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EVELYN FITZGERALD

Pathfinder Adventure Path: Giantslayer Part 3 - Forge of the Giant God Paizo Pub Llc

Having unseated Dungeons & Dragons, Pathfinder RPG is the world's bestselling tabletop roleplaying game-now available in a series of novels. Larsa is a dhampir-half vampire, half human. In the gritty streets and haunted moors of gothic Ustalav, she's an agent for the royal spymaster, keeping the peace between the capital city's secret vampire population and its huddled human masses. Yet when a noblewoman's entire house is massacred by vampiric invaders, Larsa is drawn into a deadly game of cat and mouse that will reveal far more about her own heritage than she ever wanted to know.

War for the Crown Paizo Pub Llc

The Council of Thieves Adventure Path starts with a bang in the crumbling metropolis of Westcrown, former capital of Cheliox, a once-proud empire now reduced to political infighting and ruled by a revolutionary aristocracy in league with the vilest devils of Hell. Decadent nobles and desperate rebels face off against a backdrop of crumbling buildings and badly eroded stability. When a gang of devil-blooded bandits called the Bastards of Erebus threaten Westcrown's delicate status quo, the heroes must face sinister beasts of shadow, relentless armored Hellknights, and whispered rumors of a return to power of the city's legendary criminal guild. What mysterious force is pulling the strings of the shadowy Council of Thieves, and what do its machinations mean for the heroes and all of Cheliox itself? A 3.5/Pathfinder RPG adventure for first-level characters. This is it! The first chance to get involved in a Pathfinder campaign using the newest Pathfinder RPG rules innovations! Don't get left behind in the next great step forward for tabletop roleplaying games!

Council of Thieves: The Bastards of Erebus: Part 1 of 6 Paizo Publishing Incorporated

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.

The Frozen Stars Paizo Pub Llc

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

Pathfinder Module Paizo Pub Llc

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 Adventure Path Paizo Pub Llc

The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Cheliox to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

Ashes at Dawn (Carrion Crown 5 Of 6) Paizo Pub Llc

When the savage lord of Ustalav's werewolves is mysteriously murdered, the nation's forests run with lycanthropic blood. War in the wilds soon spills onto the streets, as the people of the land, seeing the strife among their long-time foes, begin a hunt to scour the nation of the deadly shape-shifters. Entreated by a lord of the werewolves to help unite his savage people, the heroes must risk becoming tainted by the curse of lycanthropy as they race across the heart of the nation to find an outcast heir. But can they do so before bestial assassins and the agents of the Whispering Way find him, or the heroes, first? An adventure for 6th-level characters, this volume continues the Carrion Crown Pathfinder Adventure Path.

The Sixfold Trial Paizo Pub Llc

As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutropia build a power base by reclaiming her family's land from squatters--the debased Lotheed family, who feast as their subjects starve and their infrastructure crumbles. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lotheed's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? "Songbird, Scion, Saboteur" is a Pathfinder Roleplaying Game adventure for 4th-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, a regional gazetteer of Meratt County, and a new guide to intrigue and managing a cult of personality 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.

Player's Guide to Faerûn Paizo Pub Llc

Mysterious shadow beasts haunt the crumbling city of Westcrown, where 100 years ago devil-worshipping cultists wrested control of the empire from the hands of an effete aristocracy. Fresh from their earliest victories against the diabolical gang known as the Bastards of Erebus, the heroes must infiltrate the manor of a local lord and patron of the arts. To do this, they must join the cast of a controversial new play so that they might search the noble's home during an after-production party.

The play, *The Six Trials of Lazarod* has never been successfully performed to completion without the deaths of the actors. And guess who just got cast in the lead roles? A Pathfinder adventure designed for character levels 5-6. The Council of Thieves Adventure Path is the first to take full advantage of the new Pathfinder Roleplaying Game rules, and works with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

Shattered Star: Shards of Sin Paizo Pub Llc

Rag-tag armies of mercenaries from the northern nation of Brevoyn 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 lairs 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, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathfinder volume also includes a gazetteer of Brevoyn and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (*Forgotten Realms: Azure Bonds*) brings a lighter side to Pathfinder with the first installment of a new fiction arc for the Pathfinder Journal.

Crownfall 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 Paizo Pub Llc

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!

Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2) Paizo Pub Llc

When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters. Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

Carrion Crown Paizo Publishing

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.

Sword of Valor (Wrath of the Righteous 2 Of 6) Del Rey

Return to a classic Pathfinder Adventure Path with *Curse of the Crimson Throne*, one of Paizo's most popular campaigns! The city of Korvosa is in chaos, and her new queen may well be the source can a ragtag group of heroes stand before the might of one of Golarion's most notorious villains? This immense book collects the six classic *Curse of the Crimson Throne* adventures, and has everything you need to run an entire, full-length campaign covering months and months of play! The *Curse of the Crimson Throne* hardcover includes: Updates the classic Adventure Path to the Pathfinder RPG rules for the first time! Explore expanded adventures, including a brand new mission written by Paizo's Creative Director, James Jacobs, that sends the heroes into a perilous dungeon run by the queen's infamous Gray Maidens! Features dozens of evocative new illustrations of classic characters! New and updated rules for monsters, magic items, and character options "

Hell's Rebels Paizo Pub Llc

New religion-specific character traits and equipment give a player's-eye view to the value of being on the side of righteousness. While an invaluable resource for clerics, *Faiths of Purity* is designed to be of great use to religious characters of any class. Each volume of the Pathfinder Player Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

Siege of Dragonfen Paizo Pub Llc

"[A] sophisticated and intelligent high fantasy epic."—Publishers Weekly The legendary Briar King has awakened, spreading madness and destruction across a land devastated by a royal family's fall from power through treachery and dark magic. Half-remembered prophecies may point to the young princess Anne Dare, rightful heir to the throne of Crotheny, as the world's only hope. But a mysterious assassin stalks her, so skilled that even Anne's friend and protector Cazio cannot stand against him, nor can her sworn defender, the young knight Neil MeqVren. Though Anne herself is the conduit of fearsome powers beyond her understanding and control, it is time for girl to become woman, princess to become queen. Anne must stop running and instead march at the head of an army to take back her kingdom . . . or die trying. Praise for *The Kingdoms of Thorn and Bone* "A graceful, artful tale . . . a snare of terse imagery and compelling characters that grips tightly and never lets up."—Elizabeth Haydon, author of *The Assassin King*, on *The Briar King* "There is adventure and intrigue, swordplay and dark sorcery aplenty."—*Realms of Fantasy*, on *The Charnel Prince*

Wake of the Watcher Paizo Pub Llc

Wake of the Watcher Paizo Pub Llc

Pathfinder Adventure Path #47 Wake of the Watcher

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!

Songbird, Scion, Saboteur Paizo Pub Llc

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the *Lost Omens* campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

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