

Pathfinder Fires Of Creation

A Canticle for LeibowitzThe Official Ohio Lands BookFortress of the Stone GiantsPathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket EditionU.S. Army Ranger HandbookPathfinder ModulePale FirePathfinder Adventure Path: Fires of the Haunted City (Age of Ashes 4 of 6)Advanced Player's GuidePathfinder Campaign Setting: Faiths of GolarionRoleplaying GamePathfinder Roleplaying Game: Advanced Class Guide Pocket EditionPathfinder Campaign SettingRise of the Dungeon MasterPathfindersPathfinder Campaign Setting: Numeria, Land of Fallen StarsWarhammer Fantasy Roleplay 4e CorePathfinder: Worldscape Vol. 2Wildland Fires and Air PollutionThe Sergeants Major of the Army 2010 (Hardcover)Realm of the Fellnight QueenMidgard WorldbookFall of PlaguestoneThe Kolbrin BiblePathfinder Adventure Path #47Starfinder Rpg - Near SpaceSupermanPathfinder Adventure Path: Iron Gods Part 6 - The Divinity DrivePathfinder Adventure Path 67Pathfinder Tales: Lord of RunesPathfinder Adventure Path: Mummy's Mask Part 6 - Pyramid of the Sky PharaohNumenera Character OptionsPathfinder Adventure PathPathfinder Adventure Path #34Pathfinder Roleplaying Game Advanced Race GuideBook of Exalted DeedsPathfinder Player CompanionReign of WinterMythic MonstersIron Gods

A Canticle for Leibowitz

Under the military leadership of General Zod,

Kryptonian sleeper agents have infiltrated Earth, and the planet's best line of defense is Nightwing and Flamebird.

The Official Ohio Lands Book

Fortress of the Stone Giants

Aristocratic Pathfinder Varian Jeggare and his hellspawn bodyguard Radovan (Pathfinder's answer to Holmes and Watson) return for their fifth standalone novel. When Varian is bequeathed a dangerous magical book by an old colleague, he and Radovan are pulled into a mystery and set on the path of a powerful necromancer seeking to become the new avatar of an ancient and sinister demigod-one of the legendary Runelords. But in saving the world, will Varian and Radovan lose their souls?Paizo Publishing is the award-winning publisher of fantasy roleplaying games, accessories, board games, and novels.

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition

Another, more powerful Iron God is rising in power in the enigmatic Silver Mount, but before it can be confronted, the legacy of this strange deity's first worshiper must be recovered. Clues lead to the technophobic town of Iadeneigh, a farming community with its own need for heroes. This guide to the Pathfinder Roleplaying Game is for 7th-level

characters. Discover details of quests, character strengths and weaknesses, the location of hidden clues and traps, and the secrets of each room.

U.S. Army Ranger Handbook

From the US Department of Defense, the Skills, Tactics, and Traits of the Most Highly Skilled Soldiers in the World—Army Rangers. This handbook offers the techniques and tactics that make U.S. Army Rangers the best soldiers in the world. These highly trained, easily deployable, and widely skilled infantrymen specialize in airborne assault, raids, recovery of personnel and equipment, and airfield seizure, among other difficult and dangerous missions. Now, in this recently revised edition of the U.S. Army Ranger Handbook, you can get the latest info on everything from understanding the basics of Army operations and tactics to discovering what makes a soldier with good leadership qualities and character. Although primarily written for Rangers and other light infantry units, it serves as a handy reference for all military units, covering how infantry squad- and platoon-sized elements conduct combat operations in varied terrains. Drawing from over two centuries of lessons learned in special operations combat, this guide provides modern soldiers with best training possible. It effectively combines the lessons of the past with important insights for the future to help make army leaders the absolute best they can be. In straightforward, no-frills language, it covers deception, stealth, communications, escape and evasion, ambush operations, perimeter defense,

counterintelligence, and much more. This book is the ultimate resource for anyone who wants to know how Rangers think and function.

Pathfinder Module

Every 100 years, the Witch Queen Baba Yaga returns to the nation of Irrisen to place a new daughter on the throne, but this time, something has gone wrong! 'The Snows of Summer' includes a gazetteer of the villages of Helgen and Waldsby, details on the cultural and magical legacies of Irrisen, and several new monsters in the Pathfinder Bestiary.

Pale Fire

Pathfinder Adventure Path: Fires of the Haunted City (Age of Ashes 4 of 6)

The Kolbrin Bible dates back 3,600 years and offers unique and enlightened insights from the past to both challenge and affirm our present day beliefs. This 2-part, 11-book secular anthology is nearly as large as the King James Bible. The first six books are called the "Egyptian texts" and were penned by Egyptian academicians following the Hebrew Exodus. The last five books are called the "Celtic texts" and were penned by Celtic priests following the death of Jesus. Several accounts describe an object in orbit around our sun called the "Destroyer," which the Celtic authors call the "Frightener." According to recently translated Sumerian texts, this object (also known as

Nibiru or Planet X) is in a 3600-year orbit around our sun, and The Kolbrin Bible warns us of its imminent return and of yet another Biblical tribulation. [DOI: 10.1572/kolbrin] 2nd Edition Book Features: Published for scholars. The 596-page print edition features ample margins for notes and typesetting that is easy on old eyes. All editions feature the Kolbrin Citation System by Marshall Masters. Designed to speed multi-format collaborative studies between researchers and authors. Over 1,600 typographical corrections based on the Chicago Manual of Style. Its verbiage remains faithful to the original work. First-ever index with over 2,700 entries. (Print and Adobe eBook editions only.) PART 1: The Egyptian Texts (Books 1-6) DESCRIPTION: Following Pharaoh's defeat at the hand of Moses, the Egyptians searched the Middle East for clues to the one true G-d of Abraham. What now survives of that noble effort comprises the first six books of The Kolbrin Bible. OTHER EDITIONS: An abridged edition, the Egyptian Texts of the Bronzebook is also available in print and electronic editions from Your Own World Books. [DOI: 10.1572/kolbrin.bronzebook] PART 2: The Celtic Texts (Books 7-11) DESCRIPTION: A historical treasure trove of ancient Celtic and Druid folklore, philosophy and mysticism. Penned by Celtic priests in the first millennium CE, it includes a never-before published biographical sketch of Jesus Christ with several first-person quotes by Jesus, himself. OTHER EDITIONS: An abridged edition, the Celtic Texts of the Coelbook is also available in print and electronic editions from Your Own World Books. [DOI: 10.1572/kolbrin.coelbook]

Advanced Player's Guide

Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh world in Golarion's solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world? Continuing the Reign of Winter Adventure Path, *The Frozen Stars* is a Pathfinder Roleplaying Game adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the *Pathfinder's Journal* by Kevin Andrew Murphy.

Pathfinder Campaign Setting: Faiths of Golarion

The Age of Ashes Adventure Path continues! The Scarlet Triad has turned their attention to a ruined dwarven city, where they seek an alliance with sinister gray dwarves and a powerful dragon. The heroes use their ring of portals to travel to this distant region, where they must earn the trust of several dwarven guilds before the Scarlet Triad can array their forces and bring about a fiery doom of slavery and undeath to an entire city! Age of Ashes is the first

Adventure Path using the brand new rules for the Pathfinder RPG. This fourth adventure is for 12th-level characters, and also includes a gazetteer of the dwarven city of Kovlar, a discussion of the evil dwarven god of toil--Droskar, and a wealth of new rules options for player characters to discover, along with 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.

Roleplaying Game

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven "core" player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen "spotlight" races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk,

grippli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

Pathfinder Roleplaying Game: Advanced Class Guide Pocket Edition

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 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 the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all

29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * and much, much more!

Pathfinder Campaign Setting

When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters. Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

Rise of the Dungeon Master

Four new tales as part of Paizo's groundbreaking "Worldscape" saga, drawing the greatest fantasy heroes of literature and comics into the mythos of their award-winning fantasy world and tabletop RPG! Red Sonja must escape a dungeon with a religious icon of Issus, Goddess of Death and Life Eternal, to use as a bargaining chip in the grim political war of the Worldscape! A battle against a vicious red dragon maroons John Carter and the Martian Tars Tarkas in a dangerous jungle filled with monsters and the greatest soldiers of three worlds! Tarzan clashes head-on with the original feral heroes of mythology: the demigods Romulus and Remus! The iconic antihero and half-elf Seltyiel finds himself in the gladiatorial Worldscape, facing off against two of Earth's most sinister figures! Written by Erik Mona (Paizo Publisher and Chief Creative Officer), James L. Sutter (Paizo Senior Editor) and more, the Worldscape saga draws the greatest fantasy heroes of literature and comics into the mythos of Paizo's award-winning fantasy world, fiction line, and tabletop RPG.

Pathfinders

Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-

engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. Numenera: Character Options is a supplement for Numenera and provides new options for Numenera characters. In addition to new descriptors and foci, Numenera: Character Options offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!

Pathfinder Campaign Setting: Numeria, Land of Fallen Stars

Make the secrets and tools of the mighty Sellen River yours with this guide to life along one of Golarion's most important waterways. Whether you call upon the rage powers of Kellid barbarians or employ the dastardly tactics of Riverfolk bandits, the secrets of Numeria and the River Kingdoms are sure to float your boat.

Warhammer Fantasy Roleplay 4e Core

Hakotep's flying pyramid has been grounded, but the heroes must enter the ancient tomb to deactivate the

fleet of smaller flying pyramids poised to attack Osirion. Deep inside the Pyramid of the Sky Pharaoh, an untouched tomb from the heights of Ancient Osirion, the heroes face undying guardians woken from ageless sleep, climaxing in a final battle with the reborn Sky Pharaoh Hakotep, himself! Concluding the Mummy's Mask Pathfinder Adventure Path, Pyramid of the Sky Pharaoh is a Pathfinder Roleplaying Game adventure for 15th-level characters.

Pathfinder: Worldscape Vol. 2

Rise of the Dungeon Master tells, in graphic form, the story of Gary Gygax, co-creator of Dungeons & Dragons, one of the most influential games ever made. Like the game itself, the narrative casts the reader into the adventure from a first person point of view, taking on the roles of the different characters in the story. Gygax was the son of immigrants who grew up in Lake Geneva, WI, in the 1950s. An imaginative misfit, he escaped into a virtual world based on science fiction novels, military history and strategic games like chess. In the mid-1970s, he co-created the wildly popular Dungeons & Dragons game. Starting out in the basement of his home, he was soon struggling to keep up with the demand. Gygax was a purist, in the sense that he was adamant that players use their imaginations and that the rules of the game remain flexible. A creative mind with no real knowledge of business, he made some strategic errors and had a falling out with the game's co-creator, his close friend and partner, David Arneson. By the late 1970s the game had become so popular

among kids that parents started to worry -- so much so that a mom's group was formed to alert parents to the dangers of role play and fantasy. The backlash only fueled the fires of the young fans who continued to play the game, escaping into imaginary worlds. Before long, D&D conventions were set up around the country and the game inspired everything from movies to the first video games. With D&D, Gygax created the kind of role playing fantasy that would fuel the multibillion dollar video game industry, and become a foundation of contemporary geek culture.

Wildland Fires and Air Pollution

The Sergeants Major of the Army 2010 (Hardcover)

Realm of the Fellnight Queen

Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

Midgard Worldbook

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.

Fall of Plaguestone

"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.

The Kolbrin Bible

Pathfinder Adventure Path #47

The leprous tongues of the boggards whisper of a lost tomb hidden at the heart of the Stolen Lands, and of the insatiable barbarian lust of the western humans who would unearth the potent artifact hidden there for their own occluded ends. Can the heroes protect their hard-fought holdings while facing the growing dangers of the west? A Pathfinder Roleplaying Game adventure for 10th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. This volume also features an extensive exploration of the ecology and society of the frog-men known as boggards and several new swamp monsters for your game. Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

Starfinder Rpg - Near Space

Superman

Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.

Pathfinder Adventure Path: Iron Gods Part 6 - The Divinity Drive

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. 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 the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * and much, much more!

Pathfinder Adventure Path 67

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

Pathfinder Tales: Lord of Runes

Discover the secrets of Numeria, a land of savagery and super science, where barbarians seek to master the technology of an ancient alien empire. From the robot-ravaged badlands of the Felldales to the lands of the Black Sovereign, Numeria provides endless

opportunity for post-apocalyptic, science fiction-themed fantasy adventure. Perfect for use with the Iron Gods Adventure Path campaign, this invaluable gazetteer sheds new light on one of the mysterious kingdoms in the Pathfinder world, and includes new environmental hazards and over a dozen new monsters that meld magic with fantastic technology.

Pathfinder Adventure Path: Mummy's Mask Part 6 - Pyramid of the Sky Pharaoh

Silver Mount has long beckoned explorers and adventurers from across the Inner Sea with its promises of exotic, otherworldly treasures. Yet more than treasure waits within the alien chambers within this towering ruin - here, the greatest of the Iron Gods dwells, inexorably drawing its plans against the world of flesh and preparing for its final triumphant emergence from the eons of time. With allies recruited from across the land of Numeria and the brutish rulership of its capital city (for the time being) cowed, the time is right for the most extensive expedition into Silver Mount's mysterious interior. What strange perils from beyond the stars await the heroes within the metal walls of one of Golarion's most legendary dungeons, and could they just be walking into an Iron God's trap? A Pathfinder Roleplaying Game adventure for 15th-level characters, *The Divinity Drive* concludes the Iron Gods Adventure Path. Several new monsters, an article about robots, extensive notes for how to continue your Iron Gods campaign, and Amber E. Scott's

Pathfinder Journal round out this volume of the Pathfinder Adventure Path.

Numenera Character Options

"Wildland fires are one of the most devastating and terrifying forces of nature. While their effects are mostly destructive they also help with regeneration of forests and other ecosystems. Low-intensity fires clear accumulating biomass reducing risk of catastrophic crown fires and can be used as an effective management tool. This book presents current understanding of wildland fires and air quality as well as their effects on human health, forests and other ecosystems. In the first section of the book the basics of wildland fires and resulting emissions are presented from the perspective of changing global climate, air quality impairment and effects on environment and human health and security. In the second section, effects of wildland fires on air quality, visibility and human health in various regions of the Earth are discussed. The third section of the book deals with complex issues of the ecological impacts of fire and air pollution in forests and chaparral in North America. --

Pathfinder Adventure Path

In Pale Fire Nabokov offers a cornucopia of deceptive pleasures: a 999-line poem by the reclusive genius John Shade; an adoring foreword and commentary by Shade's self-styled Boswell, Dr. Charles Kinbote; a darkly comic novel of suspense, literary idolatry and

one-upmanship, and political intrigue.

Pathfinder Adventure Path #34

Rise of the Machines! Mythic Monsters: Robots brings you an incredible assortment of mechanical marvels and menaces for expanding campaigns where science fiction meets fantasy. These are no ordinary magical constructs like golems and animated objects, but sophisticated and sometimes sinister sentinels of super-science, programmed to make blast your heroes back to the dark ages! These incredible creations of advanced or alien technology range from CR 1 to 20, including warbots like the awesome annihilator, the grunt soldier gearsman, the flying myrmidon, and the indomitable warden. It also includes robots purpose-built for a variety of tasks, like the flitting collector and the hulking terraformer, from lone spies and servants like the arachnid robot to hordes of infiltrators like the observer swarm. Not all robots are simply mindless servants, of course, as terrifying torturers and genius directors take the lead where other robots follow, and robots even come to a semblance of life in the form of androids. As if a dozen existing monsters were not enough, the brand-new cyberphrenic tadpole is a chillingly insidious robot of small size but great potency in corrupting the mind and will of the living who seek to resist the will of their incipient robot overlords. In addition, you can customize the robots you throw at your players with an array of robotic implants utilizing the technology rules for the Pathfinder Roleplaying Game, whether your heroes are arming their own robot legions or

facing the forces of fearsome technomancers. The Mythic Monsters series from Legendary Games brings you dynamic and exciting mechanics alongside evocative and cinematic new abilities that really help creatures live up to their flavor text, whether they are creatures of real-world myth and legend or creatures born out of the RPG tradition itself. These creatures can work just as well in a non-mythic campaign as they do in one that incorporates the full mythic rules, as you can throw them at your jaded players who think they've seen it all or know the standard monster stats as well as you do. That look of surprise and "What was THAT?" will warm any GM's heart. This all-new 30-page supplement by Alex Riggs, Russ Taylor, and Jason Nelson is a terrific complement to the Mythic Monster Manual, with over 220 mythic monsters and an awesome array of monster-focused abilities, feats, and more for your Pathfinder game! Pick up both books today and Make Your Game Legendary!

Pathfinder Roleplaying Game Advanced Race Guide

"Pathfinder roleplaying game compatible."

Book of Exalted Deeds

Pathfinder Player Companion

With a cover from fan-favorite artist Wayne Reynolds and lavish full-color interior illustrations, the 320-page

hardcover Pathfinder RPG Advanced Player's Guide is an essential volume for gamers eager to take the next step in their Pathfinder journey. New Classes in the Advanced Player's Guide include: The Alchemist: An arcane mystic who brews salves and unguents to modify his body in freakishly effective ways. The Cavalier: A noble warrior who weaves through high society as easily as he does the most treacherous battles. The Inquisitor: An agent of faith trained to root out the dark secrets and even darker monsters that haunt the forgotten corners of the world. The Oracle: A divine mystic dedicated to a mysterious occult tradition that grants her fantastic powers-but at great cost. The Summoner: An arcane spellcaster who conjures powerful servitor creatures from beyond the veil of reality to serve his whims. The Witch: A versatile caster who gains her spells from the eldritch whispers of her bonded familiar and casts potent hexes to aid allies and vex foes.

Reign of Winter

Mythic Monsters

Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who's-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo's most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient

levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

Iron Gods

Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and

updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)