

Npc Codex Box

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

The heroes and villains of the Pathfinder Roleplaying Game: NPC Codex charge forth in this complete collection of more than 250 pawns for use with the Pathfinder RPG or any tabletop fantasy roleplaying game! Printed on sturdy cardstock, each pawn contains a beautiful, full-color image of a character from the core Pathfinder RPG NPC reference. Each cardstock pawn slots into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures. With a pawn for every character in the book and more than 250 distinct creature images, the NPC Codex Box is the best way to ensure you've got the right NPCs to push your Pathfinder campaign to the next level!

This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend! Based on more than 20 years of active development and playtest feedback from more than 125,000 gamers, the new Pathfinder rules are easy to learn and exciting to master! This indispensable volume contains all rules for players and Game Masters, and is your first step on a heroic new journey! The Pathfinder Core Rulebook includes: * More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters! * Six heroic player character ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc! * More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory! * Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard! * Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision them to be! * Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning!

Bring the world of the Pathfinder Campaign Setting to your game table with the Inner Sea Pawn Box. With more than a hundred characters straight from the Inner Sea region, Game Masters and Pathfinder RPG players alike will find the perfect pawns to represent their player characters and noteworthy NPCs. Including both major characters from the Pathfinder world and members of iconic organizations - like the merciless Hellknights and daring members of the Pathfinder Society - this set provides all the Pathfinder Pawns you need to truly bring the Pathfinder Campaign Setting to life. Price includes VAT. The colorful characters of the Pathfinder Roleplaying Game's Inner Sea setting come alive on your tabletop with this box-busting collection of more than 200 character pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a specialized character from one of the diverse nations and cultures of the Inner Sea region. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for common character types and over 200 distinct character images, the Inner Sea Pawn Box is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever!

Sailors and Scallywags Ahoy! The Pirate Codex brings you 30 nautical enemies and allies from CR 1 to 16, covering a great cross-section of interesting builds and different twists on classical pirate archetypes. You'll find everything from rough-necked renegades to magical mariners, with artilleryists, marines, navigators, and more suited for campaigns from the savage coasts on into the golden age of sail. Each NPC has brief suggestions for its use, with robustly detailed stat blocks that provide a ton of inspiration for throwing them into the fray against your heroes. The Pirate Codex is an ideal resource for the busy GM who wants a set of ready-made stat blocks incorporating a wide variety of rules elements, pushing the boundaries of the fantastic yet still keeping the focus on the people that make your pirate campaign go, from fellow freebooters to rival raiders and your naval nemeses. Pick up the Pirate Codex today to spice up any sea voyage in your Pathfinder campaign, and check out the rest of our series of Pirate Adventure Path Plug-Ins, like the Islands of Plunder adventures, Treasury of the Fleet, and Nautical Heroes!

A Publishers Weekly Best Book of the Year From an obesity and neuroscience researcher with a knack for engaging, humorous storytelling, The Hungry Brain uses cutting-edge science to answer the questions: why do we overeat, and what can we do about it? No one wants to overeat. And certainly no one wants to overeat for years, become overweight, and end up with a high risk of diabetes or heart disease--yet two thirds of Americans do precisely that. Even though we know better, we often eat too much. Why does our behavior betray our own intentions to be lean and healthy? The problem, argues obesity and neuroscience researcher Stephan J. Guyenet, is not necessarily a lack of willpower or an incorrect understanding of what to eat. Rather, our appetites and food choices are led astray by ancient, instinctive brain circuits that play by the rules of a survival game that no longer exists. And these circuits don't care about how you look in a bathing suit next summer. To make the case, The Hungry Brain takes readers on an eye-opening journey through cutting-edge neuroscience that has never before been available to a general audience. The Hungry Brain delivers profound insights into why the brain undermines our weight goals and transforms these insights into practical guidelines for eating well and staying slim. Along the way, it explores how the human brain works, revealing how this mysterious organ makes us who we are.

Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

"With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge

levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."--Back cover.

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 Juggerloathe, the haunting Burning Child, and orc-bred warbeasts.

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant characters alongside rules systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier! The Pathfinder Gamemastery Guide includes: * Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from settlements to nations to infinite planes! * Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more! * All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character! * A catalog of subsystems to handle unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more! Plus, a universal victory point system to help you design your own subsystems! * More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaigns!

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity

Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

National Book Award Finalist: "This man's ideas may be the most influential, not to say controversial, of the second half of the twentieth century."—Columbus Dispatch At the heart of this classic, seminal book is Julian Jaynes's still-controversial thesis that human consciousness did not begin far back in animal evolution but instead is a learned process that came about only three thousand years ago and is still developing. The implications of this revolutionary scientific paradigm extend into virtually every aspect of our psychology, our history and culture, our religion—and indeed our future. "Don't be put off by the academic title of Julian Jaynes's *The Origin of Consciousness in the Breakdown of the Bicameral Mind*. Its prose is always lucid and often lyrical...he unfolds his case with the utmost intellectual rigor."—The New York Times "When Julian Jaynes . . . speculates that until late in the twentieth millennium BC men had no consciousness but were automatically obeying the voices of the gods, we are astounded but compelled to follow this remarkable thesis."—John Updike, *The New Yorker* "He is as startling as Freud was in *The Interpretation of Dreams*, and Jaynes is equally as adept at forcing a new view of known human behavior."—*American Journal of Psychiatry*

A mercenary, sometimes known as a soldier of fortune, is an individual who takes part in military conflict for personal profit, is otherwise an outsider to the conflict, and is not a member of any other official military. Mercenaries fight for money or other forms of payment rather than for political interests. The world of Shin'ar includes regions that are always in dispute between one race or faction against another. Most of the time, battles over these areas are handled by internal forces. Sometimes, however, a conflict calls for professional help in the form of a mercenary company. Included within the pages of the *Tome of Mercenaries* are 32 mercenary companies that one can find, and hire, on Shin'ar. Descriptions include their battle formations, number of soldiers, leadership, cost, and expertise. Specialized soldiers, such as a Centaur Lancer or a Wereboar Berserker, are detailed as well. Everything is included within the *Tome of Mercenaries* to join, hire, or start a mercenary company of your own. Special Note: The *Tome of Mercenaries* uses races and classes that can be found in both *Manastorm: World of Shin'ar (5e)* and the 5th Edition OGL. It uses and describes locations found in the world of Shin'ar, specifically. A copy of *Manastorm: World of Shin'ar* is NOT required to use the *Tome of Mercenaries*, and there is a handy conversion chart that will enable you to use the information contained in the *Tome* in any 5e fantasy setting. What you get: 32 Mercenary Companies, 4 Adventuring Parties, Tables to outfit your own Mercenary Company, over 60 new NPC stat blocks, and 7 new magical and mundane items!

The world we know is but one reality. Countless others exist in the realms beyond. Dimensions carved from dreams. Worlds constructed from pure life energy. First drafts of our consciousness, and shadows of the same. Entire realities populated by angels and demons, ruled by deities and subject to physical laws mortals can barely comprehend. This is the Great Beyond, and within its reaches, the possibilities for grand adventure or devastating defeat are truly endless. This far-reaching hardcover rulebook explores *Pathfinder RPG Planar Adventures* explores the wondrous and horrifying regions that comprise the other dimensions and planes of reality that feature in the *Pathfinder Roleplaying Game*. This imaginative tabletop game builds upon more than 10 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era.

Pathfinder Pawns: Pathfinder Society Pawn Collection

The fiercest surprises often come from the most familiar foes! Just as no single class description can define every fighter, rogue, or wizard, no single creature entry can truly cover every vicious champion, unholy priest, or savage sorcerer in a band of organized and intelligent monsters. With *Pathfinder Roleplaying Game: Monster Codex*, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. *Pathfinder Roleplaying Game: Monster Codex* is an indispensable companion to the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Bestiary*. *Pathfinder Roleplaying Game: Monster Codex* includes: * Pages upon pages of specialized entries for 20 classic monstrous races, from goblins and drow to kobolds and trolls. Face off against such formidable foes as gnoll packlords, ratfolk sages, and dinosaur-riding lizardfolk champions! * Detailed information on the ecologies and societies of these formidable creatures. * New feats, equipment, spells, and archetypes to help you customize all 20 monstrous races--and the adventurers who fight or trade with them. * A horrific new monster associated with each race--allies, thralls, and variants. * Sample encounters ready to challenge raw recruits and experienced adventurers alike. * ... and much, much more!

Give life to your NPCs with *Shattered Star Face Cards*! More than 50 key characters fill this gorgeously illustrated deck designed for use with the *Shattered Star Adventure Path*, but suitable for use in any fantasy roleplaying game. Each card includes the character's name, role in the *Shattered Star Adventure Path*, space to record key details, and artwork by Paizo's finest illustrators. These Face Cards bring the cast of the *Adventure Path* to your tabletop and allows your players to look into the face of the enemy!

Take your first step into an exciting world of fantasy adventure with the *Pathfinder Roleplaying Game Beginner Box*! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons! The only limit is your imagination! The *Pathfinder Roleplaying Beginner Box* includes: a 64-page *Hero's Handbook*, a 96-page *Game Master's Guide*, a 16-page *Transition Guide* to bring your hero to the full *Pathfinder Roleplaying Game*, a complete set of seven high-impact polyhedral dice, more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon, four pregenerated character sheets to throw you right into the action.

Features statistic blocks for over three hundred of the game's characters, offers ideas for using characters in combat and roleplaying situations, and provides tactical suggestions that bring out the best of each character's abilities.

Trouble in Paradise The *Ruins of Azlant Adventure Path* begins with the adventurers standing on the deck of a ship ready to make landfall at their new home. However, dread settles in as they notice that the colony is empty and abandoned. Tasked with uncovering the whereabouts of the prior group of colonists, the adventurers go ashore and explore the deserted settlement. Uncovering strange evidence leads the adventurers across the island, where they encounter two survivors who can give them clues as to the fate of the rest of the first wave of

settlers. Can the adventurers survive long enough to discover what truly befell the fledgling colony? This volume of Pathfinder Adventure Path launches the Ruins of Azlant Adventure Path and includes:

- * "The Lost Outpost," a Pathfinder adventure for 1st-level characters, by Jim Groves.
- * A detailed look at some of the other colonists who make up the colony of Talmandor's Bounty and the roles they play in the campaign, by Jim Groves.
- * A deep dive into the bizarre and alien ecology of the algholthus—the family of creatures that includes the devious aboleths, by Greg A. Vaughan.
- * A bestiary of new monsters found in the shattered continent, by Jim Groves, Isabelle Lee, and Luis Loza.

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.

A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the smash hit Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like demons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns! The Pathfinder RPG Bestiary 2 includes:

- More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition
- An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference
- Dozens of monstrous variants to modify creatures and keep players on their toes
- Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat
- Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration
- Suggestions for monstrous cohorts
- Plenty of new animal companions and familiars
- AND MUCH, MUCH MORE!

Let's face it: most roleplaying games aren't grab-and-go. Giant books and prep work out the ying-yang can be fun if you've got the time, but what if you don't? What if you're looking for a last minute game? What if you're new to the RPG world and want a no hassle way to try one out? What if you're introducing your kids to RPGs and want something easily accessible for them that won't bore you to tears? We've got a solution: Fate Accelerated Edition. Fate Accelerated, or FAE, is a condensed version of the popular Fate Core system that brings all the flexibility and power of Fate in an easily digestible—and quickly read—package. With FAE, you and your friends can step into the world of your favorite books, movies, and TV or you can create a world of your own. And set up is simple—you can be playing in minutes. Whether you're new to RPGs or an expert gamer, FAE brings something special to the table. Fate Accelerated Edition. Your story—full speed ahead.

Kulan Gath's Tournament of Death pits Red Sonja against John Carter of Mars as the Pathfinder heroes struggle to wrest the Scepter from Empress Camilla and her inter-dimensional alliance of vile villains! As secret armies boil from the arena's understructure, the heroes learn that immortal villains live forever for a reason, while heroes die all too easily. Co-starring John Carter, Red Sonja, Tars Tarkas, and more! Written by Pathfinder publisher Erik Mona (Pathfinder: Hollow Mountain) with art from Jonathan Lau (Red Sonja and Cub). Contains a Pathfinder RPG rules appendix and a bonus pull-out poster map!

Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

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!

It's happened to every Game Master. You spend hours setting up the perfect encounter, your players are out for blood, the swords are drawn—and then you realize that you've forgotten to build statistics for the enemy characters. Or perhaps your players go left when you expect them to go right, leaving you without any encounters prepared. Such problems are a thing of the past with the NPC Codex. Inside this tome, you'll find hundreds of ready-made stat blocks for nonplayer characters of every level, from a lowly forest poacher to the most majestic knight or ancient spellcaster. Whether you're planning out future adventures or throwing together encounters right at the table, this book does the work so you can focus on playing the game. Pathfinder RPG NPC Codex is a must-have companion volume to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds on more than 10 years of system development and open playtests featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 320-page Pathfinder RPG NPC Codex includes:

- * Statistics for more than 300 characters, including at least one for every level of every class in the Pathfinder RPG Core Rulebook.
- * Tactical suggestions for every character, ensuring that you get the most out of each individual's gear and abilities in a fight.
- * Tons of flavorful names and backgrounds to give characters personality, plus ideas for using them in both combat and roleplaying situations.
- * Statistics for characters with lower-powered NPC classes to help populate your world with ordinary people, as well as characters with specialized prestige classes.
- * Animal companion statistics for

druids and rangers, from level 1 through level 20. * Multiple versions of each Pathfinder iconic character, perfect for pregenerated player characters. * Encounter groups for conveniently crafting battles on the fly. * ... and much, much more!

Thaw of the Lich Lord is a complete campaign for Frostgrave that will challenge both new and veteran players. Through a series of linked scenarios, players discover the existence of a new power in the Frozen City, one who was old when the great city was still young, and who saw both its rise and its disastrous fall. Warbands will confront the Lich Lord's minions, race against his agents to seize possession of mysterious artefacts, and brave the perils of Frostgrave in search of his lair. Eventually, they will need to muster all their courage to venture into the depths of the city and face the Lich Lord himself. Not all wizards will seek to stop the Lich Lord, however, and full rules for giving into his corruption and following the dark road to becoming an undead lich are presented for those who crave power and immortality above all else. While the campaign presents many new threats against which wizards and their warbands must test themselves, including an expanded bestiary, it also offers additional resources, such as new henchmen that can be recruited and unique magical treasures that can spell the difference between survival and oblivion.

Summon legions of extraplanar creatures to your tabletop with this collection of more than 100 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a monster from the summon monster spell lists in the Pathfinder Roleplaying Game Core Rulebook. With multiple pawns for commonly summoned creatures, the Summon Monster Pawn Collection is the best way to ensure you've got the perfect monsters to conjure for every Pathfinder RPG encounter! Price Includes VAT.

From the creators of the hit show "Critical Role" comes Vox Machina's origin story! Writers Matthew Mercer and Matthew Colville team with artist extraordinaire Olivia Samson and colorist Chris Northrop to bring you the story of where the heroes' journey began. The band of adventurers known as Vox Machina will save the world. Eventually. But even they have to start somewhere. Six would-be heroes on seemingly different jobs find their paths intertwined as they investigate shady business in the swamp town of Stilben. They'll need to put their heads-- and weapons--together to figure out what's going on...and keep from being killed in the process. Even then, whether or not they can overcome what truly lurks at the bottom of the town's travails remains to be seen! Collects Critical Role Vox Machina: Origins comics issues #1-6, one of the best selling digital comics ever!

The Pathfinder heroes take on the dreaded Hellknights! Having identified the serial killer stalking Korvosa's streets, Seoni and her friends must undertake their most foolhardy quest yet—sneaking into a Hellknight fortress! Once inside, they'll need to battle devils and infernal traps in order to search a wizard's workshop for clues. But infiltrating the stronghold of a knightly order powerful enough to enslave devils will prove anything but simple... Battle and brimstone overflow in this sinister adventure from Pathfinder co-creator James L. Sutter (Pathfinder Hollow Mountain, The Redemption Engine), with art from Ediano Silva (Grimm Fairy Tales, Hellchild: The Unholy). Contains pull-out poster map and official Pathfinder RPG bonus encounter!

The Beast of Lepidstadt, a savagely cunning flesh golem, has long terrorized the simple folk of the land. Once captured though, rather than destroy the monster, the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial. While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk, scholars of the macabre, and the slaves of its mad creator. When a violent attack releases the berserker, its trail leads to the laboratory lair of a mad scientist and his blasphemous creations, crazed conspirators in the maniacal plot of the Whispering Way. A Pathfinder Roleplaying Game adventure for 4th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories. This adventure also includes an in-depth look at Pharasma, mysterious goddess of fate, along with details on the Eternal Order of the Palatine Eye, one of Ustalav's most manipulative and mysterious secret societies, plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

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