
Paizo Com

Pathfinder Module

The House On Hook Street

Pathfinder Module Adventure: Malevolence (P2)

The Feast of Ravenmoor

Pathfinder Adventure Path

Thornkeep

The Harrowing

Rasputin Must Die!

Stolen Land

Pathfinder Lost Omens: the Mwangi Expanse

Fall of Plaguestone

Crypt of the Everflame

Pathfinder Tales: Reign of Stars

The Snows of Summer

Pathfinder Tales: The Redemption Engine

How to Write Adventure Modules That Don't Suck

The Midnight Mirror

Pathfinder Roleplaying Game

Pathfinder Adventure Path

Roleplaying Game

Second Darkness

Pathfinder Lost Omens

Pathfinder Module

Carrion Hill

Pathfinder Adventure Path
Pathfinder Adventure
War for the Crown
The Emerald Spire Superdungeon
Pathfinder Lost Omens
Pathfinder Adventure Path: Giantslayer Part 3 -
Forge of the Giant God
Pathfinder Adventure Card Game
Pathfinder Book of the Dead Pocket Edition
Pathfinder Module
The Godsmouth Heresy
Age of Ashes
Heart of the Jungle
Doom Comes to Dustpaw
Academy of Secrets
Realm of the Fellknight Queen
Blood for Blood
Pathfinder Adventure Path: Devil at the Dreaming
Palace (Agents of Edgwatch 1 of 6) (P2)
The Brinewall Legacy

*Paizo Com
Pathfinder
Module
The
House On
Hook
Street* *Downloaded
from
blog.gmeryu.edu
by guest*

**ZAYNE
RICHARDSO
N**

*Pathfinder
Module
Adventure:
Malevolence*

(P2) Paizo
Incorporated
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. The Feast of Ravenmoor Paizo Incorporated The leprous tongues of the boggards whisper of a lost tomb hidden at the heart of the Stolen Lands,

and of the insatiable barbarian lust of the western humans who would unearth the potent artifact hidden there for their own occluded ends. Can the heroes protect their hard-fought holdings while facing the growing dangers of the west? A Pathfinder Roleplaying Game adventure for 10th-level characters, this volume continues the Kingmaker Adventure Path, in which the heroes win and defend a

small kingdom from threats foreign and domestic. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring, and includes an extensive exploration of the ecology and society of the frog-men known as boggards and several new swamp monsters for your game.

Pathfinder Adventure Path

Macmillan
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.

Thornkeep
Paizo Publishing Legends tell of the mysterious

Harrow decks that can instantly alter a person's life -- for good or for ill -- or that skilled spellcasters can draw upon the Harrow's mystic power to enhance their own magic. Others speak of entire worlds created inside the Harrow, realms modeled after the exotic and frightening locales pictured in the cards and populated by strange people and stranger creatures. So when the heroes are

hired to investigate a mysterious disappearance, can they survive this trip into the strangest realm yet explored in a Pathfinder world? The Harrowing is an adventure for 9th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It also includes a brand-new monster and rules for incorporating the popular Harrow Deck

(not required) directly into play, adding an exciting new level of chance into the game.

The Harrowing

Macmillan
In shadow-haunted Nidal, the denizens of the Plane of Shadow intermingle with common man. Now people are disappearing, and it falls to the adventurers to stop the terror. Faced with terrible shadow creatures, an unruly mob of scared citizens, and an

unpredictable creature of light, can the heroes undo a greedy and uncaring noble's self-serving mistake? The *Midnight Mirror* is an adventure for 4th-level characters, written for the *Pathfinder Roleplaying Game* and compatible with the 3.5 edition of the world's oldest RPG. In addition to the adventure, this volume also features a brand-new monster and a gazetteer of a brand new location in the

shadow-tainted nation of Nidal. *Rasputin Must Die!* Paizo Incorporated
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. *Stolen Land* 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 Lost Omens: the Mwangi Expanse* South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and

peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks

powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a

warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue!
Written by:
Laura-Shay Adams,
Mariam Ahmad,
Jahmal Brown,
Misha Bushyager,
Alexandria Bustion, Duan Byrd, John Compton,
Sarah Davis,
Naomi Fritts,
Sasha Laranoa Harving,

Gabriel Hicks,
TK Johnson,
Michelle Jones,
Joshua Kim,
Travis Lionel,
Ron Lundeen,
Stephanie
Lundeen,
Hillary Moon
Murphy, Lu
Pellazar,
Mikhail Rekun,
Nate Wright,
and Jabari
Weathers

Fall of

Plaguestone

An adventure
for 13th-level
characters,
written for the
Pathfinder
RPG and
compatible
with the 3.5
edition. Set in
the city of
Korvosa,
features a
massive
magical
university

teeming with
traps, puzzles,
monsters and
students and
professors
enmeshed in
webs of
deceit. Also
includes a
new monster
and details on
one of
Golarion's
most famous
school of
magic.

**Crypt of the
Everflame**

Dark horror
stalks the
streets of
Carrion Hill,
the strangest
and most
debased city
in the star-
crossed gothic
horror
kingdom of
Ustalav.
Following the
once-forgotten

instructions of
an ancient
eldritch ritual,
a cabal of
villains
conjured up a
creature of
terrible power
in the ruined
catacombs of
the city.
Putting a stop
to the
abomination
means dealing
with the cabal
one by one,
from its
weakest
devotee to its
most potent
dark master. A
dark urban
horror
adventure for
5th-level
Pathfinder
Roleplaying
Game
characters,
Carrion Hill
brings

Lovecraftian horror to the game table and irreparable psychic damage to your player characters.

Pathfinder Tales: Reign of Stars

When the leader of the ruthless Technic League calls in a favor, the mild-mannered alchemist Alaeron has no choice but to face a life he thought he'd left behind long ago. Accompanied by his only friend, a street-savvy

thief named Skiver, Alaeron must head north into Numeria, a land where brilliant and evil arcanists rule over the local barbarian tribes with technology looted from a crashed spaceship. Can Alaeron and Skiver survive long enough to unlock the secrets of the stars? Or will the backstabbing scientists of the Technic League make Alaeron's curiosity his undoing? - From Hugo

Award-winner Tim Pratt comes a fantastical adventure of science, savagery, and the vagaries of the human heart, set in the world of the Pathfinder Roleplaying Game and tied into the Iron Gods Adventure Path. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *The Snows of Summer* Wise adventurers don't just march off into

the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The hardcover Pathfinder RPG Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or

agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, access to unusual gear or mounts, and

more! Pathfinder RPG Adventurer's Guide includes: - Details on the history, goals, and leadership for 18 of Golarion's most famous (or infamous) organizations, including the Aldori Swordlords, the Aspis Consortium, the Cyphermites, the Gray Maidens, the Hellknights, the Lantern Bearers, the Magaambya, the Mammoth Lords, the Pathfinder Society, and the Red

Mantis. -Each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization. - Dozens and dozens of new spells, magic items, feats, and other unique character options of diverse nature, all themed to the various organizations presented in this book! -... and much, much more!

Pathfinder Tales: The Redemption Engine

Every 100 years, the Witch Queen Baba Yaga returns to the nation of Irrisen to place a new daughter on the throne, but this time, something has gone wrong! Far to the south, an unseasonable winter cloaks the forest near the village of Heldren with summer snows. When the heroes venture into the wood in search of a missing noblewoman, they discover a magical portal to the frozen land of Irrisen, whose magical winter will soon engulf all of Golarion unless they can discover the fate of the otherworldly witch Baba Yaga, a quest that will take them through snowbound Irrisen to even stranger lands beyond. A Pathfinder Roleplaying Game adventure for 1st-level characters, The Snows of Summer kicks off the new

Reign of Winter Adventure Path, and includes a gazetteer of the villages of Helgen and Waldsby, details on the cultural and magical legacies of Irrisen, and several new monsters in the Pathfinder Bestiary. Also, author Kevin Andre Murphy launches a new Pathfinder Journal novella in this exciting volume of the Pathfinder Adventure Path! How to Write Adventure Modules That

Don't Suck
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

Edgwatch 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 Edgwatch 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 Edgwatch 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. **The Midnight Mirror** "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 Roleplaying Game

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 most 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. <i>Pathfinder Adventure Path</i> Rag-tag armies of mercenaries from the northern nation of Brevoy have turned their attention south to the region of the River Kingdoms called the "Stolen Land," and hope to reclaim	control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lair quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known only as the
--	--	--

Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path. *Roleplaying Game* The heroes explore the tomb of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where the Storm Tyrant is recruiting giants for his

army. The adventurers must confront the numerous giants inhabiting the winding valley before making their way to the giant headquarters, an ancient temple to the giant god Minderhal, which contains a powerful artifact. But the valley of the giants is just a recruiting station, and the Storm Tyrant's stone giant representative has been sending the most promising

recruits to a training camp deeper in the mountains. A Pathfinder Roleplaying Game adventure for 7th-level characters, Forge of the Giant God continues the Giantslayer Adventure Path, an epic campaign of classic sword & sorcery thrills. Several new monsters, details of the faith of the giant god Minderhal, a gazetteer of the Mindspin Mountains, and the next installment of the Pathfinder's

Journal written by Greg A. Vaughan round out this volume of the Pathfinder Adventure Path. *Second Darkness* In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones

capable of recovering the ancient magic required to break it. Tracking the course of the slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes

can survive the slithering to experience it! The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, *The Slithering* provides a wealth of secrets and dangers! *Pathfinder Lost Omens*

When murdered sinners fail to show up in Hell, it's up to Salim Ghadafar, an atheist warrior forced to solve problems for the goddess of death, to track down the missing souls. In order to do so, Salim will need to descend into the anarchic city of Kaer Maga, following a trail that ranges from

Hell's iron cities to the gates of Heaven itself. Along the way, he'll be aided by a host of otherworldly creatures, a streetwise teenager, and two warriors of the mysterious Iridian Fold. But when the missing souls are the scum of the earth, and the victims devils themselves,

can anyone really be trusted? From acclaimed author James L. Sutter comes the sequel to Death's Heretic, the novel ranked #3 on Barnes & Noble's Best Fantasy Releases of 2011! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Related with Paizo Com Pathfinder Module The House On Hook Street:

- Wellness Exam Hpi Example : [click here](#)