

# Pathfinder Player Companion Blood Of The Sea

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**Pathfinder Player Companion: People of the Sands** Paizo Publishing 2014-02-11 Explore the lands of Osirion, Thuvia, and Qadira, ancient nations with fierce traditions born from the heart of vast, merciless deserts. Discover the ways of these proud peoples and how to play natives of these shining lands, as well as the unique traits, feats, equipment, magic, and more that assure their survival against thirst, vicious storms, ancient monstrosities, and worse. A perfect companion to the Mummy's Mask Adventure Path!

**Cohorts and Companions** Paizo Staff 2015-06-09 Prepare for your adventures to get twice as exciting with Pathfinder Player Companion: Cohorts & Companions, featuring double the daring and double the fun with all-new rules for turning your solo adventurer into part of a dynamic duo. Whether you're growing a towering tent to serve as your monstrous cohort, organizing a grand heist with your fellow thieves, or summoning a guardian angel to protect your allies, Cohorts & Companions offers you dozens of options to transform your Pathfinder adventures!

**Varisia: Birthplace of Legends** F. Wesley Schneider 2012-09-04

**Pathfinder Player Companion Paizo Staff** 2015-11-03 Just because it's illegal doesn't mean it isn't available. When you can't find what you need in the local bazaar, it's time to look for it in the black markets! This Pathfinder sourcebook includes dozens of items and rare components not sold in any legal shop but still of great use to adventuring characters. From new poisons to mobile traps to necromantic magic items and eldritch smuggling tools, Black Markets has every underhanded tool and equipment trick you can find when legality isn't a concern!

**A Promise of Fire** Amanda Bouchet 2016-08-02 Discover the white-hot fantasy romance that broke all the rules, where a fierce woman with powerful hidden magic goes toe-to-toe with the alpha warlord who abducted her...only to steal her heart. KINGDOMS WILL RISE AND FALL FOR HER... Cat Fisa isn't who she pretends to be. She's perfectly content living disguised as a soothsayer in a traveling circus, avoiding the destiny the Gods—and her dangerous family—have saddled her with. As far as she's concerned, the magic humming within her blood can live and die with her. She won't be a pawn in anyone's game. But then she locks eyes with an ambitious warlord from the magic-deprived south and her illusion of safety is shattered forever. Griffin knows Cat is the Kingmaker—the woman who divines truth through lies—and he wants her to be a powerful warrior for his newly conquered realm. Kidnapping her off the street is simple enough, but keeping the fierce beauty by his side is infuriatingly tough. Cat fights him at every turn, showing a ferocity of spirit that burns hot...and leaves him desperate for more. But can he ever hope to prove to his once-captive that he wants her there by his side as his equal, his companion...and maybe someday, his Queen? Get ready to burn: This romantic fantasy reads like the fiercest fairytale and includes a protective alpha warlord, enemies who become so much more, high action, humor, heat, and a dangerous world where mythical creatures hide. Readers will want to return to this fantasy world again and again in its sequels *A Breath of Fire and Heart on Fire*.

**Pathfinder Player Companion Amber E. Scott** 2012-02 Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region. Pirate-themed archetypes, new spells and magic, feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book!

**Pathfinder Campaign Setting** Amber Scott 2013-02 Just as the Book of the Damned series documented the blasphemous denizens of Hell, Abaddon, and the Abyss, 'Chronicle of the Righteous' reveals the inhabitants of the godly realms of Heaven, Elysium, and Nirvana, along with their demigod leaders, the Empyrean Lords. Discover the powers and agendas of some of the greatest forces of good in existence and join them in their endless struggle against evil.

**Dragonkeeper** Carole Wilkinson 2011-05-13 'The most captivating children's book I've seen so far this year,' Amanda Craig, The Times Ping is a slave in a little-used royal palace on the edge of the Emperor's kingdom. Her tyrannical master is a cruel drunk who neglects his duties as Imperial Dragonkeeper and under his watch the Emperor's dragons have dwindled from a magnificent dozen to a miserable two. When one dragon dies, only the ancient and wise Long Danzi remains. His fate seems sealed – until Ping comes to his rescue in a moment of startling bravery that reveals her destiny as a Dragonkeeper. Pursued by the Emperor's forces and an evil dragon hunter, Ping, Danzi, and a rat called Hua, set off on a remarkable journey across the kingdom. Bound for the Ocean, they carry a mesmerizing, beautiful dragon stone that must be protected at any cost. Surviving dangers of all kinds – a shape-shifting necromancer, and a ritual sacrifice among them – the trio finally arrive at Ocean, Danzi's final place of rest. But as her dragon-friend leaves Ping forever, the dragon stone reveals its spectacular secret...

**Pathfinder Player Companion Dennis Baker (Fantasy gamer)** 2013-09 Seize the mythic might of the Pathfinder world with Pathfinder Player Companion: Mythic Origins! Expanding upon the incredible powers and world-shaking magic of the Pathfinder Roleplaying Game's newest hardcover, Mythic Adventures, this player-focused guide brings that arsenal of options into the Pathfinder world. Grant your characters a host of new abilities for every mythic path, feats, spells, magic items, and more drawn from the Pathfinder campaign setting's widest legends, forgotten histories, and otherworldly planes. Learn what it means to be a mythic hero in the Pathfinder world and, even if you don't have mythic power, how you can still benefit from (or even claim) such epic forces.

**Inner Sea Primer** Colin McComb 2010-10-20 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!

**Alchemy Manual** Paizo Publishing 2014-05-13 Put the power of wondrous concoctions and daring alchemical innovations to work for you with dozens of new types of alchemical gear, weapons, poisons, and more in this comprehensive guide to adventuring gear inspired by the alchemical arts. Learn the secrets of the alchemists of Thuvia, the poison masters of Daggermark, daring Darklands apothecaries, and more. You don't have to be a wizard to sling fire or a cleric to heal the sick. Put the secrets of science to work for you with the Alchemy Manual!

**Halflings of Golarion** Hal MacLean 2011-02 From the beginning of history, halflings have lived side-by-side with humanity, living in human cities, adopting human customs, and seeing to the common needs of humans as cooks, entertainers, and menials. At once hard working and laidback, comfortable at home but willing to leave in an instant if the right opportunity comes along, halflings are a study in contrasts. They're also loyal, good-natured, and among the best companions an adventurer can have. And now, at long last, their secrets, culture, beliefs, and lore can be revealed! Pathfinder Player Companion: Halflings of Golarion provides Pathfinder RPG players everything they need to play halfling characters, bringing a race that all too often slips into the background front and center!

**Blood of Fiends** Hal MacLean 2012-04 They have been shunned and feared by society forever. Born of tainted bloodlines and raised in shameful secrecy, the tieflings of Golarion count among their ancestors some of the greatest evils of the Great Beyond. Yet not all tieflings succumb to the sinister compulsions of their evil blood – some strive to rise above the stereotype and become heroes in their own right. This Pathfinder sourcebook explores all that it is to be a tiefling, including not only an extensive discussion of tiefling culture and society, but also presenting numerous variations on the standard tiefling character. Rules for tieflings of specific fiendish heritages, new feats and magic, variant tiefling abilities and tiefling appearances, and new options for inquisitors, summoners, sorcerers, clerics and more await discovery in this Pathfinder Player Companion.

**Psychic Anthology** Paizo Staff 2017-03-07 Delve into the ancient secrets of the mind! Occult texts, lost scrolls, and esoteric tomes hidden throughout Golarion allow the curious seeker to develop powerful psychic skills.

**Pathfinder Player Companion: Psychic Anthology** presents numerous texts outlining the mysterious practices that allow Golarion's mystics and gurus to bend the laws of the universe to their wills. From the kaleidoscopic Recursion Tablets to the physics-defying Infinity Scrolls, vibrant books of psychic commentary are presented along with new archetypes, spells, subdomains, and other support material for player characters of any class.

**Pathfinder Adventure Path #34** Neil Spicer 2010-05-19 The leoprous tongues of the bogbards whisper of a lost tomb hidden at the heart of the Stolen Lands, and of the insatiable barbarian lust of the western humans who would unearth the potent artifact hidden there for their own occluded ends. Can the heroes protect their hard-fought holdings while facing the growing dangers of the west? A Pathfinder Roleplaying Game adventure for 10th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. This volume also features an extensive exploration of the ecology and society of the frog-men known as bogbards and several new swamp monsters for your game. Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

**Pathfinder Player Companion James Jacobs** 2011-04 Humans guide the destiny of the Pathfinder world as adventurers, politicians, criminals, and kings. Now, for the first time, the Pathfinder Player Companion delves into the history, culture, and ambitions of Golarion's humans, from the near-extinct Azlant and the decadent Taldans to the proud, primitive Kellids and Mwangi. New human-focused character traits and rules for near-human gillmen and half-breeds round out this definitive guide. 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.

**Pathfinder Player Companion** Amanda Hamon 2013-04

**Pathfinder Player Companion: Familiar Folia** Paizo Staff 2015-02-17 It's time to make your familiar more fearsome! Whether you're looking to give your familiar an archetype to make it a brutish battle companion, hoping to gain a familiar option for an unusual class like the paladin or barbarian, or just scouting for an expanded selection of familiars and improved familiars, the Familiar Folia has you covered. Featuring all-new items, spells, archetypes, and - of course - tons of familiars, this Pathfinder Player Companion is the perfect accessory for spellcasters as well as any Pathfinder player who fancies a fantastic, travel-sized friend for their character.

**Pathfinder Player Companion Paizo Inc. Staff** 2018-08 Dwarves, elves, gnomes, halflings, and other non-human peoples are staples of Golarion's population, and these groups are not monoliths. From Ekujae elves of the Mwangi Expanse to Pahmet dwarves of Osirion to bleaching gnomes, who exist in an emotional void, the non-human ethnicities of Golarion have cultivated rich traditions, specialized equipment, and adventuring skills. Delve deeper into your character's background with the many options in Pathfinder Player Companion: Heroes from the Fringe!

**Pathfinder Player Companion Paizo Publishing** 2014-08-19 Make the secrets and tools of the mighty Sellen River yours with this guide to life along one of Golarion's most important waterways. Whether you call upon the rage powers of Kellid barbarians or employ the dastardly tactics of Riverfolk bandits, the secrets of Numeria and the River Kingdoms are sure to float your boat.

**Towns of the Inner Sea** Judy Bauer 2013-11-12

**Pathfinder Player Companion: Blood of the Beast** Paizo Staff 2016-11-08 There are far more fantasy races than just elves and dwarves! Pathfinder Player Companion: Blood of Beasts delves into individual details about seven races: the feline catfolk, froglike grippli, fox-tailed trickster kitsune, snakelike nagaji, cunning ratfolk, raven-headed tengu, and monkeylike vanara. Information for each race includes an examination of their place in the world of Golarion, expansions of their racial options, and new player options that can be used by characters of many races such as the luck magic created by catfolk, and the ki powers perfected by vanaras. Each monthly 32-page Pathfinder Player Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for all types of characters, as well as traits to better anchor the player to the campaign. \*

**Pathfinder Companion** Steve Kenson 2010-08-18 The vile, hated orcs are the most common evil humanoid race of the Pathfinder world, the sword-fodder of countless celebrated heroes and daring adventurers. But they're also among the most populous civilized creatures on the planet, and their centuries-spanning conflicts with dwarves, elves, and humans form the pages upon which the history of mankind is written in blood. Pathfinder Companion: Orcs of Golarion provides Pathfinder RPG players everything they need to fight-or play-orc and half-orc characters, bringing this shadowy race to the savage forefront! Learn the secret history of this brutish race, from their first emergence from the Darklands into the sunlit world to the latest reports from the orcs' realm of Belkzen and other important orc strongholds. Discover the physical and mental qualities of orcs and their half-breed kin, explore their unusual culture, and choose an appropriate campaign trait for your orc or orc-slaying player character. With extensive notes on orc religion and worship practices, orc tribal magic, and orc weapons, combat tactics, and rage powers, this Pathfinder Companion is an absolute necessity for any who would battle orcs' evil-or revel in it! 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.

**People of the North** Matthew Goodall 2013-03-05 Rugged lands and merciless cold breeds hard, cunning people who do what they must to survive. Such are the ways of the northlands of the Inner Sea region, and the fierce people of the deadly nations of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords. Learn the secrets of these brutal frontiers, whether as a master of icy magic, a hunter who tracks through the fiercest polar blizzards, or as one of the region's cunning natives, like the Ulfen vikings, savage Kellids, Erutaki hunters, or mysterious Snowcaster elves. The lands, people, magic, and secrets of this brutal frontier are yours to discover with Pathfinder Player Companion: People of the North.

**Pathfinder Player Companion** 2018-10 Player characters who venture beyond the Material Plane face great danger—but also can draw great power from these fantastic locales. Pathfinder Player Companion: Plane-Hopper's Handbook offers player-facing tools for characters who adventure across the multiverse, from the gloom of the Shadow Plane to the fires of Hell to even stranger destinations. Plus, find options for characters whose ancestry traces to another plane, such as tieflings, asimars, scions of the elemental planes, and more. Discover the wonders that await beyond with the Plane-Hopper's Handbook!

**Pathfinder Player Companion** Tork Shaw 2013-01-22

**Pathfinder Player Companion: Divine Anthology** Paizo Publishing 2016-10-11 To know the Word of your God, you should read the Book of your God! The sacred texts of Golarion's gods hold secrets divine and profane.

**Pathfinder Player Companion: Divine Anthology** presents numerous texts tied to interpretations of the holy (and unholy) gods of Golarion. From the Majestic Book of the Prime Ascended to various divine Apocrypha, several books of divine commentary are presented along with new archetypes, spells, subdomains, and other support material for player characters of any class. \*

**Pathfinder Player Companion Paizo Staff** 2015-10-13 Unlock your inner potential with Pathfinder Player Companion: Occult Origins! Featuring brand-new rules and options for the six new occult character classes from the

Pathfinder Roleplaying Game: Occult Adventures, this volume outlines ways to fit psychic characters into the Pathfinder campaign setting. Discover secrets of the mind from across the Pathfinder world, including archetypes tied to secret traditions, new occult rituals, psychic spells, magic items, and much more.

Pathfinder Player Companion Dan Shaw 2013-03-01

Pathfinder Player Companion Paizo Publishing 2013-08 Raise your banner and lead the charge in your fight against the dreaded demons of the Abyss with Pathfinder Player Companion: Demon Hunter's Handbook! Whether you're crusading against the demons crawling from the horrific Worldwound or you've traveled all the way to the Abyss to fight these fiends on their own turf, this volume will give you everything you need to face off against the forces of the demonic horde. Demon Hunter's Handbook contains player-focused, in-depth discussions of demons, how to slay them, and the best ways to survive encounters against these despicable foes. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you'll find: Traits and advice for characters whose pasts have been soiled by the taint of demons or their cultists. Tips and guidelines for joining Golarion's various demon-hunting organizations, as well as advice on how to start your own. New feats, rage powers for brawlers who seek to stand toe-to-toe with demonic foes, and archetypes like the cold iron warden-perfect for cult-busting inquisitors! Innovative new demon-slaying tools and weapons born from the efforts of the Mendevian Crusades. Details on the most heinous demonic foes, from the teeming rabble of the Abyss to unfathomable demon lords! In-depth details on the Worldwound and the Abyss, as well as traits for the unfortunate characters that hail from these dark realms. New spells, magic items, methods of demon interrogation, kits to prepare you for fights with demons, and much more! This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy game.

War for the Crown Thurston Hillman 2018-02 As the entire capital city gathers to celebrate, conspiracy and stagnation rot the old empire of Taldor to its core! When a high-minded cabal of Senators and nobles try to steer their nation away from disaster, Emperor Stavian III himself orders a bloodbath in the Senate halls, trapping neophyte spies inside layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls beneath the Senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams? "Crownfall" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a city gazetteer of Taldor's capital Oppara, a look at magical relics and the power they conceal, and an overview of the campaign 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.

The Inner Sea James Jacobs 2011-04 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!

Pathfinder Player Companion Amber E. Scott 2017-08-08 It Came from the Sea Whether from the dark depths of the ocean or the tropical seas, heroes rise from beneath the waves. Pathfinder Player Companion: Blood of the Sea explores the mystical paths and strange abilities of sea-born adventurers. Discover the secrets of aquatic elves, gillmen, merfolk, tritons, and more. New magic items and spells aid aquatic characters and land-dwelling characters alike. A host of new archetypes, feats, and other options allow you to infuse your character with the power of the sea. Dive into Blood of the Sea and discover oceans of possibility! Inside this book you'll find:

Archetypes for a variety of classes, such as the coral witch and the kraken slayer paladin, as well as a new cavalier order and bardic masterpieces, useful for characters in aquatic campaigns. Rules for playing nonstandard races like caecelias, locathahs, and tritons, along with a collection of gear both magical and mundane that can help your heroes in the world beneath the waves. Advice on what to consider when your land-dwelling character must explore the depths, and tips on how aquatic characters can overcome the daunting challenges of adventuring on land. This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting but can easily be incorporated into any fantasy world.

Pathfinder Player Companion Paizo Inc. Staff 2018-05 Though long vanished from Golarion, shards of the world's greatest ancient civilizations live on in their descendants. This player-focused volume delves into the backgrounds of such scions, from humans who trace their lineage meticulously to ancient times to heroes whose connection to such civilizations manifest in surprising ways. From the mighty mechanical altitude of the Jistka Imperium to the God-Kings of Ancient Osirion to the earliest days of more recently fallen empires, Pathfinder Player Companion: Blood of the Ancients provides racial traits, class options, spells, and wondrous items for those who draw their power from the past.

Blood of Angels Amber E. Scott 2012-08-14 Idolized and adored, but also regarded with jealousy and envy, the aasimars of Golarion count among their ancestors the greatest forces of good throughout the Great Beyond. They are the descendants of majestic angels, beatific celestials, and mysterious but kindly outsiders who have long sought to guide and protect the mortal realm. Yet merely having the blood of angels in your veins does not guarantee security in life, nor does it ensure a kindly soul - few villains are more despised than those who have wandered so far from grace as the fallen aasimar. A companion volume to Blood of Fiends, Blood of Angels explores all that it is to be an aasimar, including an extensive discussion of aasimar culture and society, but also presenting numerous variations on the standard aasimar character. Rules for aasimars of specific celestial heritages (angels, archons, agathions, azatas, garudas, and peris), new feats and magic, variant aasimar abilities and features, new options for bards, clerics, inquisitors, oracles, sorcerers, summoners, and more await revelation in this Pathfinder Player Companion!

Knights of the Inner Sea Gareth Hanrahan 2012-10-23 Answer the call to arms with the Pathfinder Player Companion: Knights of the Inner Sea! Join the fray as a noble Knight of Ozem, crush the servants of anarchy as a merciless Hellknight, slay the demons of the Worldwound as a veteran Mendevian Crusader, or take up the banner of any of Golarion's most esteemed knightly orders. Knights of the Inner Sea reveals the most stalwart martial orders of the Pathfinder Campaign Setting, with details supporting crusaders of any class and new options for all manner of knights - be their armor shining or jet black. Recruit a squire customized to your individual quest, make your steed more than just a horse with new mounts and equine breeds, adopt a knightly code of conduct to give your quest a cause, or take up a diverse array of spells and magic items designed to empower knights - or destroy them! Whether you're an armored champion, a militant magic-user, or a slayer from the shadows, launch your character's crusade with the Pathfinder Player Companion: Knights of the Inner Sea!

Blood of the Coven Paizo Publishing 2017-10-31 Discover the mysteries of witchcraft and natural magic inside Pathfinder Player Companion: Blood of the Coven. Whether you've tapped into the magic of the wilds or you're a changeling who's inherited the blood of hags, now's your chance to indulge in some of the Pathfinder world's most enigmatic mystical secrets. New curses, hexes, and patrons further explore the witching world, while hosts of new archetypes, spells, magic items, rituals, and stranger practices unleash a cauldron of supernatural potential. Unlock the power inside your character and make the might of the coven yours to command!

Dragon Empires Primer Tim Hitchcock 2012-02 Enter the mystical land of Tian Xia - the Dragon Empires - a new realm for players to explore. Player-friendly descriptions of more than two-dozen nations, new traits for each, details on five new character races (the birdlike tengu, the shapechanging foxlike kitsune, the shadow-wreathed wayang, the reptilian nagaji, and the spirit-bound samsaran), notes on local religions, new Asia-inspired archetypes, feats and martial arts styles, magic items, spells, and a system to track honor and dishonor provide numerous exciting character options. Each bimonthly 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 traits to better anchor the player to the campaign.

Potions and Poisons Paizo Publishing 2018-01-02 Good For What Ails You! Whether they're used to bolster heroes' abilities or take enemies out of the game, potions and poisons are key parts of many adventurers' arsenals. Far more options than simple healing draughts or strength-sapping toxins are available to savvy heroes, though, especially those ingenious enough to craft their own concoctions. Pathfinder Player Companion: Potions & Poisons offers a sea of new potions, elixirs, and stranger alchemical wonders for the discerning adventurer, plus heinous designer poisons. Class and character options for those who brew or regularly imbibe consumables round out these offerings. Inside this book you'll find: Feats and archetypes for races with an affinity for poisons, including griplis, nagaji, and vishkanyas, plus the scorpion sorcerer bloodline for those with a toxic heritage. Archetypes for a variety of classes known for brewing or poisoning, including alchemists, rogues, and witches. Spells and feats specialized for potion brewing, plus drugs, elixirs, gear, poisons, and tinctures-alchemical remedies that produce potent effects but impair the user. This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but it can be easily incorporated into any fantasy world.

Sargava, the Lost Colony J. D. Wiker 2010-06-16 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 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.

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