

Npc Codex Box

Pathfinder Pawns: Pathfinder Society Pawn Collection

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!

RuneQuest Roleplaying in Glorantha set for new players

Pathfinder Roleplaying Game: Pathfinder Unchained

Pathfinder Roleplaying Game: Monster Codex Pocket Edition

NPC Codex Box

Pathfinder Campaign Setting

RuneQuest: Starter Set

The fiercest surprises often come from the most familiar foes! Just as no single class description can define every fighter, rogue, or wizard, no single creature entry can define every vicious champion, unholy priest, or savage sorcerer in a band of organized and intelligent monsters. With Pathfinder Roleplaying Game: Monster Codex, fleshed-out horrors are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenges. Pathfinder Roleplaying Game: Monster Codex is an indispensable companion to the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Bestiary. Pathfinder Roleplaying Game: Monster Codex includes: * Pages upon pages of specialized entries for 20 classic monstrous races, from goblins and drow to kobolds and trolls. Face off against gnoll packlords, ratfolk sages, and dinosaur-riding lizardfolk champions! * Detailed information on the ecologies and societies of these formidable creatures. * New feats, spells, and archetypes to help you customize all 20 monstrous races--and the adventurers who fight or trade with them. * A horrific new monster associated with each race and its variants. * Sample encounters ready to challenge raw recruits and experienced adventurers alike. * ... and much, much more!

An anthology of seventeen mystery-themed adventures for the world's greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians and scholars crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these mysteries are your own mysteries?—each one a doorway to adventure. Dare you cross that threshold? · 17 mystery-themed D&D adventures, each tied to a book discovered in the famed Candlekeep · Easy to run as stand-alone mini adventures or to drop into your home campaign · Adventures span play from levels 1 to 16 · Includes a full poster map of Candlekeep · Detailed descriptions of the various locations, characters, and creatures that reside within it · Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters · Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1–16. Each adventure begins with the discovery of a book that is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or as campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

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 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 help you be more 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 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 new gaming 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 for a session

better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mystic 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 overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmans, and much, much more!

Tome of Beasts

The Inner Sea

NPC Codex

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

Pathfinder Roleplaying Game

Be it the darkest depths of the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the Book of the Damned. Pathfinder RPG Book of the Damned explores the workings of these powerful forces of evil, focusing on the numerous demigods that influence mortal life and the countless fiends who prey upon the living and dead alike. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your game--be they in the form of foes for heroic parties to face, or temptations for less scrupulous adventurers to consider. Pathfinder RPG Adventurer's Guide includes: * Information on the sinister boons granted worshipers of dozens of fiendish demigods drawn from the planes of Abaddon, the Abyss, and Hell, including Archdevils, Demon Lords, and the Four Horsemen of the Apocalypse. * An exploration of the infernal realms of Hell, the sinister reaches of Abaddon, and the bottomless rifts of the Abyss. * New feats, spells, magic items, and prestige classes for use by characters who both fight against and serve the forces of darkness. * Rules for infernal contracts and sinister rituals. * Statistics for several never-before revealed fiends and lavishly-illustrated in-world excerpts from the pages of the notorious Book of the Damned itself. * ... and much, much more!

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 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!

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.

Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons)

Adventure Path

Pathfinder Gamemastery Guide (P2)

Inner Sea Pawn Box

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

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 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! Bring the world of the Pathfinder Campaign Setting to your game table with the Inner Sea Pawn Box. With more than a hundred characters straight from the Inner Sea region, Game Masters and Pathfinder RPG players alike will find the perfect pawns to represent their player characters and noteworthy NPCs. Including both major characters from the Pathfinder world and members of iconic organizations - like the merciless Hellknights and daring members of the Pathfinder Society - this set provides all the Pathfinder Pawns you need to truly bring the Pathfinder Campaign Setting to life. Price includes VAT. The colorful characters of the Pathfinder Roleplaying Game's Inner Sea setting come alive on your tabletop with this box-busting collection of more than 200 character pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a specialized character from one of the diverse nations and cultures of the Inner Sea region. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for common character types and over 200 distinct character images, the Inner Sea Pawn Box is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever! Never miss a turn with the Pathfinder Combat Pad initiative tracker. Usable with any roleplaying game, this wet and dry erase board includes magnets that stick right to it! List the names of heroes and foes on the magnets using a wet or dry erase marker, then place them in initiative order. When the order changes, simply slide the magnets to their new places. Take the uncertainty out of battle with the Pathfinder Combat Pad! Includes: - 1 Double-sided magnetic wet and dry erase board - 2 Sheets of magnets, each with: - 13 Blue player character magnets - 13 Red enemy magnets - 9 Green nonplayer character magnets - 2 Round arrows - 2 Turn arrows - 2 Next round magnets

Inner Sea Primer

Creature Codex

Castle Whiterock

Towns of the Inner Sea

Fate

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Break your chains! The Pathfinder RPG contains numerous rules considered sacred by players and GMs alike. Since the system itself was based upon RPG "technology" already more than 10 years old at the time of its creation, "backwards compatibility" often meant sticking with the familiar, even if tradition was filled with cobwebs and decades-old assumptions. Pathfinder Unchained dares to take a fresh look at the system itself, altering some of the fundamentals of the game and giving fresh optional takes on classic rules. Inside this hardcover collection of alternate rules and options you'll find completely redesigned versions of the barbarian, monk, rogue, and summoner classes. Delve into a new system for resolving player actions designed to speed play and dispel confusion. Many of the new systems (such as the revised classes) work seamlessly with the existing Pathfinder rules. Even the most staunchly traditionalist player will appreciate the book's math-lite system for on-the-fly monster creation and the new system for generating dynamic magic items that go far beyond a simple +1 to add lore and interest to the campaign. Players will love the book's new resource pool for martial characters, allowing for exciting new tactical options, as well as the robust new system that allows spellcasters to modify their spells with powerful spell components.

*Trouble in Paradise The Ruins of Azlant Adventure Path begins with the adventurers standing on the deck of a ship ready to make landfall at their new home. However, dread settles in as they notice that the colony is empty and abandoned. Tasked with uncovering the whereabouts of the prior group of colonists, the adventurers go ashore and explore the deserted settlement. Uncovering strange evidence leads the adventurers across the island, where they encounter two survivors who can give them clues as to the fate of the rest of the first wave of settlers. Can the adventurers survive long enough to discover what truly befell the fledgling colony? This volume of Pathfinder Adventure Path launches the Ruins of Azlant Adventure Path and includes: * "The Lost Outpost," a Pathfinder adventure for 1st-level characters, by Jim Groves. * A detailed look at some of the other colonists who make up the colony of Talmador's Bounty and the roles they play in the campaign, by Jim Groves. * A deep dive into the bizarre and alien ecology of the alghollthus—the family of creatures that includes the devious aboleths, by Greg A. Vaughan. * A bestiary of new monsters found in the*

shattered continent, by Jim Groves, Isabelle Lee, and LuisLoza. Each monthly full-color softcover Pathfinder AdventurePath 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.

Book of the Damned

The Character Codex I

Pathfinder Roleplaying Game - Beginner Box

Legal Informatics

Pathfinder Pawns

Let's face it: most roleplaying games aren't grab-and-go. Giant books and prep work out the ying-yang can be fun if you've got the time, but what if you don't? What if you're looking for a last minute game? What if you're new to the RPG world and want a no hassle way to try one out? What if you're introducing your kids to RPGs and want something easily accessible for them that won't bore you to tears? We've got a solution: Fate Accelerated Edition. Fate Accelerated, or FAE, is a condensed version of the popular Fate Core system that brings all the flexibility and power of Fate in an easily digestible--and quickly read--package. With FAE, you and your friends can step into the world of your favorite books, movies, and TV or you can create a world of your own. And set up is simple--you can be playing in minutes. Whether you're new to RPGs or an expert gamer, FAE brings something special to the table. Fate Accelerated Edition. Your story--full speed ahead. 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.

After escaping from the waking nightmare of Briarstone Asylum, the former captives venture to the dismal town of Thrushmoor to unravel the enigma of their lost memories. Upon arrival, the adventurers discover that the town's leadership has either fled town or gone missing, and a rash of kidnappings and rumors of the Briarstone Witch spread terror through the people of Thrushmoor. As the adventurers investigate the unsettling mysteries, they uncover a secretive cult who plans to use Thrushmoor's ancient monuments to grow their strength and power. Will the adventurers discover the secret to their affliction and find an answer in an uninviting town, or will they fall victim to the ruthless cult that wants to slay the people of Thrushmoor as a sacrifice? "The Thrushmoor Terror" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the Strange Aeons Adventure Path, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos. A selection of new monsters, a gazetteer of the town of Thrushmoor, details on the Great Old One Hastur, and the next installment of a new Pathfinder's Journal round out this volume of the Pathfinder Adventure Path. 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.

Pathfinder Player Character Pawn Collection

Fate Accelerated Edition

Skull & Shackles Adventure Path Pawn Collection

Symbaroum

Monster Codex

This groundbreaking work offers a first-of-its-kind overview of legal informatics, the academic discipline underlying the technological transformation and economics of the legal industry. Edited by Daniel Martin Katz, Ron Dolin, and Michael J. Bommarito, and featuring contributions from more than two dozen academic and industry experts, chapters cover the history and principles of legal informatics and background technical concepts – including natural language processing and distributed ledger technology. The volume also presents real-world case studies that offer important insights into document review, due diligence, compliance, case prediction, billing, negotiation and settlement, contracting, patent management, legal research, and online dispute resolution. Written for both technical and non-technical readers, Legal Informatics is the ideal resource for anyone interested in identifying, understanding, and executing opportunities in this

exciting field.

Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

The Pathfinder heroes take on the dreaded Hellknights! Having identified the serial killer stalking Korvosa's streets, Seoni and her friends must undertake their most foolhardy quest yet—sneaking into a Hellknight fortress! Once inside, they'll need to battle devils and infernal traps in order to search a wizard's workshop for clues. But infiltrating the stronghold of a knightly order powerful enough to enslave devils will prove anything but simple... Battle and brimstone overflow in this sinister adventure from Pathfinder co-creator James L. Sutter (Pathfinder Hollow Mountain, The Redemption Engine), with art from Ediano Silva (Grimm Fairy Tales, Hellchild: The Unholy). Contains pull-out poster map and official Pathfinder RPG bonus encounter!

The Lost Outpost (Ruins of Azlant)

Pathfinder: Runescars #2

Trial of the Beast

Pathfinder Society Pawn Collection

Pathfinder Combat Pad

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. "A perfect starter campaign."—Andrew Whalen, Newsweek "D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker "Want to be part of something big?"—A parchment tied to a flying snake, page 38 of Dragon Heist Welcome to Waterdeep. You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for the board game Lords of Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice. • Take players through levels one to five in this Dungeons & Dragons adventure. Five story arcs guide players through each level for a multi-session campaign experience inspired by classic heist films. • In D&D, you and your friends coauthor you own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. "[Waterdeep: Dragon Heist] is state of the art tabletop design. . .one of the best introductions to D&D that I've ever come across."—Charlie Hall, Polygon.com "Waterdeep: Dragon Heist is a shining example of what Dungeons & Dragons can be and should be: fun and unpredictable."—Gavin Sheehan, BleedingCool.com

"With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."--Back cover.

The Beast of Lepidstadt, a savagely cunning flesh golem, has long terrorized the simple folk of the land. Once captured though, rather than destroy the monster, the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial. While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk, scholars of the macabre, and the slaves of its mad creator. When a violent attack releases the berserker, its trail leads to the laboratory lair of a mad scientist and his blasphemous creations, crazed conspirators in the maniacal plot of the Whispering Way. A Pathfinder Roleplaying Game adventure for 4th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories. This adventure also includes an in-depth look at Pharasma, mysterious goddess of fate, along with details on the Eternal Order of the Palatine Eye, one of Ustalav's most manipulative and mysterious secret societies, plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

Villain Codex Box

Gamemastery Guide

Core System

Pathfinder Lost Omens: Monsters of Myth

D&D Waterdeep Dragon Heist HC

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate.

GAME INFORMATION Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

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!

The heroes and villains of the Pathfinder Roleplaying Game: NPC Codex charge forth in this complete collection of more than 250 pawns for use with the Pathfinder RPG or any tabletop fantasy roleplaying game! Printed on sturdy cardstock, each pawn contains a beautiful, full-color image of a character from the core Pathfinder RPG NPC reference. Each cardstock pawn slots into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures. With a pawn for every character in the book and more than 250 distinct creature images, the NPC Codex Box is the best way to ensure you've got the right NPCs to push your Pathfinder campaign to the next level!

Pathfinder Pawns - Bestiary 6 Box

Pathfinder RPG Bestiary 3 (P2)

Shattered Star Adventure Path Pawn Collection

Inner Sea Bestiary

The Thrushmoor Terror

Features statistic blocks for over three hundred of the game's characters, offers ideas for using characters in combat and roleplaying situations, and provides tactical suggestions that bring out the best of each character's abilities.

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar

Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

*A Rampage of New 5th Edition Monsters! DM: "A mysterious figure in a cloak approaches you in the tavern..." PALADIN: "Aha! This must be a wizard with a map to a dungeon!" DM: "...and he's ticking." ROGUE: "RUN!" Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codex has you covered! Nearly 400 new foes for your 5e game--everything from acid ants and grave behemoths to void giants and zombie lords. Creature Codex includes: * A dozen new demons, and five new angels * Wasteland dragons and dinosaurs * All-new golems, including the altar flame golem, doom golem, and keg golem * Monsters inspired by Mesoamerican, Hindustani, and Asian legends and folklore * Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more * New undead, including a heirophant lich suitable for lower-level characters (but plenty tough!) ...and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up Creature Codex and surprise your players with monsters they won't be expecting!*

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