

# Pathfinder Campaign Setting Nidal Land Of Shadows

[The Inner Sea World Guide](#)  
[Nightblade](#)  
[American Jihadist Terrorism: Combating a Complex Threat](#)  
[Pathfinder Campaign Setting](#)  
[Lands of Conflict](#)  
[Pathfinder Campaign Setting](#)  
[Belkzen, Hold of the Orc Hordes](#)  
[Pathfinder Player Companion](#)  
[Pathfinder Campaign Setting](#)  
[Pathfinder Absalom](#)  
[Pathfinder Campaign Setting](#)  
[Pathfinder Lost Omens Ancestry Guide \(P2\)](#)  
[Starfinder RPG](#)  
[Pathfinder Adventure Path](#)  
[Starfinder Adventure Path](#)  
[Goblins of Golarion](#)  
[Lost Omens World Guide](#)  
[Guide to the River Kingdoms](#)  
[Pathfinder Campaign Setting](#)  
[Faiths of Corruption](#)  
[Pathfinder Campaign Setting](#)  
[Faiths of Golarion](#)  
[Gods and Magic](#)  
[Inner Sea Magic](#)  
[Cheliax, Empire of Devils](#)  
[Pathfinder Tales: Hellknight](#)  
[Halflings of Golarion](#)  
[The Big Activity Book For Lesbian Couples](#)  
[Lands of the Linnorm Kings](#)  
[F-111 & EF-111 Units in Combat](#)  
[The Bastards of Erebus](#)  
[The United Kingdom's Strategy for Countering International Terrorism](#)  
[Surprise, Kill, Vanish](#)  
[Rampage Nation](#)  
[Secret Warriors](#)  
[Encyclopedia of Espionage, Intelligence, and Security](#)  
[Prolonged Wars](#)  
[Pathfinder Adventure Path: Giantslayer Part 3 - Forge of the Giant God](#)  
[Shadowed Keep on the Borderlands \(5e\)](#)  
[Nightglass](#)

*Pathfinder Campaign Setting Nidal Land Of Shadows*

Downloaded from [qr.bonide.com](http://qr.bonide.com) by guest

## COOLEY EDWARD

**The Inner Sea World Guide** Love Book LLC

This in-depth gazetteer explores the legendary Lands of the Linnorm Kings, a northern realm of larger-than-life adventure where Viking kings earn the right to rule by defeating enormous, primeval dragons -- linnorms. From the rugged western islands of the Ironbound Archipelago to the battleworn expanse known as Hagreach in the east, this Pathfinder setting sourcebook contains detailed treatments of all the major locales in the region. Numerous adventure sites and campaign themes are explored in detail, such as remote troll-haunted ruins, mysterious locations linked to the eerie realm of the fey, and even a sample linnorm hunt. Rules on weregild (fees for hostages or slain enemies), effigies (mundane and magical ways to strike fear into your enemies), and reputation in this ferocious land are explored, as are several new monsters and pre-built enemy NPCs, such as remorseless longship captains, berserkers, new trolls, and the most powerful linnorm in the land -- dread Fafnheir

**Nightblade** Pathfinder Player Companion

Reveals: private notebooks of Oliver North; Administration's secret plans to invade Nicaragua; details of the second planned rescue attempt of the Iran hostages and why it happened; story behind the commando raid to free the hostages in Lebanon and why the raid was cancelled; most explosive

secret courts-martial in American military history; how Army agents launched a major intelligence operation against Panamanian strongman Manuel Antonio Noriega; How bureaucratic infighting caused warning of a terrorist attack to be ignored one week before 241 Marines died in a Beirut bomb blast; how the military brought in psychics to help track down kidnapped General James Dozier in Italy; How the Pentagon planned to counterattack in the TWA and Achilles Lauro hijackings; and how a transvestite prostitute and an inebriated counterintelligence man blew some of the government's most highly classified operations on late night in Baltimore.

[American Jihadist Terrorism: Combating a Complex Threat](#) Paizo Publishing

[Encyclopedia of espionage, intelligence and security](#) (GVRL)

**Pathfinder Campaign Setting** Pathfinder Campaign Setting

"Outfit yourself with only the best supplies for interstellar adventure with the hardcover Starfinder Armory! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the Starfinder Roleplaying Game, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every Starfinder character class! Starfinder Armory is a must-have companion volume to the Starfinder Core Rulebook. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new orlds and wonders!"--Provided by publisher.

[Lands of Conflict](#) Pathfinder Campaign Setting

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.

**Pathfinder Campaign Setting** Paizo, Incorporated

The Council of Thieves Adventure Path starts with a bang in the crumbling metropolis of Westcrown, former capital of Cheliox, a once-proud empire now reduced to political infighting and ruled by a revolutionary aristocracy in league with the vilest devils of Hell. Decadent nobles and desperate rebels face off against a backdrop of crumbling buildings and badly eroded stability. When a gang of devil-blooded bandits called the Bastards of Erebus threaten Westcrown's delicate status quo, the heroes must face sinister beasts of shadow, relentless armored Hellknights, and whispered rumors of a return to power of the city's legendary criminal guild. What mysterious force is pulling the strings of the shadowy Council of Thieves, and what do its machinations mean for the heroes and all of Cheliox itself? A 3.5/Pathfinder RPG adventure for first-level characters. This is it! The first chance to get involved in a Pathfinder campaign using the newest Pathfinder RPG rules innovations! Don't get left behind in the next great step forward for tabletop roleplaying games!

*Belkzen, Hold of the Orc Hordes* Little, Brown

From modest shrines to soaring cathedral spires, the seats of godly faiths fill the lands of the Inner Sea. Now Game Masters and players alike can explore the inner workings of six of the Pathfinder Roleplaying Game's most iconic faiths. Each comes complete with a detailed map, profiles of the temple's notable members, a history of the structure and organization, and plot hooks for parties both allied with and opposed to the church's goals. Featured temples include Cayden's Hall, the center of worship for the Drunken God; a bank of Abadar, god of commerce and civilization, in a frontier jungle settlement on the verge of revolution; and a shrine to pain and darkness in the shadow-enshrouded capital of Nidal, a nation dedicated to Zon-Kuthon, the Midnight Lord. Whether you're looking for a temple to shelter and heal your injured party or an evil cult that needs to be eradicated, no Pathfinder RPG campaign is complete without Pathfinder Campaign Setting: Temples of the Inner Sea.

*Pathfinder Player Companion* Prometheus Books

In the past decade, no individual act of violence has killed more people in the United States than the mass shooting. This well-researched, forcefully argued book answers some of the most pressing questions facing our society: Why do people go on killing sprees? Are gun-free zones magnets for deadly rampages? What can we do to curb the carnage of this disturbing form of firearm violence? Contrary to conventional wisdom, the author shows that gun possession often prods aggrieved, mentally unstable individuals to go on shooting sprees; these attacks largely occur in places where guns are not prohibited by law; and sensible gun-control measures like the federal Assault Weapons Ban—which helped drastically reduce rampage violence when it was in effect—are instrumental to keeping Americans safe from mass shootings in the future. To stem gun massacres, the author proposes several original policy prescriptions, ranging from the enactment of sensible firearm safety reforms to an overhaul of how the justice system investigates potential active-shooter threats and prosecutes violent crimes. Calling attention to the growing problem of mass shootings, Rampage Nation demonstrates that this unique form of gun violence is more than just a criminal justice offense or public health scourge. It is a threat to American security.

**Pathfinder Campaign Setting** DIANE Publishing

Prepare for war! The Hold of Belkzen, an orc-dominated wasteland, is as inhospitable as its bloodthirsty inhabitants. These dangers, along with a history of warfare and ruin, make it a land ripe for adventure, and Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes gives Game Masters all they need to explore this savage setting. This gazetteer of the Hold of Belkzen presents information on the region's many dangerous geographical features and orc-run settlements, more than a dozen detailed orc tribes and adventure hooks to incorporate them into a campaign, and new monsters including the dread Jugglerloathe, the haunting Burning Child, and orc-bred warbeasts.

**Pathfinder Absalom** Macmillan

This document sets out the United Kingdom's strategy, known as CONTEST, for countering the threat from international terrorism. The aim of CONTEST is to reduce the risk to the United Kingdom (UK) and its interests overseas from international terrorism, so that people can go about their lives freely and with confidence. This is a revised and more detailed version of the strategy contained in "The national security strategy of the United Kingdom" (Cm. 7291, 2008, ISBN 9780101729123). The first part sets the context with a brief history of the changing threat to the United Kingdom and to UK interests overseas from international terrorism, examines the present threat, the factors which are shaping it and the assumptions about how it may develop. The second part sets out the principles which will govern the strategy, including a commitment to human rights and the rule of law, recognition of the need to address the causes as well as the symptoms of terrorism and the need to co-operate with other countries. The four main streams of the CONTEST strategy are: (1) pursue - to stop terrorist attacks; (2) prevent - to stop people becoming terrorists or supporting violent extremism; (3) protect - to strengthen our protection against terrorist attack; (4) prepare - where an attack cannot be stopped, to mitigate its impact. The third part of the document outlines who will deliver the strategy and how its impact will be measured. The document concludes with a section explaining the importance of communications as a part of the counter-terrorism strategy.

**Pathfinder Campaign Setting** The Stationery Office

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 lackadaisical, 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!

**Pathfinder Lost Omens Ancestry Guide (P2)** Bloomsbury Publishing

Set in the world of the role-playing game, Pathfinder and Pathfinder Online.

**Starfinder RPG** Pathfinder Tales

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless oppressors, only to learn that the Azlanti have taken both an experimental starship drive and one of the colonists--an old friend of the heroes--back to the Star Empire! "The Reach of Empire" is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

**Pathfinder Adventure Path**

The heroes explore the tomb of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where the Storm Tyrant is recruiting giants for his army. The adventurers must confront the numerous giants inhabiting the winding valley before making their way to the giant headquarters, an ancient temple to the giant god Minderhal, which contains a powerful artifact. But the valley of the giants is just a recruiting station, and the Storm Tyrant's stone giant representative has been sending the most promising recruits to a training camp deeper in the mountains. A Pathfinder Roleplaying Game adventure for 7th-level characters, Forge of the Giant God continues the Giantslayer Adventure Path, an epic campaign of classic sword & sorcery thrills. Several new monsters, details of the faith of the giant god Minderhal, a gazetteer of the Mindspin Mountains, and the next installment of the Pathfinder's Journal written by Greg A. Vaughan round out this volume of the Pathfinder Adventure Path. *Starfinder Adventure Path*

War rages between the expansionist nation of Molthune and their fiercely independent neighbor Nirmathas. To one, it is a civil war to preserve their nation; to the other, it's a war to throw off tyrannical occupation. Both lands are rife with ancient ruins, stubborn leaders, and longstanding feuds, and both are brimming with opportunities for adventure and wealth. Plus, Nirmathas and its conflict with Molthune are the setting for the Ironfang Invasion Adventure Path, making this comprehensive sourcebook a perfect supplement for that campaign. Explore the nuances of cosmopolitan Molthune and rugged Nirmathas, including adventure locations and a detailed militia system that allows players to command their own mercenary legions!

*Goblins of Golarion*

This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

**Lost Omens World Guide**

Unlock the secrets of the gods with the first-ever, in-depth exploration of the many gods of Golarion, the popular new world of the Pathfinder Chronicles campaign setting. This comprehensive guidebook provides an overview of the 20 "core" Pathfinder gods and their religions, with an emphasis on rules and information players can use at the game table, whether they're playing a zealous cleric, brave paladin, or simply a faithful member of any character class. Dozens of new spells and specialized game rules related to the faiths of Golarion enhance the gaming experience for players and GMs, and a detailed overview of philosophies, minor gods, and cults reveals the religions of the Pathfinder Chronicles in exciting detail! [Guide to the River Kingdoms](#)

The city of Westcrown, once the capital of Cheliox, is now but a shadow of its former glory. Pauper nobles and self-made princes vie for control in a metropolis perched on the edge of self-destruction. With entire districts abandoned and left to bandits and monsters, Westcrown is a city in need of heroes. This city and its environs are the setting for Pathfinder's new Council of Thieves Adventure Path, and the first to be compatible with both the innovative new Pathfinder RPG rules and the original 3.5 rules of the world's most popular roleplaying game. The Council of Thieves Player's Guide tells you all you need to know to build a character for this new Adventure Path, presents an extensive, player-focused gazetteer on Westcrown and the surrounding region, and offers many new feats, character traits, spells, and magic items, and even a prestige class for characters to use throughout The Council of Thieves Adventure Path and other Pathfinder campaigns.

**Pathfinder Campaign Setting**

Pathfinder Campaign Setting: Faiths of Golarion sheds light on 10 lesser-known deities, some popular within the Inner Sea Region, and some worshipped mostly in the lands beyond. From Chaldira Zuzaristan, the mischievous halfling god of luck, to Nivi Rhombodazzle, the deep gnome god of gambling, to Gruhastha the Keeper and Hei Feng the Duke of Thunder, this book offers details about these gods' histories, dogmas, and practices, all designed to enrich your campaigns with new divine lore.

*Faiths of Corruption*

This activity book creates a fun way to spend some time with your partner, Part of a great relationship is learning about one another, sharing your thoughts, and doing fun activities together. Whether you are just dating or have been married for 50 years, these fun games and drawing activities

are sure to bring laughter to your day!