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Pathfinder 2e Pathfinder (2e): Basics

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Creating your own RPG Campaign—
Building your own world and
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Settings, Player Toolbox, and GM
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Pathfinder Campaign Setting
Golarion is the primary world of the~~

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Pathfinder campaign setting, but it is not alone. Far beyond its lands and seas, sister worlds revolve around the same sun, their residents connected by magical portals or ships of terrifying magic and technology. Now take your game off-planet and explore these weird new worlds for yourself!

paizo.com - Pathfinder Campaign
Setting: Distant Worlds ...

In-depth explorations of five of the most debated questions of the Pathfinder campaign setting, including the origins of life, the exodus of the gnomes, and the designs of the veiled masters. Insights into the workings and agendas of eight secret societies like the Anaphexia, the Esoteric Order of the Palatine Eye, and the Knights of the Ioun Star, as well as rules for joining their hidden ranks.

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Setting: Occult Mysteries ...

Pathfinder Campaign Setting: Distant Realms offers a look into six of these extraplanar cities that are ripe for exploration by planar travelers. Each entry includes a full-page map and a stat block for the city, a history of the city and its current major players, and a gazetteer of the city's most interesting locales.

paizo.com - Pathfinder Campaign

Setting: Distant Realms

Pathfinder Campaign Setting:

Construct Handbook is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world. ISBN-13: 978-1-60125-989-9 Note: This product is part of the Pathfinder Lost Omens

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Setting: Construct Handbook
The Pathfinder Campaign Setting line
was launched in February 2008 with
the release of the Rise of the
Runelords Map Folio under the
Pathfinder Chronicles product line.
Releases under this series title
continued through August 2010, after
which the line was rebranded to its
current name.

Pathfinder campaign setting -
PathfinderWiki

Towns of the Inner Sea explores six
small but richly detailed settlements
from the Pathfinder campaign setting.
Each entry provides insights into the
town's history, culture, and residents,
as well as what dangers lurk in the

Read Book Paizo Com Pathfinder Campaign Setting: Inner Sea

Pathfinder RPG - Campaign Setting:
Towns of the Inner Sea ...

Pathfinder Campaign Setting: Distant Realms offers a look into six of these extraplanar cities that are ripe for exploration by planar travelers. Each entry includes a full-page map and a stat block for the city, a history of the city and its current major players, and a gazetteer of the city's most interesting locales.

Pathfinder RPG - Campaign Setting:
Distant Realms for ...

the Pathfinder campaign setting, the fictional universe featured in Pathfinder product lines. the Pathfinder Campaign Setting product line for the Pathfinder First Edition. the Pathfinder Lost Omens product line for

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Pathfinder Second Edition. Pathfinder Chronicles Campaign Setting, a book detailing the world of Golarion.

Pathfinder campaign setting
(disambiguation) - PathfinderWiki

The Best of All Possible

WorldsDiscover within this weighty, full-color tome the world of Golarion, home of the Pathfinder Chronicles campaign setting. A time of lost prophecies grips the world, bringing with it an unending maelstrom, a tear in the fabric of reality, a surge of diabolism, and the endless threat of war.

Campaign Setting - Pathfinder
Pathfinder Chronicles "We see a street in a small town at sunset. The street is cobbled, and to either side are buildings with signs hanging over open doors. One sign shows a fat dwarf

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Setting the scene
eating a chicken leg, and another shows a pixie riding a cat. The focus of the illustration is several goblin warriors wielding wicked curved swords with

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Dungeons of Golarion is an collection of six such places in the Pathfinder home campaign setting of Golarion. The book covers some of the classic ideas of dungeons such as the haunted mine, the monster-riddled cavern system, and the mad wizard's tower, but all done with enough of a twist to keep it fresh.

Pathfinder Campaign Setting:
Dungeons of Golarion: Staff ...
Pathfinder Campaign Setting:
Construct Handbook is intended for use with the Pathfinder campaign

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Setting, but it can be easily adapted to any fantasy world. This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

Pathfinder RPG - Campaign Setting:
Construct Handbook for ...

Discover the world of Golarion, the official campaign setting for the smash-hit Pathfinder Roleplaying Game! A time of lost prophecies grips the world, bringing with it an unending maelstrom, a tear in the fabric of reality, a surge of diabolism, and the endless threat of war.

Pathfinder RPG - Campaign Setting:
The Inner Sea World ...
Pathfinder Chronicles Guide to

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Korvosa includes an in-depth look at the people, places, and history of Korvosa, Varisia's largest city. Except for a short chapter on Korvosa's many secrets, the entire book is filled with information safe for players in any Korvosa-based campaign, including Pathfinder's Curse of the

paizo.com/pathfinder - The Eye
Pathfinder RPG - Campaign Setting:
Aquatic Adventures Dive into
Adventure! There's plenty of adventure
hidden beneath the gentle tidal cycles
and crashing waves of Golarion.

Pathfinder RPG - Campaign Setting:
Aquatic Adventures for ...
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Pathfinder1.jpg 78 KB. Prophecies of the Kali... 59 KB. Qadira symbol.jpg ... please visit paizo.com.

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Setting - PathfinderWiki

By its very nature, "Lost Kingdoms" will be of limited use in most 'Pathfinder' campaigns, but I absolutely loved the way that this book from Paizo's 'Campaign Setting' series fleshes out the history of its mythical world of Golarion. In order, this supplement provides an overview of six of distant empires from Golarion's ancient past:

Pathfinder Campaign Setting: Lost Kingdoms: Baur, Wolfgang ...

Pathfinder Campaign Setting: Return of the Runelords Poster Map Folio

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Paizo Staff. 4.8 out of 5 stars 6. Game. \$18.76. Only 10 left in stock (more on the way). Pathfinder Adventure Path: The Six-Legend Soul (War for the Crown 6 of 6) Amber E. Scott. 5.0 out of 5 stars 3.

Pathfinder Campaign Setting: War for the Crown Poster Map ...

Unveil the mysteries of primeval legends, encounter ancient creatures from a time before time, and prepare to enter a preternatural world where nothing is permanent and everything is alive with Pathfinder Campaign

Setting: Fey Revisited! Immerse your game in the lore of legendary beings such as vigilant tree-bonded dryads, fanciful goat-legged satyrs, and blindingly beautiful nymphs, or release lurking evils like sadistic redcaps and diverse hordes of maniacal gremlins.

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Devils may seek to corrupt your faith and mind, and demons certainly look to twist your body and destroy your home. But the fiends known as daemons seek something altogether more fundamental from mortals - they seek life itself! Evil without the distraction of binding law or capricious chaos, they look to the world with hungry eyes for fresh souls to consume. Horseman of the Apocalypse continues the Book of the Damned series by taking a detailed look at the daemons - ushers of catastrophe and harbingers of disaster. Personifying the worst ways a person can die, daemons constitute the third arm of major fiendish races, hailing from the nightmare realm of

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Setting: Inner Sea
Abaddon, where they are led by four legendary figures- the so-called Horsemen of the Apocalypse!

The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game

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Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization,

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dozens of new spells, magic items and tools, and more.

The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them-or die trying! Lost Cities of Golarion presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior

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Locations, encounter charts, statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder Roleplaying Game rules. Lost Cities of Golarion gives you the key to the following treacherous locales: - Ilvarandin, malign Darklands paradise - Ruins of Kho, crashed sky-city of the ancient Shory - Storasta, river port lost to the demonic Worldwound - Sun Temple Colony, abandoned outpost on a shattered continent - Tumen, buried desert capital of the Four Pharaohs of Ascension - Xin-Shalast, proudest ruin of Old Thassilon

The multiverse is wide, wondrous, and full of fantastic places for adventurers to explore! Pathfinder Campaign

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Setting: Distant Realms details six extraplanar cities ripe for plane-wandering adventurers, from settlements in the fiery depths of Hell to the shining bastions of Heaven to the inky corners of the Shadow Plane and everywhere in between. Full-page maps and information about each city's history, cultures and traditions, and adventure sites round out this book's offerings, plus new rules to help traverse these strange locales. Venture into the vast unknown of the Great Beyond with Distant Realms!

The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers. Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their

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games, providing inspiration, new rules, and detailed locations to bring an occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms!

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Along with expansive details on Golarion's most prominent races you'll find whole chapters of exciting new character options, allowing you to make your favorite hero's culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier than ever, whether you want to be a Varisian human or an archon-blooded aasimar. Pathfinder Campaign Setting: Inner Sea Races reveals new details on Golarion's most important races, including multiple human ethnicities."

Be they flesh-hungry ghouls or cunning vampires, the living dead number among the favorite threats of Game Masters and players alike. Pathfinder Campaign Setting: Undead Unleashed details 15 unique undead

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Setting: Undead, providing information on their lairs, their minions, and their statistics, enabling GMs to add the walking dead to existing campaigns or base entire adventures on their sinister plots. Among the included undead are the Lirgeni lich Meyi Pahano; Erum-Hel, Lord of Mohrgs; the mummified child-god Walkena; and Ordellia Whilwren, ghostly savior of Magnimar. Breathe life into your next undead-based campaign with Pathfinder Campaign Setting: Undead Unleashed!

The howling madness of the Abyss lurches to terrible life in Lords of Chaos (Book of the Damned, Volume 2). , a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this

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64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befoul the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, *Lords of Chaos* (Book of the Damned, Volume 2) promises dark delights invaluable to any Pathfinder Roleplaying Game campaign! *Lords of Chaos* includes:

- Detailed discussions of the 10 most important Abyssal realms and their fiendish rulers
- Expanded information on two-dozen lesser demon lords and their nightmarish realms
- Detailed ecologies of major known demon types, including how they are created and their roles on the "normal" world of the Material Plane
- New demonic spells and magic items
- The Demonic Initiate: A haunting demon cultist prestige class
- A complete history of

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the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons - Several new demons and Abyssal monsters to challenge player characters

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