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a sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face ultimate intrigue the latest hardcover rules reference for the pathfinder roleplaying game arms players with every bit of charm grace innuendo and insult necessary to defeat even the most difficult social encounters this expansive 256 page hardcover book delves into the shadowy world of intrigue giving both players and gms alike plenty of rules to add to their game engage in social combat dueling with words instead of steel participate in a heist working as a team to steal a valuable object or vital piece of information curry favor with the local churches guilds and royals with a complete influence system give your character an edge in social situations with a wide variety of new archetypes feats spells and gear ultimate intrigue also introduces a new pathfinder rpg class the vigilante influential socialite by day avenging warrior by night the vigilante is ready for anything but he must take care to ensure that no one learns about his

secret life ultimate intrigue includes the vigilante a new character class that lives two lives one as a respected member of the community another as a crusader willing to do anything to get the job done character options for every class that relies on skills to win the day including the alchemist bard druid hunter inquisitor investigator mesmerist ranger rogue slayer spiritualist and more a complete system of influence giving the gm a new way to reward players for helping out an organization or community rules for social combat and verbal dueling using words as weapons to accomplish goals and defeat foes dozens of feats and spells that can be used in a social setting some to spy with and some to hide the truth and much much more ready to go beyond the basics expand the limits of what's possible with the pathfinder advanced player's guide this 272 page pathfinder second edition rulebook contains exciting new rules options for player characters adding even more depth of choice to your pathfinder game inside you will find brand new ancestries heritages and four new classes the shrewd investigator the mysterious oracle the daring swashbuckler and the hex slinging witch the must have advanced player's guide also includes exciting new options for all your favorite core rulebook classes and tons of new backgrounds general feats spells items and 40 flexible archetypes to customize your play experience even further this deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound in ribbon bookmark the perfect way to commemorate pathfinder's new edition cover color and design subject to change the pathfinder advanced player's guide includes four new classes the investigator oracle swashbuckler and witch five new ancestries and five heritages for any ancestry celestial aasimars curious catfolk hagspawned changelings vampiric dhampirs fate touched duskwalkers scaled kobolds fierce orcs fiendish tieflings industrious ratfolk and feathered tengu 40 new archetypes including multiclass archetypes for the four new classes pathfinder favorites like the cavalier dragon disciple shadowdancer and vigilante and brand new archetypes like the familiar master and the shield bearing iron wall new class options for all twelve classes from the pathfinder core rulebook including champions of evil genie and shadow sorcerers zen archer monks rogue masterminds spellcasting rangers and more even more exciting new rules from rare and unique backgrounds to investigative skill feats from spells and rituals like reincarnate and create demiplane to new

items including special wands with unusual effects and exciting potions worthy of a witch's cauldron 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 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 populate your pathfinder world with the npc codex this must have compendium contains more than 250 fully detailed non player characters ready for instant insertion into your campaign with full statistics and tactics for characters of every level of every class in the core rulebook the npc codex speeds prep time and adds new dimensions to your campaign the famous iconic characters of the pathfinder roleplaying game also come alive with statistics at various levels of development providing ready to use player characters for any occasion based on the original roleplaying game rules designed by gary gygax and dave arneson and inspired by the third edition of the game designed by monte cook jonathan tweet skip williams richard baker and peter adkison title page verso explore over 100 award winning monsters for pathfinder 2nd edition from the 2020 rpg superstar contest inside you'll find the monster mage who learns spells from defeated monsters vestige hunters who gain the powers of their fallen foes and new backgrounds related to monster hunting finally upgrade your game's crafting with monster parts using the extensive and flexible new subsystem that fits in seamlessly with the game's economy wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right for to adventure without support is to invite disaster the hardcover pathfinder rpg adventurer's guide presents information on 18 different organizations in need of brave and able adventurers be they forces for good such as the virtuous eagle knights or the freedom fighters of the bellflower network or agencies of sinister mien like the notorious red mantis assassins or the infernally inspired hellknights the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world to the adventurers who ally with them these groups offer specialized training powerful magical items specialized magic access to unusual gear or mounts and more pathfinder rpg adventurer's guide includes details on the history goals and

leadership for 18 of golarion's most famous or infamous organizations including the aldori swordlords the aspis consortium the cyphermages the gray maidens the hellknights the lantern bearers the magaambya the mammoth lords the pathfinder society and the red mantis each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization dozens and dozens of new spells magic items feats and other unique character options of diverse nature all themed to the various organizations presented in this book and much much more south of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity the mwangi expanse has been home to an untold diversity of cultures and peoples since time immemorial hosting powerful isolated city states that have often paid little attention to their neighbors yet the turning tides of fortune have begun to usher in changes that are rippling across the world as a band of scholars from an ancient university venture north to aid a disaster torn avistan a revolution forged nation seeks powerful allies against foreign aggression an undead god once a symbol of hope to his declining nation now grows jealous enough to turn on his self proclaimed kin whether you are a diplomat seeking leverage from the most difficult of positions a spy seeking the subtlest hint of danger from your surroundings a guardian hoping to protect your home and people or a warrior striking back at tyrants both native and foreign this guide to the mwangi expanse offers you the ultimate resource to explore a realm of magic monsters and intrigue

written by laura shay adams mariam ahmad jahmal brown misha bushyager alexandria bustion duan byrd john compton sarah davis naomi fritts sasha laranoa harving gabriel hicks tk johnson michelle jones joshua kim travis lionel ron lundeen stephanie lundeen hillary moon murphy lu pellazar mikhail rekun nate wright and jabari weathers onward to adventure this exciting adventure anthology expands the realm beyond the hometown introduced in the pathfinder beginner box and brings thrilling new dangers to the heroes doorstep designed for use with the rules in the pathfinder beginner box and the perfect bridge to the exciting options of the full pathfinder core rulebook these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home the anthology's three adventures introduce a number of play styles including clearing

out an abandoned fishcamp a sandbox romp to get to the bottom of sabotage and a classic puzzle filled dungeon crawl troubles inotari is a deluxe adventure for 4th level characters written by jason keeley lyz liddell and ron lundeen test your convictions in a land without fate and a world too often void of justice it falls to the gods to make or break the people who call upon them for salvation or draw their ire swear yourself to the might of the gods and the power of their causes or reject their offerings to live a life that s yours and yours alone lost omens gods magic offers details on major gods found in the inner sea region including what forms their pleasure or wrath might take it also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service this enormous 32 panel mega map depicts the inner sea region of the pathfinder world marking thousands of towns villages castles dungeons and other intriguing locations drawn from the complete catalogue of pathfinder offerings to date all the key sites from all the adventure paths all the pathfinder module locations all the places important to the history and current events of the world are revealed as never before possible price includes vat discover the untold potential of magic secrets of magic the newest hardcover rulebook for the pathfinder roleplaying game secrets of magic brings the popular magus and summoner classes into pathfinder second edition unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature the lavishly illustrated 256 page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes magic items for any player character and lore detailing the fundamental structure and theories of magic a special section within the volume the book of unlimited magic presents new methods of spellcasting with elementalism geomancy shadow magic rune magic and even pervasive magic to give every place and creature in your game a magical spin based on the original roleplaying game rules designed by gary gygax and dave arneson t p verso you can never have too many monsters this sourcebook contains 46 new monsters found in the inner sea region all invented specifically for the pathfinder campaign setting some like the gearsmen of numeria or the moth like star monarchs who serve the goddess of dreams have been mentioned many times in pathfinder campaign setting books but others like the alien vespergaunt or rahadoum

s desert dwelling whirlmaws have only been obliquely illustrated or mentioned before and some make their appearance for the first time in print with monsters ranging in challenge rating from 1 2 such as the capering monkey goblin or the enigmatic lashuntas all the way up to beyond cr 20 including two immense spawn of rovagug and three powerful outsiders with sinister agendas for the inner sea region like the exiled infernal duke lorthact along with three new monstrous templates the exotic mind draining vetala vampire the blighted fey of fangwood and the twisted mutants of the mana wastes the inner sea bestiary is set to add a host of new favorite beasties to any pathfinder game 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 this definitive sourcebook for the pathfinder roleplaying game provides tons of new character options for all seven core player character races from archetypes that allow elf characters to explore their connection to nature and magic to feats and spells that let a dwarf character carry on the legacy of his multi generational clan or a gnome explore her connection to the first world or delve deep into her weird obsessions additionally the advanced race guide offers meaty sections on a dozen spotlight races that make interesting and exciting player character options such as goblins aasimar tieflings dhampyrs drow the elemental races from bestiary 2 and several others and for the first time allows players to create and play characters like merfolk grippli duergar stryxx and every other appropriate monster currently in the pathfinder game lastly the advanced race guide includes an extensive section that allows players and gms to build their own custom races either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign a group of new adventurers traveling through the small community of plaguestone must come together to solve the murder of a friend what starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy mutant animals and a nearby forest rotting away due to a mysterious blight it becomes clear

that if these young heroes don't get to the heart of the plot then the fall of Plaguestone is all but certain. The fall of Plaguestone is the first second edition Pathfinder roleplaying game standalone adventure taking new players and game masters on a daring adventure filled with wilderness exploration, dungeon encounters and much more. This 64 page softcover adventure is designed for 1st level characters built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The fall of Plaguestone is the first second edition Pathfinder roleplaying game standalone adventure taking new players and game masters on a daring adventure filled with wilderness exploration, dungeon encounters and much more. This 64 page softcover adventure is designed for 1st level characters built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. Provided by publisher based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker and Peter Adkison. Title page verso: The Dead are Rising. This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons and zombies. This 224 page hardcover rulebook also includes a full adventure themed around fighting the undead based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson. Title page verso: 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 than 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 warfare is a common theme throughout the star wars saga this supplement gives players and gamemasters everything they need to run games or play characters in a war torn galaxy the latest in the award winning and fan favorite series of kobold guides tackles gameplay head on with advice from everyone from veterans to talented newcomers on how to make a tabletop rpg session snap crackle and shine writers on include frank mentzer keith baker zeb cook james jacobs monica valentinelli shanna germain and many other well known industry vets and long time gms unravel the eldritch mysteries of the galaxy the new galactic magic hardcover rulebook for the starfinder roleplaying game adds magical flair to any hero with a wealth of fantastical magic infused character options for starfarers of any class more than 100 spells a host of powerful rituals and an array of magic gear hybrid items and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump the brand new precog class allows you to see and change the future relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith based options tied to the galaxy s gods and philosophies whatever your path to magical might galactic magic is your guide the strength of thousands adventure path begins a magic school like no other the oldest and most prestigious magic academy in the world is the magaambya an ancient institution founded by the greatest wizard the world has ever known this wizard vanished

long ago but his sinister enemies plot against his school and those who attend it over their long academic career the heroes rise from humble students to become teachers and they ultimately hold the fate of the school in their hands graduates of the magaambya are among the greatest wardens of the world but if the heroes can't marshal the strength of thousands who have come before them the venerable magaambya might fall the strength of thousands adventure path is a six part monthly series of connected adventures that comprise a complete pathfinder campaign school's in session the newest students at the venerable magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness the heroes can learn much from their teachers and fellow students but must beware of mysterious secrets and sinister plots the rigors facing any magaambya students are steep but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls education is far from easy at the oldest and most prestigious magic academy in the world kindled magic is a pathfinder adventure for four 1st level characters by alexandria bustion and eleanor ferron this adventure begins the strength of thousands adventure path a six part monthly campaign in which the heroes rise from students to teachers and ultimately decide the fate of the magaambya this adventure also details other students to become friends or rivals rules to gain extra lore throughout a year of academic study as well as new monsters and new spells including lore of the prestigious magaambya 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 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 going beyond the core rulebook to offer tips guidelines and additional rules for gms the gamemastery guide includes encounter charts idea lists advice on encounter design tips for adapting published products to a personal campaign and complete guidelines for building a campaign from scratch the pathfinder society is a globe trotting organization of adventurers scholars and warriors all dedicated to exploration collecting lost knowledge and treasure and sharing it with the world lost omens pathfinder society guide details everything players and gms need to know about the pathfinder society from the basics of membership to the society's various factions to the various lodges littered throughout the inner sea region this book is the go to source for the history and lore of the pathfinder society and features new rules content including new equipment wayfinders and support for pathfinder related archetypes a useful book in its own right this helpful volume is a must have for participants in paizo's massive pathfinder society worldwide organized play campaign and a great way to get involved in the international campaign written by kate baker james case john compton vanessa hoskins mike kimmel ron lundeen dennis muldoon kieran t newton michael sayre clark valentine tonya woldridge and linda zayas palmer 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 plus a beautiful poster map reveals the lands of the inner sea in all their treacherous glory presents the revised rules for playing the seven classic races updated rules for npcs domains specialty schools and familiars and new rules for curses poisons and diseases 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 folio 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 expand the limits of what s possible with this collection of exciting new options for your pathfinder character choose from 10 brand new ancestries and four new classes the shrewd investigator the mysterious oracle the daring swashbuckler and the hex slinging witch plus over 40 new archetypes more options for every ancestry and class in the pathfinder core rulebook and new backgrounds feats spells and items provide more opportunities for customization than ever before page 4 of cover packed with invaluable hints and information this book contains everything you need to take your game to the next level from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines page 4 of cover across the world of the pathfinder chronicles countless factions squabble over political territory or treasure filled ancient ruins for the first time the pathfinder chronicles faction guide presents these organizations cults and mercenary companies as fully realized groups that your player characters can join from the hellknights of cheliax to the eagle knights of andoran from the elves of the mordant spire to the revolutionary leagues of galt the movers and shakers of the pathfinder setting come alive complete with rules governing how to join benefits of membership and organizational secrets more than 400 of fantasy s fiercest foes burst from the pages of this enormous 360 page compendium of the*

most popular and commonly encountered creatures in the world of pathfinder from familiar enemies like orcs dragons and vampires to new horrors like the living nightmare nilith and the three headed mutoli to suitable servants for summoners of every alignment this must have companion to the pathfinder core rulebook is crawling with creatures perfect for your pathfinder adventures the pathfinder bestiary includes more than 400 monsters drawn from mythology genre classics and more than a decade of pathfinder with plenty of new monsters too gorgeous full color illustrations on nearly every page detailed monster lists sorted by level type and rarity to help you find the right monster for any situation universal monster rules to simplify special attacks defenses and qualities like grab swallow whole and regeneration guidelines for providing appropriate monstrous treasures for any occasion detailed lore sidebars offering additional information about pathfinder s most popular monstrous friends and foes 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

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