

# Pathfinder Rpg Sorcerer Guide

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## Orcs of Golarion Wizards of the Coast

You belong to one of the great dynastic houses of commerce, and you bear an arcane symbol of your house's power on your skin. This dragonmark makes you special. It grants you access to arcane powers. Whether it's a gift of the great dragon Eberron or a sign of the draconic Prophecy, no one knows. However, one thing is certain: Those who possess dragonmarks have a destiny, the exact nature of which has yet to be revealed....

## Player's Handbook II Paizo Pub Llc

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!

## **Pathfinder Player Companion** Green Ronin Pub

Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

## Van Richten's Guide to Ravenloft (Dungeons & Dragons) Paizo Pub Llc

Explore the lands of Osirion, Thuvia, and Qadira, ancient nations with fierce traditions born from the heart of vast, merciless deserts. Discover the ways of these proud peoples and how to play natives of these shining lands, as well as the unique traits, feats, equipment, magic, and more that assure their survival against thirst, vicious storms, ancient monstrosities, and worse. A perfect companion to the Mummy's Mask Adventure Path!

## **Advanced Players Guide P2 Paizo Pub Llc**

This manual of martial mastery presents the greatest fighting styles and deadliest combat techniques of the Inner Sea region. Learn who numbers among the most formidable martial characters in the Inner Sea, discover the practices of peerless masters like the Aldori swordlords and cunning Lion Blades, and hone your skills at the greatest fighting schools in Golarion. New archetypes, feats, and martial rules subsystems unlock new ways to do battle and differentiate your favorite fighting style from common brawling.

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

This follow-up to the "Player's Handbook" is designed to aid players and provide more character options.

Sound of a Thousand Screams (Kingmaker 6 Of 6) Wizards of the Coast

The adventurers now have their own island and port, but they'll need more than one ship to defend it. They must scour the harbors and docks of the Shackles to recruit more ships and more crews to their flag. But when a rival from their past sends a fleet to attack them, they must defend their island home. And when they sail to his island to get their revenge, the adventurers discover a traitor whose betrayal threatens all of the islands of the Shackles! Continuing the Skull & Shackles Adventure Path, The Price of Infamy is a Pathfinder Roleplaying Game adventure for 11th-level characters. This Pathfinder adventure delves into the secrets of the deadly cult of Norgorber, god of thieves and assassins, and presents new rules for battles between whole pirate fleets. New monsters from the depths of the sea and exotic islands fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) continues his tale of pirates and lost treasures in the Pathfinder's Journal.

Advanced Dungeons & Dragons, Players Handbook 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.

Pathfinder Lost Omens: Monsters of Myth Wizards of the Coast

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.

Chronicle of Legends 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 Roleplaying Game: Advanced Class Guide Pocket Edition 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.

Dungeons & Dragons Guildmasters' Guide to Ravnica (D&D/Magic: The Gathering Adventure Book and Campaign Setting) 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!

Heroes of Thornwall Paizo Pub Llc

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!

Pathfinder Campaign Setting: Inner Sea Combat Paizo Pub Llc

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relevant.

Pathfinder Society Field Guide Paizo Pub Llc

They have been shunned and feared by society forever. Born of tainted bloodlines and raised in shameful secrecy, the tieflings of Golarion count among their ancestors some of the greatest evils of the Great Beyond. Yet not all tieflings succumb to the sinister compulsions of their evil blood - some strive to rise above the stereotype and become heroes in their own right. This Pathfinder sourcebook explores all that it is to be a tiefling, including not only an extensive discussion of tiefling culture and society, but also presenting numerous variations on the standard tiefling character. Rules for tieflings of specific fiendish heritages, new feats and magic, variant tiefling abilities and tiefling appearances, and new options for inquisitors, summoners, sorcerers, clerics and more await discovery in this Pathfinder Player Companion.

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book) Createspace Independent Publishing Platform

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

Special Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on Adventuring Paizo Pub Llc

The vile, hated orcs are the most common evil humanoid race of the Pathfinder world, the sword-fodder of countless celebrated heroes and daring adventurers. But they're also among the most populous civilized creatures on the planet, and their centuries-spanning conflicts with dwarves, elves, and humans form the pages upon which the history of mankind is written in blood. Pathfinder Companion: Orcs of Golarion provides Pathfinder RPG players everything they need to fight-or play-orc and half-orc characters, bringing this shadowy race to the savage forefront! Learn the secret history of this brutish race, from their first emergence from the Darklands into the sunlit world to the latest reports from the orcish realm of Belkzen and other important orc strongholds. Discover the physical and mental qualities of orcs and their half-breed kin, explore their unusual culture, and choose an appropriate campaign trait for your orc or orc-slaying player character. With extensive notes on orc religion and worship practices, orc tribal magic, and orc weapons, combat tactics, and rage powers, this Pathfinder Companion is an absolute necessity for any who would battle orcish evil-or revel in it! Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

Heroes of Golarion Wizards of the Coast

The witch is a "naturalist" spellcaster who casts arcane spells using time-honored hearth wisdom rather than

the arcane formulae and elaborate theories of wizardry. The Witch's Handbook, like other books in the Master Class series, presents a brand-new core class and an array of associated prestige class. In addition to the new feats, spells, and magic items that you'd expect, The Witch's Handbook explores the deeper secrets of the Craft. Learn of covens and their ritual magic, charms and their making, and herbs and their magical applications. Whether you're a player looking for a different kind of magic user or a GM looking to add something new to your campaign, The Witch's Handbook has everything you need to bring The Craft to your d20 game.

The Skinsaw Murders 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 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.

Pathfinder Companion Kobold Press Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. Lost Omens Monsters of Myth provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnheir, the Father of All Linnorms, and more. Monsters of Myth provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!