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KEY=ROLEPLAYING - BROCK MAY

Pathfinder Roleplaying Game Core Rulebook Pocket Edition Pathfinder Core Rulebook *"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.* **Roleplaying Game** *In the right setting, a single scathing word can prove deadlier than a poisoned dagger. Behind the scenes of heroic battles and magical realms lies a seething underbelly of danger and deception. This world of intrigue holds endless possibilities for adventure, as heroes duel with words instead of steel, plot daring heists, and engage in battles of wills against relentless nemeses. A high-stakes game of shadows and secrets is yours to master--if you have the wits! Whether the heroes are taming the blood-soaked back alleys of their favorite metropolis or jockeying for the queen's favor alongside highborn nobles, Pathfinder RPG Ultimate Intrigue is an invaluable companion 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 a new era. Pathfinder RPG Ultimate Intrigue includes: * The vigilante, a new character class that lives two lives--that of an unassuming member of the community, and a cloaked crusader with his own agenda! * New archetypes for alchemists, bards, druids, hunters, inquisitors, investigators, mesmerists, rangers, rogues, slayers, spiritualists, and more! * New feats and magic items for characters*

of all sorts, granting mastery of street-smart combat, impenetrable disguises, and misdirection. * Dozens of spells to manipulate tense social settings, whether to reveal adversaries' secrets or hide the truth. * A complete system of influence, providing new goals and rewards to challenge players and link their fortunes to nonplayer characters and organizations. * Systems and advice to help Game Masters introduce a variety of new encounters into their games—daring heists, extended pursuits, and tense searches for buried secrets. * Rules for social combat and verbal duels, allowing characters to use words as weapons to sway hearts and humiliate foes. * ... and much, much more! **Advanced Player's Guide Paizo Pub Llc** 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.* **Pathfinder Roleplaying Game Occult Adventures Pocket Edition** *There is an unseen world all around you. On the streets and in the halls of power, in your dreams and across the bizarre planes of the multiverse, there are those who walk among us like giants among ants, twisting reality to their wills in their search for ancient knowledge. Now pull back the curtain of the mundane world and learn the secrets of these occult masters—if you dare!* Pathfinder RPG Occult Adventures is an indispensable companion to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon over 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 a new era. Pathfinder RPG Occult Adventures includes: * Six new occult base classes—the energy-shaping kineticist, the spirit-calling medium, the deceptive mesmerist, the mind-bending psychic, the uncanny occultist, and the phantom-binding spiritualist. * Archetypes for all of the new classes, as well as a broad selection of strange and mysterious archetypes and class options for existing characters. * New feats to flesh out your occult character, plus a whole new way to use existing skills to become a master of faith healing, hypnotism, psychometry, and more! * More than 100 spells using the all-new psychic magic system, plus rituals that grant even non-spellcasting characters occult power! Explore worlds beyond imagining with dream voyage, or defend yourself from mental threats with tower of iron will! * Rules and advice to help you steep your game in the occult, from chakras and deadly mindscapes to possession, psychic duels, and the Esoteric Planes. * A wide variety of new magic items, such as the eerie spirit mirror and the peculiar tin cap, plus new cursed items and powerful artifacts. * ... and much, much more! **Pathfinder RPG Core Rulebook Pocket Edition (P2)** *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! **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 Playtest Rulebook Pathfinder Roleplaying Game Ultimate Wilderness Pocket Edition** Wild, untamed lands hold a wealth of mystery and danger, providing the perfect backdrop for heroic adventure. Whether adventurers are climbing mountains in search of a dragon's lair, carving their way through the jungle, or seeking a long-lost holy city covered by desert sands, Pathfinder RPG Ultimate Wilderness gives them the tools to survive the wilds. A new 20-level base class, the shifter, puts animalistic powers into the hands--or claws--of player characters and villains alike, with new class features derived from

animalistic attributes. Overviews of druidic sects and rituals, as well as new archetypes, character options, spells, and more, round out the latest contribution to the Pathfinder RPG rules! *Pathfinder RPG Ultimate Wilderness* is an invaluable hardcover companion 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 a new era. *Pathfinder RPG Ultimate Wilderness* includes: * *The shifter*, a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield! * Archetypes for alchemists, barbarians, bards, druids, hunters, investigators, kineticists, paladins, rangers, rogues, slayers, witches, and more! * Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants. * Dozens of spells to channel, protect, or thwart the powers of natural environs. * New and expanded rules to push your animal companions, familiars, and mounts to wild new heights. * A section on the First World with advice, spells, and other features to integrate the fey realm into your campaign. * Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched. * ... and much, much more! **Pathfinder Gamemastery Guide (P2)** 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! **Pathfinder Roleplaying Game: Bestiary 6 Pocket Edition** Bow Down in Fear! Monsters have long stalked us in the darkness. Within this book, you'll find a host of these creatures for use in the *Pathfinder Roleplaying Game*. Face off against archdevils and the Horsemen of the Apocalypse, planar dragons and the legendary wild hunt, proteans and psychopomps, and hundreds more! Some creatures, such as the capricious taniwha, the mysterious green man, or the powerful empyreal lords, might even be willing to provide your heroes aid--if they deserve it! *Pathfinder RPG Bestiary 6* is the

sixth must-have volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. 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 RPG Bestiary 6 includes: * More than 200 different monsters. * New player-friendly races, like the crazed monkey goblins, the telepathic albino munavris, the river-dwelling fey naiads, the wolflike rougarou, and the yaddithians of the Elder Mythos. * Numerous powerful demigods, from archdevils and Great Old Ones to empyreal lords and qliphoth lords. * New animal companions and other allies, such as fierce devil monkeys and loyal clockwork hounds. * New templates, including the entothrope and the mongrel giant, to help you get more life out of classic monsters. * Appendices to help you find the right monster, including lists by Challenge Rating, monster type, and habitat. * Expanded universal monster rules to simplify combat. * Challenges for every adventure and every level of play. * **AND MUCH, MUCH MORE! Pathfinder Roleplaying Game Beta Playtest Edition Paizo Pub Llc** Backward-compatible with the 3.5 fantasy rules but offering new solutions and options that place it firmly on the cutting edge, the Pathfinder Roleplaying Game Beta features revised and updated rules for the seven classic fantasy roleplaying game races and all 11 core classes, plus a streamlined skill system, new and revised combat options, a completely overhauled experience system, and a host of new feats, equipment, domains, specialty schools, spells, curses, diseases, poisons, and much more. **Pathfinder 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!* **Ice Kingdoms Campaign Setting Lulu.com Dungeonscape** *Explore and build fantastic dungeons with this latest in the Environment series of player- and Dungeon Master-friendly supplements. "Dungeonscape" presents new character options as well as tools for Dungeon Masters to create exciting and memorable dungeon environments.* **Pathfinder Roleplaying Game - Beginner Box Paizo Pub Llc** *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.* **Pathfinder Roleplaying Game Ultimate Campaign Paizo Pub Llc** *Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.* **Dungeons of Golarion Paizo Pub Llc** *Looks at 6 different locations in the Inner Sea region. Offers a level by level breakdown of megadungeons, summarizing the dangers and awards of each and providing stats for monsters, and maps with cutaway views. Megadungeons detailed include: Candlestone Caverns, Gallowspire, Hollow Mountain, Pyramid of Kamaria, Red Redoubt of Karamoss and Zolurket Mines. Although intended for use with the Pathfinder Roleplay Game and Campaign setting, can easily be used in any fantasy game setting.* **Pathfinder Core Rulebook (Special Edition)** *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! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The perfect way to commemorate Pathfinder's new edition! (Cover color and design subject to change.) 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! **Adequate Commoner for Pathfinder Lulu.com** The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game: the Commoner NPC class. Now commoners can be more than just faces in a crowd and cannon fodder. They can be the player characters! Includes the Gear Commoner or Mythic Commoner, as well as commoner jobs, New Commoner Feats and Traits, equipment, weapons, improvised traps, and more! Rounding out such goodies are tactics and suggestions for running a commoner character game, as well as Cooks' Day Out, a beginning adventure for commoner characters just hoping to survive the day. ... and there's more yet! So, if you're bored with the exceptional and fed-up with the extraordinary, how about giving the mundane a try? We promise, your commoners will never seem common again. **Pathfinder Roleplaying Game Ultimate Intrigue Paizo Publishing Incorporated** A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. Ultimate Intrigue, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Ultimate Intrigue also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! Ultimate Intrigue includes: The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done. Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator, mesmerist, ranger, rogue, slayer, spiritualist, and more! A complete system of influence, giving the GM a new way to reward players for helping out an organization or community. Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes. Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth. and much, much more! " **Ponyfinder: Campaign Setting Silver Games LLC** Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew

equipmentNew bloodlinesNew races **Kingdoms of Legend: Knights of France**

Interaction Point Games Adequate Commoner Deluxe for Pathfinder

Lulu.com The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game: the Commoner NPC class. Now commoners can be more than just faces in a crowd and cannon fodder. They can be the player characters! Includes the Gear Commoner or Mythic Commoner, as well as commoner jobs, New Commoner Feats and Traits, equipment, weapons, improvised traps, and more! Rounding out such goodies are tactics and suggestions for running a commoner character game, as well as Cooks' Day Out, a beginning adventure for commoner characters just hoping to survive the day. ... and there's more yet! So, if you're bored with the exceptional and fed-up with the extraordinary, how about giving the mundane a try? We promise, your commoners will never seem common again. **Dark Revelations - The Role Playing Game - Monster Manual & Book of Danger**

Chris Constantin Dark Revelations - The Role Playing Game - Monster Manual & Book of Danger The Hodgepocalypse is not a safe place to be and this book tells you why. Almost 300 monsters to use with your adventures. **Dark Revelation - The Role Playing Game - Player's Guide**

Chris Constantin The Hodgepocalypse takes North America and the d20 system and makes it a diverse world filled with magical rites, modern technology and bizarre cultures. **Dark Revelations - The Role Playing Game - The Book of Adventure**

More Crunch, More Fluff, More Fun **Chris Constantin** Dark Revelations - The Role Playing Game - Book of Adventure Ever Need help with your Game? From G.M.s advice, to Plot Hooks, and even some new material, this book will be a valued contribution to your game: **Dark Revelations - The Role Playing Game - The Book of Progress**

Chris Constantin Machines played a part long before and after the Times of Revelations. · Comprehensive Mechanical life form rules for d20, including new body frames and the opportunity to play a plush robot! · Random plot hook generated by text message! · The mysterious Kilgorean finally revealed. · The Cybercult fleshed out ...er metallated out for all to see. · The Elysium Corporation secrets. · Crafting rules refined. · Weaponboards defined. · and much, much more. **Pathfinder Roleplaying Game Mythic Adventures**

Paizo Pub Llc "Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso. **Pathfinder Roleplaying Game Advanced Race Guide**

Paizo Pub Llc 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, gripli, duergar, stryx, 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. **Bestiary 4 Paizo Pub Llc** The mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones - including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play - from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates - like mummified and fungal creatures - breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary*

4. Role-Playing Games of Japan Transcultural Dynamics and Orderings

Springer Nature *This book engages non-digital role-playing games—such as table-top RPGs and live-action role-plays—in and from Japan, to sketch their possibilities and fluidities in a global context. Currently, non-digital RPGs are experiencing a second boom worldwide and are increasingly gaining scholarly attention for their inter-media relations. This study concentrates on Japan, but does not emphasise unique Japanese characteristics, as the practice of embodying an RPG character is always contingently realised. The purpose is to trace the transcultural entanglements of RPG practices by mapping four arenas of conflict: the tension between reality and fiction; stereotypes of escapism; mediation across national borders; and the role of scholars in the making of role-playing game practices.*

Pathfinder Roleplaying Game Villain Codex Ren of Atikala: The Scars of

Northaven David Adams

*I am Ren of Atikala. Kobold. Prisoner. Experiment. My father owns me and my days are full of pain. I have many stories to tell. This one is about death. Kobolds die every day. Even hatchlings are familiar with death, taught to understand it from an early age. Death is our nursemaid. By the time a hatchling has reached adulthood it has seen a hundred lives ended. Humans do things differently. Humans avoid talking of death. It is spoken in whispers, avoided in conversation. When they must discuss it they use euphemisms, silly phrases like “passed on” or “sleeping” or “gone away”. They are hoping, perhaps, they can pretend such euphemisms will not one day apply to them. Ultimately, though, they always do. These are some of the hardest times I have ever faced and some of my sweetest joys. I have so many stories to tell but this one should come next. It will take some time. This is the story of how I came to truly understand death, and what it means to take a life. The Kobolds series: #1: Ren of Atikala #2: Ren of Atikala: The Scars of Northaven (Now available for preorder!) Other stories set in Drathari, the World of Shattered Dreams: - The Gods are Silent, a short story (Coming early 2015!). **Bestiary 2 Paizo Pub Llc** 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 daemons, 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! **Index Card RPG Core Second Edition** A fast, fun, friendly RPG for players of all skill levels. This book is comprehensive for your tabletop games, including the very best Game Mastering how-to's, monsters, adventures, maps, characters, and loot! See lots more about ICRPG at www.icrpg.com **Pathfinder Roleplaying Game Bestiary 3 Paizo Pub Llc** Unleash a world of monsters! Bestiary 3 presents hundreds of new creatures for use in the Pathfinder Roleplaying Game. Within this collection of creatures you'll find grave knights and savage cyclopes, kappa and colossal kaiju, clockwork killers, mysterious sphinxes, imperial dragons, and so much more! The Pathfinder RPG Bestiary 3 is the latest indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. The 320-page Pathfinder RPG Bestiary 3 includes: - More than 300 different monsters - New creatures drawn from the best-known beasts of legend, literature, and Pathfinder RPG adventures - Challenges for any adventure and every level of play - Hordes of new templates and variants, including simple templates for on-the-fly creature customization - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Expanded universal monster rules to simplify special attacks, defenses, and qualities - New familiars, animal companions, and other allies - And MUCH, MUCH MORE! **The Spellweaver Base Class Lulu.com** This version is for distribution. The Spellweaver presents an alternate, skill-based magic system that transforms arcane magic into something more than just level climbing. Includes: - Instructions for integrating spellweaving into your game - Spellweaver Base Class & 4 Archetypes - 4 Prestige Classes: the Battle Weaver, Cartomancer, Fated, and Weave Dancer - 30+ new feats concerning this new magic system and notes on how existing feats relate to Spellweaving - A new race of natural spellweavers, the spider-like Ardekh - A new, Spellweaving-based goddess, a new cleric domain, new spells, and new magic items related to Spellweaving - 5 new creatures, a new hazard, the Weave creature subtype, and a new creature template - Rules for lands where the Weave acts abnormally - All PSSRD spells converted to Spellweaving DC to save you time **The Spellweaver Base Class Deluxe Lulu.com** This version is for distribution. The Spellweaver presents an alternate, skill-based magic system that transforms arcane magic into something more than just level climbing. Includes: - Instructions for integrating spellweaving into your game - Spellweaver Base Class & 4 Archetypes - 4 Prestige

Classes: the Battle Weaver, Cartomancer, Fated, and Weave Dancer - 30+ new feats concerning this new magic system and notes on how existing feats relate to Spellweaving - A new race of natural spellweavers, the spider-like Ardekh - A new, Spellweaving-based goddess, a new cleric domain, new spells, and new magic items related to Spellweaving - 5 new creatures, a new hazard, the Weave creature subtype, and a new creature template - Rules for lands where the Weave acts abnormally - All PSSRD spells converted to Spellweaving DC to save you time

Roleplaying Game Gamemastery Guide *Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery 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 Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!*