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MATHEWS HOWELL

Pathfinder Adventure Path: Strange Aeons 4 of 6: The Whisper Out of Time Paizo Incorporated

Five years after a tragic fire and dark times at Sandpoint, at the height of a ceremony to consecrate a new temple during the Swallowtail Festival, disaster strikes. Sandpoint's newest heroes, the PC's, must protect the citizens through rumors of goblin armies, wrathful monsters and the rise of a forgotten empire that may not be as dead as history records.

Pathfinder Adventure Path Paizo Incorporated

The Age of Ashes Adventure Path continues! The heroes have claimed the citadel atop Hellknight Hill as their own, but a ring of magical portals in the castle basement could allow cultists from the southern jungles to invade again at any moment. The PCs must travel through the first of these portals to ally with new friends and face off against the dragon-worshipping Cult of Cinders before the villains can bring powerful forces of destruction to bear! Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This second adventure is for 5th-level characters, and also includes an exploration of the society of the jungle-dwelling Ekujae elves, new magic items, rules for campaigning in jungles and rebuilding entire castles to serve as a base of operations, 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.

Black Stars Beckon Paizo Incorporated

Trouble in Paradise The Ruins of Azlant Adventure Path begins with the adventurers standing on the deck of a ship ready to make landfall at their new home. However, dread settles in as they notice that the colony is empty and abandoned. Tasked with uncovering the whereabouts of the prior group of colonists, the adventurers go ashore and explore the deserted settlement. Uncovering strange evidence leads the adventurers across the island, where they encounter two survivors who can give them clues as to the fate of the rest of the first wave of settlers. Can the adventurers survive long enough to discover what truly befell the fledgling colony? This volume of Pathfinder Adventure Path launches the Ruins of Azlant Adventure Path and includes: - "The Lost Outpost," a Pathfinder adventure for 1st-level characters, by Jim Groves. - A detailed look at some of the other colonists who make up the colony of Talmador's Bounty and the roles they play in the campaign, by Jim Groves. - A deep dive into the bizarre and alien ecology of the alghollthus-the family of creatures that includes the devious aboleths, by Greg A. Vaughan. - A bestiary of new monsters found in the shattered continent, by Jim Groves, Isabelle Lee, and Luis Loza. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign.

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[Pathfinder Adventure Path](#) Paizo Publishing

Gaze through the gate! Paranormal adventure abounds when an ancient curse at long last lifts from the River Kingdom of Sevenarches. The heroes trek into the ancient forest realm in search of answers, but first they find violent druids, wicked fey hunters, and paranoid townsfolk. Behind it all is an enigmatic bogeyman who pulls the strings from a coterminous plane of spindly shadows. Can the characters unravel the schemes of Kaneepo the Slim? How does the fatal obnubilate curse relate to their missing memories? And what awaits them on the other side of the Seventh Arch? There's just one way to find out! "The Seventh Arch" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Gatewalkers Adventure Path, a three-part monthly campaign in which a team of paranormal investigators unravel the mystery behind a mass amnesic episode which left them with lost memories and strange powers. This adventure also includes a gazetteer of adventure sites on the alien world of Castrovel, the Green Planet; new rules options perfect for paranormalist adventurers; and strange new creatures to befriend or bedevil your players. 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.

What Grows Within Paizo Incorporated

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 Paizo Incorporated

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! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

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

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.

Hell's Rebels

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.

[Pathfinder Adventure Path: No Breath to Cry \(Season of Ghosts 3 of 4\) \(P2\)](#)

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.

Rise of the Runelords

Ashes, Ashes, We All Fall Down! The newest Blood Lords follow the trail of a deadly plot to the bone-walled metropolis of Yled, just as the city is gearing up for war against the undead nation's greatest enemy. From spectral theater performances to the city's secret defense installations, the Blood Lords race to stop a plan to bring forth horrors from beyond death--and before their foes leave nothing more than ashes in their wake. "A Taste of Ashes" is a Pathfinder adventure for four less-than-good-hearted 15th-level characters. This adventure continues the Blood Lords Adventure Path, a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the Warmaster Council orchestrating the nation's defenses and explores trade routes across the Inner Sea region. New items, spells, monsters, and more await in "A Taste of Ashes"! 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

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.

Adventure Path

Trouble in the Academy! The heroes have proven themselves to be worthy additions to Magaambya school of magic, but they are still students. Trusted to handle important school business in the surrounding city of Nantambu, the Song-Wind City, the heroes confront a vengeful alchemist, stealthy infiltrators, and other dangers. A mysterious artifact housed within the Magaambya might be the source of the school's recent troubles, but can the students discover its secrets, protect their fellow students, and still graduate? "Spoken on the Song Wind" is a Pathfinder adventure for four 4th-level characters by Quinn Murphy. 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 presents several Mwangi folktales, as well as new monsters and new rules from the Song-Wind City! 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

With the validity of the Stavian royal line confirmed, the heroes return to Taldor to discover horrible machinations transpired in their absence, and they must now face the cunning secret society, the Immaculate Circle, to recover the soul of their departed benefactor. But as they return triumphant, they find themselves not celebrated but hated, hunted, and accused of regicide. To set the world right and end the War for the Crown, the heroes must confront not one but six of Taldor's greatest emperors, resurrected from the past by equal parts malice and hubris! "The Six Legend Soul" is a Pathfinder Roleplaying Game adventure for 16th-level characters written by Amber Scott. The adventure concludes 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 review of the legendary emperors of Taldor's glory, a look at the Ulfen Guard, and advice for continuing the campaign all 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

Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This fifth adventure is for 15th-level characters, and also includes an investigation of the magical elf gates that connect portals all over Golarion, an exploration of the mysterious rulers of the vast city of Katapesh, a wealth of new options for player characters to discover, and over half a dozen new monsters!

Pathfinder Adventure Path

Time is of the essence when the formula for the devastating explosive pyronite falls into the wrong hands. To secure the formula and even the score

with the sinister rival who ruined them, a motley gang of outlaws must brave the weird and wild wastes of the Spellscar Desert. At the center of this mutant-filled wasteland, the outlaws discover an abandoned temple of time called the Cradle of Quartz. But while redemption and a fresh start might be nice perks, the outlaws seek something far more valuable among the Cradle's time-warped halls: revenge. "Cradle of Quartz" is a Pathfinder adventure for four 4th-level characters. This adventure continues the Outlaws of Alkenstar Adventure Path, a three-part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes an exploration of the magic-warped wastes east of Alkenstar, the Spellscar Desert; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or bedevil your players. 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: Abomination Vaults Special Edition (P2)

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

Back where it all began! This special, double sized hardcover presents a full Adventure Path in a single massive 200 page book to celebrate the 200th volume of the Pathfinder Adventure Path! The town of Sandpoint has seen more than its fair share of danger and trouble over the years, including harrowing fires, prolific serial killers, goblin raids, and attacks by giants and dragons, but what faces the so-called Light of the Lost Coast now is its greatest threat yet! Something sinister has been manipulating events all along, and now a new band of heroes must step in to save this legendary small town from seven deadly dooms! Return to the town where it all began with the Seven Dooms for Sandpoint Adventure Path--a full campaign for

4th- to 11th-level characters that is presented in its entirety in this super-sized volume! Seven Dooms for Sandpoint also includes an updated snapshot of Sandpoint as it stands today, complete with ways to interact with and influence the townsfolk. More Thassilonian secrets, exciting new treasures, and a bestiary of dangerous new monsters round out this milestone Adventure Path volume. This unforgettable 200-page hardcover edition of the epic 200th volume of the Pathfinder Adventure Path comes complete with an exclusive double-sided poster map of the town of Sandpoint and its environs to set the scene for high adventure!

Pathfinder Adventure Path

The Age of Ashes Adventure Path continues! In defeating the treacherous Cult of Cinders, the heroes discover a nefarious group pulling the cult's strings--a mysterious merchant's guild called the Scarlet Triad. Following clues and utilizing another portal found below their castle on Hellknight Hill, the heroes come to the recently founded nation of Ravounel, where they must stand against the Scarlet Triad as the group attempts to establish an underground slave trade. But as the heroes clash more and more with the Scarlet Triad, it becomes increasingly apparent the slavers have even more sinister plans for the Inner Sea region--plans that must be stopped! Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This third adventure is for 9th-level characters, and also includes a gazetteer to the newly formed nation of Ravounel, an exploration of the dragons of the world, a wealth of new options for player characters to discover (from magic items, spells, and feats, to a new class archetype), 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

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 Path: a Taste of Ashes (Blood Lords 5 Of 6) (P2)

The Hell's Vengeance Adventure Path marches on! Her Infernal Majestrix Queen Abrogail II of Cheliox summons her agents to the city of Egorian to address the current crisis with the Glorious Reclamation. Arriving in the imperial capital, the adventurers find themselves swept up in the cutthroat politics of the imperial court. To impress the queen and secure a royal audience, the wicked characters must scour Egorian to root out and eradicate a secret organization that works to free halfling slaves. But to truly earn Queen Abrogail's trust, the adventurers must perform a sacrifice for the queen to renew Thrune's contract with Hell, and there are many--both within the court and without--that wish to see Thrune dethroned. "For Queen & Empire" is a Pathfinder Roleplaying Game adventure for 10th-level characters. The adventure continues the Hell's Vengeance Adventure Path, a wide-ranging campaign in which evil player characters quell a rebellion to restore order to a wicked empire. A selection of new monsters, a gazetteer of Cheliox's capital city of Egorian, details on the anti-slavery Bellflower Network, and the next installment of the Pathfinder's Journal round out this volume of 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.