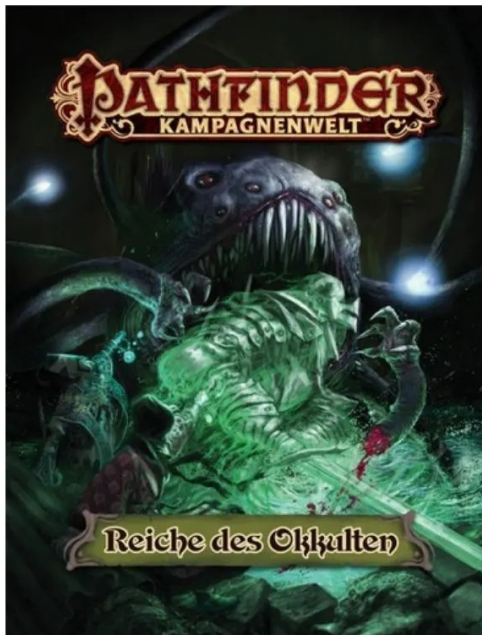


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US51051 - Pathfinder - Almanac of the Realms of the Occult, Paperback, 64 pages (DE edition)



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Product Description

Pathfinder - Almanac of the Realms of the Occult, paperback (DE), 64 pages

The world of Golarion is full of ancient mysteries, hidden knowledge and unused supernatural powers that only waiting to be discovered. This almanac contains everything you need to explore occult topics in your campaign, including new rules, detailed locations and inspiration to bring occult campaigns to life at all levels.

In this volume you will find:

- Rule options for all six occult classes of expansion rules VII: occults, including legendary spirits that can absorb media, Thassilonian phantoms for evil spiritualists associated with the seven sins, and psi technology Discoveries and the discipline of mind technology for specialized mentalists.
- Six sites awaiting exploration, including a temple where the astronomers of the lost Lirgen are still secretly at work, a university of mental magic from the utopian island of Hermea and the nation of Zi Ha in Tian Xia, where the samsaric inhabitants experience countless lives in the course of rebirth.
- Six places of occult importance tung away from Golarion, including the Citadel of Blackness on Aucturn, the Sea of ??Fog on Castrovel and Desna's Temple of the First Dream in the dimension of dreams.
- Nine occult rituals that involve so iconic organizations like the False Priesthood of Razmir and the Assassins of the Red Mantis, which allow characters to become corpses or temporarily turn into half-monsters.
- Rules for creating mystical idols in power win when their cults grow, including two example idols.

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