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# Pathfinder 2e Magus Guide

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Advanced Race Guide  
Roleplaying Game

**(P2) Paizo Publishing**

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.

**NPC Codex** Pathfinder Roleplaying Game Duels, arcane organizations, and other aspects of a campaign world imbued with magic. Book jacket.

**Starfinder RPG: Tech Revolution**

Pathfinder Roleplaying Game

On bookshelves around the world, surrounded by ordinary books bound in

paper and leather, rest other volumes of a distinctly strange and grisly sort: those bound in human skin. Would you know one if you held it in your hand? In *Dark Archives*, Megan Rosenbloom seeks out the historic and scientific truths behind anthropodermic bibliopeggy—the practice of binding books in this most intimate covering. Dozens of such books live on in the world's most famous libraries and museums. *Dark Archives* exhumes their origins and brings to life the doctors, murderers, and indigents whose lives are sewn together in this disquieting collection. Along the way, Rosenbloom tells the story of how her team of scientists, curators, and librarians test rumored anthropodermic books, untangling the myths around their creation and reckoning with the ethics of their custodianship. A librarian and journalist, Rosenbloom is a member of The Order of the Good Death and a cofounder of their Death Salon, a community that encourages conversations, scholarship, and art about mortality and mourning. In *Dark Archives*—captivating and macabre in all the right ways—she has crafted a narrative that is equal parts detective work, academic intrigue, history, and medical curiosity: a book as rare and thrilling as its subject.

**Pathfinder Adventure Path:**

**Abomination Vaults (P2)** Pathfinder Campaign Setting

"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."--T.p. verso.

**Sound of a Thousand Screams**

Pathfinder RPG: Secrets of Magic (P2)

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to

bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more!

**Martial Arts Handbook** Pathfinder Roleplaying Game

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security

systems. Join in the Starfinder Tech Revolution!

*Ultimate Combat* Roll for Combat

This guidebook dives into the myriad cultures and organizations readers can encounter or join in their journey, breathing life into both their character and the many allies and enemies they're bound to meet along the way.

*Magical Marketplace* Paizo Incorporated

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

Hell's Rebels Farrar, Straus and Giroux

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.

#### Pathfinder Adventure Path

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson"--Title page verso.

#### *Pathfinder Adventure Path*

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

#### *Pathfinder Lost Omens*

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring. Written by the macabre Managing Editor of the Pathfinder Adventure Paths, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

#### *Pathfinder Gamemastery Guide Special Edition [P2]*

Soar above a planet of adventure! The trail of a long-vanished ally leads to the other side of a magical portal called the Doorway to the Red Star. The heroes must earn the trust of the portal's guardians then travel through it--to another planet of red sands and high adventure! Working to gain allies among scholarly brain-people and shifty ratfolk, the heroes must infiltrate a massive airship and fight to free their ally from an insidious trap on an alien world!

"Doorway to the Red Star" is a Pathfinder adventure for four 15th-level characters. This adventure continues the *Strength of Thousands* Adventure Path, a six-part, monthly campaign in which the heroes rise from humble magic academy students to become influential teachers, and ultimately decide the fate of the Magaambya. This adventure also details people, places, and monsters of Akiton,

the Red Planet, a fabulous setting for sword-and-sorcery escapades! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

### **Pathfinder Advanced Player's Guide**

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.

### Pathfinder Lost Omens

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, gripli,

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.

### *Battlezoo Bestiary (Pathfinder 2e)*

Enter the megadungeon! When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse--and delve the dungeon levels far beneath it--to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! "Ruins of Gauntlight" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Abomination Vaults Adventure Path, a three-part, monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance. This adventure also includes an extensive gazetteer of the town of Otari, the heroes' home base, as well as new monsters, new rules, and new artifacts--including the dread Gauntlight itself! 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.

#### *Pure Steam Campaign Setting 5e*

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 Adventure Path: Doorway to the Red Star (Strength of Thousands 5 Of 6)**

Fresh from their successes in Escadar, the heroes bring their traveling circus to the Isle of Kortos--the so-called Starstone Isle at the heart of the Inner Sea. As their circus tours the farming communities in the breadbasket known as the Swardlands, the heroes get a chance to explore the three aeon towers that impart enchanted bounty to the land. Yet all is not well in the Swardlands, as ecological damage and raiding beasts threaten the hardworking farmers and loggers. The heroes must overcome the aeon towers' stony guardians, entrenched xulgath hordes, and a zealous dero murderer before they

can confront the xulgaths' alchemist leader and disrupt his disastrous scheme to use the aeon towers to bring ruin to everyone on the island! "Life's Long Shadows" is a Pathfinder adventure for four 9th-level characters. This adventure, from author Greg A.

Vaughan, continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This adventure also includes information about the bountiful area known as the Swardlands and the malevolent demon lord Zevgavizeb, as well as new monsters and rules. 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.

#### Core Rulebook

In the age of steam, coal is king, and so Appalachia is the center of the economy. Pure Steam is a steampunk campaign setting for 5e including races, classes, equipment, monsters, maps and more!

#### Pathfinder Book of the Dead

"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.

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