhospitable as its bloodthirsty inhabitants. These dangers, along with a history of warfare and ruin, make it a land ripe for adventure, and Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes gives Game Masters all they need to explore this savage setting. This gazetteer of the Hold of Belkzen presents information on the region's many dangerous geographical features and orc-run settlements, more than a dozen detailed orc tribes and adventure hooks to incorporate them into a campaign, and new monsters including the dread Juggernaut, the haunting Burning Child, and orc-bred warbeasts.

Pathfinder Chronicles Supplement 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!

Dark Markets Paizo Pub Llc

Looks at 6 different locations in the Inner Sea region. Offers a level by level breakdown of megadungeons, summarizing the dangers and awards of each and providing stats for monsters, and maps with cutaway views. Megadungeons detailed include: Candlestone Caverns, Gallowspire, Hollow Mountain, Pyramid of Kamaria, Red Redoubt of Karamoss and Zolurket Mines. Although intended for use with the Pathfinder Roleplay Game and Campaign setting, can easily be used in any fantasy game setting.

Pathfinder Campaign Setting: Mystery Monsters Revisited Paizo Pub Llc

The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them-or die trying! *Lost Cities of Golarion* presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior locations, encounter charts, statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder Roleplaying Game rules. *Lost Cities of Golarion* gives you the key to the following treacherous locales: - Ilvarandin, malign Darklands paradise - Ruins of Kho, crashed sky-city of the ancient Shory - Storasta, river port lost to the demonic Worldwound - Sun Temple Colony, abandoned outpost on a shattered continent - Tumen, buried desert capital of the Four Pharaohs of Ascension - Xin-Shalast, proudest ruin of Old Thassilon

Rival Guide Paizo Pub Llc

This enormous 32-panel mega-map depicts the Inner Sea region of the Pathfinder world, marking thousands of towns, villages, castles, dungeons, and other intriguing locations drawn from the complete catalogue of Pathfinder offerings to date. All the key

sites from all the Adventure Paths, all the Pathfinder Module locations, all the places important to the history and current events of the world are revealed as never before possible. Printed on durable, high-quality paper, this invaluable world reference will endure campaign after campaign.

Pathfinder Adventure Path #48 Paizo Pub Llc

Pathfinder Campaign Setting: Faiths of Golarion sheds light on 10 lesser-known deities, some popular within the Inner Sea Region, and some worshipped mostly in the lands beyond. From Chaldira Zuzaristan, the mischievous halfling god of luck, to Nivi Rhombodazzle, the deep gnome god of gambling, to Gruhastha the Keeper and Hei Feng the Duke of Thunder, this book offers details about these gods' histories, dogmas, and practices, all designed to enrich your campaigns with new divine lore.

Carriion Crown Poster Map Folio Pathfinder Campaign SettingDarklands 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!*

Occult Realms Paizo Pub Llc

*Pathfinder Campaign SettingDarklands Revisited*Paizo Publishing Incorporated

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.

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