

Pathfinder Psionics Unleashed

[#Pathfinder psionics](#) [#Psychic powers RPG](#) [#Pathfinder TTRPG](#) [#Psionic classes](#) [#Fantasy roleplaying psionics](#)

Dive deep into the electrifying world of Pathfinder psionics with our comprehensive guide, Psionics Unleashed. Discover a wealth of new psychic powers RPG rules, unique psionic classes, and advanced options to enhance your Pathfinder TTRPG campaigns. Unleash untold mental might and redefine fantasy roleplaying game combat and exploration.

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Psionics Unleashed

Tap into the mysteries of psionics, using sheer force of will to allow psionic characters to let loose power to rival any physical force or magical energy. Contained in this book, you will find the secrets of psionics, the magic of the mind. Contained within the pages of Psionics Unleashed you will find: - Four 20-level psionic base classes: the psion, psychic warrior, soulknife, and wilder - Nine psionic prestige classes, including the elocater and the thrallherd - Eight psionic races to create new characters, from the blue, to the elan, to the serpentine ophidian. - Dozens of psionic feats for psionic characters of all classes - Hundreds of psionic powers, ranging from precognition to reality revision Updated to support the rules of the Pathfinder Roleplaying Game, Psionics Unleashed contains everything needed to easily integrate psionics into any campaign, including characters, items, monsters, and powers.

Psionics Augmented

Augment your psionic characters with this 70+ pages of new content in a full-color, softcover book, expanding on the options from Psionics Unleashed and Psionics Expanded. Included are: 2 new races - the forgeborn and noral 30 new racial archetypes - 3 for every psionic race 18 new non-racial archetypes - 1 for every psionic class, 1 for all the base classes not covered in Psionics Expanded 40 new feats A Game Mastery section, giving tips, insights, and instructions to GMs on how to use psionics in their games, including a treatise on changing the nature of psionics to fit your campaign style 2 new psionic powers 1 new prestige class 11 pages of new psionic items 10 legendary psionic items Psionics Augmented requires Psionics Unleashed.

Ultimate Psionics

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 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!

Psionics Expanded

Take psionics to the next level with all new character options and rules. With new classes, new options for existing classes, new psionic powers, feats, items, and prestige classes, this book has something for new psionic characters and old! Contained within the pages of Psionics Expanded you will find:

- Alternate racial options for all of the psionic and core races
- Six new 20-level psionic base classes: the aegis, cryptic, dread, marksman, tactician, and vitalist - a psionic healer
- Advanced class options including class archetypes, advanced disciplines, and new psychic warrior paths, wilder surges, and soulknife blade skills
- Dozens of new psionic and metapsionic feats
- New psionic powers for all manifesters
- Nine new psionic prestige classes, including the body snatcher, metaforge, and soul archer
- New psionic armor, weapons, and items, as well as a new type of psionic item to empower mind blades, armor, and shields

Building off the core psionic rules of Psionics Unleashed, Psionics Expanded gives over two hundred pages of new character options to allow you to have exactly the psionic character you want. Psionics Expanded requires Psionics Unleashed.

Psionics Augmented

Augment your psionic characters with this 70+ pages of new content, expanding on the options from Psionics Unleashed and Psionics Expanded. With new psionic races, archetypes for every psionic race and class, new feats, new powers, new items, and even a section for Game Masters on how to use psionics or even change the entire theme to fit your campaign, Psionics Augmented offers a wide assortment of options to get the most out of psionics in the Pathfinder Roleplaying Game!

Book of Heroic Races

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features:

- Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience
- 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more
- 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits
- 84 New Magic Items, Mundane Items, and Technological Items
- 61 New Spells and Psionic Powers
- 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race

Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world. Be Heroic With These Advanced Races Today!

Magic of Incarnum

A new source of power for the Dungeons & Dragons(R) roleplaying game! This supplement introduces a magical substance called incarnum into the D&D game. With this book, the players characters can meld incarnum--the power of souls living, dead, and unborn--into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield. This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a D&D campaign.

Akashic Mysteries

Harness a new and different source of magical power! Drawn from a more primal magical force that exists everywhere, akasha is a deep well of magic from which those who hold the right knowledge, can draw almost limitless power. Shaping this essence into magical veils that surround their body, binding them to ancient chakras, these veilweavers open up new avenues of abilities and possibilities. Following in the same footsteps as Psionics Unleashed, Akashic Mysteries is a Pathfinder RPG game supplement that present an alternative to conventional magic, inspired by Arabian and Indian myths and mythology. Characters of all classes can access the mysteries through the use of feats, traits and items, while veilweaving classes unlock the full potential of the Akashic Mysteries. Included in Akashic Mysteries you will find: Three new base classes: the daevic, the guru, and the vizier New archetypes and class options for core classes, psionic classes from Ultimate Psionics, and more! Two new prestige classes: the amplifier and black templar Three akashic races: the gamla, the sobek, and the suqur Over forty new feats! The veilweaving system of magic Akashic items including new weapon special abilities and new wondrous items Akashic monsters And more! This 96-page tome contains everything you need to use Akashic Mysteries in your Pathfinder RPG campaign. Written by Michael Sayre, with artwork by Joe Shawcross, Gordon Napier, Juan Diego Dianderas, Eric Lofgren, and Storn Cook.

Psionics Augmented

Although psionic characters and creatures can alter the very nature of reality, some have achieved a level of power that goes beyond even the extraordinary and into the realm of mythic. With Psionics Augmented: Mythic Psionics, you will find character options to allow psionic characters to play in mythic games, using the same rules as their non-psionic counterparts. But mythic characters need mythic enemies, and you will also find a variety of mythic psionic monsters to challenge your players in new and unique ways! Psionics Augmented: Mythic Psionics is over 70 pages of new content and contains: A new mythic path, the overmind, aimed at manifesters Psionic path abilities for the other mythic paths Mythic versions of feats such as Deep Focus, allowing a character to always be treated as maintaining focus, or Psicrystal Affinity, where even your psicrystal is mythic Three hundred mythic versions of psionic powers, taking powers to whole new levels like a Mythic Energy Ball that freezes creatures in place or sets them on fire Nine mythic psionic monsters, including the classics like the gray glutton and phrenic scourge, but also newer monsters like the deranged trepanner and ghaar And more! Unlock the secrets of mythic psionics!

Psionics Augmented: Compilation 2

The Psionics Augmented line of products expands the options presented in Ultimate Psionics for the Pathfinder Roleplaying Game, but some of those products have only been available as digital downloads - until now! Psionics Augmented: Compilation includes: Over twenty advanced disciplines for the psion New warrior paths and archetypes for the psychic warrior New soulknife archetypes, blade skills, and psionic items New wilder archetypes New psionic traits and feats Seven new psionic prestige classes Rules for using manifesting prestige class levels to progress the soulknife's abilities A bunch of new psionic powers And more! Unleash the power of the mind with Psionics Augmented: Compilation II!

Path of War

Let slip the hounds of war! Make martial combat more interesting with the Path of War, a maneuver-based combat system designed and playtested to work side-by-side with all of the standard classes. Path of War offers new base classes, feats, archetypes, and much more. Want to use the maneuver-based combat system with your standard Pathfinder Roleplaying Game classes like the fighter or rogue? Feats allow you to do just that. Inside of the pages of Path of War, you will find: Three new base classes - the stalker, warder, and warlord Dozens of new feats for both the new classes and the core classes Thirteen martial disciplines full of dozens of maneuvers Archetypes for the new base classes, as well as two psionic archetypes Six new prestige classes Martial traditions to help you introduce maneuver-based combat to your campaign Now martial characters get to have fun, too, with the Path of War!

Forgotten Realms Player's Guide

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

Psionics Embodied

Add some psionic character to your campaign! Whether your campaign is all-psionic or simply allows psionics for use, adding some psionic characters can add an extra dimension of intrigue for players who are used to NPCs always being the standard classes. The NPCs found in Psionics Embodied can serve as allies or enemies depending on the needs of the campaign, or even as an extra member of the adventuring group to help round out the party. Psionics Embodied takes care of the time of character building for support characters so you can focus on the campaign and get back to playing the Pathfinder Roleplaying Game! Psionic Embodied includes: Psionic NPCs for all ten psionic classes from Ultimate Psionics NPCs of all the psionic races plus the core races At least two NPCs for each class Background information and how to use each NPC as an ally or as an enemy Stat blocks for use throughout the life of the campaign Rules used to create the different NPCs And more! Psionics Embodied references material found in Ultimate Psionics.

Rise of the Drow

The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.

Path of War Expanded

The Path of War continues onward! Inside the pages of this tome, your options for martial characters more than double! Within Path of War Expanded you will find more maneuvers, stances, and feats for your existing martial disciples as well as a host of new options! There are new classes, archetypes, martial traditions, and even the new class template that provides a way to use a single archetype for different character classes. Path of War Expanded contains: Three new base classes, from the ill-omened harbinger, to the psychic zealot, and finally the arcane mystic who all mix supernatural elements into their martial combat styles. Nine new martial disciplines like Cursed Razor, Eternal Guardian, and Sleeping Goddess A host of archetypes for the three original classes from Path of War and the three new classes from Path of War Expanded Martial archetypes for core and psionic classes, including options for the Aegis, Dread, and Marksman classes from Ultimate Psionics Class templates, which provides archetypes that work across multiple classes Martial style feats for all the different disciplines, including those originally found in Path of War like Iron Tortoise and Solar Wind More than a dozen new martial traditions And new and optional rules and clarifications to martial combat that will take your martial characters to a whole new level! Come and enjoy the spoils of battle with Path of War Expanded! This version of Path of War Expanded has black & white interior.

Psionics Augmented

With the Psionics Augmented: Occult, Dreamscarred Press brings to your table a plethora of ways to integrate psychic magic with the psionics system from Ultimate Psionics. Within these pages, you'll find new ways to use both occult and psionic material in your game, including psionic takes on psychic classes, psychic takes on psionic classes, and everything in-between. Psionics Augmented: Occult includes: An expansive introduction detailing the differences and similarities between magic and psionics New archetypes for occult classes that meld them with psionic themes, including the massive empath medium, who calls zeitgeists from across time to fuel their abilities New archetypes for psionic classes, tying them into the themes of occult magic, including the living legend soulknife and host of heroes aegis, seekers of stories who meld their powers with their assumed roles to achieve victory

Brand-new psychic skill unlocks A number of new feats for all types of characters New magical items like the crystal bookmark New focus schools for psionic occultists New wild talents for the kineticist And more! Unlock the secrets of the occult with Psionics Augmented: Occult!

Ultimate Psionics B&W

Ultimate Psionics is everything you need to use psionics in your Pathfinder RPG game. Ultimate Psionics gives 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 Pathfinder campaign. Ultimate Psionics is a 450 page softcover book that includes: Ten psionic races, including the brand new forgeborn and noral, with racial archetypes, advanced racial options, and more to expand your Pathfinder game 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 feats such as Assassin's Venom, Deep Focus, and Telepathic Link Over 100 pages of psionic powers, including 0th level psionic talents and unique new powers like T'Nails Ardent Legion Nineteen psionic prestige classes, including the brand new Dark Tempest prestige class, allowing you a breadth of options 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! So give your Pathfinder RPG game the injection it needs, add psionics to your game and expand your mind! Ultimate Psionics is 100% compatible with the Pathfinder Roleplaying Game released by Paizo and requires the Pathfinder Core Rulebook. Ultimate Psionics is released under the Open Gaming License.

Pathfinder Roleplaying Game: Pathfinder Unchained

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.

Psionic Power

New options for ardens, battleminds, monks, and psions. Hot on the heels of the Player's Handbook® 3 core rulebook comes Psionic Power(tm), a D&D® supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies.

Heroes of Horror

The essential handbook integrating fear and horror into D&D play, this guide provides everything Dungeon Masters need to run a horror-oriented campaign or integrate elements of creepiness and tension into their existing campaigns.

Pathfinder Adventure Path: Giantslayer Part 3 - Forge of the Giant God

The heroes explore the tomb of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where the Storm Tyrant is recruiting giants for his army. The adventurers must confront the numerous giants inhabiting the winding valley before making their way to the giant headquarters, an ancient temple to the giant god Minderhal, which contains a powerful artifact. But the valley of the giants is just a recruiting station, and the Storm Tyrant's stone giant representative has been sending the most promising recruits to a training camp deeper in the mountains. A Pathfinder Roleplaying Game adventure for 7th-level characters, *Forge of the Giant God* continues the *Giantslayer Adventure Path*, an epic campaign of classic sword & sorcery thrills. Several new monsters, details of the faith of the giant god Minderhal, a gazetteer of the Mindspin Mountains, and the next installment of the *Pathfinder's Journal* written by Greg A. Vaughan round out this volume of the *Pathfinder Adventure Path*.

Complete Arcane

Duels, arcane organizations, and other aspects of a campaign world imbued with magic. Book jacket.

Magic of Eberron

The ultimate magic sourcebook for the newest *Dungeons & Dragons*(R) world. "Magic of Eberron" explores the variety of magic available in the Eberron world. It introduces a wealth of new arcane and divine spells, and artificer infusions. Chapters explore the more unusual manifestations of magic in Eberron, such as elemental binding, dragonshards and dragon magic, and the corrupted magic of the daelkyr. A chapter on lost magic explains how to make the discovery of new magical secrets a central feature of any Eberron campaign.

Tal'Dorei Campaign Setting Reborn

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary *Vestiges of Divergence*. The hit series *Critical Role* first explored this continent through the epic adventures of *Vox Machina*. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the *Vox Machina* campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the *Vestiges of Divergence*, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the *Critical Role* campaigns- New lore and updated stat blocks for each member of *Vox Machina*

Tome of Battle

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

Secrets of Sarlona

Join the struggle to save the cradle of humanity from monstrous and alien overlords. Venture to the frozen land of the shifters to make your fortune, or smuggle exotic goods and strange dissidents from a freewheeling southern port. Stand on the world's tallest mountain, or rove the vast wilderness that makes up the empire of Riedra. Seek venerated masters, and learn powers and abilities unheard of in Khorvaire. Come to Sarlona, ancient homeland of couatls and fiends, and explore a land of lost empires and esoteric arts. Inside this book, you'll find everything you need to explore the enigmatic continent of Sarlona: Comprehensive overview of Sarlona's nations, including their governments and relations, as well as locations, communities, organizations, and NPCs. Detailed maps of the continent, nations, settlements, and adventure sites. Unique new feats, magic items, prestige classes, psionic powers, and spells. Bizarre monsters and templates unique to Sarlona. Book jacket.

Seventy Maxims of Maximally Effective Mercenaries

Death in the Depths On the trail of an ancient enemy, the heroes seek more information in a merfolk city teeming with intrigue just beneath the waves. They arrive to find a group of deep merfolk claiming that the city is in the path of a destructive sea monster. But this warning is nothing more than a ruse for the campaign's villain to uncover the location to a secret Azlanti military laboratory. The adventurers must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk's plot and discover where the ancient enemy is headed so they can stop it. This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes: -"City in the Deep," a Pathfinder RPG adventure for 10th-level characters, by Amber E. Scott. -A gazetteer of Talasantri, an underwater city populated by aquatic elves, merfolk, and other aquatic humanoids on the floor of the Arcadian Ocean, by Amber E. Scott. -An ecology of the graceful and mysterious merfolk, by Amber E. Scott. -An investigation into the reclusive elves of the Mordant Spire and a look at some of the tools they use when patrolling lost Azlant, by Mikko Kallio. -A collection of dangerous monsters, by Alex Greenshields, Mark Moreland, Tim Nightengale, and Amber E. Scott. the world's oldest fantasy RPG.

Ruins of Azlant

The Mythic Hero's Handbook brings you an incredible array of expansions for the mythic rules for the Pathfinder Roleplaying Game! You'll find exciting and innovative ideas for existing rules alongside a wealth of all-new material from the authors that know mythic like nobody else. You'll find options galore to suit any character build and inspiration for new heroic directions to take on your path to immortality, whether your character is a holy hierophant or treacherous trickster, an indomitable champion or inventive genius, a steadfast guardian of others or a steely-eyed stranger ready to launch a roaring rampage of revenge! This encyclopedic expansion to the mythic rules also contains a wealth of material to enhance a traditional Pathfinder Roleplaying Game campaign! The Mythic Hero's Handbook includes: - Over 120 new path abilities for the archmage, champion, guardian, hierophant, and trickster mythic paths and universal path abilities for every mythic character! - Four brand-new mythic paths - the genius, living saint, overmind, and the vengeful stranger - with over 150 path abilities exclusively for them! - Mythic class features for over 30 character classes for levels 1 to 20, including every core and base class in the core rules plus 11 more classes from Kobold Press and Rogue Genius Games like the battle scion, dragonrider, time thief, and white necromancer! - Over 1000 mythic feats, including mythic versions of every feat in the core rules, plus hundreds more from official companion products and the official campaign setting and more! - An entire chapter devoted to mythic psionics by the experts at Dreamscarred Press, including a new mythic path and 60 psionic path abilities, plus dozens of mythic psionic feats and over 100 mythic psionic powers! - Over 30 mythic magic items from the blade-eating battleaxe to the midnight beacon, along with expanded rules for legendary items - A comprehensive mythic skills system, alongside rules for mythic curses and traps, replacing magic items with inherent abilities, and an extensive discussion of the unique challenges of mythic play!

Mythic Hero's Handbook

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man-could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? The Dragon's Demand is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure-if they manage to survive the wrath of a dragon when his demands aren't met!

Pathfinder Module

Behind the Mask Whether you're in your secret identity or on the prowl in cape and cowl, you'll find 8 amazing archetypes between the pages of Legendary Vigilantes, perfect for bringing to life an array of

classic character types from fantasy, fiction, and comics like the arsenal summoner, masked grappler, and outrageous lyricist. Add to that over 50 new vigilante talents, feats, and specialized magic items, from social and martial talents like keep 'em talking and dynamic entry, feats like Shared Identity and Vigilante Savant, and magic items like mundane glasses and the pugilist's robe. We also bring you a brand-new vigilante-focused prestige class, the scion of the city, whose connection with the city he protects brings him power even as he brings peace to the streets. Finally, we bring you the Dark Star, a fully developed 10th-level sample vigilante, complete with combat tactics and a compelling history and personality, to show how these abilities play at the table in a ready-to-use character you can drop right into an existing game or even build an entire campaign around. Add this fantastic 38-page class supplement by N. Jolly to your Pathfinder Roleplaying Game campaign today and Make Your Game Legendary!

Legendary Vigilantes

Enjoy the artwork of Dreamscarred Press's psionic books in this collection of artwork from artists like Wayne Reynolds, Jason Rainville, and others! The pieces in this book include full-color scenes like the one gracing this book's cover by Jason Rainville, to the half-page scenes of Adrian the iconic soulknife running up the walls, to the dozens of single illustrations of iconic characters, monsters, and legendary items. All pieces are provided in stunning full-color format. The Art of Psionics includes all of the artwork from Ultimate Psionics, Psionic Bestiary, and Psionics Embodied. With nearly two hundred pieces of art, this book is the visual embodiment for psionics in the Pathfinder Roleplaying Game!

The Art of Psionics

Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

Tome of Beasts 2: Lairs

An art-filled sourcebook for the Dungeons & Dragons world, this title takes a comprehensive look at the game's undead creatures and characters.

Libris Mortis

"It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them..." Barbarians of Lemuria; swords & sorcery roleplaying, inspired by Thongor, Conan, Brak and Elric. Barbarians of Lemuria has been acclaimed by many as one of the best roleplaying games of this genre. This 'Legendary' version features updates and extra goodies to give you much more swords & sorcery role playing goodness.

Barbarians of Lemuria (Legendary Edition)

Containing the first eight of the High Psionics line of supplements, High Psionics Compilation, Volume 1 offers more than 100 pages of new psionic material. With over 100 new feats, 5 new prestige classes, 4 variant classes, 3 organizational specialty classes, 6 learning centers, one new anti-psionic organization, and rules for customized power displays, High Psionics Compilation, Volume 1 has something for any player or DM using psionics. Explore the options available to psionic characters, or unleash those things that even the most powerful manifesters fear. The choice is yours Included inside High Psionics Compilation: Volume I are: * High Psionics: Countermeasures * High Psionics: Learning Centers * High Psionics: Phrenic Diseases & Mental Maladies * High Psionics: Power Displays * High Psionics: Psicrystals Expanded * High Psionics: Psionic Feats * High Psionics: Sequestal Feats * High

Psionics: Soulknives Discover just what psionics can really do with High Psionics Compilation: Volume I from Dreamscarred Press!

High Psionics Compilation

The great dragons of Golarion dominate the hidden mountain valleys of the world and stand with serpentine grace at the center of the world's most mysterious and potent legendry. Like the best-selling *Classic Monsters Revisited*, *Dragons Revisited* takes a deeper look at the ten canonical fantasy dragons (red, blue, green, black, white, gold, silver, bronze, brass, and copper), detailing the history, lore, ecological habits, and schemes of each draconic breed. Each mini-section of the book features never-before-revealed details about a specific dragon, adding a host of intriguing wyrms to any Pathfinder campaign.

Dragons Revisited

Dungeons & Dragons Third Edition RPG icon Monte Cook comes to Paizo with a new print edition of his popular *Books of Experimental Might*! Previously available only in electronic form and packed with hundreds of options and new rules meant to inject life into 3.5 fantasy RPG campaigns, Monte Cook's *The Collected Book of Experimental Might* combines *The Book of Experimental Might* and *The Book of Experimental Might II: Bloody, Bold, and Resolute*.

The Collected Book of Experimental Might

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.

Pathfinder: Rise of the Runelords, Part 2

In the land of monsters, you'll want her by your side. Nyrielle Tam--better known by her code name, Thorn--is a Dark Lantern sent undercover to a summit in the monstrous kingdom of Droaam. The beasts of Droaam have organized and want recognition from the kingdoms of Khorvaire. Breland attends to gauge its neighbors' reaction to the new state's demands of equality . . . and to take the opportunity to recover something long ago stolen by the mysterious Sheshka, Queen of the Medusas. It's up to Thorn to accomplish both, while keeping her King and Country out of war. The creator of the world of Eberron returns with a series that shows off Eberron's cross-genre capabilities--all the smarts and action of a spy thriller, with the magic and depth of world only fantasy can create. There's something here for every fan! From the Paperback edition.

The Queen of Stone