

## Council Of Thieves D20

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

From the Necropolis to the Lost City! As trusted teachers at the Magaambya school of magic, the heroes are sent on a delicate diplomatic mission to a city ruled by an evil mummy-god. During these negotiations, the heroes unearth the location of a wondrous hidden village that needs the Magaambya's knowledge and protection. But the mummy-god's military is on the march. If the heroes can't thwart the army, it will plunder the village's treasures and unleash an ancient evil contained since the world was covered in darkness! "Secrets of the Temple-City" is a Pathfinder adventure for four 12th-level characters by Luis Loza. This adventure continues the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from humble students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure also details the other teachers that are the heroes' peers and presents a comprehensive look at Walkena, the evil child mummy-god of Mzali. New monsters, new magic, and new diplomatic options provide a bounty of opportunities for adventure! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure 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 world's oldest fantasy RPG.

Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom. The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

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.

This indispensable book presents thirty new prestige classes for use in your Pathfinder RPG campaign! Each ten-level prestige class is tied to a different organization or theme found in the Inner Sea region of Golarion, featuring long-awaited explorations of the Aldori Swordlords, Hellknight Signifers, Paladins of Irori, and the infamous Gray Gardeners! Looking for a way to ride a mastodon into combat? Take some levels in the Mammoth Rider prestige class! Eager to harness the mysteries of ancient wizardry? Delve into the secrets of the Arclords of Nex! Looking for some respect and power for your gunslinger? Join the ranks of

Alkenstar's Shield Marshals! These and many more prestige classes await discovery in the pages of Paths of Prestige! As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutropia build a power base by reclaiming her family's land from squatters--the debased Lotheed family, who feast as their subjects starve and their infrastructure crumbles. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lotheed's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? "Songbird, Scion, Saboteur" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a regional gazetteer of Meratt County, and a new guide to intrigue and managing a cult of personality round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure 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 world's oldest fantasy RPG.

Be it the darkest depths of the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the Book of the Damned. Pathfinder RPG Book of the Damned explores the workings of these powerful forces of evil, focusing on the numerous demigods that influence mortal life and the countless fiends who prey upon the living and dead alike. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your game--be they in the form of foes for heroic parties to face, or temptations for less scrupulous adventurers to consider. Pathfinder RPG Adventurer's Guide includes: \* Information on the sinister boons granted worshipers of dozens of fiendish demigods drawn from the planes of Abaddon, the Abyss, and Hell, including Archdevils, Demon Lords, and the Four Horsemen of the Apocalypse. \* An exploration of the infernal realms of Hell, the sinister reaches of Abaddon, and the bottomless rifts of the Abyss. \* New feats, spells, magic items, and prestige classes for use by characters who both fight against and serve the forces of darkness. \* Rules for infernal contracts and sinister rituals. \* Statistics for several never-before revealed fiends and lavishly-illustrated in-world excerpts from the pages of the notorious Book of the Damned itself. \* ... and much, much more!

Enter the mystical land of Tian Xia - the Dragon Empires - a new realm for players to explore. Player-friendly descriptions of more than two-dozen nations, new traits for each, details on five new character races (the birdlike tengu, the shapechanging foxlike kitsune, the shadow-wreathed wayang, the reptilian nagaji, and the spirit-bound samsaran), notes on local religions, new Asia-inspired archetypes, feats and martial arts styles, magic items, spells, and a system to track honor and dishonor provide numerous

exciting character options. Each bimonthly 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 traits to better anchor the player to the campaign.

Offers comprehensive information on the world of Darksword, revealing the never-before-told history of Thimhallan, the secret texts of its priestly caste, and expanded character backgrounds

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils.

Council of Thieves What Lies in Dust Paizo Pub Llc

Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh world in Golarion's solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world? Continuing the Reign of Winter Adventure Path, The Frozen Stars is a Pathfinder Roleplaying Game adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the Pathfinder's Journal by Kevin Andrew Murphy.

This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level. Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch.

The Council of Thieves Adventure Path starts with a bang in the crumbling metropolis of Westcrown, former capital of Chelias, a once-proud empire now reduced to political infighting and ruled by a revolutionary aristocracy in league with the vilest devils of Hell. Decadent nobles and desperate rebels face off against a backdrop of crumbling buildings and badly eroded stability. When a gang of devil-blooded bandits called the Bastards of Erebus threaten Westcrown's delicate status quo, the heroes must face sinister beasts of shadow, relentless armored Hellknights, and whispered rumors of a return to power of the city's legendary criminal guild. What mysterious force is pulling the strings of the shadowy Council of Thieves, and what do its machinations mean for the heroes and all of Chelias itself? A 3.5/Pathfinder RPG adventure for first-level characters. This is it! The first chance to get involved in a Pathfinder campaign using the newest Pathfinder RPG rules innovations! Don't get left behind in the next great step forward for tabletop roleplaying games!

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.

Freeport is Green Ronin's signature city setting and has been home to thousands of RPG campaigns since its launch in 2000. Classic fantasy elements, cruel-hearted pirates and Lovecraftian horror come together in the rum-fueled metropolis known as the City of Adventure. Now a new era is beginning. The Pirate's Guide to Freeport is the definitive new sourcebook for the City of Adventure, set 5 years after the events of the original Freeport trilogy. This is a pure setting book, focusing entirely on the people, places, politics, and perils of Freeport and containing no game statistics of any kind. The Pirate's Guide to Freeport can thus be used with any fantasy RPG and Green Ronin will be providing companion products for popular systems like True20 and d20.

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing! An adventure for 7th-level characters by Nicolas Logue.

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.

The thrilling conclusion of the Giantslayer Adventure Path! The heroes emerge from a fire giant dungeon into a volcano's caldera, where the Storm Tyrant's stolen cloud castle floats high above. As the castle takes off into the sky, the heroes must storm the castle and defeat the Storm Tyrant's guardians and elite giant allies. Finally, they must face the Storm Tyrant himself and his dominated red dragon to put an end to his megalomaniacal push for power. Will the heroes defeat Volstus the Storm Tyrant, or will all of Avistan bend its knee to the mighty warlord and his giant armies? "Shadow of the Storm Tyrant" is a Pathfinder Roleplaying Game adventure for 15th-level characters. The adventure continues the Giantslayer Adventure Path, a classic sword & sorcery campaign that pits the players against hordes of evil giants. Several new monsters, an article on the ecology of the planar giants called gigases, ideas for further adventures beyond the bounds of the Giantslayer campaign, and the final installment of the Pathfinder's Journal, written by Patrick Renie, round out this volume of the Pathfinder Adventure Path! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure 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 world's oldest fantasy RPG.

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 undead and 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 fiction, this volume ends the Council of Thieves Adventure Path with a bang! No one goes to Illmarsh, a decrepit village haunted by tales of ghastly midnight rites and sacrifices to shadows from the sea. When the heroes learn of an unholy bargain between the cultists of the Whispering Way and the drowned gods of this wretched town, they must journey through a wilderness gone wrong to prevent it. Can the heroes discover what foulness festers in the mind of Illmarsh and withstand the whispers of an insanity from beyond the stars? A Pathfinder Roleplaying Game adventure for 9th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories long awaited by players. The heroes will investigate lands inspired by the mind-bending horrors of H.P. Lovecraft and face off against terrifying foes drawn from his ever-popular Cthulhu Mythos. This volume also introduces the unimaginable terrors of the Elder Gods to the Pathfinder campaign setting with an expanded Bestiary unleashing a host of maddening Lovecraftian monsters, plus much more including new fiction in the Pathfinder's Journal!

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

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 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.

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!

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.

A fantasy adventure game, at its very heart, is about developing an open-ended "story" of the characters. The referee is in charge of the fantasy world, and the players direct the actions of their characters in that fantasy world. Neither the referee nor the group of players has complete control over what's going to happen, and the result is an evolving set of surprises for both the referee and the players. Unlike the players, as the referee and creator of the game world, most of your "work" is done ahead of time. To some degree or other, you have to create the groundwork for the adventure before the game starts. Even though no battle plan survives contact with the enemy - and if you're an experienced referee you know exactly what I mean - the game has to start ... with a starting point. This might just be a vague set of ideas, or it might be as complex as a set of maps with a detailed key and well thought-out encounters for the players to run into. The Tome of Adventure Design is organized as a series of "books," each one providing resources at every step of the way. The vast majority of the content of each book is made up of random generation tables that we created over a quarter of a century (sigh) for our own use. It should be said up front that these are tables for deep design - in other words, most of them are too long, and contain too many unusual or contradictory entries, for use on the spot at the gaming table. There are already many excellent books of tables for use on the fly; the tables in these books are different. They work best as a tool for preparation beforehand, providing relatively vast creative resources for browsing and gathering, rather than quick-use tables designed to provide broad, fast brushstrokes. Our shorter tables tend to deliver cryptic results designed to shock the reader's creativity into filling in the gaps, whereas the longer tables are unusably vast for easy random generation, being designed to shock the reader's creativity into operation by presenting a sea of possibilities.

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing

characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's 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 336-page Pathfinder RPG Advanced Player's Guide includes:

- \* Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch
- \* More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell
- \* Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger
- \* Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle
- \* A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards
- \* New prestige classes like the Master Chymist and the Battle Herald
- \* ... and much, much more!

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.

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.

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.

