

Pathfinder Roleplaying Game Villain Codex Pfrpg Paizo

Kulan Gath's Tournament of Death pits Red Sonja against John Carter of Mars as the Pathfinder heroes struggle to wrest the Scepter from Empress Camilla and her inter-dimensional alliance of vile villains! As secret armies boil from the arena's understructure, the heroes learn that immortal villains live forever for a reason, while heroes die all too easily. Co-starring John Carter, Red Sonja, Tars Tarkas, and more! Written by Pathfinder publisher Erik Mona (Pathfinder: Hollow Mountain) with art from Jonathan Lau (Red Sonja and Cub). Contains a Pathfinder RPG rules appendix and a bonus pull-out poster map!

Dit vierde en laatste boek met verhalen van de Stervende Aarde vertelt de avonturen van Rhialto, bijgenaamd 'de Schitterende', en het collectief van kibbelende en intrigerende magiers aangevoerd door Ildefonse de Preceptor. De Murthe - De op wraak beluste Witte Heks Llorio keert terug uit ballingschap en alle magiers worden ongemerkt door haar beskwalmd. Rhialto en Ildefonse besluiten Llorio's oude vijand, de aartsmagier Calanctus, weer tot leven te wekken. Fader's Vlaag - Rhialto wordt door diens grote rivaal Hache-Moncour in diskrediet gebracht en onderneemt een schier hopeloze queeste door het verleden: op zoek naar het Blauwe Perciplex dat zijn onschuld moet aantonen. Morreion - Onder het mom de legendarische Morreion van het 'Niets' te willen redden, maar in werkelijkheid gedreven door hebzucht naar de krachtige IOUN-stenen, vaart Ildefonse's

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magierscollectief in het vliegende paleis van Vermoulian de Droomloper naar de verste rand van het heelal... Rhalto de Schitterende is deel 29 van Het Verzameld Werk van Jack Vance, uitgegeven door Spatterlight. Omslagillustratie: Konstantin Korobov. Interne illustraties: Stephen Fabian. Deze vertaling van Jaime Martijn verscheen eerder bij Meulenhoff, Amsterdam 1985. De tekst van de Spatterlight editie is op diverse punten gecorrigeerd en aangepast aan de hedendaagse spelling.

Villains are at the heart of every great adventure--scheming, plotting, and causing mayhem--but creating a convincing and detailed group of antagonists is no easy task. Pathfinder RPG Villain Codex serves up 20 groups of vile miscreants waiting to menace your player characters and foil their every plan. Inside this time-saving tome, you will find a wide variety of foes, from a scheming regal court to a sinister doomsday cult, ready to challenge characters of any level. These villains come equipped with a host of new rules elements to give them the edge against players and fit into nearly any campaign! Villain Codex is an essential addition to the Pathfinder Roleplaying Game. This imaginative tabletop game builds on 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 a new era. Pathfinder RPG Villain Codex includes: *

Complete sections for 20 villainous organizations,

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including a power-hungry arcane society, a greedy merchant caravan, a fleet of scandalous pirates, a creepy secret society, and a wily thieves' guild. Trade blows with the serpentfolk-worshipping monks of Fang Monastery, match wits with the sly bandits of the Merry Outlaws, or defend civilization from the wild druids of Nature's Scourge! * Information on each organization's history and structure, along with plot hooks to get the players interested in confronting the group. * New rules in each villain section, including feats, spells, and magic items. * A wide variety of new stat blocks for all organization members, using each villain section's new rules. * Premade encounter groups, allowing Game Masters to quickly make use of the villains in every section. * ... And much, much more!

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