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Pathfinder Roleplaying Game Ultimate Intrigue

Jason Bulmahn



Pathfinder Roleplaying Game Ultimate Intrigue:

Ultimate Intrigue Jason Bulmahn, 2016-04-19 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

Roleplaying Game Jason Bulmahn, 2019-02-12 Take charge Where the dungeon ends another adventure begins Pathfinder Roleplaying Game Ultimate Campaign takes you on a guided tour through the parts of the game that happen between monster attacks and quests for ancient artifacts As some of the most powerful and prestigious heroes around do your player characters want to build up a kingdom of their own or lead an army against a neighboring nation Perhaps they want to start a business craft magic items or embark on a quest that will come to define them Whether you re looking for help generating a young character or seeking ways to challenge adventurers who ve grown bored of fighting monsters one on one this book has everything you need Pathfinder Roleplaying Game Ultimate Campaign is a must have companion volume to the Pathfinder Roleplaying Game Core Rulebook This imaginative tabletop game builds on more than 10 years of system development and an open playtest featuring more than 50 000 gamers to create a cutting edge RPG experience that brings the all time best selling set of fantasy rules into a new era Pathfinder Roleplaying Game Ultimate Campaign includes A detailed guide to generating character backstories including a new system for random character generation and traits and drawbacks to meld your background with your statistics Story feats that increase in power as you achieve key goals making quests and crusades more than just flavor A complete downtime rules system to flesh out those parts of a PC s life that take place between adventures such as running a business gaining power and influence in a

community or starting a magical academy New rules for retraining and switching classes honor reputation and fame young characters investment magic item creation and other key adventuring topics Rules for building up a kingdom including construction and technological advancements governing your people and more Mass combat rules to help you lead clashing armies and conduct epic battles in a fun and efficient manner without losing sight of the PCs themselves and much much more

Mythic Magic Legendary Games,Alex Riggs,David N. Ross,2016-07-26 Magic Just More Intriguing Mythic Magic Intrigue Spells is the latest all new Mythic Magic supplement bringing you 100 all new mythic spells from Pathfinder Roleplaying Game Ultimate Intrigue While the original mythic rules for Pathfinder included many cherished favorites from the Pathfinder Roleplaying Game Core Rulebook as well as the other core rules hardback rulebooks and the Mythic Spell Compendium compiled a vast array of mythic spells for your game new rules for Pathfinder continue to come out and spellcasters have a continual supply of new tricks to try from more recent rulebooks like Pathfinder Roleplaying Game Ultimate Intrigue That diversity of options that we love so much about the game is what Legendary Games brings to you in the Mythic Magic series The product before you completes the mythic rules for every spell in Pathfinder Roleplaying Ultimate Intrigue All of them from absolute to wizened appearance and all spells in between Whether you wield arcane divine or psychic magic Mythic Magic Intrigue Spells contains mythic spells of every level and every kind from minor spells to the mightiest magics You will find combat spells like desperate weapon crime wave illusion of treachery and permanent hallucination right alongside defensive magic like disrupt silence and pocketful of vipers spells to aid investigations like codespeak trace teleport and red hand of the killer and of course a huge toolbox of deceptive magic like dark whispers compulsive liar and false resurrection Grab this 32 page Pathfinder supplement by Alex Riggs and David N Ross today and Make Your Game Legendary

Pathfinder: Worldscape Vol. 3 Erik Mona,Christopher Paul Carey,2025-02-05 This beautiful hardcover collection features four stunning stories set in Paizo s groundbreaking WORLDSCAPE saga drawing the greatest heroes of speculative literature and comics into the mythos of their award winning fantasy world and tabletop role playing games Pathfinder Worldscape Vol 3 brings the comic book worlds of VAMPIRELLA DEJAH THORIS THE REANIMATOR and SWORDS OF SORROW into Paizo s world of fantastic RPG adventures Readers can expand their horizons and their own merry bands of players as these iconic heroes and villains come together in exciting genre melding tales written by ERIK MONA Paizo Publisher and Chief Creative Officer and CHRISTOPHER PAUL CAREY Vice President of Publishing at Edgar Rice Burroughs Inc and illustrated by CHRIS CAMPANA KENDAL GATES ROBERTO CASTRO and MATT GAUDIO

WORLDSCAPE VAMPIRELLA Vampirella and her old companion the third rate magician Pendragon revive their stage show for a reunion tour that propels them all the way to a fragment of Vampirella s home planet of Drakulon ensnared in the multi dimensional Worldscape There Vampirella must confront the shades of her past while Pendragon pits his false magic against the very real spells of the Pathfinders Seoni and Selyiel WORLDSCAPE DEJAH THORIS When Dejah Thoris and Tars Tarkas

investigate a mysterious gap in the memory of John Carter Warlord of Barsoom they find themselves hurled into the interdimensional demiplane of the Worldscape Caught in a bloody conflict between the Council of Jungle Kings and a Technic League captain from Golarion Dejah Thoris must use both her scientific knowledge and her keen edged blade to survive the perils of the Worldscape **WORLDSCAPE REANIMATOR** The blood of a thousand Therns drowns Shareen s arena Empress Camilla s corpse lies among an army of White Martian dead To Herbert West Re Animator the arena is a vast laboratory of fresh specimens Conquering the secret of life and death means unlocking the science of Camilla s fountain of youth but H P Lovecraft s most cantankerous scientist must work fast before Shareen s next would be empress comes calling **WORLDSCAPE SWORDS OF SORROW** From her castle gallery at the edge of Everywhere the immortal witch known as the Traveller gazes across the multiverse With Dejah Thoris and Vampirella already drawn into the dimensional prison of the Worldscape two of her Swords of Sorrow generals are missing Can the mighty Red Sonja be far behind *Pathfinder Roleplaying Game* Alexander Augunas, John Bennett, Robert Brookes, John Compton (Roleplay game developer), Dan Dillon, Steven Helt, Thurston Hillman, Eric Hindley, Mikko Kallio, Jason Keeley, Isabelle Lee, Jason Nelson (Game designer), Stephen Radney-MacFarland, Alex Riggs, David Nicholas Ross, David Schwartz (Writer on fantasy games), Mark Seifter, Jeffrey Swank, Linda Zayas-Palmer, 2017 Answer the Call Wild untamed lands hold a wealth of mystery and danger providing the perfect backdrop for heroic adventure Whether adventurers are climbing mountains in search of a dragon s lair carving their way through the jungle or seeking a long lost holy city covered by desert sands **Pathfinder RPG Ultimate Wilderness** gives them the tools to survive the wilds A new 20 level base class the shifter puts animalistic powers into the hands or claws of player characters and villains alike with new class features derived from animalistic attributes Overviews of druidic sects and rituals as well as new archetypes character options spells and more round out the latest contribution to the Pathfinder RPG rules **Pathfinder RPG Ultimate Wilderness** is an invaluable hardcover companion 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 a new era **Pathfinder RPG Ultimate Wilderness** includes The shifter a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield Archetypes for alchemists barbarians bards druids hunters investigators kineticists paladins rangers rogues slayers witches and more Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants Dozens of spells to channel protect or thwart the powers of natural environs New and expanded rules to push your animal companions familiars and mounts to wild new heights A section on the First World with advice spells and other features to integrate the fey realm into your campaign Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched **AND MUCH MUCH MORE**

Pathfinder Campaign Setting Paizo Publishing,2016-06-07 From the thieves guilds of Absalom to the rebel networks of Galt from the poisoners of Daggermark to the secret courts of Taldor cloak and dagger plots manipulate fates across the Inner Sea region With Pathfinder Campaign Setting Inner Sea Intrigue you ll learn the secrets hidden beneath the surface of the Pathfinder world New insights on social combat misleading magic and secret academies allow the techniques introduced in Pathfinder RPG Ultimate Intrigue to shine A host of new campaign driven archetypes equipment and magic items also present a spectrum of new options for deceptive heroes and unlock the powers of the new vigilante class for heroes and villains alike Learn the secret arts of the Inner Sea region and unleash the powers of stealth and subtlety in your Pathfinder RPG game *Pathfinder RPG* Paizo Inc. Staff,2018-05-15 Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic Within this book secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game In addition to the brand new magus class a master of both arcane magic and martial prowess you ll also find a whole new system for spellcasting rules for spell duels and other magical specialities and pages upon pages of new spells feats and more Because when it comes to magic why settle for less than absolute power Pathfinder Roleplaying Game Ultimate Magic is a must have companion volume to the Pathfinder Roleplaying Game Core Rulebook This imaginative tabletop game builds on 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 Pathfinder Roleplaying Game Ultimate Magic includes The magus a new base class combining deadly arcane magic with the skills and weapons of a trained warrior Words of power an innovative and flexible new spellcasting system New options for dedicated casters such as alchemist discoveries alternative uses for channeled energy druid companions sorcerer bloodlines eidolon abilities witch hexes and oracle mysteries Additional feats and magical abilities for martially oriented casters including monk ki tricks inquisitor archetypes and ranger traps New magical conditions called spellblijgts as well as systems for crafting constructs binding outsiders and spell dueling More than 100 new spells plus detailed guidelines for designing your own and much much more [Pathfinder Roleplaying Game](#) Jason Bulmahn,Sean K. Reynolds,2013 **Pathfinder Roleplaying Game** Jason Bulmahn,2019-06-18 Wild untamed lands hold a wealth of mystery and danger providing the perfect backdrop for heroic adventure Whether adventurers are climbing mountains in search of a dragon s lair carving their way through the jungle or seeking a long lost holy city covered by desert sands Pathfinder RPG Ultimate Wilderness gives them the tools to survive the wilds A new 20 level base class the shifter puts animalistic powers into the hands or claws of player characters and villains alike with new class features derived from animalistic attributes Overviews of druidic sects and rituals as well as new archetypes character options spells and more round out the latest contribution to the Pathfinder RPG rules Pathfinder RPG Ultimate Wilderness is an invaluable hardcover companion 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 a new era Pathfinder RPG Ultimate Wilderness includes The shifter a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield Archetypes for alchemists barbarians bards druids hunters investigators kineticists paladins rangers rogues slayers witches and more Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants Dozens of spells to channel protect or thwart the powers of natural environs New and expanded rules to push your animal companions familiars and mounts to wild new heights A section on the First World with advice spells and other features to integrate the fey realm into your campaign Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched and much much more

Pathfinder Roleplaying Game Jason Bulmahn,2011 This comprehensive reference unveils the magical secrets of the Pathfinder rules like never before Tons of new tricks and techniques for every spellcasting class in the game fill the book along with more than 100 new spells for all spellcasting classes

Pathfinder Roleplaying Game ,2017-11-07 Choose your weapon and stride boldly into battle with in this handy all in one reference book Thousand of items both magical and mundane

Ultimate Campaign Jason Bulmahn,2013-06-11 Take Charge Where the dungeon ends another adventure begins Pathfinder RPG Ultimate Campaign takes you on a guided tour through the parts of the game that happen between monster attacks and quests for ancient artifacts As some of the most powerful and prestigious heroes around do your player characters want to build up a kingdom of their own or lead an army against a neighboring nation Perhaps they want to start a business craft magic items or embark on a quest that will come to define them Whether you re looking for help generating a young character or seeking ways to challenge adventurers who ve grown bored of fighting monsters one on one this book has everything you need Pathfinder RPG Ultimate Campaign is a must have companion volume to the Pathfinder RPG Core Rulebook This imaginative tabletop game builds on more than 10 years of system development and an open playtest featuring more than 50 000 gamers to create a cutting edge RPG experience that brings the all time best selling set of fantasy rules into a new era Pathfinder RPG Ultimate Campaign includes A detailed guide to generating character backstories including a new system for random character generation and traits and drawbacks to meld your background with your statistics Story feats that increase in power as you achieve key goals making quests and crusades more than just flavor A complete downtime rules system to flesh out those parts of a PC s life that take place between adventures such as running a business gaining power and influence in a community or starting a magical academy New rules for retraining and switching classes honor reputation and fame young characters investment magic item creation and other key adventuring topics Rules for building up a kingdom including construction and technological advancements governing your people and more Mass combat rules to help you lead clashing armies and conduct epic battles in a fun and efficient manner without losing sight of the PCs

themselves AND MUCH MUCH MORE Ultimate Combat Jason Bulmahn,2011 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 *Pathfinder Roleplaying Game* Benjamin Bruck,2017 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 Cyphermites 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 *Pathfinder Roleplaying Game* Jason Bulmahn,2019-06-18 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 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

Pathfinder Roleplaying Game Jason Bulmahn, Sean K. Reynolds, 2013 Contains an introductory adventure over 20 pages of monsters rules for building your own adventure and magic items

Pathfinder RPG Jason Bulmahn, 2019-12-31 The fiercest surprises often come from the most familiar foes Just as no single class description can define every fighter rogue or wizard no single creature entry can truly cover every vicious champion unholy priest or savage sorcerer in a band of organized and intelligent monsters With Pathfinder Roleplaying Game Monster Codex fleshed out hordes are at your fingertips This volume presents a trove of entries for 20 classic monster races giving you new ways to use your favorite monsters in a variety of encounters and challenge levels Pathfinder Roleplaying Game Monster Codex is an indispensable companion to the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Bestiary Pathfinder Roleplaying Game Monster Codex includes Pages upon pages of specialized entries for 20 classic monstrous races from goblins and drow to kobolds and trolls Face off against such formidable foes as gnoll packlords ratfolk sages and dinosaur riding lizardfolk champions Detailed information on the ecologies and societies of these formidable creatures New feats equipment spells and archetypes to help you customize all 20 monstrous races and the adventurers who fight or trade with them A horrific new monster associated with each race allies thralls and variants Sample encounters ready to challenge raw recruits and experienced adventurers alike and much much more

Pathfinder RPG: Secrets of Magic Pocket Edition (P2) Paizo Publishing, 2021-07 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 The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability

Pathfinder Roleplaying Game Jason Bulmahn, 2009 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

Pathfinder Roleplaying Game Paizo, Paizo Staff, 2017-11-07 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 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

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