

Pathfinder 2e Starter Box

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Pathfinder Beginner Box (P2). Logan Bonner, 2020

The Rural New-Yorker, 1922

Pathfinder Module Jason Keeley, Lyz Liddell, Ron Lundeen, 2021 Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! The anthology's three adventures introduce a number of play styles, including clearing out an abandoned fishcamp, a sandbox romp to get to the bottom of sabotage, and a classic puzzle-filled dungeon crawl. Troubles in Otari is a deluxe adventure for 4th-level characters written by Jason Keeley, Lyz Liddell, and Ron Lundeen.

Pathfinder Roleplaying Game Beginner Box, 2013-10

Pathfinder Roleplaying Game Jason Bulmahn, Sean K. Reynolds, 2013

Pathfinder RPG: Pathfinder Player Core (P2) Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2023-11-28 The Pathfinder Player Core presents a new entry point to Pathfinder Second Edition, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players! Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. Along with the GM Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming! Pathfinder Player Core includes: * Easier to Learn! We've taken feedback from the Beginner Box and the Core Rulebook and made this new entry into the Pathfinder Roleplaying Game easier to navigate and get right into the fun. * Complete character creation rules, walking you through building a character by selecting your Ancestry, Background, and Class, with a focus on the bard,

cleric, druid, fighter, ranger, rogue, witch, and wizard! Core ancestry options include human, dwarf, elf, gnome, goblin, halfling, leshy, and orc! * A mountain of options allowing you to customize your character including versatile heritages, like the changeling and nephilim, skills and feats, and hundreds of spells (including dozens of new ones), ensuring that the character you build represents your hero not just in story, but in rules as well! * Everything you need to know to start playing, from advice on how to explore the world to tips on surviving deadly combats with terrifying foes. * A primer on the world of Lost Omens so that your character can be a part of an exciting and diverse world! * Rules and tools to advance your character through play, taking them from a fresh-faced adventurer ready to take on the world to a veteran hero, wielding powerful magic that can reshape reality! * Fully integrated errata from the first 4 years of Pathfinder Second Edition, including revisions to the witch, expanded options for every character class, streamlined spells, new equipment, and more! * This is the first Pathfinder product published under the new Open RPG Creative (ORC) license, giving players and Game Masters even more freedom for making their own creations based on Pathfinder Second Edition.

Pathfinder RPG: Pathfinder Player Core Special Edition (P2) Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2023-11-28 The Pathfinder Player Core presents a new entry point to Pathfinder Second Edition, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players! Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. Along with the GM Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Pathfinder Player Core includes: * Easier to Learn! We've taken feedback from the Beginner Box and the Core Rulebook and made this new entry into the Pathfinder Roleplaying Game easier to navigate and get right into the fun. * Complete character creation rules, walking you through building a character by selecting your Ancestry, Background, and Class, with a focus on the bard, cleric, druid, fighter, ranger, rogue, witch, and wizard! Core ancestry options include human, dwarf, elf, gnome, goblin, halfling, leshy, and orc! * A mountain of options allowing you to customize your character including versatile heritages, like the changeling and nephilim, skills and feats, and hundreds of spells (including dozens of new ones), ensuring that the character you build represents your hero not just in story, but in rules as well! * Everything you need to know to start playing, from advice on how to explore the world to tips on surviving deadly combats with terrifying foes. * A primer on the world of Lost Omens so that your character can be a part of an exciting and diverse world! * Rules and tools to

advance your character through play, taking them from a fresh-faced adventurer ready to take on the world to a veteran hero, wielding powerful magic that can reshape reality! * Fully integrated errata from the first 4 years of Pathfinder Second Edition, including revisions to the witch, expanded options for every character class, streamlined spells, new equipment, and more! * This is the first Pathfinder product published under the new Open RPG Creative (ORC) license, giving players and Game Masters even more freedom for making their own creations based on Pathfinder Second Edition.

Mini-Dungeon Tome for Pathfinder 2e, 2023-03-03 140+ adventures for Pathfinder 2nd edition. Grab-and-go/plug-and-play easy to use one shots.

When Comes the Moon Greg Vaughan, Matt Goodall, 2020-09-25 Moonlight and Madness! The famed observatory at Asteria Point has long endured upon its mountain heights, yet wars, plagues, and the ravages of time have dimmed its glory to a faint ember kept by a tiny order of faithful monks. When sinister forces stalk the night and even those faithful few begin to disappear, the church sends out a call for heroes to investigate and save this remnant of a wiser and more learned age. Yet all is not as it seems among the high peaks, and secrets grow darker and danger ever deeper with the moon's every rising. When Comes the Moon is a Pathfinder Roleplaying Game adventure for 8th-level characters set in Yolbiac Vale, in the Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with The World of the Lost Lands campaign guide! It is the second of six adventures in the Aegis of Empires Adventure Path, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries. While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the Aegis of Empires. Grab this fantastic 80-page Pathfinder adventure by Matt Goodall and Greg Vaughan today and Make Your Game Legendary!

Core Rulebook Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2019 This comprehensive guide to the Pathfinder roleplaying game provides everything you need to set out into 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! The new Pathfinder rules are easier to learn and faster to play, and they offer deeper customization than ever before! This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey! -- Back cover.

Pathfinder RPG: Secrets of Magic Pocket Edition (P2) Paizo Publishing, 2021-07 Discover the untold potential of magic! Secrets of Magic, the newest hardcover rulebook for the Pathfinder Roleplaying Game! Secrets of Magic brings the

popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the Book of Unlimited Magic--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin! The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

Lost Omens World Guide Tanya Depass,James Jacobs,Lyz Liddell,Ron Lundeen,Liane Merciel,Erik Mona,Mark Seifter,James L. Sutter,2019-09-10 This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

When Comes the Moon Matt Goodall,2020-09-25 Moonlight and Madness!The famed observatory at Asteria Point has long endured upon its mountain heights, yet wars, plagues, and the ravages of time have dimmed its glory to a faint ember kept by a tiny order of faithful monks. When sinister forces stalk the night and even those faithful few begin to disappear, the church sends out a call for heroes to investigate and save this remnant of a wiser and more learned age. Yet all is not as it seems among the high peaks, and secrets grow darker and danger ever deeper with the moon's every rising.When Comes the Moon is a Pathfinder Second Edition adventure for 8th-level characters set in Yolbiac Vale, in the Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with The World of the Lost Lands campaign guide! It is the second of six adventures in the Aegis of Empires Adventure Path, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries.While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the Aegis of Empires. Grab this fantastic 80-page Pathfinder Second Edition adventure by Matt Goodall and Greg Vaughan today and Make Your Game

Legendary!

Cold Mountain Jason Nelson, 2020-09-15 Can You Mend A Frozen Heart? A mother's love is stronger than death, but love and death walk hand in hand when mortals cross paths with the immortal fey. Something has stirred up a fell and bloodthirsty power in the depths of the forlorn forest, and a bitter wind and mournful howls echoing from a lonely mountain bring a chilling dread to the wilds beyond the borderlands. A goddess is angry, and her wrath heralds doom in the unforgiving lands of a savage frontier. Can the heroes find a way to make peace with the warlike clans of the lonely hills and quell the frightening powers of nature that threaten to rise up and devour scattered clan and nascent frontier kingdoms alike? With triumph and tragedy in the balance, do they dare ascend Cold Mountain? Cold Mountain is a Pathfinder Second Edition adventure for 4th-level characters that takes the heroes past the reach of civilization, coming face to face with strange and primitive folkways and faerie powers. This adventure brings an evocative atmosphere of Dark Ages-style barbarism and mysticism into a traditional fantasy campaign, delivering challenges to overcome with words and deeds as well as on the field of battle. Your players will need cunning, guile, and a silver tongue to succeed where their magic and their sword arms may not prevail. Grab this 42-page PF2E adventure today for your home campaign or to complement the upcoming official maker of kings anniversary adventure path and Make Your Game Legendary!

Battlezoo Eldamon (Pathfinder 2e) Stephen Glicker, Mark Seifter, 2023-06 Befriend, train, battle, and evolve over 160 distinctive elemental monsters in your Pathfinder 2nd Edition game. Anyone can befriend an eldamon and bring them along, but with the new eldamon trainer class, you can use them to battle monsters. And with the elemental avatar class, you can embody an eldamon's elemental powers within your own body!

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

The Book in the Old House Alistair J Rigg, 2020-08-07 Old Houses Hide Old Secrets! The job is simple: escort a nobleman as he explores the old, abandoned estate he purchased fast and easy coin for a group of seasoned adventurers. But why is the entire neighborhood around the manor deserted, yet the house has never been vandalized nor would the most desperate

vagrant venture under its roof? Glimpses of dark, furtive movements in the vacant windows and disappearances nearby bring whispered rumors about its mysterious former owner, and wild theories about things as mundane as the deafening nightly chorus of frogs in its wooded yards. Perhaps there is more to the story than meets the eye, and it is for good reason they say you can never judge a book by its cover. The Book in the Old House is a Pathfinder Second Edition adventure for 1st and 2nd-level characters in the Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with The World of the Lost Lands campaign guide! It is the first of six adventures in the Aegis of Empires Adventure Path, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries. While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the Aegis of Empires. Grab this incredible 70-page Pathfinder Second Edition adventure today and Make Your Game Legendary!

Pathfinder Roleplaying Game Jason Bulmahn, 2009 Presents the revised rules for playing the seven classic races; updated rules for NPCs, domains, specialty schools, and familiars; and new rules for curses, poisons, and diseases.

Knight Fall in Old Curgantium Anthony Pryor, 2021-01-22 Doom Arises! The glorious capital city of legendary Hyperborea fell to ruin two thousand years ago in a fiery night of destruction that burned half a continent and heralded the end of an ageless empire. New auguries brought a fellowship of valiant knights to the scorched ruins seeking an ancient danger that threatened the world anew, but those champions themselves disappeared among the broken stones of the shattered city. Now new heroes must take up their mantle, whether to rescue or avenge them, and by all means to complete their desperate mission to forestall a new cataclysm. However, those daring to tread the ancient streets quickly discover that the ruins do not rest easy, and ancient memories can be as deadly as new perils in Old Curgantium. Knight Fall in Old Curgantium is a Pathfinder Roleplaying Game adventure for 15th-level characters set in the fabled ruins of the ancient Hyperborean capital of Curgantium in the Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with The World of the Lost Lands campaign guide! It is the fifth of six adventures in the Aegis of Empires Adventure Path, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries. While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they

brave the dark paths of the Aegis of Empires. Grab this fantastic 132-page adventure for the 1st Edition of the Pathfinder Roleplaying Game by Anthony Pryor today and Make Your Game Legendary!

Pathfinder Adventure Path: Cradle of Quartz (Outlaws of Alkenstar 2 Of 3) Scott D. Young, Andrew Mullen, 2022-06-07
Time is of the essence when the formula for the devastating explosive pyronite falls into the wrong hands. To secure the formula and even the score with the sinister rival who ruined them, a motley gang of outlaws must brave the weird and wild wastes of the Spellscar Desert. At the center of this mutant-filled wasteland, the outlaws discover an abandoned temple of time called the Cradle of Quartz. But while redemption and a fresh start might be nice perks, the outlaws seek something far more valuable among the Cradle's time-warped halls: revenge. Cradle of Quartz is a Pathfinder adventure for four 4th-level characters. This adventure continues the Outlaws of Alkenstar Adventure Path, a three-part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes an exploration of the magic-warped wastes east of Alkenstar, the Spellscar Desert; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or bedevil your players. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

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