

Pathfinder Adventure Path Rise Of The Runelords Anniversary Edition

Still reeling from the death of one of their own, the Pathfinder heroes must chase a rogue Hellknight sorcerer to the foot of an ancient monument in the city of Korvosa. Inside lies a magical storehouse of treasures from a forgotten age, including the fabled Runescar Stylus capable of waking an army of petrified spellcasters. Yet the ancient Runelords didn't leave their treasures unguarded... Dungeon-delving excitement abounds in this wisecracking adventure from Pathfinder co-creator James L. Sutter (Pathfinder Hollow Mountain, The Redemption Engine), with art from Ediano Silva (Grimm Fairy Tales, Hellchild: The Unholy).

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

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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.

The town of Sandpoint has been through a lot, between goblin raids and dragon attacks and crazed killers stalking the night. In Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast, the fan-favorite town is presented in great detail, with full stat blocks for the region's important NPCs, dozens of quests, and expanded information on every major location in the town and the hinterlands beyond, as well as a double-sided pull-out poster map of Sandpoint and the surrounding region, which has featured prominently in Pathfinder Adventure Paths like the Rise of the Runelords and the Pathfinder RPG Beginner Box since the birth of Pathfinder in 2007. This oversized 96-page campaign setting book is a guide to creating your very own campaign in Pathfinder's most popular town! Experience the action of Pathfinder in a whole new way with the Pathfinder Adventure Card Game. A cooperative game for 1 to 4 players, the Pathfinder Adventure Card Game translates the most popular Pathfinder RPG classes, abilities, magic, and more into an entirely new breed of card game. Choose a class and select your

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cards to create a unique character. Play through adventures, battle monsters and villains, and acquire new feats, items, allies, and more, customizing your deck and increasing your character's power - all without a Game Master! The adventure begins with the Pathfinder Adventure Card Game: Rise of the Runelords Base Set, featuring everything you need to play through your first adventure - the Burnt Offerings Adventure Deck - where The characters, locations, monsters, and villains of the first chapter of the award-winning Rise of the Runelords Adventure Path confront your heroes in a variety of increasingly deadly challenges. The Pathfinder Adventure Card Game: Rise of the Runelords Base Set includes dice, nearly 500 cards, and everything 1 to 4 players need to create characters and begin their adventures.

A 1997 bibliography of American fiction from 1901-1925. The Return of the Runelords Adventure Path concludes as the heroes take steps to confront Alaznist, the runelord of wrath. But Alaznist is more than just a deadly wizard--she's meddled with the flow of time itself, and before she can be stopped, the heroes must do what they can to restore the damage she caused. What strange mysteries and dangers await in the depths of time itself, and what role will New Thassilon play in the world to come? "Rise of New Thassilon" is a Pathfinder Roleplaying Game adventure for 18th-level characters that concludes the Return of the Runelords saga. A selection of powerful new monsters and an exploration of the ways in which the world might change as the results of this epic adventure round out this volume of the

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Pathfinder and the Rise of the Runelords Adventure Path famously reimagined goblins, detailing their culture, mannerisms, and tactics in a way that made a boring old monster one of the most hotly discussed foes in fantasy roleplaying. Now, the minds that bring you Pathfinder have applied the same method to ten "classic" monsters, providing complete ecological discussions and adventure ideas involving orcs, ogres, goblins, hobgoblins, trolls, bugbears, and more in this lavishly illustrated, full-color overview that is both fun to read and fun to use at the gaming table.

The original Pathfinder Adventure Path returns in this complete hardcover edition celebrating five years of Pathfinder and 10 years of Paizo Publishing! Expanded and updated to the current Pathfinder RPG rules, this unprecedented collection brings together six classic Pathfinder adventures to create an entire campaign! The Rise of the Runelords Adventure Path begins with a goblin

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attack and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight depraved backwoods ogres, stop an advancing army of stone giants, delve deep into ancient dungeons to reclaim weapons of unbelievable power, and finally go up against an all-powerful wizard-king in his ancient mountaintop city. In more than 400 action-packed pages, this special anniversary edition expands the original campaign with new encounters throughout, incorporating five years of community feedback. New monsters, detailed locations, and tons of new art make the Rise of the Runelords Adventure Path the most beautiful and elaborate campaign ever published for the Pathfinder Roleplaying Game!

Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured.

Soar above a planet of adventure! The trail of a long-vanished ally leads to the other side of a magical

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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. The Strength of Thousands Adventure Path begins at 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

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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

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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. A Beacon of Hope in a Shattered World Seeking four mysterious gates that could be the key to returning to their own world, your heroes dive into the dangerous asteroid colonies of the Shattered Zone. The polluted mines and hurtling planetoids are deadly on their own, but the infighting of the Zone's fractious factions is even more so, from the sadistic Contraptors to the fanatical soldiers of Purity, where factions and their adherents rise and fall and morality runs from gray to black. The PCs must navigate a broken world of deceit, moral compromise, and necessary sacrifices amid a grimy cybernetic dystopia, and all the while an ancient horror reaches from beyond the fourfold gates, waiting for those with the touch of destiny to come and set it free. There are secrets of the Patrons at stake, and the rewards are great, but only if the heroes can survive the

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deadly intrigues of the Confederates of the Shattered Zone. Confederates of the Shattered Zone is an adventure for 11th to 14th level characters using Pathfinder Roleplaying Game. The latest chapter in the amazing Legendary Planet Adventure Path, a spectacular sword-and-planet saga from Legendary Games blending sci-fi and fantasy, magic and machine with an exciting pulp sensibility and style. Confederates of the Shattered Zone includes not only a massive interplanetary adventure but also brand-new monsters, magic, and technology, including new character options for cybernetic augmentations, along with a full gazetteer of the Shattered Zone and its inhabitants and an ongoing fiction series. Here you will find amazing adventures that span the stars and plunder the planets in a campaign that takes your heroes to 20th level and beyond! Grab this exotic epic today and Make Your Game Legendary! This 102-page PDF or 100-page print volume contains the following - "Confederates of the Shattered Zone," a Pathfinder adventure for 11th to 14th-level characters by Mike Shel and Mike Welham - A "Planetary Bestiary" by Richard Pett and Mike Welham, featuring the the insidious ironrot lichen, the noxious steamwerks golem, the grotesque and savage feral kyton, the colossal choke ooze, the dour void grim, and the parasitical queborrin! - A collection of "Alien Treasures" by Richard Pett, including magic and technology like the

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darksphere, storm of chains, and void gondola! - A gazetteer of the deadly Shattered Zone asteroid field and its colonies, by Richard Pett. - A detailed look at the cybernetic auttaine race and the wide variety of technological and magical augmentations they have developed to enhance their biomechanical bodies by Patrick Renie. - A downloadable PDF art and map folio, featuring unkeyed player-friendly maps and more. - And last but not least, "Shards of Home," the fourth chapter in a 7-part short story by award-winning author Chris A. Jackson For further information on the earlier adventures in the Legendary Planet Adventure Path and upcoming adventures like The Depths of Desperation and Mind Tyrants of the Merciless Moons, pick up the Legendary Planet Player's Guide and check the Legendary Games website!

This enormous 32-panel mega-map depicts the Inner Sea region of the Pathfinder world, marking thousands of towns, villages, castles, dungeons, and other intriguing locations drawn from the complete catalogue of Pathfinder offerings to date. All the key sites from all the Adventure Paths, all the Pathfinder Module locations, all the places important to the history and current events of the world are revealed as never before possible. Printed on durable, high-quality paper, this invaluable world reference will endure campaign after campaign.

As the entire capital city gathers to celebrate, conspiracy

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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.

An exciting new Pathfinder adventure begins! The Pathfinder heroes receive a desperate plea to unmask a killer stalking the chaos-gripped city of Korvosa. A new queen has ascended the city's Crimson Throne, and

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now deadly armored Hellknights and Gray Maidens clash in the streets. With the help of a cagey adventuring detective, the heroes race down the perilous trail of a brutal murderer—only to realize that the next target might be one of their own! Dare the magic and monsters of gothic Korvosa in this adventure from Pathfinder co-creators F. Wesley Schneider & James L. Sutter, with art from Ediano Silva Contains pull-out poster map and official Pathfinder RPG bonus encounter!

Can You Mend A Frozen Heart? A mother's love is stronger than death, but love and death walk hand in hand when mortals cross paths with the immortal fey. Something has stirred up a fell and bloodthirsty power in the depths of the forlorn forest, and a bitter wind and mournful howls echoing from a lonely mountain bring a chilling dread to the wilds beyond the borderlands. A goddess is angry, and her wrath heralds doom in the unforgiving lands of a savage frontier. Can the heroes find a way to make peace with the warlike clans of the lonely hills and quell the frightening powers of nature that threaten to rise up and devour scattered clan and nascent frontier kingdoms alike? With triumph and tragedy in the balance, do they dare ascend Cold Mountain? Cold Mountain is a Pathfinder Second Edition adventure for 4th-level characters that takes the heroes past the reach of civilization, coming face to face with strange and primitive folkways and faerie powers. This adventure brings an evocative atmosphere of Dark Ages-style barbarism and mysticism into a traditional fantasy campaign, delivering challenges to overcome with words and deeds as well as on the field of battle. Your players

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will need cunning, guile, and a silver tongue to succeed where their magic and their sword arms may not prevail. Grab this 42-page PF2E adventure today for your home campaign or to complement the upcoming official "maker of kings" anniversary adventure path and Make Your Game Legendary!

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!

The Tyrant's Grasp Adventure Path reaches its world-shaping conclusion! The heroes learn that the keys to stopping Tar-Baphon's deadly Radiant Fire are the shards of the Shattered Shield still lodged in their souls--the only things dangling their lives above the grasp of the Boneyard. The heroes return to Lastwall to

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confront the Whispering Tyrant, but discover that he has led his army to the fields outside the city of Absalom. There, the Whispering Tyrant plans to blast his way through the city and crack the Starstone Cathedral open, transforming himself into a true god! The PCs must battle the lich's most powerful allies, turn the power of the Radiant Fire back on the Whispering Tyrant, and end the threat he now poses to the world. "Midwives to Death" is a Pathfinder Roleplaying Game adventure for 16th-level characters. The adventure concludes the Tyrant's Grasp Adventure Path and brings dramatic changes to Golarion. This volume also includes an extensive article showcasing the final material written by Paizo's developers for the first edition of the Pathfinder RPG. 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.

Fend off an invasion or throw a festival upon this sweeping tactical map depicting the central square of a fantasy town! Designed specifically for use with the opening encounter of the Pathfinder Roleplaying Game's Rise of the Runelords Adventure Path but suitable for any urban engagement, this durable accessory sets a central scene for any tabletop fantasy campaign. Measuring 24" x 30" unfolded, this portable, affordable map features a coated surface designed to handle any dry

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erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, GameMastery Flip-Mats fit perfectly into any Game Master's arsenal! 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.

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Campaign in style with this handsome collection of maps designed for use with the Rise of the Runelords Adventure Path. Two huge poster maps detail Varisia, the home nation of the first Pathfinder campaign, and Sandpoint, the player characters' new home. Plus, 15 additional single-page, full-color maps cover key encounter locations or wilderness areas from the campaign.

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: Rise of the Runelords
Anniversary Edition Pocket Edition

The Rise of the Runelords Adventure Path continues with the second adventure: "The Skinsaw Murders." A sudden string

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of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem. Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic.

The Students Become the Masters! Lore-speakers are the teachers of the Magaambya school of magic, and the heroes have graduated and joined their ranks. Sent with their students to the edge of the Mwangi Expanse, these new teachers must unearth ancient ruins while keeping themselves and their students out of danger. When a student vanishes, the heroes uncover a nefarious plot to subjugate the rain-lashed Sodden Lands. They must liberate a town, stop an evil cult, and show their students how heroes stand as wardens of the world. "Hurricane's Howl" is a Pathfinder adventure for four 8th-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 influential teachers, and ultimately decide the fate of the Magaambya. This adventure also presents a comprehensive gazetteer of a Sodden Lands town, as well as new monsters and new rules flying in on the hurricane's winds! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and

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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.

With the legendary Runescar Stylus in the hands of the enemy, the race is on to stop a rogue Hellknight from waking an army of undead sorcerers and drowning Varisia in the blood of the innocent! Can Seoni and her team of adventurers overcome Lazku's devils—and their own fears—in order to stop the atrocity before it begins? Monsters and madness abound in the triumphant conclusion of the Runescars series, from Pathfinder co-creators James L. Sutter (Pathfinder Hollow Mountain, The Redemption Engine) and F. Wesley Schneider (Pathfinder Hollow Mountain, Bloodbound), with art by Ediano Silva. Contains pull-out poster map and official Pathfinder RPG bonus encounter!

The Rise of the Runelords Adventure Path continues with the second adventure: The Skinsaw Murders. A sudden string of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem.

Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic.

This carefully edited collection has been designed

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and formatted to the highest digital standards and adjusted for readability on all devices. Table of Contents: Leatherstocking Tales: The Deerslayer The Last of the Mohicans The Pathfinder The Pioneers The Prairie The Littlepage Manuscripts: Satanstoe The Chainbearer The Redskins The Adventures of Miles Wallingford: Afloat and Ashore Miles Wallingford Other Novels: Precaution The Spy The Pilot The Red Rover The Wept of Wish-ton-Wish The Water-Witch The Bravo The Headsman The Monikins Homeward Bound Home as Found Mercedes of Castile The Two Admirals The Wing-and-Wing Autobiography of a Pocket-Handkerchief Wyandotté The Crater Jack Tier The Oak Openings The Sea Lions James Fenimore Cooper (1789-1851) was a prolific and popular American writer of the early 19th century. His historical romances of frontier and Indian life in the early American days created a unique form of American literature. Before embarking on his career as a writer, Cooper served in the U.S. Navy as a Midshipman, which greatly influenced many of his novels and other writings. The novel that launched his career was *The Spy*, a tale about counterespionage set during the Revolutionary War. He also wrote numerous sea stories, and his best-known works are five historical novels of the frontier period known as the *Leatherstocking Tales*. Among his most famous works is the Romantic novel *The Last of the*

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Mohicans, often regarded as his masterpiece. Strange gods or wizardly interference has blended animal and man. By practice, accident, or even nature, the beast people have risen to live against and with humanity in all its varied cultures and origins. Two legs or four, they stand ready to spice up your adventure as allies, antagonists, or player options. In a world steeped with magic, even the most unlikely matches are occasionally made. Sometimes through wildly inventive sorcery, the interference of otherworldly gods, or even the spark of true love may bring two distant lines together. Such creatures may be an anomaly, or give rise to whole new species. Even if one doesn't force blood together that normally would remain separated as water and oil, the nurture side of what makes a person who they are cannot be denied. What if your halfling was raised by orcs? Or that orc was brought up by elves? Without a single physical exchange, lines can be brought together. Hundreds of racial combinationsA new race (the beast people) designed to cover the animal kingdom.New FeatsNew Magic to blur racial linesReincarnation handled with grace and easeCompatible with Pathfinder, Starfinder, and 5th Edition!

Known as the City of Monuments for its jaw-dropping skyline of ancient ruins, magnificent towers, and stunning sculptures, Magnimar embodies the spirit of Varisia more than any other great city. Yet with

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Magnimar's explosive growth over the last century, life in the City of Monuments has become an adventure in and of itself. With strange monsters lurking amid the ancient ruins that form the city's foundation, roving bands of thieves, smugglers, and murderers battling for control over the city's alleys, and the increasingly decadent attitudes of its oldest families, Magnimar lies at a crossroads. Will it succeed despite the obstacles thrown in its path, or is the City of Monuments doomed to crumble under the pressure of its own runaway success? This Pathfinder sourcebook explores the city of Magnimar (first featured in the now classic Rise of the Runelords Adventure Path) in great detail. Each city district has its own unique flavor and role, and comes with pages of details on industries and institutions, leisure and markets, and politics and entertainment. Dozens of shops, taverns, guildhalls, and more await discovery, many of which are presented with additional adventure hooks, memorable NPCs, and inspirational bits of lore. Examinations of regions ripe for adventuring or sinister groups worthy of defeat, along with a robust bestiary featuring commonly encountered NPCs or monsters closely associated with the City of Monuments completes this book, which will be an invaluable addition to your upcoming Shattered Star Adventure Path.

The rise of the Runelords adventure path concludes.

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Karzoug's minions join the Runelord of greed and the evil wizard. There could be an even more evil darkness waiting to emerge. The battle continues to try to stop the Rise of the Runelords.

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