

# Pathfinder Adventure Path Rise Of The Runelords Anniversary Edition James Jacobs

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**Pathfinder Campaign Setting** - James Jacobs 2018-10-30  
The town of Sandpoint has been through a lot, between goblin raids and dragon attacks and crazed killers stalking the night. In Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast, the fan-favorite town is presented in great detail, with full stat blocks for the region's important NPCs, dozens of quests, and expanded information on every major location in the town and the hinterlands beyond, as well as a double-sided pull-out poster map of Sandpoint and the surrounding region, which has featured prominently in Pathfinder Adventure Paths like the Rise of the Runelords and the Pathfinder RPG Beginner Box since the birth of Pathfinder in 2007. This oversized 96-page campaign setting book is a guide to creating your very own campaign in Pathfinder's most popular town!

**The Hook Mountain Massacre** - Nicolas Logue 2007-10  
An adventure for 7th-level characters by Nicolas Logue.  
**The Witchwar Legacy** - Paizo Publishing 2010-10-05  
Time grows short for Queen Elvanna. In a few years, her legendary mother, Baba Yaga, is scheduled to return to Golarion, at which point she'll take Queen Elvanna away

and leave a new daughter in her place to rule the frozen nation of Irrisen. Before she loses control of her nation, Queen Elvanna wants to accomplish one final work that will serve as her legacy -- something that the world will always remember her by. Yet the key to her plans lies buried under an ancient necropolis -- the tomb of a long-dead sister who dared to oppose Baba Yaga and caused a brief but terrible conflict known as the Witchwar, and the only white witch of Irrisen to bear the brand of traitor to that nation. Queen Elvanna has sought out many mercenaries, heroes, and villains to seek out the tomb, yet to date none have returned. Will the PCs serve the White Witch and seek out the Witchwar Legacy within the tomb, or will they step in to oppose her and race against her villainous champions to reach the tomb's inner sanctum first? A wintry wilderness and dungeon adventure for 17th-level characters.

Crypt of the Everflame - Jason Bulmahn 2009-09  
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 face 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.

**Rise of the Runelords Map Folio** - Rob Lazzaretti  
2008-03-18

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.

*The Brinewall Legacy* - James Jacobs 2011-08-30

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 Shackled Hut** - Jim Groves 2013-04-09

The winter portal has closed, but the heroes now find themselves trapped in the frozen land of Irrisen with an urgent quest -- to find Baba Yaga! In order to track down the missing Queen of Witches, the heroes must brave the monster-infested capital city of Whitethrone, where Baba Yaga's Dancing Hut has been captured and put on display. Will possession of the miraculous artifact lead them to the Witch Queen, or will they die a cold death at the hands of Irrisen's White Witches? A Pathfinder Roleplaying Game adventure for 4th-level characters, *The Shackled Hut* continues the Reign of Winter Adventure Path, in which players fight off a magical winter by venturing into the fabled hut of the ancient witch Baba Yaga and trace her schemes across the worlds. This volume also includes details on the goddess Milani the Everbloom, an article on the ecology of the winter wolf, several new monsters, and new fiction in the Pathfinder's Journal by Kevin Andrew Murphy.

**Herald of the Ivory Labyrinth** - Wolfgang Baur 2014-02-11

*The Wrath of the Righteous* Adventure Path continues with *Herald of the Ivory Labyrinth*, by Wolfgang Baur! The cult of Baphomet has been delivered a critical blow, yet the Horned Lord remains, and now he's taken hostage the herald of Iomedae, goddess of justice and valor. The heroes of the Fifth Crusade must attempt their most dangerous and audacious mission yet -- they must travel to Baphomet's Abyssal Realm, the Ivory Labyrinth, and navigate its trackless mazes in order to discover the ancient prison in which he's keeping the abducted herald! A Pathfinder Roleplaying Game adventure for 15th-level characters who have gained seven mythic tiers, *Herald of the Ivory Labyrinth* utilizes rules from

Mythic Adventures to portray a campaign of truly epic potential. An article exploring the debased cult of Baphomet and a survey of the deformed spawn of the titans known as the demodands round out this volume. A bestiary of several monsters and part five of Robin D. Laws's new Pathfinder Journal await discovery.

*Pathfinder Adventure Path: Devil at the Dreaming Palace (Agents of Edgewatch 1 of 6) (P2)* - James L. Sutter 2020-08-11

Get ready to shine your badge and report for duty--the Agents of Edgewatch Adventure Path begins! In this thrilling new Pathfinder campaign, players assume the role of fresh recruits of the Edgewatch, the newest division of Absalom's city watch. Tasked with fighting crime during this year's Radiant Festival--a grand centennial gathering of exhibitors and wonders from around the world that this year celebrates the grand reopening of Absalom's treacherous Precipice Quarter, long a ruined haven of monsters and criminals. Soon after taking on the new beat, the detectives learn that the fair has attracted not only cutpurses and vandals, but also poisoners, ransomers, and even a sadistic serial murderer, and it's up to the Agents of Edgewatch to crack the case and bring these villains to justice! "Devil at the Dreaming Palace," by fan-favorite author James L. Sutter, is a Pathfinder adventure for four 1st-level characters. The adventure kicks off the Agents of Edgewatch Adventure Path, in which the heroes join the city watch to solve a series of crimes across Absalom, the City of Lost Omens, before the crooks can pull off the ultimate heist! This volume also includes an in-depth gazetteer of Absalom's Radiant Festival, thematically appropriate new monsters, and new rules designed to support the Age of Edgewatch campaign! 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 - James Jacobs 2016

"This hardcover compilation updates the fan-favorite campaign for use with the Pathfinder Roleplaying Game, including new and revised content and nearly 500 pages packed with mayhem, excitement, and adventure!"--Back cover.

**Rise of the Runelords** - James Jacobs 2012

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 brings together six classic Pathfinder 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 ogres, stop an advancing army of stone 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 expands the original campaign with 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 Roleplaying Game!

The Curse of the Crimson Throne - Tito Leati 2008-08

The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty -- and that Queen Ileosa has neared her goal of achieving immortality! With the holy weapon Seriththial in their hands, they must confront old enemies and explore ancient Thassilonian ruins if they hope to save the people of Korvosa from fueling a mad queen's lust for immortality. This installment of Pathfinder closes out the Curse of the Crimson Throne Adventure Path, and also features a discussion of Varisia's largest dungeon --

the untold vaults below Castle Korvosa, full details on the notorious dragon behind the Curse of the Crimson Throne, and many new monsters to vex and plague high-level heroes.

*Rasputin Must Die!* - Brandon Hodge 2013-07-09

The search for the Queen of Witches finally ends when the Dancing Hut travels to Baba Yaga's homeland of Russia on the planet Earth. The year is 1918, and the First World War rages throughout Europe. The heroes find themselves in the wilds of Siberia, where they must face Russian soldiers armed with 20th-century technology to infiltrate an ancient monastery and rescue Baba Yaga from her estranged son, Grigori Rasputin. Can the heroes kill the "Mad Monk," who has already cheated death once before, and free Baba Yaga, or will they too fall before the horrors of modern war? A Pathfinder Roleplaying Game adventure for 13th-level characters, *Rasputin Must Die!* is continues the Reign of Winter Adventure Path, and includes details on the soul-harvesting worship of the daemonic Horseman of War, new rules for World War I-era weapons and equipment, and a new occult oracle mystery based on 20th century mysticism. Several new monsters in the Pathfinder Bestiary and author Kevin Andrew Murphy's new Pathfinder Journal novella rounds out this exciting volume of the Pathfinder Adventure Path.

**Temple of the Peacock Spirit** - Mike Shel 2018-11-27

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.

**The Emerald Spire Superdungeon** - Keith Baker 2014  
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.

*Shattered Star* - Greg A. Vaughan 2012-09-04

"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

**Pathfinder Adventure Path** - Jason Tondro 2020

The Extinction Curse Adventure Path begins! The Circus of Wayward Wonders has just arrived in the remote town of Abberton, and the player characters are the stars of

the show! When the ringmaster turns up dead, the fate of the traveling circus and its entertainers hangs in the balance, and the heroes must scramble to put on a successful show and find the killer--all at the same time! Investigations only lead to more questions, and the heroes find themselves center stage in a dangerous, prehistoric plot that threatens not just Abberton, but every inhabitant of the Starstone Isles! "The Show Must Go On" is a Pathfinder Second Edition adventure for four 1st-level characters. This adventure begins the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the Starstone Isles at the heart of the Inner Sea. The adventure also includes advice on how to run a traveling circus, new circus-themed rules, and a menagerie of monsters both wondrous and wicked. 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: Kindled Magic (Strength of Thousands 1 Of 6) (P2)** - Alexandria Bustion 2021-08-17

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.

**Starfinder Adventure Path** - Ron Lundeen 2018-09-11

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless oppressors, only to learn that the Azlanti have 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 the Against the Aeon

Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti 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 fully developed plot of sweeping scale and epic 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 to explore and starship to pilot, and more!

**Pathfinder Adventure Path** - Richard Pett 2018-06-12  
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.

**The Frozen Stars** - Matt Goodall 2013-06-18  
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.  
Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition - James Jacobs 2020-03-10

Six Lethal Adventures, One Legendary Campaign 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! Celebrating both the fifth anniversary of the Pathfinder Adventure Path and the tenth anniversary of Paizo Publishing, this new edition expands the original campaign with new options and refined encounters throughout, incorporating 5 years of community feedback.

**Pathfinder Adventure Path** - Greg A. Vaughan 2019-02-12  
Varisia has been destroyed! Runelord Alaznist's alteration of the past has thrown the frontier nation into chaos, devastated cities, resurrected demon lords, and worse. The Runelord of Wrath is now primed to seize control of a ruined realm, so that she can remake it into a New Thassilon with herself as its furious queen. Only one desperate plan can set things right—a band of heroes must discover a method to travel back in time and repair the damage their enemy has wrought on history, but can they make the sacrifices necessary for victory? This adventure allows the heroes to reach the absolute height of power, but even the potent options gained at 20th level may not be enough for the party to survive the furious might of Runelord Alaznist in her seat of power! This volume of Pathfinder Adventure Path concludes the Return of the Runelords Adventure Path and includes: - "Rise of New Thassilon," a Pathfinder RPG adventure for 17th-level characters, by Greg A. Vaughan. - A brief exploration of how the Return of the Runelords Adventure Path will change Golarion in the future, including the first-ever map of the empire of Thassilon as it stood before the devastation of Earthfall, by James Jacobs. - A bestiary of monsters, including undead salamander forgemasters, living landslides, the mysterious hallowed lynxes used by runelords as pets and guardians, a planar dragon from the tumultuous Maelstrom, and the immense Great Old One Mhar itself, by John Compton, Andrew D. Geels, Lyz Liddell, Luis Loza, and David Schwartz.

*War for the Crown* - Thurston Hillman 2018-03-13  
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.

*Varisia, Birthplace of Legends* - F. Wesley Schneider 2012-09-04

Never has a land needed heroes more than Varisia. There, at the edge of civilization, barbarians clash with dark armored invaders, foul creatures lurk within the hearts of titanic monuments, and daring explorers unearth the secrets of a forgotten age of wizard-tyrants. This definitive Pathfinder guide equips players with all they need to face Varisia's dangers and mysteries, as well as dozens of new options for playing characters native to this wild region -- perhaps as a mystical thundercaller of the Shoanti barbarians, a daring bravo leading a caravan of Varisian wanderers, or an obsessed magic-user steeped in the lore of the sinister Thassilonian empire.

New options for character backgrounds and campaign traits allow players to integrate their characters into any of the Adventure Paths set in Varisia -- such as the Rise of the Runelords or Shattered Star Adventure Path -- like never before! Varisia needs heroes, be one of them with the all-new format Pathfinder Player Companion: Varisia, Birthplace of Legends!

**Pathfinder Adventure Path** - Amanda Hamon Kunz 2018-12-25  
The Return of the Runelords Adventure Path continues as the heroes must infiltrate the icy realm of a terrible demigod on the Shadow Plane to perform the ritual needed to enter an ancient, time-locked Thassilonian city. Once there, the heroes must navigate a complex web of intrigue, politics, and looming threats to find the key to saving a storied nation from the wrath of a runelord! "The City Outside of Time" is a Pathfinder Roleplaying Game adventure for 15th-level characters that continues the Return of the Runelords saga. A selection of new monsters, an exploration of artifacts from ancient Thassilon, and revelations about the demigods on the Shadow Plane 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.

Magnimar - James Jacobs 2012-08-14  
Known as the City of Monuments for its jaw-dropping skyline of ancient ruins, magnificent towers, and stunning sculptures, Magnimar embodies the spirit of Varisia more than any other great city. Yet with Magnimar's explosive growth over the last century, life in the City of Monuments has become an adventure in and of itself. With strange monsters lurking amid the ancient ruins that form the city's foundation, roving bands of thieves, smugglers, and murderers battling for control over the city's alleys, and the increasingly

decadent attitudes of its oldest families, Magnimar lies at a crossroads. Will it succeed despite the obstacles thrown in its path, or is the City of Monuments doomed to crumble under the pressure of its own runaway success? This Pathfinder sourcebook explores the city of Magnimar (first featured in the now classic Rise of the Runelords Adventure Path) in great detail. Each city district has its own unique flavor and role, and comes with pages of details on industries and institutions, leisure and markets, and politics and entertainment. Dozens of shops, taverns, guildhalls, and more await discovery, many of which are presented with additional adventure hooks, memorable NPCs, and inspirational bits of lore. Examinations of regions ripe for adventuring or sinister groups worthy of defeat, along with a robust bestiary featuring commonly encountered NPCs or monsters closely associated with the City of Monuments completes this book, which will be an invaluable addition to your upcoming Shattered Star Adventure Path.

Realm of the Fellknight Queen - Neil Spicer 2010-03-23  
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.

**Secrets of Roderick's Cove** - Adam Daigle 2018-09-18  
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. *Pathfinder Adventure Path* - Robert Brookes 2017-10-10 After working to secure their settlement on the lost continent of Azlant, the adventurers aid the colony by exploring the rest of the island in search of resources and to look for potential dangers. After a few days spent on exploratory missions and returning to the settlement each night, they begin to notice that some people in the settlement are acting strangely, a haunting echo of the clues left behind after the

original settlers vanished. Sinister forces are at work in the colony and the adventurers must uncover a menacing threat to the settlement before they become the next victims of a vile plot. "Into the Shattered Continent" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the Ruins of Azlant Adventure Path, a tale of survival on the deadly island remnants of humanity's first empire. A selection of new monsters, a gazetteer of the region, and a sampling of ancient treasures 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.

#### **Hell's Rebels** - 2015

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

#### **Pathfinder Lost Omens** - 2020-03-24

Test your convictions. In a land without fate and a world too often void of justice, it falls to the gods to make or break the people who call upon them for salvation -- or draw their ire. Swear yourself to the might of the gods and the power of their causes, or reject their offerings to live a life that's yours and yours alone! Lost Omens Gods & Magic offers details on major gods found in the Inner Sea region, including what forms their pleasure or wrath might take. It also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service!

#### **Wrath of the Righteous - Poster Map Folio** - 2014

*Pathfinder Adventure Path* - Mike Shel 2018-10-16

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 demigoddes 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.

The Power of Focus Tenth Anniversary Edition - Jack Canfield 2012-03-06

Do you know the #1 reason that stops people from getting what they want? Ten years later, it's still a lack of focus. In the The Power of Focus, 10th Anniversary Edition, you'll discover: How to thrive in a turbulent economy. Proven financial strategies for today's world that will give you freedom and peace of mind. How to focus on what you do best and let go of the rest. Easy-to-implement Action Steps with every chapter. Plus, the latest insights from the authors to help you prosper in all areas of your life.

**Pathfinder: Rise of the Runelords, Part 2** - Richard Pett 2007-10-01

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.

Starfinder Adventure Path - Stephen Radney-MacFarland 2018

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

The Dead Heart of Xin - Brandon Hodge 2013-02-26

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.

*Spires of Xin-Shalast* - Greg A. Vaughan 2008

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.

Fortress of the Stone Giants - Wolfgang Baur 2008

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