

Rise Of The Runelords Anniversary Edition Pdf Free

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Map Folio I - Robert Lazzaretti 2004

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.

War of the River Kings - Jason Nelson 2010-08-17

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!

Skeletons of Scarwall - Greg A. Vaughan 2008-07

The heroes have learned the identity of the evil that plagues Korvosa -- the vile remnants of an evil dragon who once ruled much of Belkzen as a sadistic warlord. In order to defeat him again and save both Korvosa and the queen, the PCs must journey deep into the orc-held lands of Belkzen and brave the haunted reaches of Castle Scarwall, once the dragon's seat of power. Somewhere deep inside waits the holy weapon Serithial, the sword responsible for his defeat hundreds of years ago. Only on its edge can the dragon be driven from the world This installment of Pathfinder also features a gazetteer of the brutal lands known as the Hold of Belkzen, a presentation on Zon-Kuthon (god of darkness and pain), and several new monsters native to Belkzen and the haunted depths of Castle Scarwall.

Inner Sea Bestiary - Jim Groves 2012-12-25

You can never have too many monsters! This sourcebook contains 46 new monsters found in the Inner Sea region -- all invented specifically for the Pathfinder Campaign Setting. Some, like the gearsmen of Numeria or the moth-like star monarchs who serve the goddess of dreams, have been mentioned many times in Pathfinder Campaign Setting books, but others like the alien vespergaunt or Rahadoum's desert-dwelling whirlmaws have only been obliquely illustrated or mentioned before. And some make their appearance for the first time in print! With monsters ranging in challenge rating from 1/2 (such as the capering monkey goblin or the enigmatic lashuntas) all the way up to beyond CR 20 (including two immense spawn of Rovagug and three powerful outsiders with sinister agendas for the Inner Sea region, like the exiled infernal duke Lorthact), along with three new monstrous templates (the exotic mind-draining vetala vampire, the blighted fey of Fangwood, and the twisted mutants of the Mana Wastes), the Inner Sea Bestiary is set to add a host of new favorite beasts to any Pathfinder game!

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.

The Inner Sea World Guide - James Jacobs 2011

The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page, full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states, and everything in-between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. Plus, a beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory.

Player's Guide to Faerun - Richard Baker 2004

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

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!

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!

The Hook Mountain Massacre - Nicolas Logue 2007-10

An adventure for 7th-level characters by Nicolas Logue.

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!

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

The Thrushmoor Terror - Tito Leati 2016-10-18

After escaping from the waking nightmare of Briarstone Asylum, the

former captives venture to the dismal town of Thrushmoor to unravel the enigma of their lost memories. Upon arrival, the adventurers discover that the town's leadership has either fled town or gone missing, and a rash of kidnappings and rumors of the Briarstone Witch spread terror through the people of Thrushmoor. As the adventurers investigate the unsettling mysteries, they uncover a secretive cult who plans to use Thrushmoor's ancient monuments to grow their strength and power. Will the adventurers discover the secret to their affliction and find an answer in an uninviting town, or will they fall victim to the ruthless cult that wants to slay the people of Thrushmoor as a sacrifice? "The Thrushmoor Terror" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the Strange Aeons Adventure Path, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos. A selection of new monsters, a gazetteer of the town of Thrushmoor, details on the Great Old One Hastur, and the next installment of a new 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. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

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.

Pirates of the Inner Sea - Amber E. Scott 2012-03-27

Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region. Pirate-themed archetypes, new spells and magic, feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book!

Rise of the Drow - Jonathan G. Nelson 2014-06

The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.

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 Player Character Pawn Collection - Paizo Publishing 2020-12-22

Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Barbarian Human Bard Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger

Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

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!

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.

Age of Ashes - Amanda Hamon 2019-08

Dawn of A New Age Fires burn atop the ruined citadel on Hellknight Hill, sending plumes of red smoke into the air that could be a call for help. Within the old keep, strange invaders from a distant land, mysterious long-lost ruins, and the machinations of a shadowy organization await discovery. Something dire is building toward an apocalyptic event, and it falls to your characters to stop the end before it begins. The Age of Ashes Adventure Path begins with "Hellknight Hill"--a complete adventure for 1st- to 4th-level characters. PZO90146 Pathfinder Adventure Path Age of Ashes: Cult of Cinders ISBN 978-1-64078-188-7 Stand Against the Darkness The citadel atop Hellknight Hill has been claimed, along with the ring of ancient portals in its basement. What dangers lie beyond this magical portal, and what do the cultists who've used it before have in store? There's only one way to find out: the heroes must travel through to the lands beyond, where they will make new allies, face new enemies, and do much, much more! The Age of Ashes Adventure Path continues with "Cult of Cinders"--a complete adventure for 5th-8th level characters.

Pathfinder Campaign Setting: Inner Sea Faiths - 2016-03-30

Learn all the secrets of 15 powerful yet mysterious deities in Pathfinder Campaign Setting: Inner Sea Faiths! This extra-large 96-page softcover sourcebook details gods and goddesses that are just as mighty as Golarion's core deities, but not as widely worshiped in the Inner Sea. From Achaekek, god of divine punishment and patron of the deadly Red Mantis assassins, to Milani, vehement enemy of tyranny and slavery, to Naderi, goddess of romantic tragedy and forbidden love, this book details all the histories, dogmas, and rituals needed to enrich campaigns with divine lore. Further, obediences and boons for each deity allow characters of all stripes to become champions of their religion. Harness the power of the divine and bring these hidden religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Faiths!"

Dragon Empires Gazetteer - James Jacobs 2012

Grab your katana, ready your best kung fu, and prepare to discover a

whole new world of exciting adventure! The mysteries and wonders of the Dragon Empires are finally revealed! The continent of Tian Xia stretches from the polar ice in the north to well south of the equator -- a realm where honorable samurai, devious ninja, martial artistry, strange spirits, and imperial dragons rule. The Dragon Empires Gazetteer also presents five new player character races -- the birdlike tengus, reptilian nagaji, shapechanging foxlike kitsune, reincarnated spiritualists known as samsarans, and the shadowy masters of trickery called the wayang. An overview of life in the Dragon Empires offers a look at a new core pantheon (including more than a dozen brand-new deities), several new factions, and the challenges faced by a land recovering from the recent fall of a continental empire.

Roleplaying Game - Paizo Publishing 2017-06-20

"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison"--Title page verso.

Pathfinder Adventure Path - James Jacobs 2021-02-09

Enter the megadungeon! When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse--and delve the dungeon levels far beneath it--to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! "Ruins of Gauntlight" is a Pathfinder adventure for four 1st-level characters. This adventure begins 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 an extensive gazetteer of the town of Otari, the heroes' home base, as well as new monsters, new rules, and new artifacts--including the dread Gauntlight itself! 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.

Tide of Honor - Tito Leati 2012-02-28

The heroes arrive in Minkai only to discover the empire is on its knees. The Jade Regent has twisted the ruling government to cater to his despotic whims, and throughout the realm, the people suffer. Before the heroes can attempt to stand against the Jade Regent and liberate Minkai, they must first earn the trust and respect of the ancient empire's people and recruit aid from throughout the beleaguered empire -- all the while dodging the oni and ninja agents controlled by the Five Storms Tide of Honor is a Pathfinder Roleplaying Game adventure for 12th-level characters. This volume continues 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. Tide of Honor also features an extensive gazetteer of the exotic and intriguing land of Minkai and an article about Irori, the god of self-perfection and martial arts. Plus, you'll find several new monsters drawn from Japanese mythology 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.

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.

Towns of the Inner Sea - Judy Bauer 2013-11-12

Whether they're the starting points of incredible campaigns, communities facing unfathomable dangers, or merely places for adventurers to rest and resupply, vibrantly detailed towns are vital to any fantasy adventure. Towns of the Inner Sea explores six small but richly detailed settlements from the Pathfinder campaign setting. Each entry provides insights into the town's history, culture, and residents, as well as what dangers lurk in the shadows. Numerous adventure hooks, full-page maps, and stat blocks for key NPCs make these towns fully realized settings, ready for Game Masters to drop into campaigns whenever they're needed. This book contains details on the following distinctive towns: ►Diobel: What you can't get in Absalom, you can get in this notorious smuggler's port. ►Falcon's Hollow: Were monsters and curses not enough, the ambitions of this town's greedy overseers would still trap its residents in mud and sawdust. ►Ilsurian: Torn between rival city-states, this Varisian town bows to no master. ►Pezzak: This sheltered port defies the rulers of the devil-dominated nation of Cheliax, its rebel spirit burning strong despite its scheming overlords. ►Solku: This pious fortress-town faces constant threats from nearby gnoll tribes, and while its walls stand unbreached, none can say for how much longer. ►Trunau: Trapped on the wrong side of the border with the orcs of Belkzen, the citizens of this stronghold stand fast against savagery. Towns of the Inner Sea is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game.

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!

Lost Cities of Golarion - Paizo Publishing 2011-02-15
The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them -- or die trying! Lost Cities of Golarion presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior locations, encounter charts, statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder Roleplaying Game rules.

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.

The Wormwood Mutiny - Richard Pett 2012-05-15
The adventurers wake up in the hold of a ship at sea, only to discover they've been press-ganged into a crew of scoundrels, thieves, and buccaneers from the pirate isles of the Shackles. When they're assigned to a captured ship as part of a skeleton crew, the adventurers finally have a chance to stage a mutiny, but a sudden storm strands them on an isolated island inhabited by strange monsters? Can the adventurers survive the dangers of the island to overthrow their cruel captors and take control of their own destinies? Will they become feared pirates with their own ship, or will they meet their ends in a watery grave? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume launches the Skull & Shackles Adventure Path. This volume of

Pathfinder Adventure Path also features details on the faith of Besmara, goddess of piracy, as well as details on the life of pirates adding new rules and insights useable throughout this high-seas campaign. New monsters from the depths of the sea and exotic islands also fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) pens a tale of pirates and lost treasures in the Pathfinder's Journal.

Relicblade - Sean Sutter 2020

Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

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.

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.

Lords of Chaos - James Jacobs 2011-01-18

The howling madness of the Abyss lurches to terrible life in Book of the Damned Volume 2 -- Lords of Chaos, a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befoul the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, Lords of Chaos promises dark delights invaluable to any Pathfinder Roleplaying Game campaign, including detailed discussions of the 10 most important Abyssal realms and their fiendish rulers; expanded information on two-dozen lesser demon lords and their nightmarish realms; detailed ecologies of major known demon types; a complete history of the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons; plus several new demons and Abyssal monsters, demonic spells, magic items, and more.

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.

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.

Runequest: Roleplaying in Glorantha - Greg Stafford 2018-08

Core Rulebook

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.