

Council Of Thieves D20

Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.

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

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

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.

Adventure Path

Pathfinder Campaign Setting: Nidal, Land of Shadows

The Wormwood Mutiny (Skull and Shackles 1 Of 6)

Tome of Artifacts

The Brinewall Legacy (Jade Regent 1 Of 6)

The Final Wish

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay. When a decadent noble mansion in the crumbling former capital city of Westcrown erupts into an enormous pillar of fire, the heroes of The Council of Thieves Adventure Path must explore the exposed chambers of the ruined estate to piece together the nefarious plot that has released a powerful devil into the treacherous foundation dungeons. Can they weaken the diabolical fiend enough to have a chance to defeat it, or will the heroes finally fall to the insidious plots of the Council of Thieves? A Pathfinder adventure designed for character levels 9-10. 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.

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.

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen.

Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate. GAME INFORMATION Number of players: 3-6 Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00 Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

Fate

Eberron

Three Days to Kill

Deadlands Reloaded

The Sixfold Trial

Core System

This first source book detailing the central metropolis of the Eberron campaign setting will give Dungeon Masters a wealth of information on running campaigns in Sharn, and adventure hooks are provided for immediate Dungeons and Dragons gameplay. The heroes return to find that their sworn enemy, the efreeti prince Jhavhul, has inhabited the House of the Beast overlooking their home town from the heights of the woeful Pale Mountain. Their adopted village in ruins under the hateful watch of Jhavhul's genie soldiers, the PCs must strike out to free their people from oppression and to strike down Jhavhul before he can unleash a monstrous scourge upon the world. A 3.5 fantasy roleplaying adventure for levels 12-13. This volume of Pathfinder also includes a catalogue of the destructive Spawn of Rovagug, titanic creatures that have terrorized the world for centuries. From the great killer beetle whose chitinous shell still shades the city of Sothis to the legendary Tarrasque itself, the Rough Beast manipulates the world through his agents, and any who would seek to battle them (or use them in a campaign) will find the article invaluable. Wolfgang Baur returns with a survey of genie magic, and a short "set piece" bonus adventure explores an assault on a genie lair. New monsters and the sixth installment of New York Times best-seller Elaine Cunningham's Pathfinder Journal round out the final installment of the most exciting adventure path yet!

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils. Mysterious shadow beasts haunt the crumbling city of Westcrown, where 100 years ago devil-worshipping cultists wrested control of the empire from the hands of an effete aristocracy. Fresh from their earliest victories against the diabolical gang known as the Bastards of Erebus, the heroes must infiltrate the manor of a local lord and patron of the arts. To do this, they must join the cast of a controversial new play so that they might search the noble's home during an after-production party. The play, The Six Trials of Lazarod has never been successfully performed to completion without the deaths of the actors. And guess who just got cast in the

lead roles? A Pathfinder adventure designed for character levels 5-6. 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.

Dungeon Master's Guide

Worlds Largest City

Complete Adventurer

Monte Cook's Ptolus

Player's Guide to Faerûn

Mummy's Mask - The Half-dead City

Shows the reader how to be a Dungeon Master.

The city of Westcrown, once the capital of Chelias, is now but a shadow of its former glory. Pauper nobles and self-made princes vie for control in a metropolis perched on the edge of self-destruction. With entire districts abandoned and left to bandits and monsters, Westcrown is a city in need of heroes. This city and its environs are the setting for Pathfinder's new Council of Thieves Adventure Path, and the first to be compatible with both the innovative new Pathfinder RPG rules and the original 3.5 rules of the world's most popular roleplaying game. The Council of Thieves Player's Guide tells you all you need to know to build a character for this new Adventure Path, presents an extensive, player-focused gazetteer on Westcrown and the surrounding region, and offers many new feats, character traits, spells, and magic items, and even a prestige class for characters to use throughout The Council of Thieves Adventure Path and other Pathfinder campaigns.

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 Chelias 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.

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 Cheliax 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.

Pathfinder Roleplaying Game

Adventurer's Guide

Guide to Korvosa

Carrion Crown

Ultimate Campaign

Roleplaying Game

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.

Paizo Publishing is the award-winning publisher of fantasy role playing games, accessories, and board games. Liane Merciel's Pathfinder Tales: Hellknight is a thrilling addition to their popular novel series. The Hellknights are a brutal organization of warriors dedicated to maintaining law and order at any cost. For devil-blooded Jheraal, even the harshest methods are justified if it means building a better world for her daughter. Yet when a serial killer starts targeting hellspawn like Jheraal and her child, Jheraal has no choice but to use all her cunning and ruthlessness in order to defeat an ancient enemy to whom even death is no deterrent.

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover
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.

Sharn

Pathfinder Companion

City by the Spire

Book of Erotic Fantasy

Iron Gods

Tal'Dorei Campaign Setting Reborn

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 Cyphermites, 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!

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.

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns. 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!

Iron Kingdoms the Witch Fire Trilogy

Hell's Rebels

Cheliox, Empire of Devils

Spires of Xin-Shalast

Campaign Setting

Book of Vile Darkness

The silent footstep. The turn of a card. The glitter of a knife in the dark, and quiet kill. These are the tools of adventurers who live by their wits, deep in the shadows. But even skilled rogues adore and worship Lady Luck, who often holds the difference between success and failure.

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.

"Pathfinder roleplaying game compatible."

A land chained in shadow Ten thousand years ago, faced with extinction, the terrified leaders of Nidal heard whispers in their minds-promises of salvation for their nation if only they'd submit their people's bodies and souls to perpetual servitude. Those leaders' assent transformed them into conduits for Zon-Kuthon, the god of envy and pain, and has sealed Nidal's fate to this day. Pathfinder Campaign Setting: Nidal, Land of Shadows draws back the curtain from one of Golarion's most wicked and mysterious theocracies. Within these pages, you'll find: ?Detailed descriptions of Nidal's history, including its tragic fall into Zon-Kuthon's grasp. ?An in-depth gazetteer of the entire nation, from settlements to more sinister features. ?Malevolent adventure sites from the Castle of the Captive Sun to the Tower of Slant Shadows. ?A bestiary of shadowy creatures, including the suffragan kyton, that lurk in Nidal and beyond. Pathfinder Campaign Setting: Nidal, Land of Shadows is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.

City of Towers

The Twice-Damned Prince

The Choking Tower

Council of Thieves: The Infernal Syndrome

The Book of Roguish Luck

A Hero Series Supplement

Former adventurer and treasure hunter Sheva Callister is offered a special, mysterious reward by a noble from the city of Ptolus in exchange for her retrieval of a seemingly unimportant brooch. Against her better judgment, Sheva takes the job and finds herself in a complex web of deception. Young adult.

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 expert 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, combat 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, 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!

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters' lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled setting is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power

with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

The city of Westcrown is perched on the edge of chaos, its nobility cowering and the city guard in turmoil as the Council of Thieves, now in the control of ambitious and dangerous new leaders, makes its bid for control. News of the disorder in the city has reached the Chelish capital city, and an armed force is said to be gathering to come down to bring order. If the player characters can't defeat the Council of Thieves and restore order before the Chelish General and his troops arrive, riots will be the least of their problems. Of course, more than mere thieves work for the age-old Council-for devils and worse stand between the heroes of Westcrown and a brighter future. A Pathfinder Roleplaying Game adventure for character levels 12-14. This adventure brings to a close the Council of Thieves Adventure Path, and puts the fate of the city of Westcrown squarely upon the PCs' shoulders. If they are able to quell the riots and stop the Council of Thieves from seizing control in time, they may just be able to prove to Cheliah's diabolical government that Westcrown is indeed in good hands-but if they fail, a new and oppressive age of martial law will dawn! With support articles, five new monsters in the Pathfinder Bestiary, and the final installment of best-selling author Dave Gross' Pathfinder Journal for this volume ends the Council of Thieves Adventure Path with a bang!

The Freeport Trilogy

Pathfinder Adventure Path

Midgard Worldbook

What Lies in Dust

Core Rulebook II

Lords of Darkness

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

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!

Pathfinder Tales: Hellknight

Council of Thieves

Gamemastery Guide

Trial of the Beast

The CRPG Book: A Guide to Computer Role-Playing Games

Dungeons and Dragons Accessory