
Two Handed Fighter Guide Pathfinder

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Pirates of the Inner Sea 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. Player's Handbook/Rules Supplement Wizards of the Coast 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: Familiar Folio Paizo Pub Llc
From the creator of the popular blog The Monsters Know What They ' re Doing comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in

response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Martial Power 2 DIGITAL FIRE
This beautiful, affordable

volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips

to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies. The Inner Sea Primer makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

Giant Hunter's Handbook Paizo Pub Llc
The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover

campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world

provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

Adventurer's Armory Bloomsbury Publishing
Rugged lands and merciless cold breeds hard, cunning people who do what they must to survive. Such are the ways of the northlands of the Inner Sea region, and the fierce people of the deadly nations of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords. Learn the secrets of these brutal frontiers, whether as a master of icy magic, a hunter who tracks through the fiercest polar blizzards, or as one of the region's cunning natives, like the Ulfen vikings, savage Kellids, Erutaki hunters, or mysterious Snowcaster elves. The lands, people, magic, and secrets of this brutal frontier are yours to discover with Pathfinder Player Companion:

People of the North.

Pathfinder Lost Omens: Monsters of Myth Paizo Pub Llc

Rag-tag armies of mercenaries from the northern nation of Brevoy have turned their attention south to the region of the River Kingdoms called the "Stolen Land," and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known

only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathfinder volume also includes a gazetteer of Brevoort and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (Forgotten Realms: Azure Bonds) brings a lighter side to Pathfinder with the first

installment of a new fiction arc for the Pathfinder Journal.

[The Monsters Know What They're Doing](#)
Paizo Pub Llc

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring. Written by the macabre Managing Editor of the Pathfinder Adventure Paths, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh

golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

Inner Sea Primer TSR

Bravery and cunning don't mean a thing if you don't have the right equipment! Stock up with the perfect gear for any adventure with Pathfinder Player Companion: Adventurer's Armory 2, the sequel to one of the most popular and best-selling Pathfinder Player Companions of all time! Filled with new weapons, armor, adventuring gear, tool kits, alchemical wares, exotic equipment, and more, your hero's never had an arsenal like this. A variety of new rules for improvised tools, construct assistants, and modifying weapons and armor also let you use your equipment like never before. Give Adventurer's Armory 2 a browse and find your hero's new signature gear--while supplies last! *Pathfinder Adventure Path #36* 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.

Martial Power Paizo Pub Llc

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 Roleplaying Game Createspace Independent Publishing Platform

Learn this history of this desperate Chelish colony and the ancient traditions it upholds more strongly even than in the fallen homeland. Explore Eleder, the capital city of Sargava, and the many intrigues that keep it balanced on a knife's edge of extinction. Choose a campaign trait suitable to the Serpent's Skull or a host of jungle adventures,

learn the secrets of the tribal beliefs of the Mwangi, and join one of several pirate clans prowling the colony's western shores in this invaluable player reference for the Pathfinder Roleplaying Game. 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.

Dungeons & Dragons Hardcover Publications: Complete warrior : a player's guide to combat for all classes Paizo Pub Llc

Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region.

Pirate-themed archetypes, new spells and magic, feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book!

Frostgrave: Ghost Archipelago: Gods of Fire Paizo Pub Llc

New options for fighters, rangers, rogues, and warlords... Sharpen your sword and tighten your bow! This must-have book is the latest in a line of player-friendly game supplements offering hundreds of new options for D&D® characters, specifically focusing on martial heroes. It provides new archetypal builds for fighters, rangers, rogues, and warlords, as well as new character powers, feats, paragon paths, and epic destinies.

Sargava, the Lost Colony Paizo Pub Llc

The most experienced combatants know the best offense is a good defense! And the best defense is one that uses armor to the best possible effect with the secrets inside *Pathfinder Player Companion: Armor Master's Handbook!* From shield style feats and advanced armor mastery to ways to use the weight and bulk of armor to your advantage, this guide to heavily-armored heroics has new options for every iron-clad character. In addition to class options and abilities, this *Player Companion* also includes dozens of new magic armor options covering all types of armor and shields, as well as combat tricks and a stamina system sure to see you through nearly any scrap unscathed."

Van Richten's Guide to Ravenloft (Dungeons & Dragons) Paizo Pub Llc Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outpace the speediest threats by customizing your own space-age vehicles, and overcome even the

toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

Caves of Carnage Paizo, Incorporated Formerly handed down under oath of secrecy, this clear, concise handbook discusses: the fundamental principles of alchemy; directions for the formation of an inexpensive home laboratory, with illustrations of the necessary equipment; step-by-step instructions for the work of the Lesser Circulation, the alchemical transformation within the plant kingdom?the necessary prerequisite for any work in the

mineral kingdom.

**Sound of a Thousand Screams
(Kingmaker 6 Of 6)** Simon and
Schuster

"Open Game License version 1.0a"--4th
unnumbered page.

Combat Tactics for Dungeon Masters
Paizo Pub Llc

The bigger they are, the harder they fall!
With Pathfinder Player Companion: Giant
Hunter's Handbook, you'll be felling titans,
confounding ettins, and burying hill giants
by the ton. Empower your adventurer with
all-new goliath-slaying feats, spells, magic
items, traits, and character options while
picking up tips and tactics to outlast even
the most mammoth foes. When you can't
overpower your enemy, learn how to outwit
them or what tools you'll need to strike with

the advantage.

Pathfinder Society Field Guide Paizo
Pub Llc

A hero won't last long without his
equipment, and this installment of the
Pathfinder Companion blows the lid off the
Core Rulebook with more than a hundred
new items for the discerning adventurer.
Everything from new weapons and armor
to climbing harnesses, alchemical items,
commodities, and animals can be found in
the lavishly illustrated Adventurer's Armory,
an invaluable resource for players of the
Pathfinder Roleplaying Game and all 3.5
OGL-based fantasy roleplaying games.
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.