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2002-2025 Paizo Inc. All Rights Reserved. Copyright & TrademarkPrivacy Policy It began with Runelord Karzoug rising from slumber, then escalated with the return of Runelord Alaznist. Now, the most powerful runelord of them all is poised to have his revenge on the world that has denied him what he feels is his rightful claim to rule, and this time, only the most mythic of heroes have a chance at standing against the sinister runelord legacy! Revenge of the Runelords is a three-part Adventure Path for mythic characters of 12th to 20th level. The port of Bailax hosts lavish funeral games for a recently deceased hero, inviting all to compete for prizes and glory. When the adventurers investigate an ominous omen that interrupts the festivities, what they find wont just transform them into mythic hero-gods, but also will incite Bailax to violent revelry and arson. Can the new hero-gods stop the city from self destruction? Recruited as research assistants in anticipation of a rare celestial event, the PCs arrive on a remote island in the remnants of Azlant. While there, a column of shadow erupts from the sea and washes across the sky dimming the sun and unleashing shadowy monsters. Investigating the dangerous anomaly, the PCs discover a ruined Azlanti prison inhabited by vampires and learn that the column of shadow was only a test run for an ancient vampire planning to use Azlanti magical technology to blot out the sky. The demon Treerazer has long lurked in the wretched expanse of Tanglebriar, just south of the elven nation of Kyonin. Long ago, he tried to claim the nation as his own, but the elves pushed back and contained him. Today, many believe Treerazer to be exiled, trapped, imprisoned, or simply cowardly hunkering down in the swamp, afraid to attract attention or to trigger elven wrath once more.Those who believe this are about to learn just how dangerously wrong they are. After millennia of infighting and exploitation, many of Belkzens orcs crave prosperity and reform. Ardax the White-Hair, a bold orc leader, has invited delegates from across the world to visit Belkzen during its most spectacular natural event: the Flood Truce. Yet not all appreciate Ardaxs diplomatic overtures. When disaster strikes, several guests of honor must take up arms against Belkzens enemies and help its orcs realize a brighter future. Youve fought ghosts and goblins, dragons and demons, and so much more in your storied careers as adventurers, yet now you face what may be your most daunting challenge yetcreating an opera based on your heroic legacy! As the production swings into high gear, unexpected and dangerous complications are sure to make themselves known. Fear of performing on the stage will soon be the least of your worries! After generations of violence, Taldor and the Wildwood Lodge negodate lasting peace with the Treaty of the Wildwood. As forest-dwellers gather for the annual Greenwood Gala, the election of Lodge leadership, and the renewal of the treaty, theres an opportunity to resolve old ruidgesand as much potential to spark war. The town of Sandpoint has seen more than its fair share of danger and trouble over the years. But something sinister has been manipulating events all along, and now a new band of heroes must step in to save this legendary small town from seven deadly dooms! Something strange is happening to your hometown of Willowshore! Over the four seasons to come, you and your fellow home-grown heroes must face evil spirits, sinister fiends, and frightening curses, lest the town of Willowshore succumb to the Season of Ghosts! Millennia ago, the dwarven creator god Torag shook the earth and called the dwarves to the surface in the Quest for Sky. Taargick rose from the hardships of this journey, becoming the Sky King of Highhelm.And then he vanished without a trace. Not even destiny itself is safe when powerful forces seek to seize control of the future, and now it falls to a band of heroes selected by the power of a magical Harrow deck to step in and ensure that fate is not stolen from the world! After they walked through that glowing gateway, nothing was ever the same. A band of characters become paranormal investigators in order to figure out the cause of a global amnesic episode. Their quest takes them to lands near, far, and outside of this reality altogether. Face off against bands of bloodthirsty bandits, deadly and dangerous monsters, and mysterious menaces from other realities as you fight to claim the Stolen Lands as your own. Will you rule with justice and mercy, or will you become the very monsters you fought to oppose? In the Kingmaker Adventure Path, the destiny of the worlds newest nation is yours to decide! The undead nation of Geb gains most of its international trade from the export of food grown on zombie-worked farms, but lately one farm has been the site of a series of strange occurrences. The Blood Lords Adventure Path, is a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. A gang of outlaws, each with their own grudge against the villains who wronged them, must join forces to get their revenge. In the steam-powered world of Alkenstar, where most business is as orderly as the hands on a clock, these rugged antiheroes wile to go against the grain if theyre to settle their vendes. For generations, the Broken Tusk following has roamed their small patch of the Realm of the Mammoth Lords in relative peace. Now, to avoid annihilation from a maniacal war horde, they must flee into the unknown. A magic school like no other! The oldest and most prestigious magic academy in the world is the Magambya, an ancient institution founded by the greatest wizard the world has ever known. The time has come again for the Ruby Phoenix Tournament! The sorcerer Hao Jin has invited only the strongest martial artists, adventurers, and fortune seekers to her world-famous fighting competition. Brave heroes must venture into a dungeon full of beasts and traps to prevent a spiteful villain from rising again! Amid the hustle and bustle of the world-famous centennial Radiant Festival, the guards of the so-called Edgewatch precinct must ensure the festivals success and the safety of Absaloms citizens. Come one, come all! Spectacle meets savagery as the heroes strive to stop the Extinction Curse! The mysterious fires burning atop an abandoned Hellknight citadel are but the first of many discoveries waiting to be uncovered. Advance Your Game!This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out into a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design, destined to become a legend! The new Pathfinder rules are easier to learn and faster to play, and they offer deeper customization than ever before!This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!ThePathfinder Core Rulebookincludes:More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters!Six heroic player character ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc!More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory!Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard!Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision her to be!Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning!Written by: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark SeifterAvailable EditionsPaizo offers multiple editions for you to choose from! Each contains the same content as above, with the following special features.Digital Edition: This product is available in a convenient digital edition. Digital editions are updated to reflect errata when books receive a reprint and can grant you discounts and benefits at participating partner sites through the Paizo Connect API.Pocket Edition: This smaller 6.7 x 8.4 softcover edition offers a lower price and better portability.Special Edition: This limited edition deluxe hardcover is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.Other Resources: This product is also available on the following platforms:Hero Lab OnlineFantasy Grounds Virtual TabletopPathfinder Nexus on DemiplaneRoll20 Virtual TabletopSoundSet on SyrinscapeArchives of Nethys In the meantime, Pathfinders remaining projects and product schedule remain as-is and compatible with the newly remastered rules. This JulysRage of Elementshardcover, along with theLost Omenscampaign setting books and our regular monthlyAdventure Pathvolumes, continue as planned, as does thePathfinder SocietyOrganized Play campaign, which will incorporate the new rules as they become available. Learn more with ourFAQ hereor read it belows this a new edition of Pathfinder?No. The Pathfinder Second Edition Remaster Project does not change the fundamental core system design of Pathfinder. Small improvements and cosmetic changes appear throughout, but outside of a few minor changes in terminology, the changes are not anywhere substantive enough to be considered a new edition. We like Pathfinder Second Edition. You like Pathfinder Second Edition. This is a remastered version of the original, not a new version altogether.Are my existing Pathfinder Second Edition books now obsolete?No. With the exception of a few minor variations in terminology and a slightly different mix of monsters, spells, and magic items, the rules remain largely unchanged. A pre-Remaster stat block, spell, monster, or adventure should work with the remastered rules without any problems.What does this mean for my digital content?Paizo is working with its digital partners to integrate new system updates in the most seamless way possible. The new rules will be uploaded toArchives of Nethysas usual, and legacy content that does not appear in the remastered books will not disappear from online rules.We will not be updating PDFs of legacy products with the updated rules.Will the Pathfinder Second Edition Remaster books be part of my ongoing Pathfinder Rulebooks subscription?Pathfinder Second Edition Remaster books will be included in ongoing Pathfinder Rulebooks subscriptions. We are currently working on a method whereby existing subscribers will have the opportunity to opt out of these volumes if they wish and will provide additional details as we get closer to the release of the first two volumes.What impact will the Second Edition Remaster have onPathfinder SocietyOrganized Play?We are working closely with ourOrganized Playteam to seamlessly integrate new rules options in the upcoming books as those books are released, as normal. In the rare case of a conflict between a new book and legacy source, campaign management will provide clear advice with as little disruption as possible to player characters or the campaign itself.Will there be more Remastered Core books to come? What aboutMonster Core 2orPlayer Core 3?Its very likely that we will continue to update and remaster the Bestiaries in the future, but for now were focusing on the four announced books as well as Paizos regular schedule of Pathfinder releases. Publishing 100% new material remains Paizos primary focus, and we look forward to upcoming releases likePathfinder Rage of Elements, theLost Omens Tian Xia World GuideandCharacter Guide, our monthly Adventure Path installments, and other exciting projects we have yet to announce.Will the new Pathfinder Second Edition Remaster books have Special Editions?Yes. Pocket editions of the new books will appear roughly three months following the hardcover releases.Will these changes impact the Starfinder Roleplaying Game?Not yet.How can I learn more about the Pathfinder Second Edition Remaster books?To learn more about the Remaster books, check out our live stream chat about the announcement happeninglater today on Twitch. Beyond that, well be making a handful of additional announcements in the coming days and weeks to showcase more about this exciting project, culminating in your first full look at the project duringPaizoCon(May 26th29th)!Page 2In the meantime, Pathfinders remaining projects and product schedule remain as-is and compatible with the newly remastered rules. This JulysRage of Elementshardcover, along with theLost Omenscampaign setting books and our regular monthlyAdventure Pathvolumes, continue as planned, as does thePathfinder SocietyOrganized Play campaign, which will incorporate the new rules as they become available. Learn more with ourFAQ hereor read it belows this a new edition of Pathfinder?No. The Pathfinder Second Edition Remaster Project does not change the fundamental core system design of Pathfinder. Small improvements and cosmetic changes appear throughout, but outside of a few minor changes in terminology, the changes are not anywhere substantive enough to be considered a new edition. We like Pathfinder Second Edition. You like Pathfinder Second Edition. This is a remastered version of the original, not a new version altogether.Are my existing Pathfinder Second Edition books now obsolete?No. With the exception of a few minor variations in terminology and a slightly different mix of monsters, spells, and magic items, the rules remain largely unchanged. 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Publishing 100% new material remains Paizos primary focus, and we look forward to upcoming releases likePathfinder Rage of Elements, theLost Omens Tian Xia World GuideandCharacter Guide, our monthly Adventure Path installments, and other exciting projects we have yet to announce.Will the new Pathfinder Second Edition Remaster books have Special Editions?Yes. We are looking into various exciting print options for these books and will post more information soon.Will the new Pathfinder Second Edition Remaster books have Pocket Editions?Yes. Pocket editions of the new books will appear roughly three months following the hardcover releases.Will these changes impact the Starfinder Roleplaying Game?Not yet.How can I learn more about the Pathfinder Second Edition Remaster books?To learn more about the Remaster books, check out our live stream chat about the announcement happeninglater today on Twitch. Beyond that, well be making a handful of additional announcements in the coming days and weeks to showcase more about this exciting project, culminating in your first full look at the project duringPaizoCon(May 26th29th)! Watch the Pathfinder Beginner Box in action with theTroubles in Otari!liveplay! "The small seaside town of Otari is known for its fresh fish and a source of lumber for the nearby metropolis of Absalom. But when something dark begins to menace the town, its up to a band of freshlancers to come together and make a name for themselves....and learn more about the dark things in the world than they ever thought possible." Report for Duty!When diplomacy between nations fails and neither side backs down, war is the inevitable result. From border skirmishes to large-scale invasions, conflict comes in many formsThe perfect chance for heroes to win glory! And war has come to the world Golarion, embroiling the nations of the Inner Sea in a conflict that will forever change the Pathfinder setting!This rulebook for the Pathfinder Roleplaying Game covers all aspects of war, including two bold new character classes! Help steer the flow of battle as a cunning commander, or protect your allies from harm as an indomitable guardian. You'll also find archetypes that allow you to raise a small battalion of undead soldiers or wield a personal siege weapon, the new larger-than-life jotunborn ancestry, an armory of magic weapons, and rules for running combat alongside troops that you command to fill out your army's ranks. Golarions generals need you, so heed theBattlecry!Available EditionsPaizo offers multiple editions for you to choose from! Each contains the same content as above, with the following special features.Digital Edition: This product is available in a convenient digital edition. Digital editions are updated to reflect errata when books receive a reprint and can grant you discounts and benefits at participating partner sites through the Paizo Connect API.Pocket Edition: This smaller 6.7 x 8.4 softcover edition offers a lower price and better portability.Sketch Edition: This limited edition hardcover features a beautiful image of the original pencil sketch of the cover illustration. Sketch editions are exclusive to hobby retailers and on paizo.com.Special Edition: This limited edition deluxe hardcover is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Pathfinder rulebooks give you the tools you need to tell the kinds of stories you want to tell. Whether youve created your own world or are enjoying the Lost Omens, these books are your window to epic adventures across the cosmos. Monster Core 2 Despite how far heroes travel or how many times they save the day, there are always new monsters lurking just around the corner. Pathfinder Monster Core 2is a376-pagehardcover bursting with brand-new creatures as well as updated Pathfinder classics waiting to find a place at your table. Each volume is a deluxe adventure designed within the world of the Starfinder campaign setting. In SThe Age of Lost Omens is the world of the Pathfinder Roleplaying Game, extensively detailed in world guides that bring the setting to life with new character options, lore, maps, and more.tarfinder Adventures. players encounter alien species, crew iconic starships, and visit fantastic planets. Draconic Codex Dragons!The very name invokes power beyond reckoning, fire that can melt mountains and fangs the size of swords. To face a dragon is to face the ultimate challenge of any adventurers career.Research a fearsome foe or summon the courage to make an ally of these primordial beings and put your strength and wisdom to the test. Pathfinder Adventure Pathsweeave tales of mystery, exploration, and adventure in the world of Pathfinder but can be easily adapted into any fantasy setting. Each adventure takes characters across a wide range of levels and provides the Game Master with all the monsters, encounters, treasure, and backstory they need for a compelling play experience. Revenge of the Runelords It began with Runelord Karzoug rising from slumber, then escalated with the return of Runelord Alaznist. Now, the most powerful runelord of them all is poised to have his revenge on the world that has denied him what he feels is his rightful claim to rule, and this time, only the most mythic of heroes have a chance at standing against the sinister runelord legacy! Never miss a product release again with Pathfinder subscriptions that suit your playstyle. From core rulebooks, world guides, and accessories to the latest Pathfinder Battles release, customize your subscription and unlock greater rewards, like discounts and free Pathfinder Society content. following the devastating return of the Whispering Tyrant and his undead hordes, agents from across the Inner Sea and beyond banded together to reclaim lodges, recruit new members, and restore knowledge and information lost to time and disuse. As Pathfinder agents worked together to reclaim lost stories from their organizations distant past, they also concluded a long-running diplomatic foray with the Absalom kingdom civilization known as the Sewer Dragons, while finding new friends in the truxi nation of Ekkeshikaar, the hobgoblin nation of Oprak, and the Iobarian lesly community.The Societys many adventures and discoveries resulted in a climactic battle in the jungles of the Mwangi Expanse. In overcoming a powerful monarch of the First World and their fey minions, the Society gained control of an ancient demiplane and discovered one of their own inside: founding member of the Pathfinder Society and half-orc adventurer of legend, Gregaro Voth. With Voths unique historical perspective and a resounding victory under their belts, the Pathfinder Society set their eyes on another adventure: founding a new lodge in the haunted ruins of the northern subcontinent known as Iobaria.What began as an exciting foray into the ancient forests and ruins of Iobaria quickly turned disastrous, as one of the Societys leaders became possessed by a malign spirit and vanished into the wilderness! With the assistance of new allies, the Pathfinders enacted a daring ritual to track down their missing leader. In the process, they discovered a terrifying demon lord trying to force its way onto Golarion. They mustered all the strength they could to confront the demon lord amidst a ruinous firestorm, finally forcing it back to its Abyssal realm.With the Pathfinder Societys recent efforts focused on confronting dangers far and wide, new threats arose closer to home. Before the Society has even had a chance to celebrate its recent victories, a series of troubling correspondence from across the Inner Sea flooded the Grand Lodgemysterious events threatened several of the Societys lodges, all at once! In dealing with these disasters, the Pathfinder Society eventually learned that an old nemesis was responsible for coordinating the attacks. In a dramatic confrontation, the Society prevented their nemesis from absconding with a vast hoard of magical treasures. Now, its up to the Society to learn the secrets behind these treasures, discover why their nemesis wants to get her hands on them, and prevent her from enacting her evil schemes!With a trove of mysterious treasures and a powerful villain lurking in the shadows waiting to snatch them back, the Pathfinder Society launched into a year of study and research, determined to find the link between the strange items and what their enemy might be planning. New friends and allies were discovered while the Pathfinders fought back against the army of their night hag enemys changeling children. In a climactic battle across two planes and within the deserts of old, the Society was finally victorious and able to put a stop to her villainous machinations! Now, the Pathfinder Society turns to their original creed, vowing to explore the world and discover the unknown with a strange member of their leadership at the helm!During a year of exploration and research, the Pathfinder Society discovered not only the plots and machinations of a rakshasa with a long-held grudge, but was also able to discover the truth behind one of the Decemvrate leaders and finally help her find peace and resolution to her past troubles. Agents traveled near and far, assisting allies and making new friends, while ensuring that they held true to their creed: Explore! Report! Cooperate! Now they find the trouble brewing at home in Absalom and must pull together to ensure that theyre not eliminated once and for all!

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