
Pathfinder Summoner Build Guide

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Pathfinder Player Companion

April, 18 2025



Paizo Pub Llc

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 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!

Pathfinder Roleplaying Game: Pathfinder Unchained Weiser Books

Alex Verus must keep his friends close--and his enemies closer--in the epic conclusion to the bestselling urban fantasy series about a London-based mage. Mage Alex Verus has gone from a Camden shopkeeper to one of the most powerful mages in Britain. Now his last and most dangerous battle lies before him. His lover, the life mage Anne, has fallen fully under the control of the deadly creature she made a bargain with, and it is preparing

to create an army of mages subject to its every whim. Alex, the Council, and the Dark mage Richard Drakh agree to call a truce in their war, and plans are made for a joint attack. But Alex knows that it's only a matter of time before Drakh and the Council turn on each other . . . and neither cares about keeping Anne alive. Can Alex figure out a way to stop Anne and to free her from possession before time runs out?

Advanced Player's Guide
Paizo, Incorporated
A classic work on Eastern philosophy, *Zen in the Art of Archery* is a charming and deeply illuminating

story of one man's experience with Zen. Eugen Herrigel, a German professor of Philosophy in Tokyo, took up the study of archery as a step toward an understanding of Zen Buddhism. This book is the account of the six years he spent as a student of one of Japan's great kyudo (archery) masters, and of how he gradually overcame his initial inhibitions and began to feel his way toward new truths and ways of seeing.

Pathfinder Roleplaying Game: Advanced Class Guide Pocket Edition
Penguin

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

Monster Summoner's Handbook Pathfinder Roleplaying Game: Pathfinder Unchained

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!

Advanced Player's Guide Paizo Pub Llc

BradyGames' World of Warcraft Official Strategy Guide includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the

<p>8 races and 9 classes for both the Horde and Alliance factions. Must have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.</p> <p>Orion</p> <p>Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes</p>	<p>and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 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 the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting</p>	<p>arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others.</p> <p>* Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * ... and much, much more!</p> <p><i>Six Original Gargoyle PC Races</i> DK Children</p>
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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.

Roleplaying Game Penguin

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.

NPC Codex Paizo Pub Llc

The Rise of the Runelords Adventure Path continues with the second adventure: "The Skinsaw Murders." A

sudden string of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem.

Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must

travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic.

Gamemastery Guide Paizo Pub Llc

The dead are rising! This blasphemous tome gives players and GMs everything

they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like

vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

Pathfinder Adventure Path #35
DIGITAL FIRE

Pathfinder Roleplaying Game:
Pathfinder Unchained
Paizo Publishing

Complete Mage Whitefox
Publishing

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.

Pathfinder Roleplaying
Game Advanced Race Guide

Paizo Publishing

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.

Official Strategy Guide

Feiwei & Friends

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.

Adventurer's Guide Brady

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.

Pathfinder Gamemastery Guide
(P2) Image Comics

Learn the lore behind the mysterious harrow deck and master its secrets to perform remarkable divinations, conduct eerie auguries, and make mind-boggling predictions with the Harrow Handbook. New ways to perform harrow readings and a slew of new character options breathe new life into your game by allowing you to foretell the future and command the course of destiny.

Planar Handbook Paizo

Publishing Incorporated

Get ready to wander through the forest, meet five special little monsters, and discover lots of forest friends along the way. Enchanting illustrations,

fantastic pop-ups, and surprise flaps ensure this monster board book will delight and excite preschoolers. Watch Millie the monster show off her building skills and make a magnificent den in the forest, then take a peek behind the flaps to find out how her animal friends build cozy homes of their own. Meet Marvin the monster as he faces his fear of the dark, learns about the moon, and discovers amazing animals that come out at night. Follow the splish-splash sounds to meet Thunder the monster jumping in muddy puddles; he's loud and lively and loves exploring the forest

and finding out how the rain helps the trees and flowers grow big and strong. With fact-filled read-aloud text that builds knowledge of nature, as well as introducing children to a world of adorable monster characters to love and learn about, young children will love turning the pages and journeying through the natural world with their new monster friends. I Love My Monster is the perfect way to teach children about nature and how each of us is special in our own way. It is part of a series of early learning pop-up books, each one about something children adore.

Alchemist's Handbook Paizo Pub Llc
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: * 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! *Pathfinder Lost Omens Character Guide* 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