

Pathfinder Adventure Path Rise Of The Runelords Anniversary Edition

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 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, and rules for new types of wizardly specialists who focus their studies on sin magic. Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and a look at magical

The Return of the Runelords Adventure Path continues as the heroes turn their attention to the cult of the Peacock Spirit, a mysterious and dangerous group whose remote mountain temple holds shocking secrets and terrible dangers. By braving the perils of the Temple of the Peacock Spirit, the heroes might just be able to prevent a truly mythic foe from emerging into the world. "Temple of the Peacock Spirit" is a Pathfinder Roleplaying Game adventure for 12th-level characters. The adventure continues the Return of the Runelords Adventure Path, an exciting extension of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, an exploration of the evil outsiders known as asuras, and revelations of powerful rituals from the ancient realm of Thassilon 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.

Give life to your NPCs with Shattered Star Face Cards! More than 50 key characters fill this gorgeously illustrated deck designed for use with the Shattered Star Adventure Path, but suitable for use in any fantasy roleplaying game. Each card includes the character's name, role in the Shattered Star Adventure Path, space to record key details, and artwork by Paizo's finest illustrators. These Face Cards bring the cast of the Adventure Path to your tabletop and allows your players to look into the face of the enemy!

Ashes at Dawn (Carrion Crown 5 Of 6)

Broken Promises (Age of Ashes 6 Of 6)

Pathfinder: Rise of the Runelords, Part 2

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

Crypt of the Everflame

Pathfinder Adventure Path #35

This special 10th anniversary edition of an enduring classic provides a crystal clear picture of why focus is even more vital today in determining future success.

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 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 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.

The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A Pathfinder Roleplaying Game adventure for 13th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Plus five all-new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

The Students Become the Masters! Lore-speakers are the teachers of the Magaambya school of magic, and the heroes have graduated and joined their ranks. Sent with their students to the edge of the Mwangi Expanse, these new teachers must unearth ancient ruins while keeping themselves and their students out of danger. When a student vanishes, the heroes uncover a nefarious plot to subjugate the rain-lashed Sodden Lands. They must liberate a town, stop an evil cult, and show their students how heroes stand as wardens of the world. "Hurricane's Howl" is a Pathfinder adventure for four 8th-level characters.

This adventure continues the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from humble magic academy students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure also presents a comprehensive gazetteer of a Sodden Lands town, as well as new monsters and new rules flying in on the hurricane's winds! 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.

Pathfinder Module

Pathfinder Lost Omens Gods & Magic

Pathfinder Adventure Path: Curse of the Crimson Throne

Shattered Star: Shards of Sin

Fortress of the Stone Giants

Gardens of Gallowspire (the Tyrant's Grasp 4 Of 6)

Beware when dealing with devils The Abomination Vaults sprawl far beneath the mysterious Gauntlet, and it's time to take weapons, torches, and wits into the deeper dungeons. Here, vile fleshcrafters labor to create armies of monsters for their long-dead leader, and a force of devils still work to maintain order among the feral and fractious monsters. An unlikely ally can reveal the secrets of the Abomination Vaults, but his price is steep and must be paid in blood. "Hands of the Devil" is a Pathfinder adventure for four 5th-level characters. This adventure continues the Abomination Vaults Adventure Path, a three-part, monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance. This adventure also includes a close look at the wicked will-o'-wisps, an examination of Golarion's fleshcrafters, and new rules and 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 adventure for 7th-level characters by Nicolas Logue.

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!

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. The culmination of this celebration is to be the reassembly of the seven shards into the legendary Sihedron itself, rebuilt for the first time in over ten thousand years. But a lot can change in that amount of time, and as the ritual to reforge the artifact finishes, ancient contingencies rumble to life, and as the dead heart of Thassilon begins to beat once again, all of Magnimar is put in terrible danger.

With the power of the Sihedron on their side, the heroes take a stance against this risen evil - but will the aid of an ancient artifact be enough to save them all? The final chapter in the Shattered Star Adventure Path, The Dead Heart of Xin is a Pathfinder Roleplaying Game adventure for 15th-level characters. This volume also includes an essay on the ancient Runelords of Thassilon, complete with threads that reach to the modern day, plus new monsters fill the Pathfinder Bestiary and Bill Ward's Pathfinder Journal fiction concludes its exploration of the seedy underbelly of the scoundrel haven of Riddleport.

War for the Crown - City in the Lion's Eye

The Brinewall Legacy (Jade Regent 1 Of 6)

How to Hit Your Business, Personal and Financial Targets with Absolute Confidence and Certainty

Escape from Old Korvosa

Pathfinder Chronicles Map Folio

"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 original Pathfinder Adventure Path returns in this complete hardcover edition celebrating five years of Pathfinder and 10 years of Paizo Publishing! Expanded and updated to the current Pathfinder RPG rules, this unprecedented collection of adventures to create an entire campaign! The Rise of the Runelords Adventure Path begins with a goblin attack and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight depraved backwoods giants, delve deep into ancient dungeons to reclaim weapons of unbelievable power, and finally go up against an all-powerful wizard-king in his ancient mountaintop city. In more than 400 action-packed pages, this special anniversary edition includes new encounters throughout, incorporating five years of community feedback. New monsters, detailed locations, and tons of new art make the Rise of the Runelords Adventure Path the most beautiful and elaborate campaign ever published for the Pathfinder RPG. The Age of Ashes Adventure Path concludes! The heroes have defeated the Scarlet Triad, but in doing so have learned a shocking truth--the Scarlet Triad has been financed all these years by the enigmatic ruler of the island nation of Hermea. Hermea's devastating manifestation of a violent dragon god erupts from the portals the heroes have been using the entire campaign, they must travel to Hermea to confront Mengkare about the Scarlet Triad and find out what the gold dragon's plan is for the world... or to end it in a devastating Age of Ashes? Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This sixth and final adventure is for 18th-level characters, and also includes a gazetteer of the world, how the events of this campaign can change the world, a wealth of new options for player characters to discover, and more than 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. Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlantí Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless ruler, taken both an experimental starship drive and one of the colonists--an old friend of the heroes--back to the Star Empire! "The Reach of Empire" is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins with the Star Empire, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlantí Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options for the Star Empire, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a full campaign of challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet, and more!

Temple of the Peacock Spirit

Pathfinder Adventure Path #47

The City of Seven Spears

Hell's Rebels

The Dead Heart of Xin (Shattered Star 6 Of 6)

Pathfinder Adventure Path - Curse of the Crimson Throne

Old Korvosa is under quarantine, a sprawling slum contained by roadblocks and guardposts manned by remorseless Hellknights and sinister plague doctors. While the rest of Korvosa stifles under an increasingly brutal martial law, the quarantined streets of Old Korvosa descend into true bedlam. Yet the one man who may hold the truth behind the perils that have brought Korvosa to its knees is lost inside the quarantine zone. Can he be rescued from the clutches of a new menace rising in the festering pits of Old Korvosa, and what secrets does he know that could justify the bounties for his death? This volume of Pathfinder presents an in-depth exploration of the rakshasas of the world of Golarion and reveals details on one of the world's most sinister networks of assassins, the Red Mantis.

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

Campaign in style with this handsome collection of maps designed for use with the Rise of the Runelords Adventure Path. Two huge poster maps detail Varisia, the home nation of the first Pathfinder campaign, and Sandpoint, the player characters' new home. Plus, 15 additional single-page, full-color maps cover key encounter locations or wilderness areas from the campaign.

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

Rise of New Thassilon

Secrets of Roderick's Cove

Pathfinder Adventure Path: Doorway to the Red Star (Strength of Thousands 5 Of 6)

The Skinsaw Murders

Crownfall

Pathfinder Adventure Path: Secrets of the Temple-City (Strength of Thousands 4 Of 6) [P2]

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.

Soar above a planet of adventure! The trail of a long-vanished ally leads to the other side of a magical portal called the Doorway to the Red Star. The heroes must earn the trust of the portal's guardians then travel through it--to another planet of red sands and high adventure! Working to gain allies among scholarly brain-people and shifty ratfolk, the heroes must infiltrate a massive airship and fight to free their ally from an insidious trap on an alien world! "Doorway to the Red Star" is a Pathfinder adventure for four 15th-level characters. This adventure continues the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from humble magic academy students to become influential teachers, and ultimately decide the fate of the Magaambya. This adventure also details people, places, and monsters of Akiton, the Red Planet, a fabulous setting for sword-and-sorcery escapades! 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.

A Clash of Titans T he Whispering Tyrant is free! The time to strike against him is now, before he recovers his full might and his long-dormant armies. Arazni, fallen demigoddess and queen of the dead lands of Geb, presents the heroes with a daring plan. The heroes must enter the dangerous land of Virlych, pass the bizarre profusion of alien plants and mutated wildlife around the Whispering Tyrant's former prison, and disable his arcane protections so that Arazni and the heroes can face the lich in battle. Yet Arazni's undead bodyguard-jailors seek to drag her back to Geb, and the remaining knights of Lastwall perceive both lichs as their enemies. The heroes must navigate threats from both the living and the dead to stop the Whispering Tyrant from extending his grasp even further! This volume of Pathfinder Adventure Path continues the Tyrant's Grasp Adventure Path and includes: - "Gardens of Gallowspire," a Pathfinder RPG adventure for 11th-level characters, by Crystal Frasier. - An examination of the staggering fecundity and variety of carnivorous plants, by Andrew Mullen. - A series of short missions wherein the PCs confront the Whispering Way's insidious and pervasive attacks on the nation of Lastwall, by Ron Lundeen. - An article on the Whispering Tyrant's witchgates, powerful magic wards that redirect teleportation and harbor powerful and rare guardians, by Christopher Wascko. - A bestiary of fearsome monsters, including a magically animated armory, a daemon that preys upon worry, a cold-weather plant with a taste for blood, a dazzlingly magical but deadly beast, and a gnome wrenched away from the Bleaching into undeath, by Crystal Frasier, Andrew Mullen, Emily Parks, and Rhett Skubis.

Every year when the leaves begin to fall, the small town of Kassen conducts a rite of passage in which it sends a band of young, would-be adventurers to the abandoned crypt of the town founder to recover the Everflame, a magical fire that is kept burning throughout the winter. Each year the youths' mettle is tested by traps, illusory monsters, and other challenges before returning home to a festival honoring their coming of age. Yet this year something has gone terribly wrong! Now the adventurers' fate real danger, and the fate of the town rests on their inexperienced shoulders! Designed specifically for the new Pathfinder Roleplaying Game rules and designed by Jason Bulmahn, the new game's primary designer, Crypt of the Everflame spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players.

War of the River Kings (Kingmaker 5 Of 6)

The Emerald Spire Superdungeon

Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2)

Rise of the Runelords Base Set

Shattered Star Adventure Path

It Came from Hollow Mountain (Return of the Runelords 2 of 6)

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

Princess Eutropia's rival for the throne of Taldor plans to plunge the nation into war to rally the people behind him, threatening to kill untold thousands in a battle not for ideals or security, but pure vanity. From the fortress-city of Zimar, General Pythareus

commands the overwhelming army of Taldor, and one of the most ruthless spymasters the world has ever known. Even with the resources of the legendary Lion Blades beside them, can the PCs hope to outmaneuver a faceless conspiracy and end the War for the Crown once and for all, or will Taldor descend once more into a thousand-year orgy of violence? "City in the Lion's Eye" is a Pathfinder Roleplaying Game adventure for 10th-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, an overview of Taldor's famed spies, the Lion Blades, and a gazetteer of the military city of Zimar 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.

"In their lightless 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.

The Return of the Runelords Adventure Path continues as the heroes travel south to the city of Magnimar with disturbing news--the ancient runelords of Thassilon are awakening! With Varisia's greatest heroes on a secret mission, the task of following up on these rumors falls to a new generation of heroes who must brave the dangers of Hollow Mountain, one of Varisia's most notorious ruins. What secrets await discovery within this sprawling dungeon complex, and is it already too late to halt the return of the Runelords? "It Came From Hollow Mountain" is a Pathfinder Roleplaying Game adventure for 5th-level characters. The adventure continues the Return of the Runelords Adventure Path, an exciting continuation of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, a discussion of Ashava (a kindly demigoddess of lost spirits), and additional encounters in the ruins that surround Hollow Mountain 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.

Pathfinder Adventure Path: Giantslayer Part 3 - Forge of the Giant God

Realm of the Fellnight Queen

The Power of Focus Tenth Anniversary Edition

Pathfinder Adventure Path: Hands of the Devil (Abomination Vaults 2 Of 3) (P2)

Pathfinder Adventure Path 66

Pathfinder Curse of the Crimson Throne 9

Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who's-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo's most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

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 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 License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Experience the action of Pathfinder in a whole new way with the Pathfinder Adventure Card Game. A cooperative game for 1 to 4 players, the Pathfinder Adventure Card Game translates the most popular Pathfinder RPG classes, abilities, magic, and more into an entirely new breed of card game. Choose a class and select your cards to create a unique character. Play through adventures, battle monsters and villains, and acquire new feats, items, allies, and more, customizing your deck and increasing your character's power - all without a Game Master! The adventure begins with the Pathfinder Adventure Card Game: Rise of the Runelords Base Set, featuring everything you need to play through your first adventure - the Burnt Offerings Adventure Deck - where The characters, locations, monsters, and villains of the first chapter of the award-winning Rise of the Runelords Adventure Path confront your heroes in a variety of increasingly deadly challenges. The Pathfinder Adventure Card Game: Rise of the Runelords Base Set includes dice, nearly 500 cards, and everything 1 to 4 players need to create characters and begin their adventures.

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

Pathfinder Adventure Path: Hurricane's Howl (Strength of Thousands 3 Of 6)

Rise of the Runelords

Pathfinder Adventure Path

Adventure Path

Hellknight Hill

The Hook Mountain Massacre

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, Pathfinder Lost Omens Gods & Magic is an essential addition to any Pathfinder Second Edition campaign!

When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden 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 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.

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 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 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.

Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.

Age of Ashes

The World Book Encyclopedia

War for the Crown

Starfinder Adventure Path: The Reach of Empire (Against the Aeon Throne 1 of 3)

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 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 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.

*The Return of the Runelords Adventure Path begins here, in the pine-shaded port town of Roderic's Cove. Grudges and gossip are ever present in small town life, and Roderic's Cove is no different. The town has seen its share of troubles in the past with Riddleport pirates and a haunting by the town's founder, and now those tensions are bubbling up again. After a deadly brawl breaks out, the heroes must piece together what troubles the small town. Along the way, they stumble upon something larger than faction squabbles among the townsfolk--an ancient smoldering threat has flared to life. The powerful ancient wizards who once ruled this land are returning! "Secrets of Roderic's Cove" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure begins the Return of the Runelords Adventure Path, an exciting and world-impacting fantasy campaign set in the frontier lands of Varisia. A selection of new monsters, a gazetteer of Roderic's Cove, and an ecology of the sinspawn 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. Sales Points * The Pathfinder RPG has been a leading tabletop brand since its launch in 2008. More than 100,000 gamers play in active Pathfinder RPG campaigns. Pathfinder's monthly Adventure Path product enjoys more than 10,000 readers, making it the best-selling monthly print RPG product on the market. * The Return of the Runelords Adventure Path is one of the most important publishing programs of Paizo's 2018 calendar, with six monthly adventure installments, a Pathfinder Pawns collection of character counters, and tie-ins with Paizo's 80,000-player worldwide Pathfinder Society Organized Play campaign.*

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 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 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 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 License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.