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War for the Crown

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition
Rise of the Runelords Base Set
Pathfinder: Rise of the Runelords, Part 2
Starfinder Adventure Path: The Reach of Empire (Against the Aeon Throne 1 of 3)
Fortress of the Stone Giants
Pathfinder Adventure Path
Pathfinder Adventure Path: Curse of the Crimson Throne
Reign of Winter

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

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guest*

MARQUES REEVES

The Hook Mountain Massacre Paizo Pub
Llc

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.

Second Darkness Paizo Pub LLC

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.

Varisia, Birthplace of Legends Paizo Pub Llc

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.

Pathfinder Adventure Path Paizo Pub Llc

The elves of the Mierani Forest have been hiding something from outside eyes for hundreds of years, but now, this sinister secret has escaped! What at first seems to be a sudden uprising in unsanctioned banditry in the Riddleport hinterlands is in fact something altogether more sinister - the dark elves have come to Varisia. Yet the threat presented by the drow from below may be nothing compared to a new threat from the skies above. Can a new group of heroes save the world from the coming of the Second Darkness? This volume of Pathfinder kicks off the new Pathfinder Adventure Path campaign - Second Darkness - and presents a

detailed gazetteer of the intrigue-filled streets of Riddleport, reveals for the first time the nature of Pathfinder's drow and their hidden secrets, and presents a half dozen new monsters native to the Riddleport region.

Pathfinder Module Paizo Pub Llc

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 Power of Focus Tenth Anniversary Edition Paizo Pub Llc
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: Doorway to the Red Star (Strength of Thousands 5 Of 6) Paizo Pub Llc

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 Paizo Pub Llc
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: Hurricane's Howl (Strength of Thousands 3 Of 6)

Paizo Pub Llc

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 City of Seven Spears Paizo Pub Llc

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

Pathfinder Adventure Card Game

Mummy's Mask Base Set Paizo Pub Llc

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.

Pathfinder Adventure Path: Zombie Feast (Blood Lords 1 Of 6) (P2) Paizo Pub Llc

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.

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

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!

Hell's Rebels Pathfinder Adventure

Path: Rise of the Runelords Anniversary Edition Pocket 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!

Rise of New Thassilon
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.

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Temple of the Peacock Spirit Paizo Pub
Llc

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*.

Rise of the Runelords Paizo Pub LLC
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.

Rise of New Thassilon Paizo Publishing Incorporated

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, the gold dragon

Mengkare! After a 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 plans actually are. Does he seek to save 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 utopian city of Promise, advice for GMs on 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.

Pathfinder Adventure Path #36 Paizo Pub Llc

"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.

War for the Crown Paizo Pub Llc

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

Secrets of Roderick's Cove Paizo Pub Llc

"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.

Best Sellers - Books :

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- [I'm Glad My Mom Died](#)
- [Chicka Chicka Boom Boom \(board Book\)](#)
- [How To Catch A Mermaid By Adam Wallace](#)
- [What To Expect When You're Expecting By Heidi Murkoff](#)
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- [Things We Hide From The Light \(knockemout Series, 2\) By Lucy Score](#)
- [Fahrenheit 451 By Ray Bradbury](#)