

1: Council of Thieves (adventure path) - PathfinderWiki

Pathfinder Adventure Path #1 has ratings and 6 reviews. Kat said: As a person who has played many, many games of D&D, I have been hesitant to step b.

When these magazines were discontinued in summer , Paizo continued the popular tradition, now set in their own proprietary game setting—the world of Golarion. The line was originally titled simply Pathfinder but was changed to the current Pathfinder Adventure Path when additional Pathfinder-branded product lines were introduced. Each path is intended to take a party of characters from 1st level to upwards of 15th level over the course of the series, but individual adventures can be run independent of the overall path should a GM wish to do so. Originally published using the OGL 3. Each Adventure Path is helmed by a particular lead developer, who sees it from concept to outline and from six raw turnovers from freelance authors into a coherent whole. Other product lines In addition to the primary Adventure Path game products, Paizo produces several lines of complementary products for individual Adventure Paths. Decks of item and face cards provide visual aids and tracking tools for gear and NPCs that appear in Adventure Path issues. Audio drama performances produced by Big Finish Productions bring Adventure Path stories featuring the iconic Pathfinder characters to life. Poster-sized maps show locations that play prominent roles in each Adventure Path. Millennia ago, the powerful empire of Thassilon ruled the land, dominated by despotic runelords who maintained their power through harnessing the power of rune magic. Thought gone forever, the workings of Thassilon are not so far beneath the surface and one of the runelords plans a return to power. Only the brave adventurers stand in his way. In the Varisian port city of Korvosa , the death of a monarch leads to chaos, and only the PCs can hope to save the city from its own darkest tendencies. *Second Darkness Released August –January* A strange shadow lurks in the sky above the city of Riddleport , and the doomsayers take it as a sign of the approaching end of the world. But the source of the menace facing Golarion comes not from the skies above, but the Darklands below. The *Second Darkness Adventure Path* takes heroes on a sweeping quest that begins in a star-struck city, weaves through ancient elven ruins, and unmasks the terrible secret of the subterranean dark elves! *Legacy of Fire Released February –July* Long ago, two warring armies of genies fought on the slopes of Pale Mountain , and the world shook under the power of their wishcraft. Today, the armies are awakening, and one potent efreeti warlord is ready to pick up where he left off unless the PCs can stop him! The *Legacy of Fire Adventure Path* takes the heroes to all corners of the desert land of Katapesh and beyond, with journeys to strange demi-planes and even the fabled City of Brass , home to genies and beings of living fire. In the run-down Chelish capital of Westcrown , fallen from grace generations ago by the rise of the devil-worshipping House of Thrune , strange beasts of shadow prowl the streets after nightfall. *Kingmaker Released February –July* The land rush is on! Sent south by Brevoy , the heroes have the unenviable task of venturing into the infamous Stolen Lands and annexing the territory, facing down monsters, bandits, and worse. Deep in the southern jungles, a fantastic city of wonders lies ruined and forgotten by the outside world, ripe for plundering and exploration by the heroes. Of course, nothing in the jungle is as easy as it seems. For once they arrive, the heroes discover that the city may be lost, but it is not uninhabited *Carrion Crown Released February –July* From the whispering shadows of haunted Ustalav an ancient evil rises to grip the world in a new age of horror! Amid the mists of this land of dark superstition and dread secrets stand both those who would defy the return of evil and those who would seek its terrible favor. *Jade Regent Released August –January* When a decades-old secret is exposed, an unassuming local tavern-owner and a close friend of the PCs discovers her birthright is to rule one of the ancient Dragon Empires of Tian Xia –the empire of Minkai. Yet the current ruler of this empire, the mysterious and increasingly cruel Jade Regent , has no intention of giving up his hold over the throne. In order to save Minkai from a would-be tyrant, the PCs must not only escort their friend from Varisia to Tian Xia, braving the frozen horrors of the Crown of the World , but must aid her in gaining the trust and support of a nation on the edge of anarchy. But as these new swashbucklers make names for themselves, rival scalawags, enemy navies, legendary sea monsters, and the infamous Hurricane King himself seek to see them walk the plank. *Shattered Star Released August –January* The ancient empire of the

runelords may be long dead, yet the legacy of Thassilon continues to haunt the frontier realm of Varisia. With the rise of one runelord only narrowly thwarted, Korvosa reeling after the curse of the Crimson Throne nearly brought the city to its knees, and Riddleport rebuilding after a close call with a falling star, the people of Varisia fear that the greatest threat to their land has yet to play its hand. When agents of the newest Pathfinder Society lodge in Magnimar learn of a fragmented artifact scattered throughout the lands of old Thassilon, it falls to a new band of heroes to step in and gather up the seven fragments of this Shattered Star.

Reign of Winter Released February – July It has been a century since the immortal witch Baba Yaga last visited the world, and the hour draws nigh for her return. But when she fails to appear in the frozen realm of Irrisen to usher in its newest ruler, pockets of winter begin to grow throughout the Inner Sea. After 1, years of perpetual winter, the icy curse of Irrisen is spreading! What links do these strange blizzards and swaths of wintry landscapes have with Irrisen, and is there any truth to the growing rumors that the Witch Queen Elvanna has taken full control of the realm? Can her plans for the Inner Sea be thwarted, or will the Reign of Winter engulf the world?

Wrath of the Righteous Released August – January The Worldwound tore reality apart at the dawn of the Age of Lost Omens, murdering the nation of Sarkoris and unleashing a ravenous demonic horde upon the world. Only the quick action of several other nations of knights, barbarians, and heroes stemmed the demon army and contained it within lost Sarkoris, and for the next century, crusade after crusade tried to defeat the demons only to fail time and time again. So when one of the wardstones is sabotaged, a city falls and the demons within surge out in a massive assault like none before. Can anyone rise up against the demon host to prevent the armies of Deskari, the demon lord of the Locust Host, from swallowing the world? As modern Osirion opens its vaults and tombs to outsiders for the first time in centuries, many of these lost treasures and secrets are now emerging—some more troublesome than others. Hakotep I, a now-forgotten pharaoh, was robbed upon his burial. A secret sect took his heart and his funerary mask, both containing a portion of his soul. Betrayed the chance to pass on into the afterlife during his burial, Hakotep has existed in a state between life and death for millennia. The recent rediscovery of one of these lost soul fragments has allowed the trapped pharaoh to once again work in this world to redress the wrongs committed against him, and a cult worshipping him as a god-king grows in the heart of Osirion. Can a group of heroes brave terrible guardians, foul cults, and the burning sands of the desert to stop the rebirth of this ancient tyrant?

Iron Gods Released August – January Numeria has a long history of mystery and wonder buried under its rugged landscape, for on that one fateful night thousands of years ago, the Rain of Stars scarred the land. The fragmented remnants of a ship from beyond the stars fell from the sky, scattering strange technological ruins and deadly perils across the land. Today, these sites are feared by the barbaric tribes and coveted by the sinister spellcasters of the Technic League. Yet something worse than brutish berserker or super-science wizard has risen to power in these hidden technological halls.

Giantslayer Released February – July Deep in the Mindspin Mountains, a storm giant warlord known as the Storm Tyrant has seized control of a cloud castle and an Orb of Dragonkind, and is gathering an army of giants from across western Avistan—first to bring the orc hordes of Belkzen under his banner, then to conquer the neighboring realms. Working their way through an abandoned border fort, an ancient giant temple, the tomb of an undead frost giant, and an elite fire giant training facility beneath a dormant volcano, the heroes eventually take the fight to the Storm Tyrant himself inside his flying fortress. Can the giant army be defeated before it can conquer the human lands of the Inner Sea, or will all of Avistan bow down in fealty to the Storm Tyrant?

Paracount Barzillai Thrune has placed the city under martial law, and his cruel proclamations and sinister plans for the city bode ill. Can a small group of heroes and would-be rebels stand against the might of the Thrice-Damned House of Thrune and the Church of Asmodeus and save their home town from being crushed under the boot of an infernal tyrant? Will the wicked antiheroes quell dissent and uphold the infernal laws of Cheliaz and its diabolic rulers, or will the heroic knights of the Glorious Reclamation overthrow the corrupt House of Thrune and usher Cheliaz into a new age of peace, prosperity, and glory?

Strange Aeons Released August – February In a distant land polluted by an alien menace from beyond the stars, a great cancer grows within the earth. As its tendrils reach out through the dreams of those who learn and study its existence, a sinister cult grows more active in preparing the way for a devastation that will destroy more than the minds of would-be heroes. Can the

adventures reclaim lost memories in time to stop the advance of a cataclysmic contagion that could threaten all of Golarion? Can they resist the mind-shattering truths revealed by the Yellow Sign, and the monstrous force it symbolizes? Ironfang Invasion Released March – July When the PCs witness their hometown of Phaendar destroyed in the first steps of an all-out war of conquest, they begin a quest that leads them from desperate survival to heroes of legend as they push back against the monstrous Ironfang Legion. This ruthless army – helmed by the hobgoblin General Azaersi and empowered by an ancient artifact known as the Onyx Key – intends to claim both Nirmathas and Molthune while the isolated nations bicker with one another. Since then, the shattered continent of Azlant has lured intrepid explorers to its broken shores, but few have the mettle to survive in the remains of this dangerous and mysterious land. Now, a hopeful expedition has established a colony on one of the nearest islands across the sea, but danger has struck the fledgling settlement. An ancient enemy was accidentally released from its prison and has resumed its millennium-old machinations to punish the hubris of humanity once again. Can the adventurers survive in a faraway land and track down this enigmatic being before its sinister plans can come to fruition? War for the Crown Released February – July As the political scene in the ancient kingdom of Taldor explodes into chaos, players take the roles of agents, advocates and saboteurs working for Princess Eutropia to help secure her claim to the throne and prevent the nation from collapsing into civil war. Return of the Runelords Released August – January The all-powerful Runelords, near-immortal wizards who ruled Varisia in ancient days, stir to terrible life once more, surging across the frontier with plans to reignite their time-lost empire. They must fight their way back to the land of the living and warn the rest of Lastwall of this new threat in the grasp of the newly returned lich-king long thought consigned to history. And can a handful of heroes stand against one of the most ancient threats ever to loom over Golarion?

2: Pathfinder Adventure Path - PathfinderWiki

The Pathfinder Adventure Paths are the "flagship" of the Pathfinder RPG. Indeed, the adventure paths were the first to bear the name "Pathfinder." The first four adventure paths (24 volumes) were published before the Pathfinder Roleplaying Game was released, and were written with D&D rules.

3: Pathfinder Adventure Path #1: Burnt Offerings by James Jacobs

Pathfinder Adventure Path is the premiere resource for your tabletop roleplaying campaign! Each page volume belongs to a 6-part series of interconnected adventures that together comprise a fully developed campaign of sweeping scale and epic challenges.

4: Pathfinder Adventure Path (79 books)

Pathfinder Adventure Path is a series of monthly page publications released by Paizo Inc. Each volume consists of one segment of a six-part series of adventures linked together by a story arc and theme.

5: Pathfinder (periodicals) - Wikipedia

Pathfinder / Adventures Browse 1, products Adventure Path.

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