

Pathfinder Campaign Setting Technology Jacobs

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Dubbed Ingenuity, the rotorcraft is on a technology demonstration mission, setting out to prove that ... before jumping into the first science campaign, which focuses on studying the Seitah ...

What would our world be like if magic and monsters truly existed? What is the gods once roamed the world and shaped it to their vision? Will you go quietly into that dark night, or will you fight the oncoming storm? What will you do when adventure comes calling? Modern is the foremost in Urban Fantasy gaming. Learn forbidden secrets. Build unique characters. Cast world-shaking spells. Confront the evils of our world. The Modern RPG system is designed to allow you to play in a realistic world where magic and monsters have always existed. It allows you to explore you own world through the lens of magic and mystery. With this book, you can explore any adventure you can imagine. Explore your world through the eyes of the City Elves, the industrious Dwarves or clever Gnomes. Become a Fighter who battles for a cause. Take up the spiritual mantle of the Shaman and strike deals with spirits older than mankind. Become the hero this world needs. Modern RPG includes.. Unique Character Creation that gives you the power. A Familiar Pathfinder system with some unique twists. Skills, Feats and Spells to power your adventures. A sample story to get you started in the Modern World. Everything you need to play!

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!

Discover the secrets of Numeria, a land of savagery and super science, where barbarians seek to master the technology of an ancient alien empire. From the robot-ravaged badlands of the Felldaes to the lands of the Black Sovereign, Numeria provides endless opportunity for post-apocalyptic, science fiction-themed fantasy adventure. Perfect for use with the Iron Gods Adventure Path campaign, this invaluable gazetteer sheds new light on one of the mysterious kingdoms in the Pathfinder world, and includes new environmental hazards and over a dozen new monsters that meld magic with fantastic technology.

The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Chelixa to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

This rift is known as the Worldwound, and through it, the demon horde has infested an entire region. While the demon armies have been held in check by barbarians and crusaders alike, the region within that was once Sarkoris is now ruled by fiends. Worse, the Worldwound itself is slowly growing - if something isn't done to halt this blight, it and the demons it spawns may one day swallow all of Golarion! This Pathfinder sourcebook explores the demon-blighted land of the Worldwound (site of the new Wrath of the Righteous Adventure Path) in great detail. Ruined cities (such as the shattered capital city of Iz, the frozen city of Dyinglight, and the river city of Undarin), key historical sites (like the Circle of the Hierophants - birthplace of the druidic sect known as the Green Faith), and more are presented, along with an exhaustive examination of the strange and otherworldly hazards of the region. The book also includes several adventure sites ready for exploration, along with a few locations like the holdout town of Gundrun, which can serve heroes as (relatively) safe harbor in a deadly land. Finally, an extensive bestiary presents more than a dozen new monsters and demons and enemy NPCs along with two new monster templates, ensuring your PCs will never lack for foes in this devastated realm.

Explore the settlement of Thornkeep and the dungeons that lie beneath in this book for the online version of Pathfinder.

The town of Sandpoint has been through a lot, between goblin raids and dragon attacks and crazed killers stalking the night. In Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast, the fan-favorite town is presented in great detail, with full stat blocks for the region's important NPCs, dozens of quests, and expanded information on every major location in the town and the hinterlands beyond, as well as a double-sided pull-out poster map of Sandpoint and the surrounding region, which has featured prominently in Pathfinder Adventure Paths like the Rise of the Runelords and the Pathfinder RPG Beginner Box since the birth of Pathfinder in 2007. This oversized 96-page campaign setting book is a guide to creating your very own campaign in Pathfinder's most popular town!

The Aethera Campaign Setting is a sci-fi/fantasy setting for use with the Pathfinder Roleplaying Game by Paizo Inc. Discover the Aethera System, a star system pulling itself out of an ancient apocalypse and a century-long war. Immerse yourself in a world of intrigue, space combat, ancient magic, and suspenseful mystery! Inside this massive 570-page tome you will find: Details of the native inhabitants of the Aethera System and their histories such as the erahthi, plant-like entities with ties to a mysterious verdant elemental plane; Infused, survivors of magical experiments that possess a psychic network and telekinetic abilities; okanta, giant-blooded humanoids infused with powerful bestial traits and remarkable cunning; and phalanx, bio-organic constructs with living souls capable of tapping into past-life memories. An elaborate cosmology of four worlds, two stars, an asteroid belt, and many outer planes as well as the cities of adventuring locations therein. Rules for incorporating exciting party-based space combat at any level. Dozens of archetypes, new feats, spells, hybrid magic-technological items, and plant-based symbionts that can join your character in battle. More than 40 new monsters and fully-detailed NPCs, and MUCH, MUCH MORE!

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 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befall 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 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

The world we know is but one reality. Countless others exist in the realms beyond. Dimensions carved from dreams. Worlds constructed from pure life energy. First drafts of our consciousness, and shadows of the same. Entire realities populated by angels and demons, ruled by deities and subject to physical laws mortals can barely comprehend. This is the Great Beyond, and within its reaches, the possibilities for grand adventure or devastating defeat are truly endless. This far-reaching hardcover rulebook explores Pathfinder RPG Planar Adventures explores the wondrous and horrifying regions that comprise the other dimensions and planes of reality that feature in the Pathfinder Roleplaying Game. 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.

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