

Pathfinder Summoner Build Guide

The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A Pathfinder Roleplaying Game adventure for 13th-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. This volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Plus five all-new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder Journal, and more! 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.

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This new handbook is the complete guide to integrating planar travel into any D&D campaign.

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!

Features statistic blocks for over three hundred of the game's characters, offers ideas for using characters in combat and roleplaying situations, and provides tactical suggestions that bring out the best of each character's abilities.

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

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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!

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

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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.

Enter a “gorgeously realized world”* and meet a mage destined for greatness in the first novel in the national bestselling Alex Verus series. Alex is part of a world hidden in plain sight, running a magic shop in London that caters to clientele who can do much more than pull rabbits out of hats. And while Alex's own powers aren't as showy as some mages, he does have the advantage of foreseeing the possible future—allowing him to pull off operations that have a million to one chance of success. But when Alex is approached by multiple factions seeking his skills to crack open a relic from a long-ago mage war, he knows that whatever's inside must be beyond powerful. And thanks to his abilities, Alex can predict that by taking the job, his odds of survival are about to go from slim to none....

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

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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! 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.

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

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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! "

The story's not over yet! The Pathfinder Chronicles detail exploits and discoveries from members of the Pathfinder Society from all over Golarion. These include tales of great heroes capable of fabulous feats of might, magical relics that grow in strength alongside the heroes that wield them, and forgotten magic locked away due its dangerous power. Pathfinder Player Companion: Chronicle of Legends is your chance to make these tales a reality with powerful

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new options for your character! This player-focused volume provides new class options, capstones, spells, and magic items to help you make the most of your character.

With a cover from fan-favorite artist Wayne Reynolds and lavish full-color interior illustrations, the 320-page hardcover Pathfinder RPG Advanced Player's Guide is an essential volume for gamers eager to take the next step in their Pathfinder journey. New Classes in the Advanced Player's Guide include: The Alchemist: An arcane mystic who brews salves and unguents to modify his body in freakishly effective ways. The Cavalier: A noble warrior who weaves through high society as easily as he does the most treacherous battles. The Inquisitor: An agent of faith trained to root out the dark secrets and even darker monsters that haunt the forgotten corners of the world. The Oracle: A divine mystic dedicated to a mysterious occult tradition that grants her fantastic powers-but at great cost. The Summoner: An arcane spellcaster who conjures powerful servitor creatures from beyond the veil of reality to serve his whims. The Witch: A versatile caster who gains her spells from the eldritch whispers of her bonded familiar and casts potent hexes to aid allies and vex foes.

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on

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your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, Pathfinder Lost Omens Gods & Magic is an essential addition to any Pathfinder Second Edition campaign!

Ultimate Psionics is just that-the ultimate book on psionics, combining all of the material in Psionics Unleashed and Psionics Expanded into a single hardcover book. But not only does Ultimate Psionics contain existing content, over seventy pages of brand new material has been added (separately released as Psionics Augmented for those who already have Psionics Unleashed and Psionics Expanded), giving more character options, advice for game masters on using psionics, and even an example of completely altering the theme of psionics from the power of the mind to runic magic, to help you understand how easy it is to change the feel of psionics without changing the system so that it can easily fit into any campaign. Ultimate Psionics is an over-400 page hardcover book that includes: Ten psionic races, including the brand new forgeborn and noral, with racial archetypes, advanced racial options, and more Ten psionic classes from the psion and soulknife to the aegis and vitalist, giving everything you need to have an all-psionic party Psionic skills and feats, including over forty brand new psionic

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feats such as Assassin's Venom, Deep Focus, and Telepathic Link Over 100 pages of psionic powers, including 0th level psionic talents new powers like T'Nail's Ardent Legion Nineteen psionic prestige classes, including the brand new Dark Tempest prestige class More psionic items than could ever be found in any treasure horde, including legendary items like the Heartstaff and the Dancing Robes of Sharatwan and over 10 pages of brand new psionic items like the greater psicrystal staff, the tactician's chessboard, and more. An entire section for advice and tips for game masters on introducing and using psionics, including the most commonly encountered rules mistakes, how to handle transparency, and variant themes if you don't want mental power and prefer psionics to be a form of magic. And much more! It all comes down to this. For Abuus...and for all of Alea...Rai must become the summoner they all need in their hour of crisis.

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. 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 the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: *

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Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * ... and much, much more!

Call upon otherworldly powers and summon beings from beyond with Pathfinder Player Companion: Monster Summoner's Handbook! Featuring dozens of new feats, magic items, archetypes, and character options designed to grant you control over fantastic beasts or enhance your summoning prowess, this player-friendly volume contains everything you need to transform your adventurer into a herald of forces benign or malevolent, divine, or alien. Call upon never-before-seen creatures and claim all the tools you need to make yourself a true master of monsters!

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,

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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

Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.

All the trickery and wild power of the fey are yours to command with Pathfinder

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Player Companion: Legacy of the First World. Let the wilderness inspire your heroes with a spectrum of new ways to play fey-touched characters, along with new powers for classes seeking to strengthen their bonds to nature. Choose whether you draw your might from the vibrant liveliness of the land, the brutality of vicious beasts, or even faith in the fey realm's inscrutable masters, the Eldest. With a host of new archetypes, feats, magic items, spells, and other fey-inspired character options, Pathfinder Player Companion: Legacy of the First World is your gateway to all the secrets and savagery of nature's wildest denizens!

In this companion volume to the Southlands Worldbook for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the 5th Edition of the world's oldest roleplaying game.

"Complete Arcane" provides Dungeons & Dragons players with an in-depth look at how to access traditional arcane magic and use that power to a character's advantage.

A good Game Master never has enough monsters, and a good player always has time to kill a few more! The newest hardcover rulebook for the smash hit

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Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like daemons, proteans and the all-new aeons, the Pathfinder RPG Bestiary 2 is packed from cover-to-cover with exciting surprises and fuel for a thousand campaigns! The Pathfinder RPG Bestiary 2 includes:

- More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition
- An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference
- Dozens of monstrous variants to modify creatures and keep players on their toes
- Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat
- Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration
- Suggestions for monstrous cohorts
- Plenty of new animal companions and familiars
- AND MUCH, MUCH MORE!

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

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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.

Taking a fresh look at arcane magic in the D&D game, this guide provides new ideas that put arcane magic into the hands of the players and Dungeon Masters in interesting ways. It also provides new types of feats, spells, warlock invocations, prestige classes, and magic items for characters that cast arcane spells.

There is an unseen world all around you. On the streets and in the halls of power, in your dreams and across the bizarre planes of the multiverse, there are those who walk among us like giants among ants, twisting reality to their wills in their search for ancient knowledge. Now pull back the curtain of the mundane world and learn the secrets of these occult masters--if you dare! Pathfinder RPG Occult Adventures is an indispensable companion to the Pathfinder RPG

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Core Rulebook. This imaginative tabletop game builds upon over 15 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. Pathfinder RPG Occult Adventures includes: * Six new occult base classes--the energy-shaping kineticist, the spirit-calling medium, the deceptive mesmerist, the mind-bending psychic, the uncanny occultist, and the phantom-binding spiritualist. * Archetypes for all of the new classes, as well as a broad selection of strange and mysterious archetypes and class options for existing characters. * New feats to flesh out your occult character, plus a whole new way to use existing skills to become a master of faith healing, hypnotism, psychometry, and more! * More than 100 spells using the all-new psychic magic system, plus rituals that grant even non-spellcasting characters occult power! Explore worlds beyond imagining with dream voyage, or defend yourself from mental threats with tower of iron will! * Rules and advice to help you steep your game in the occult, from chakras and deadly mindscapes to possession, psychic duels, and the Esoteric Planes. * A wide variety of new magic items, such as the eerie spirit mirror and the peculiar tin cap, plus new cursed items and powerful artifacts. * ... and much, much more!

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of

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the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. • An epic adventure for characters levels 1 – 15, the Elemental Evil™ story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. • Includes new elemental spells and the element-touched genasi as a new playable race. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Sasquatch Game Studio LLC.

"The ability to summon is passed down through the blood..." Summoner: One who is gifted with the ability to summon demonic creatures that are emotionally connected to their human counterparts. As brought to life in the bestselling Summoner series, the magic of summoning is also an art, with a story of its own. The Summoner's Handbook reveals the story of James Baker -- the epic journal that inspired the series hero, Fletcher, to discover his own summoning abilities. Along with a complete demonology, a guide to the basics of summoning, and glorious artwork from the world of the Hominum Empire, this is the volume that fans of the acclaimed and bestselling series must own.

This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level. Containing the accumulated knowledge and best practices of

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Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch.

Learn all the secrets of 15 powerful yet mysterious deities in *Pathfinder Campaign Setting: Inner Sea Faiths!* This extra-large 96-page softcover sourcebook details gods and goddesses that are just as mighty as Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden religions of Golarion to life with *Pathfinder Campaign Setting: Inner Sea Faiths!* The treacherous reaches of the River Kingdoms are revealed in this handsome collection of important poster maps from the *Kingmaker Pathfinder Adventure Path!* Four poster maps represent the Stolen Lands, the region *Kingmaker* players are destined to rule, with huge posters of the war-torn bandit town of Pitax and the lost village of Varnhold rounding out this beautiful collection designed by award-winning Pathfinder cartographer Robert Lazzaretti. Even if you aren't running *Kingmaker*, the maps within this handsome folio can serve as exciting locations for any RPG campaign.

A fascinating introduction to Zen principles and learning.

Magic has suffused the Inner Sea region for thousands of years. This Pathfinder sourcebook

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takes a detailed look at the magical traditions of the Inner Sea, including rules for magic variants (from hideous fleshwarping rituals to the wild and unpredictable surges of primal magic), examinations of how magic is taught (be it in schools, temples, guilds, or secret societies), and how the spellcasters of the region have chosen to specialize in various forms of magic. Additionally, this book presents two, new oracle mysteries, 18 new archetypes for spellcasting classes, a pair of prestige classes (the cypher mage and the divine scion), and a wide selection of unique, unusual, and exciting new spells for all who would seek to master the art of magic.

The Shadow Fold, a swathe of impenetrable darkness, crawling with monsters that feast on human flesh, is slowly destroying the once-great nation of Ravka. Alina, a pale, lonely orphan, discovers a unique power that thrusts her into the lavish world of the kingdom's magical elite - the Grisha. Could she be the key to unravelling the dark fabric of the Shadow Fold and setting Ravka free? The Darkling, a creature of seductive charm and terrifying power, leader of the Grisha. If Alina is to fulfil her destiny, she must discover how to unlock her gift and face up to her dangerous attraction to him. But what of Mal, Alina's childhood best friend? As Alina contemplates her dazzling new future, why can't she ever quite forget him? Glorious. Epic. Irresistible. Romance.

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.

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