

# Pathfinder Rpg Sorcerer Guide

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*Pathfinder Player Companion* Paizo Pub Llc  
The story's not over yet! The Pathfinder Chronicles detail exploits and discoveries from members of the Pathfinder Society from all over Golarion. These include tales of great heroes capable of fabulous feats of might, magical relics that grow in strength alongside the heroes that wield them, and forgotten magic locked away due its dangerous power. *Pathfinder Player Companion: Chronicle of Legends* is your chance to make these tales a reality with powerful new options for your character! This player-focused volume provides new class options, capstones, spells, and magic items to help you make the most of your character.

**Pathfinder Roleplaying Game:  
Advanced Class Guide Pocket Edition**  
Createspace Independent Publishing Platform

Broaden your horizons! Peril lurks in every corner of Golarion, and where danger and darkness fall, exceptional adventurers rise up in response. From the familiar vistas of Avistan to the Crown of the World, to the lands of Osirion and the jungles of the Mwangi Expanse, every land and nation has its own legends and their own unique twist on what they consider a hero. Find champions from the island of Iblydos or from far-off Arcadia, discover elemental secrets from the lands of Tian Xia, or learn the secrets of speaking with the monsters of the deserts of Garund in *Pathfinder Player Companion: Heroes of Golarion!*

*Van Richten's Guide to Ravenloft* (Dungeons & Dragons) Green Ronin Pub

Rollicking campus adventures for the world ' s greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and

sinister plots, and it ' s up to you to save the day. *Strixhaven: A Curriculum of Chaos* introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of *Magic: The Gathering*. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1 – 10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven ' s campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

**Pathfinder Player Companion**  
Wizards of the Coast

It's time to make your familiar more fearsome! Whether you're looking to give your familiar an archetype to make it a brutish battle companion, hoping to gain a familiar option for an unusual class like the paladin or barbarian, or just scouting for an expanded selection of familiars and improved familiars, the *Familiar Folio* has you covered. Featuring all-new items, spells,

archetypes, and - of course - tons of familiars, this *Pathfinder Player Companion* is the perfect accessory for spellcasters as well as any Pathfinder player who fancies a fantastic, travel-sized friend for their character.

*Pathfinder Player Companion: Harrow Handbook* Paizo Pub Llc

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.

**New Paths Compendium (Pathfinder RPG)**  
Paizo Pub Llc

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 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 arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. \* 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!  
[Dungeonscape](#) Paizo Pub Llc  
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.

Pathfinder Campaign Setting: Inner Sea Combat Pathfinder Roleplaying Game: Advanced Class Guide Pocket Edition 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 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 arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. \* 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!  
Advanced Player's Guide  
A Game Informer "Best Role-Playing Game Releases Of 2018" Selection Stand with your guild in the first Dungeons & Dragons book to explore the world of Magic: The Gathering. In Guildmasters' Guide to Ravnica, the world's most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons. • Everything you need to create characters and run adventures in Ravnica—one of the richest, most beloved settings in Magic: The Gathering. • 5 new races, specific to Ravnica, plus 2 new subclasses, 78 new monsters, and 17 new magic items. • "Krenko's Way:" a ready-made adventure for level 1 characters. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Pathfinder Roleplaying Game Paizo Pub Llc  
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[The Wild Beyond the Witchlight: A Feywild Adventure \(Dungeons & Dragons Book\)](#) Wizards of the Coast

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive

guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

[Here is Freedom](#) Wizards of the Coast  
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.

Heroes of Golarion Paizo Pub Llc  
Magic has suffused the Inner Sea region for thousands of years. This Pathfinder sourcebook takes a detailed look at the magical traditions of the Inner Sea, including rules for magic variants (from hideous fleshwarping rituals to the wild and unpredictable surges of primal magic), examinations of how magic is taught (be it in schools, temples, guilds, or secret societies), and how the spellcasters of the region have chosen to specialize in various forms of magic. Additionally, this book presents two, new oracle mysteries, 18 new archetypes for spellcasting classes, a pair of prestige classes (the cypher mage and the divine scion), and a wide selection of unique, unusual, and exciting new spells for all who would seek to master the art of magic.

Storm King's Thunder Paizo Pub Llc  
Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again? • Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. • Explore Sharn, a city of skyscrapers, airships, and noirish intrigue and a crossroads for the world's war-ravaged peoples. • Include a campaign for

characters venturing into the Mournland, a mist-cloaked, corpse-littered land twisted by magic.

- Meld magic and invention to craft objects of wonder as an artificer—the first official class to be released for fifth edition D&D since the Player's Handbook.
- Flesh out your characters with a new D&D game element called a group patron—a background for your whole party.
- Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the Player's Handbook.
- Confront horrific monsters born from the world's devastating wars.

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book) Paizo Pub Llc

This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend! Based on more than 20 years of active development and playtest feedback from more than 125,000 gamers, the new Pathfinder rules are easy to learn and exciting to master! This indispensable volume contains all rules for players and Game Masters, and is your first step on a heroic new journey! The Pathfinder Core Rulebook includes: \* More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters! \* Six heroic player character ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc! \* More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory! \* Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard! \* Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision them to be! \* Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning! Sound of a Thousand Screams (Kingmaker 6 Of 6) Paizo Pub Llc

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to

this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1 – 8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek Pathfinder Adventure Path: Skull & Shackles - the Price of Infamy Kobold Press Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Pathfinder Companion Paizo Publishing Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

Orcs of Golarion Hassell Street Press Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. • Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways • Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and

"Dark Gifts" that may be a double-edged sword

- Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets
- Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

Pathfinder Player Companion: Familiar Folio Paizo Pub Llc

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.

Chronicle of Legends Paizo Pub Llc

This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and the warforged.