

Pathfinder Lost Omens World Guide P2

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LAMBERT CLARA

Pathfinder Campaign Setting: Inner Sea Faiths Paizo Incorporated

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!

Starfinder Paizo Incorporated

See the scenic Inner Sea with the *Lost Omens Travel Guide*! This book is your companion to the culture, life, and sights of the Inner Sea, guiding you through a variety of topics of interest. With this book, you can learn about Inner Sea cuisine and art, experience the thrills of Inner Sea sports, and uncover the secrets of Inner Sea myths and magic. The *Travel Guide* features dozens of illustrations to show you the fine details of the latest fashion or put you into the center of one of the Inner Sea's greatest festivals. Come learn everything about the Inner Sea and prepare yourself for a journey through an unforgettable region with the *Lost Omens Travel Guide*!

Pathfinder Lost Omens Ancestry Guide Special Edition Paizo, Incorporated

"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.

Pathfinder Chronicles Campaign Setting Pathfinder Campaign Setting

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.

The Inner Sea World Guide Paizo, Incorporated

Be the first to market with Pathfinder Lost Omens: The Grand Bazaar! The Grand Bazaar is Absalom's greatest marketplace featuring items from all over Golarion. Here, an adventurer can find equipment of all kinds to help them on their next quest like new weapons, armors, magic items, accessibility items to enable adventures for anyone, new animal companions, and more! The Grand Bazaar is also home to countless unique merchants and shops. Game Masters can use these new shops as part of their campaigns to flesh out the world and inspire new adventures. See what's for sale at the Grand Bazaar, and snap up the good deals while you still can!

Heir of Chaos Paizo Incorporated

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!

Pathfinder Lost Omens Ancestry Guide (P2) Paizo Incorporated

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the carnivorous jungles of Castrovel or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure. Inside, you'll find: * In-depth gazetteers of the system's 14 major worlds, from high-tech Verces and the draconic empires of Triaxus to the necromantic wastelands of Eox or magical bubble cities floating on the surface of the sun. Each gazetteer features a detailed world map, residents and cultures, settlements and adventure locations, a unique theme to customize characters from that world, and more. * New playable alien races, from undead Eoxians to Castrovellian plant-people. * New starships, from the living vessels of the Xenowardens to sinister Hellknight dreadnoughts. * A codex of themed NPC stat blocks to help Game Masters create vivid encounters. * New archetypes for every class, including the Star Knight, Skyfire Centurion, and Divine Champion. * Tons of new weapons, armors, spells, feats, magic items, technological gadgets, and more to help outfit your adventurers.

Pathfinder Module Pathfinder Roleplaying Game

Blake Heira is an Eye of Law, a priest of the god of justice sworn to find the truth, no matter the cost. Muriel Stormborn is found at the smoldering ruins of a burned inn. She is beaten, partially burned, and completely unwilling to discuss what happened. When she escapes from the Hall of Trials, Blake must search out the secret society of Druids, the people who destroyed his country ten years before. When Blake finds another secret sect, he becomes enmeshed in a game where he doesn't know the rules or see the other players. Blake must find which conspiracy is the real threat before chaos is unleashed onto the world again.

Pathfinder Lost Omens: Tian Xia World Guide Special Edition

Every day, unknowns and nobodies strike out to carve their legacy in the fate-forsaken world of

Golarion but they are hardly the first! Meet the figures who rose in times past, clawing their way to the top, to now serve as the pillars of the Inner Sea region as it stands today! Lost Omens Legends introduces over 40 of Golarion's most famous faces each with a rich story that helps bring the setting to life. Delve into the web of relationships, secrets, and plots that molds the past and present of the Inner Sea, and seek out mighty paragons for a chance to claim some of their power!

Pathfinder Lost Omens Pathfinder Society Guide Special Edition (P2)

From winged strix to aquatic gillmen, Golarion offers no shortage of iconic and inspiring creatures to challenge any group of adventurers. This table-ready resource builds upon the monstrous menagerie from the Monster Codex with ten of the Pathfinder world's most distinctive monstrous races, detailed like never before with new rules content and ready-made stat blocks. Learn about the cultures and unique abilities of the ape-like charau-ka, the inbred ogrekin, the stoic centaurs, and more, making it easier than ever to bring the Inner Sea's deadliest inhabitants to life.

Pathfinder Lost Omens: Tian Xia World Guide

Taldor Endures! The first-and at one point, largest-empire in Avistan after devastation of Earthfall, Taldor has stood for millennia, and though its neighboring nations snicker at its lavish parties and out-of-touch nobility, none dare challenge the mother empire's might! With 6 millennia of history spanning the breadth of a continent, Taldor is a land of long-buried secrets and ruins, partnered with modern cutthroat dramas and political action. Secrets and treasure abound across Taldor-many forgotten, but far more deliberately buried. Will you fight to preserve the glorious traditions of the past, or will you pave the way for a reformed Taldor to attain new heights? Taldor is the dynamic setting for the War for the Crown Adventure Path, making this comprehensive guide to the nation's geography, politics, and history a perfect resource for that campaign, as well as for many Pathfinder Module adventures! Inside this book you'll find: ►A thorough gazetteer of Taldor's major prefectures and provinces, including details on the reigning nobles of each and over 70 points of interest across the nation, from Antios's Crown and its endless royal necropolis to the militarized city of Zimar. ►An overview of Taldor's government, foreign relationships, and society. ►Nearly a dozen adventure sites tied to Taldor's past glories and modern decay, from ruined cities to lost valleys of the dead. ►Nine new monsters perfectly adapted to life in Taldor, including the corrupting giniver, perfectly suited to hiding in plain sight, and testaments to noble excess such as the titanboar and the blood-bathing baetrioiv. Pathfinder Campaign Setting: Taldor, The First Empire is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.

Pathfinder Lost Omens: the Grand Bazaar

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!

Pathfinder Lost Omens: Monsters of Myth

"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.

Gods and Magic

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.

Bestiary

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 Achaekek, 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!"

Pathfinder Lost Omens

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 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 136-page 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! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

Taldor

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 Special Edition 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! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

Fall of Plaguestone

Explore the streets and scenes of the City at the Center of the World with the City of Lost Omens Poster Map Folio. Four enormous eight-panel maps combine to create by far the largest city map ever published for Pathfinder, a wall-dominating presentation that allows players to get closer than ever before to the intrigues and dangers of Absalom, Pathfinder's most prominent metropolis.

Inspired by the Absalom: City of Lost Omens hardcover sourcebook, the City of Omens Poster Map Folio presents finer detail than ever before for a city map, making it the perfect accompaniment to a campaign set in Absalom, whether it's the Agents of Edgewatch Adventure Path, Pathfinder Society Organized Play, or a game of your own creation. A million fates await the heroes in Absalom, and perhaps just slightly fewer buildings, monuments, temples, and taverns. Chart them all in meticulous detail with these gorgeous and gigantic city poster maps!

Pathfinder Lost Omens: the Mwangi Expanse

The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Chelixa to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

Starfinder Starship Operations Manual

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