

Pathfinder Adventure Path Carrion Crown Part 3

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

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Part 3

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

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Adventure Path Carrion Crown
Part 3**

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!

The Legacy of Fire Adventure Path begins in the desert nation of Katapesh, where the heroes must attempt to retake a

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Part 3

conquered town from a pack of fearsome gnolls. From there, the trail leads to the fortress known as the House of the Beast, an ancient map-world created by one of the most powerful wizards in history, and even the legendary City of Brass on the Plane of Fire. The heroes explore the tomb of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where the Storm Tyrant is recruiting giants for his army. The adventurers must

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Part 3

confront the numerous giants inhabiting the winding valley before making their way to the giant headquarters, an ancient temple to the giant god Minderhal, which contains a powerful artifact. But the valley of the giants is just a recruiting station, and the Storm Tyrant's stone giant representative has been sending the most promising recruits to a training camp deeper in the mountains. A Pathfinder Roleplaying Game adventure for 7th-level characters, Forge of

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Part 3

the Giant God continues the Giantslayer Adventure Path, an epic campaign of classic sword & sorcery thrills. Several new monsters, details of the faith of the giant god Minderhal, a gazetteer of the Mindspin Mountains, and the next installment of the Pathfinder's Journal written by Greg A. Vaughan round out this volume of the Pathfinder Adventure Path.

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the

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Part 3

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

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Adventure Path Carrion Crown
Part 3

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

The Blood Knight

Trial of the Beast

Rise of New Thassilon

**Pathfinder Adventure Path
#48**

**Pathfinder Adventure Path:
Rise of the Runelords
Anniversary Edition Pocket
Edition**

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 -

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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.

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.

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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!

As the entire capital city gathers to celebrate, conspiracy and stagnation rot the old empire of Taldor to its core! When a high-minded cabal of Senators and nobles try to steer their nation away

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from disaster, Emperor Stavian III himself orders a bloodbath in the Senate halls, trapping neophyte spies inside layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls beneath the Senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams? "Crownfall" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary

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politicians, spymasters, and nobles in their own right. A selection of new monsters, a city gazetteer of Taldor's capital Oppara, a look at magical relics and the power they conceal, and an overview of the campaign 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.

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When the savage lord of Ustalav's werewolves is mysteriously murdered, the nation's forests run with lycanthropic blood. War in the wilds soon spills onto the streets, as the people of the land, seeing the strife among their long-time foes, begin a hunt to scour the nation of the deadly shape-shifters. Entreated by a lord of the werewolves to help unite his savage people, the heroes must risk becoming tainted by the curse of lycanthropy as they race across the heart of the nation to find an outcast heir. But can they do so before bestial assassins and the agents of the Whispering Way find him, or the heroes, first? An adventure for 6th-level characters,

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this volume continues the Carrion Crown Pathfinder Adventure Path.

The Thousand Fangs Below

Songbird, Scion, Saboteur

Shattered Star: Shards of Sin

Map Folio One

Siege of Dragonfen

Broken Moon (Carrion Crown 3 Of 6)

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

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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 Chelixa'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

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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!

Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. Contains 64 maps in a handy pocket folder.

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 Chelixa into the hands of a

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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. Having unseated Dungeons & Dragons, Pathfinder RPG is the world's bestselling tabletop

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roleplaying game-now available in a series of novels.Larsa is a dhampir-half vampire, half human. In the gritty streets and haunted moors of gothic Ustalav, she's an agent for the royal spymaster, keeping the peace between the capital city's secret vampire population and its huddled human masses. Yet when a noblewoman's entire house is massacred by vampiric invaders, Larsa is drawn into a deadly game of cat and mouse that will reveal far more about her own heritage than she ever wanted to know.

Second Darkness #5

Pathfinder Adventure Path #43

Pathfinder Module

Faiths of Purity

Campaign Setting

Classic Horrors Revisited

Rag-tag armies of

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Part 3

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

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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 Brevoy and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces

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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. Return to a classic Pathfinder Adventure Path with Curse of the Crimson Throne, one of Paizo's most popular campaigns! The city of Korvosa is in chaos, and her new queen may well be the source can a ragtag group of heroes stand before the might of one of Golarion's most

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notorious villains? This immense book collects the six classic Curse of the Crimson Throne adventures, and has everything you need to run an entire, full-length campaign covering months and months of play! The Curse of the Crimson Throne hardcover includes: Updates the classic Adventure Path to the Pathfinder RPG rules for the first time! Explore expanded adventures, including a brand new mission written by Paizo's Creative Director, James Jacobs, that sends the heroes into a perilous dungeon run by the queen's infamous Gray

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Maidens! Features dozens of evocative new illustrations of classic characters! New and updated rules for monsters, magic items, and character options "

The Age of Ashes Adventure Path begins! When mysterious fires begin to burn atop the towers of a nearby citadel long ago abandoned by an order of Hellknights, a group of local heroes heads out to investigate. What they discover within the ruined castle and in the dungeons below its foundation will not only reveal an unexpected

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invasion and a long-forgotten magical wonder, but will propel these heroes forward into a continent-spanning conflict against cultists, slavers, and a fiery draconic devastation that could unleash an Age of Ashes upon the world! "Hellknight Hill" is the first Pathfinder Adventure Path volume using the brand new rules for the Second Edition Pathfinder roleplaying game. This adventure is for 1st-level characters, and also includes an extensive gazetteer of the heroes' home town of Breechill, a guide for GMs on what to look forward

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to in this campaign, new magic items, and over half a dozen new monsters! 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.

An extensive resource for role-playing in the Forgotten

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Part 3

Realms world that includes
new and updated material for
gameplay.

Prince of Wolves

Hell's Rebels

Player's Guide to Faerûn

Council of Thieves

Pathfinder: Rise of the

Runelords, Part 2

War for the Crown

**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 Lothead family, who
feast as their subjects
starve and their**

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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

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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

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Part 3

the Pathfinder RPG and the world's oldest fantasy RPG. The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands. Graduates of the Magaambya

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are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall

The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign.

School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of

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mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world "Kindled Magic" is a Pathfinder adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and

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ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells--including lore of the prestigious Magaambya. 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

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License and work with both the Pathfinder RPG and the world's oldest fantasy RPG. The Return of the Runelords Adventure Path concludes as the heroes take steps to confront Alaznist, the runelord of wrath. But Alaznist is more than just a deadly wizard--she's meddled with the flow of time itself, and before she can be stopped, the heroes must do what they can to restore the damage she caused. What strange mysteries and dangers await in the depths of time itself, and what role will New Thassilon play in the world to come? "Rise of New Thassilon" is a Pathfinder Roleplaying Game

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adventure for 18th-level characters that concludes the Return of the Runelords saga. A selection of powerful new monsters and an exploration of the ways in which the world might change as the results of this epic adventure 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

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License and work with both the Pathfinder RPG and the world's oldest fantasy RPG. For elven Pathfinder Varian Jeggare and his devil-blooded assistant Radovan, things are rarely as they seem. Varian and Radovan must use both sword and spell to track the strange rumors to their source and uncover a secret of unimaginable proportions.

Adventure Path

Pathfinder Adventure Path

#47

The Twice-Damned Prince
Realm of the Fellnight Queen
Haunting of Harrowstone
(Carrion Crown 1 Of 6)

Pathfinder Adventure Path:
Curse of the Crimson Throne

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Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man—could he have had something to do

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with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? The Dragon's Demand is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure-if they manage to survive the wrath of a dragon when his demands aren't met! When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden

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magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror.

Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters.

Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy

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RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play. Now bound to Queen Abrogail by infernal contracts, the villainous adventurers are given the task of destroying the Glorious Reclamation's headquarters in the former citadel of the Hellknight Order of the Godclaw, where they face a gold dragon that was once an ally of Iomedae herself! With the dragon defeated and the citadel secured, the vile characters must perform an evil ritual, using the dragon's head to craft a legendary weapon capable of defeating the Glorious Reclamation's army of valorous knights. Scourge of the Godclaw is a Pathfinder Roleplaying

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Game adventure for 13th-level characters. The adventure continues the Hell's Vengeance Adventure Path, a wide-ranging campaign in which evil player characters quell a rebellion to restore order to a wicked empire. Several new monsters, a look at the responses of Chelifax's neighbors to the ongoing rebellion, details on the worship of the archdevil Geryon, and the next installment of the Pathfinder's Journal 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.

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Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG. "

The prison of Harrowstone has long been an empty ruin, haunted by more than the mysteries and memories of a tragic past. Brought together by the death of an ally, the heroes unite to save the residents of a tormented town and lay the spirits of Harrowstone to rest. Yet doing so brings new life to a long-forgotten mystery! A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume launches the Carrion Crown Adventure Path, drawing on themes of classic horror stories and RPG adventures long awaited by Pathfinder players. In this adventure the heroes pit their courage

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against an entire haunted dungeon, facing the spirits of criminals and madmen to recapture the souls of the violent dead. Plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

Age of Ashes

Pathfinder Player Companion

Pathfinder Book of the Dead

What Lies in Dust

The Skinsaw Murders

Carrion Hill

Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of

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Adventure Path Carrion Crown
Part 3

the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community

feedback!

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

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Adventure Path Carrion Crown
Part 3**

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.

Pathfinder Adventure Path

#45 Broken Moon (Carrion Crown 3 Of 6) Paizo Pub Llc

As the war with the bandit kings of the River Kingdoms escalates, the nascent kingdom of Varnhold to the east of the heroes' new realm falls silent. An investigation reveals that something dire has seized Varnhold, leaving an entire town empty of life or even signs of violence. What fell influence from the wildlands east of the River Kingdoms is responsible for the

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Varnhold vanishing? This volume of Pathfinder contains the first detailed look at the blasted plains east of the Inner Sea region, a ruined swath of the realm of Iobaria ruled today by sinister druids, feral barbarians, centaur tribes, and an ancient slumbering menace whose remnants still haunt this realm today. A Pathfinder Roleplaying Game adventure for 5th-level characters.

**Pathfinder Adventure Path
The Frozen Stars**

Scourge of the Godclaw

Kingmaker

Pathfinder Chronicles

Carrion Crown Poster Map Folio

New religion-specific character traits and equipment give a player's-eye view to the value of

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being on the side of righteousness. While an invaluable resource for clerics, Faiths of Purity is designed to be of great use to religious characters of any class. Each volume of the Pathfinder Player 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. No one goes to Illmarsh, a decrepit village haunted by

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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

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Part 3

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!

Dark horror stalks the streets of Carrion Hill, the strangest and most debased city in the star-crossed

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Part 3

gothic horror kingdom of Ustalav. Following the once-forgotten instructions of an ancient eldritch ritual, a cabal of villains conjured up a creature of terrible power in the ruined catacombs of the city. Putting a stop to the abomination means dealing with the cabal one by one, from its weakest devotee to its most potent dark master. A dark urban horror adventure for 5th-level Pathfinder Roleplaying Game characters, Carrion Hill brings Lovecraftian horror to the game table and irreparable psychic damage to your player characters. "In their lightless

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sanctuary, an army of serpentfolk gathers to bring the world above to its knees. The skull of the dead god Ydersius has fallen into the hands of his worshipers once more, and fanged fanatics now commence the rites to resurrect their slain deity."--Back cover.

Hellknight Hill

Stolen Land

Pathfinder Adventure Path

#45

Shadows of Gallowspire

(Carrion Crown 6 Of 6)

The Varnhold Vanishing

Wake of the Watcher

**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. "[A] sophisticated and intelligent high fantasy

epic.”—Publishers Weekly
The legendary Briar King has awakened, spreading madness and destruction across a land devastated by a royal family’s fall from power through treachery and dark magic. Half-remembered prophecies may point to the young princess Anne Dare, rightful heir to the throne of Crotheny, as the world’s only hope. But a mysterious assassin stalks her, so skilled that even Anne’s friend and protector Cazio cannot stand against him, nor

can her sworn defender, the young knight Neil MeqVren. Though Anne herself is the conduit of fearsome powers beyond her understanding and control, it is time for girl to become woman, princess to become queen. Anne must stop running and instead march at the head of an army to take back her kingdom . . . or die trying. Praise for The Kingdoms of Thorn and Bone “A graceful, artful tale . . . a snare offerse imagery and compelling

characters that grips tightly and never lets up.”—Elizabeth Haydon, author of The Assassin King, on The Briar King
“There is adventure and intrigue, swordplay and dark sorcery aplenty.”—Realms of Fantasy, on The Charnel Prince

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils.
"The seven shards of the Shattered Star have been

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Adventure Path Carrion Crown
Part 3

**recovered, and the
Pathfinders prepare a
grand festival on
Magnimar's Irespan to
celebrate this incredible
achievement."--Back
cover.**

**Pathfinder Adventure
Card Game Mummy's
Mask Base Set**

Reign of Winter

Pathfinder

Howl of the Carrion King

Pathfinder Adventure

Path: Giantslayer Part 3 -

Forge of the Giant God

Crownfall