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# Two Handed Fighter Guide Pathfinder

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Alchemist's Handbook TSR  
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.

## **People of the North**

Paizo Pub Llc  
Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. Lost Omens Monsters of Myth provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnheir, the Father of All Linnorms, and more. Monsters of Myth provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!

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<p><u>Pathfinder Lost Omens: Monsters of Myth</u> Paizo Pub Llc</p> <p>Learn this history of this desperate Chelish colony and the ancient traditions it upholds more strongly even than in the fallen homeland. Explore Eleder, the capital city of Sargava, and the many intrigues that keep it balanced on a knife's edge of extinction. Choose a campaign trait suitable to the Serpent's Skull or a host of jungle adventures, learn the secrets of the tribal beliefs of the Mwangi, and join one of several pirate clans prowling the colony's western shores in this</p>	<p>invaluable player reference for the Pathfinder Roleplaying Game. Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign. Pathfinder Adventure Path #36 Paizo, Incorporated Formerly handed down under oath of secrecy, this clear,</p>	<p>concise handbook discusses: the fundamental principles of alchemy; directions for the formation of an inexpensive home laboratory, with illustrations of the necessary equipment; step-by-step instructions for the work of the Lesser Circulation, the alchemical transformation within the plant kingdom?the necessary prerequisite for any work in the mineral kingdom.</p> <p><u>Book of Heroic Races</u> Paizo Pub Llc</p> <p>The most experienced combatants know the best offense is a good defense! And the best defense is one that uses armor to the best possible effect with the</p>
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secrets inside  
Pathfinder Player  
Companion: Armor  
Master's Handbook!  
From shield style feats  
and advanced armor  
mastery to ways to use  
the weight and bulk of  
armor to your  
advantage, this guide  
to heavily-armored  
heroics has new  
options for every iron-  
clad character. In  
addition to class  
options and abilities,  
this Player Companion  
also includes dozens of  
new magic armor  
options covering all  
types of armor and  
shields, as well as  
combat tricks and a  
stamina system sure to  
see you through nearly  
any scrap unscathed."  
Pathfinder Player  
Companion:  
Adventurer's  
Armory 2 Paizo Pub  
Llc  
The bigger they are,

the harder they fall!  
With Pathfinder  
Player Companion:  
Giant Hunter's  
Handbook, you'll be  
felling titans,  
confounding ettins,  
and burying hill  
giants by the ton.  
Empower your  
adventurer with all-  
new goliath-slaying  
feats, spells, magic  
items, traits, and  
character options  
while picking up tips  
and tactics to outlast  
even the most  
mammoth foes.  
When you can't  
overpower your  
enemy, learn how to  
outwit them or what  
tools you'll need to  
strike with the  
advantage.  
Starfinder RPG:  
Tech Revolution  
Advanced Player's  
Guide

Heroes Assemble!  
From the seas below  
to the skies above,  
from the land to the  
stars, heroes are all  
around us, and they  
come in many  
different forms. Now  
you can go beyond  
the common races  
and play a member  
of these 12  
imaginative races in  
your game. Delve  
into each race's  
culture and see the  
world from their  
unique point of view.  
Play a character that  
you have always  
dreamed of playing,  
with all-new specific  
character options  
tailored to each race's  
flavor. Expand your  
horizons and your  
gaming experience  
with these Advanced  
Races today! The  
Book of Heroic

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Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal

companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These

Advanced Races Today!  
Core Rulebook  
Paizo Pub Llc  
Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army

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of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution! Pathfinder Campaign Setting Paizo Pub Llc Rag-tag armies of mercenaries from

the northern nation of Brevoyn have turned their attention south to the region of the River Kingdoms called the "Stolen Land," and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the

realm from the monstrous bandit known only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathfinder volume also includes a gazetteer of Brevoyn and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new

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nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (Forgotten Realms: Azure Bonds) brings a lighter side to Pathfinder with the first installment of a new fiction arc for the Pathfinder Journal. Combat Tactics for Dungeon Masters Paizo Pub Llc "Open Game License version 1.0a"--4th unnumbered page. Caves of Carnage Paizo Publishing Incorporated A classic work on

Eastern philosophy, Zen in the Art of Archery is a charming and deeply illuminating story of one man ' s experience with Zen. Eugen Herrigel, a German professor of Philosophy in Tokyo, took up the study of archery as a step toward an understanding of Zen Buddhism. This book is the account of the six years he spent as a student of one of Japan ' s great kyudo (archery) masters, and of how he gradually overcame his initial inhibitions and began to feel his way toward new truths and ways of seeing. The Complete Fighter's Handbook Wizards of the Coast

This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at

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their world, allowing them to better chart their destinies. The Inner Sea Primer makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

Giant Hunter's Handbook Paizo Pub Llc

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture.

From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a

host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring.

Written by the macabre Managing Editor of the Pathfinder Adventure Paths, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

Pathfinder: Rise of the Runelords, Part 2  
**DIGITAL FIRE**  
Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of

Ravenloft. No one knows this better than monster scholar Rudolph Van Richten.

To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. •

Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways • Create characters with lineages tied to vampires, undead, and hags,



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horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword • Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets • Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

**Frostgrave: Ghost Archipelago: Gods of Fire** Paizo Pub Llc

**Fantasirollespil.** Pathfinder Player Companion: Familiar Folio Paizo Pub Llc

**The Rise of the Runelords**

Adventure Path continues with the second adventure: "The Skinsaw Murders." A sudden string of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem. Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven

deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic. Sargava, the Lost Colony Paizo Pub Llc

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the

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third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison."--T.p. verso.

Pathfinder Player Companion Paizo Pub Llc

A hero won't last long without his equipment, and this installment of the Pathfinder Companion blows the lid off the Core Rulebook with more than a hundred new items for the discerning adventurer.

Everything from new weapons and armor to climbing harnesses,

alchemical items, commodities, and animals can be found in the lavishly illustrated Adventurer's Armory, an invaluable resource for players of the Pathfinder Roleplaying Game and all 3.5 OGL-based fantasy roleplaying games.

Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters,

as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

Zen in the Art of Archery Paizo Pub Llc

New options for fighters, rangers, rogues, and warlords... Sharpen your sword and tighten your bow!

This must-have book is the latest in a line of player-friendly game supplements offering hundreds of new options for D&D® characters, specifically focusing on martial heroes. It provides new archetypal builds for fighters,

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rangers, rogues, and  
warlords, as well as  
new character  
powers, feats,  
paragon paths, and  
epic destinies.

Stolen Land Paizo Pub  
Llc

Advanced Player's  
GuidePaizo Pub Llc