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

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Rise of the Runelords

Tempest Rising

War for the Crown

Midwives to Death

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

Crypt of the Everflame

The Sixfold Trial

Pathfinder: Rise of the Runelords, Part 2

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Fortress of the Stone Giants

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## MAURICIO TOWNSEND

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### Rise of the Runelords

Paizo Publishing

Mysterious shadow beasts haunt the crumbling city of Westcrown, where 100 years ago devil-worshiping 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.

**Tempest Rising** Paizo Incorporated

The heroes return to Korvosa to find their home city in a stranglehold of martial law and cruelty -- and that Queen Ileosa has neared her goal of achieving immortality! With the holy weapon Seriththial in their hands, they must confront old enemies and explore ancient Thassilonian ruins if they hope to save the people of Korvosa from fueling a mad queen's lust for immortality. This installment of Pathfinder closes out the *Curse of the Crimson Throne* Adventure Path, and also features a discussion of Varisia's largest dungeon -- the untold vaults below Castle Korvosa, full details on the notorious dragon behind the *Curse of the Crimson Throne*, and many new monsters to vex and plague high-level heroes.

*War for the Crown* T.A. White

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!

*Midwives to Death* Paizo Incorporated

Save the Magaambya! The heroes return to the Magaambya magic academy to find the villain they'd vanquished on a distant planet had set another scheme in motion

long ago. Students and teachers have been twisted by evil magic, and the heroes must engage in legendary tests to gain the means to free them. While a monstrous foe thrashes through the Magaambya, it's up to the heroes to save the school from utter destruction! "Shadows of the Ancients" is a Pathfinder adventure for four 18th-level characters by Saif Ansari. This adventure concludes 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 provides guidance to tell stories that are like fables or set in truly unusual adventure locations, and concludes with a look at powerful monsters, magic, and abilities that only the mightiest Magaambyan heroes can claim! 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: Rise of the Runelords Anniversary Edition Pocket Edition** 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. Crypt of the Everflame Paizo Pub Llc The adventurers have come a long way since the violent and desperate launch of their pirate career. Now, their ship's hold full of loot and plunder, they make their triumphant return to Port Peril to present themselves to the Hurricane King to officially gain recognition as Free Captains of the Shackles. But with this recognition comes new opportunities, as other pirates take action to aid or hinder the heroes, during which hints of a hidden plot begin to surface. Maintaining and improving their infamy eventually sends the heroes into the notorious Free Captains' Regatta, an annual race along the fringes of the Eye of Abendego -- yet this year, more than a supernatural hurricane lies in wait for those brave or foolish enough to sail these deadly waters Continuing the Skull & Shackles Adventure Path, Tempest Rising is a Pathfinder Roleplaying Game adventure for 7th-level characters. **The Sixfold Trial** 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: Rise of the Runelords, Part 2* An adventure for 7th-level characters by Nicolas Logue.

#### **Burnt Offerings**

The heroes of Numeria must brave a remote canyonland known as the Scar of the Spider. Clues found in the Choking Tower revealed that a mysterious prophet left her legacy behind in this valley long ago... a legacy that could reveal methods to defeat the Iron God of the Silver Mount. But the heroes are neither the only, nor the first visitors to the Scar of the Spider, and as they explore, they realize that alien monstrosities have colonized the canyon and have horrific agendas of their own. Can the heroes escape with their brains intact, or will they become merely the latest addition to an otherworldly collection? A Pathfinder Roleplaying Game adventure for 10th-level characters, Valley of the Brain Collectors continues the Iron Gods Adventure

Path, an exploration of the lands of Numeria, where savage barbarism clashes with the wonders and horrors of superscience. Several new monsters, an exploration of the mysterious alien empire known as the Dominion of the Black, rules for several strange types of alien technology, and Amber E. Scott's Pathfinder Journal round out this volume of the Pathfinder Adventure Path.

#### *The Brinewall Legacy*

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* 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 Book of the Dead*

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.

Secrets of Roderick's Cove War has come to Minkai! As resistance rises against the Jade Regent's tyranny, the heroes must escort their friend Ameiko to one final site -- the Imperial Shrine on a hidden island in the capital's harbor. Here, they must seek the blessing of Minkai's dead emperors if they hope to have a chance to liberate the nation, but even here the Five Storms and the Jade Regent have their influence, and hungry demons and ravenous ghosts must be defeated before the ancestor spirits of the empire will give

their blessings! The Empty Throne is a Pathfinder Roleplaying Game adventure for 14th-level characters. This volume concludes 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. Pathfinder Adventure Path: Shadows of the Ancients

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!

#### *The Empty Throne*

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.

#### **Realm of the Fellnight Queen**

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.

**Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2)**

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.

The Hook Mountain

Massacre

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.

#### The Frozen Stars

The Trateri are about to learn a vital lesson of the Broken Lands. Deep in the remote expanse where anything can happen, it pays to be on a pathfinder's good side. Nobody ventures beyond their village walls. Nobody sane that is. Monstrous creatures and deadly mysteries wait out there. Lucky for the people she serves, Shea's not exactly sane. As a pathfinder, it's her job to face what others fear and protect her charges from the dangers that await in the Broken Lands. It's not an

easy job, but she's the best at what she does. When the people she serves betray her, Shea must rely on her wits and skill to survive the Trateri, a barbarian horde sweeping in to conquer the Lowlands, and their warlord, a man as dangerous as he is compelling. Her actions and the decisions she makes might mean the difference between life or death. Danger looms on the horizon and a partnership with the Warlord may be the only thing preventing the destruction of everything she holds dear.

#### *Pathfinder Adventure Path: Abomination Vaults (P2)*

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes

don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "-  
-Provided by publisher.

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