

Council Of Thieves D20

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BOWERS ALINA

Iron Gods Paizo Pub Llc

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

Cheliox, Empire of Devils Paizo Pub Llc

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

Paths of Prestige Paizo Pub Llc

Another, more powerful Iron God is rising in power in the enigmatic Silver Mount, but before it can be confronted, the legacy of this strange deity's first worshiper must be recovered. Clues lead to the technophobic town of Iadenveigh, a farming community with its own need for heroes. This guide to the Pathfinder Roleplaying Game is for 7th-level characters. Discover details of quests, character strengths and weaknesses, the location of hidden clues and traps, and the secrets of each room.

Blood of Fiends Paizo Pub Llc

The boldest explorers and adventurers in the world belong to the legendary Pathfinder Society, a brethren that seeks to chart the secret history of the world by exploring its forgotten corners and crumbling reliquaries. The Pathfinder Lodge in the city of Westcrown has laid dormant for a century since revolution thrust the Empire of Cheliox into the hands of a new devil-worshipping aristocracy, sealed with magical locks and wards to protect the secrets within. One such secret holds the key to defeating the shadow creatures infesting Westcrown. Facing magical guardians, devious traps, and the vampiric minions of their umbral enemies, the heroes must explore the sealed Pathfinder Lodge

and learn the forgotten secrets of the Pathfinder Society! A Pathfinder adventure designed for character levels 7 - 8. The Council of Thieves Adventure Path is the first to take full advantage of the new Pathfinder Roleplaying Game rules, and works with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

Pathfinder: Rise of the Runelords, Part 2 Paizo Pub Llc

The adventurers wake up in the hold of a ship at sea, only to discover they've been press-ganged into a crew of scoundrels, thieves, and buccaneers from the pirate isles of the Shackles. When they're assigned to a captured ship as part of a skeleton crew, the adventurers finally have a chance to stage a mutiny, but a sudden storm strands them on an isolated island inhabited by strange monsters? Can the adventurers survive the dangers of the island to overthrow their cruel captors and take control of their own destinies? Will they become feared pirates with their own ship, or will they meet their ends in a watery grave? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume launches the Skull & Shackles Adventure Path. This volume of Pathfinder Adventure Path also features details on the faith of Besmara, goddess of piracy, as well as details on the life of pirates adding new rules and insights useable throughout this high-seas campaign. New monsters from the depths of the sea and exotic islands also fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) pens a tale of pirates and lost treasures in the Pathfinder's Journal.

Paizo Pub Llc

The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Cheliox to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

Magic of Eberron Macmillan

The city-state of Korvosa, largest in all Varisia, has prospered over the last century since its abandonment by its founding nation of Cheliox. Its port brims with black-and-red-flagged ships - the colors of both Korvosa and Cheliox - endlessly trading fineries from the south for Varisian curiosities and her land's natural bounty. As such, Korvosa rightfully claims to be the most cultured and civilized city in the region, yet visitors might also grant the city-state the titles of most decadent, exploitative, and socially stratified. This book serves as an exhaustive guide to the city, including

details on all major points of interest, profiles on the city's movers and shakers, and countless adventure hooks for enterprising GMs to expand upon.

A Hero Series Supplement Paizo Pub Llc

The Beast of Lepidstadt, a savagely cunning flesh golem, has long terrorized the simple folk of the land. Once captured though, rather than destroy the monster, the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial. While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk, scholars of the macabre, and the slaves of its mad creator. When a violent attack releases the berserker, its trail leads to the laboratory lair of a mad scientist and his blasphemous creations, crazed conspirators in the maniacal plot of the Whispering Way. A Pathfinder Roleplaying Game adventure for 4th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories. This adventure also includes an in-depth look at Pharasma, mysterious goddess of fate, along with details on the Eternal Order of the Palatine Eye, one of Ustalav's most manipulative and mysterious secret societies, plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

Pathfinder Tales: Hellknight Paizo Pub Llc

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

City of Towers Paizo Pub Llc

"The seven shards of the Shattered Star have been recovered, and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement."--Back cover.

The Twice-Damned Prince Green Ronin Pub

In August 2000, Green Ronin released the adventure Death in Freeport and kicked off the d20 phenomenon. This Ennie and Origins Award winning adventure was the first in the Freeport trilogy, which was completed by Terror in Freeport and Madness in Freeport. All three adventures have been out of print for years, but that's about to change. To celebrate the five-year anniversary of both the company and Freeport, Green Ronin is bringing together the entire trilogy under one cover for the first time. This new edition has been updated to the 3.5 rules and revised and expanded to make the campaign more detailed and complete. It's time to return to the city that started it all. They don't call Freeport "the City of Adventure" for nothing.

Pathfinder Roleplaying Game Paizo Pub Llc

Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The hardcover Pathfinder RPG Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, access to unusual gear or mounts, and more! Pathfinder RPG Adventurer's Guide includes: * Details on the history, goals, and leadership for 18 of Golarion's most famous (or infamous) organizations, including the

Aldori Swordlords, the Aspis Consortium, the Cypherages, the Gray Maidens, the Hellknights, the Lantern Bearers, the Magaambya, the Mammoth Lords, the Pathfinder Society, and the Red Mantis. * Each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization. * Dozens and dozens of new spells, magic items, feats, and other unique character options of diverse nature, all themed to the various organizations presented in this book! * ... and much, much more!

Three Days to Kill Privateer Press

The rise of the Runelords adventure path concludes. Karzoug's minions join the Runelord of greed and the evil wizard. There could be an even more evil darkness waiting to emerge. The battle continues to try to stop the Rise of the Runelords.

Lords of Darkness Paizo Pub Llc

The Rise of the Runelords Adventure Path continues with the second adventure: "The Skinsaw Murders." A sudden string of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem. Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic.

The Frozen Stars Paizo Pub Llc

The ultimate magic sourcebook for the newest Dungeons & Dragons® world. Magic of Eberron explores the variety of magic available in the Eberron world. It introduces a wealth of new arcane and divine spells, and artificer infusions. Chapters explore the more unusual manifestations of magic in Eberron, such as elemental binding, dragonshards and dragon magic, and the corrupted magic of the daelkyr. A chapter on lost magic explains how to make the discovery of new magical secrets a central feature of any Eberron campaign.

Howl of the Carrion King Paizo Pub Llc

A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

Iron Kingdoms the Witch Fire Trilogy Paizo Pub Llc

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

Trial of the Beast 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.

Spires of Xin-Shalast Paizo Pub Llc

When the Licktoad Goblins of Brinestump Marsh get ahold of a crate of fireworks, adventurers are needed to handle the explosive and annoying situation. But in vanquishing the pyromaniac goblins, the heroes uncover a secret that has been hidden in the marsh for nearly a quarter of a century - a secret that sends them north to the mysterious ruins of Brinewall Castle, where a powerful legacy waits to be rediscovered. A Pathfinder Roleplaying Game adventure for 1st-level characters, The Brinewall Legacy launches the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires. This volume also includes details on oni - wicked, shape-changing spirits - in the Pathfinder world, a detailed look at the village of Sandpoint and its environs, as well as an overview of the entire pulse-pounding Jade Regent campaign! Plus, five terrifying new monsters in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels Prince of Wolves and Master of Devils) in the Pathfinder's Journal, and much more!

Council of Thieves Paizo Pub Llc

Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 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. The Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!