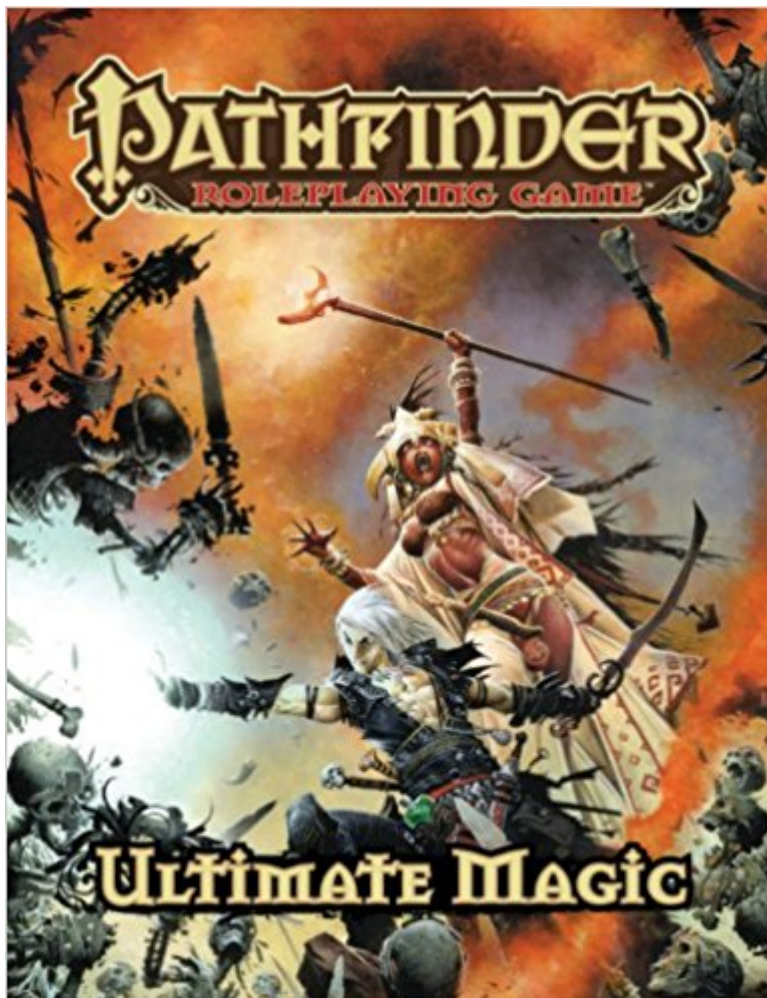




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Pathfinder Roleplaying Game: Ultimate Magic



Synopsis

This comprehensive hardcover 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, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by canny monks to new mutagens for alchemists, new oracle mysteries, specialized channel energy options for clerics, and more. Ultimate Magic also introduces the latest Pathfinder RPG base class: the magus. Combining arcane spells with practiced martial skill, the magus incorporates elements of the warrior and wizard to walk a path balanced between two deadly efficient extremes. All this, plus more than 100 new spells for all spellcasting classes, an innovative new "words of power" spellcasting system, a complete system for 1-on-1 spell duels, and more.

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Customer Reviews

I love Pathfinder. I quit playing D&D around 2007, just as 3.5 was beginning to give way to 4E. I had been watching the progress of 4E, and as the years went on I kept in touch with my gamer friends that were starting up 4E games. I wasn't very pleased with what I heard about 4E. Then finally last year I decided to try out 4E. It wasn't as bad as people were telling me, but it definitely had a different feel than I was used to. Then I found Pathfinder. Pathfinder takes what I feel are the best elements of 3.5, and some of the ideas from 4E and puts them together in a perfectly executed system. The Pathfinder system rekindled my love for pen & paper roleplaying. The only thing that I miss from the authentic D&D system executed by Wizards is a steady flow of supplemental books. I was thrilled when Ultimate Magic came out. Finally, some new stuff in addition to the Core book and

Advanced Player's Guide. The star of the show is the new base class, the Magus. The Magus is a good riff off 3.5's Duskblade. A glass cannon that is extremely flexible in combat situations, without losing those knowledge skills that make spellcasters so rad in roleplaying. I am playing a variant Magus (bladebound) that is presented in Ultimate Magic and have had a lot of fun with it. The other players have marveled at the amount of damage I can output, but my low AC and lack of maneuverability in combat has helped to keep me in balance with the existing classes. Beyond the Magus, there's lots of new spells, feats, and class variants that make the game more fun for any class. Ultimate Magic has become a regular fixture both in the Pathfinder game that I run, and in the Pathfinder game I currently play in. It's rad.

I simply cannot express in words how much I like this book, but I will most certainly try. This book is AWESOME! From the addition of so many unique feats. Many new domains and domain lists. 60 pages of new caster-oriented archetypes. Rules and tips for designing custom spells. Rules for spell duels. Actual descriptions for ritual summonings of a wide variety of beings. Rules for building and modifying constructs. Plenty of new familiars. What caught me by surprise was the inclusion of spellbooks, spellbooks penned by other beings in the world long ago that have been lost and waiting for you to discover them. The magic inherent in the books themselves gives you a boon as well when casting spells from them. Of course there's over 100 new spells on top of all those introduced in the Players Guide, Advanced Players Guide, and those few added in Ultimate Combat. The thing I love most about the book though is the introduction of the wordcasting system. I'll keep it short by saying that once you get the basics down of wordcasting you feel like a wizard, composing the spells in your own head then uttering them when you're ready to unleash the power, complete with its own metawords to augment your wordspells. It has rules for adapting them to all spell-casting classes arcane and divine. I'm not sure how other groups have fared with wordcasting but our group has truly enjoyed it to the point where we made an all caster group and used nothing but wordspells.

The Ultimate Magic sourcebook for Pathfinder RPG was a surprisingly valuable and intriguing addition to the game. One of the strongest additions Pathfinder has over D&D 3.5 is the well-designed customization for characters, and the new abilities and archetypes add even more to that. Most role-players have tried to make a character their own, often focusing on a specific facet of a class to the exclusion of others, and archetypes help you build in a variety of directions. Your cleric, for example, might focus on necromancy and become an "Undead Lore" or a "Cloistered

Cleric" with extra skills and knowledge (and a few related abilities), but fewer spells and less armor. Every class capable of casting spells gets new toys and tricks to play with, so long as they're willing to trade away some of the base abilities from their class. Monks are the exception, in that you don't have to give up any class abilities to take a vow. Be careful about their drawbacks, though. While obviously designed for game balance, some can be a bit silly (a monk who's taken a vow of celibacy, for example, couldn't receive healing spells because they involve "pleasurable touch"). I particularly enjoyed the new witch hexes "find children" followed by "cook people". There's also a new Magus class that blends fighter and mage abilities, with some fun abilities that, at least on paper, make the character into more than just a multi-class and likely far more what the player envisions when creating such a thing. Unlike the new classes in the Ultimate Combat book, the Magus will fit into any campaign. Also, be sure to check out the Staff Magus archetype. That one just sings to me, and I'll have to play one sometime. There are also, predictably, new feats. Most are to support the new abilities, so they'll only be useful to you if you make some of the tradeoffs offered. The words of power section, on the other hand, was a bit disappointing. In reading the early description, this sounds like an exciting way to allow for player creativity in spellcasting. Their character knows certain magic words that have various effects, and you combine them in fun and interesting ways. The actual execution, however, is much less exciting. You end up with the exact same spells you've always had, just describing them differently. The final section is new spells. Nothing truly jumped out at me here, but greater variety is always a plus. Overall, I strongly recommend this book to Pathfinder players, with one caveat: a large chunk of the material is for classes introduced in the Advanced Player's Guide, so if you don't own that one, you'll get a lot less out of this book.

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