

Pathfinder Paper Miniatures Kingmaker

Bestiary Notebook Set
Dungeon Crawl Classics Role
Playing Game
Roleplaying Game
Fortress of the Stone
Giants [WOIN]
Space Night Below
Shattered Star
Adventure Path
Pathfinder Chronicles
Crown of
Fangs
Pathfinder Flip-mat
Pathfinder Adventure
Path
Tome of Magic
Lost Omens World Guide
The
Warlock of Firetop Mountain
Pathfinder
Module
Pathfinder Volume 2
Pirate's Honor
Pathfinder
Module
Pathfinder Module
Reign of Winter
Escape from
the Aliens in Outer Space
The Art of Darksiders III
Inner
Sea Pawn Box
Pathfinder Playtest Rulebook
Pathfinder
Player Companion
Pathfinder Adventure Path
#34
Pathfinder Campaign Setting: Faiths of
Golarion
Rifts Conversion Book
Jade Regent
Stolen
Land
Pathfinder Module
Kingmaker
Pathfinder
Adventure Path #36
Kingmaker Play Unsafe
Pathfinder
Roleplaying Game: Advanced Class Guide
Pocket
Edition
Pathfinder Vol. 1
The Chronicles of Exandria
Vol. II
Phrases and Names, Their Origins and
Meanings
Pathfinder Adventure Path #35

Bestiary Notebook Set

"Phrases and Names, Their Origins and Meanings" by Trench H. Johnson. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the

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Dungeon Crawl Classics Role Playing Game

Roleplaying Game

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D"RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to loth level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

Fortress of the Stone Giants

The treacherous reaches of the River Kingdoms are revealed in this handsome collection of important poster maps from the Kingmaker Pathfinder Adventure Path! Four poster maps represent the Stolen Lands, the region Kingmaker players are destined to rule, with huge posters of the war-torn bandit town of Pitax and the lost village of Varnhold rounding out this beautiful collection designed by award-winning Pathfinder cartographer Robert Lazzaretti. Even if you aren't running Kingmaker, the

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maps within this handsome folio can serve as exciting locations for any RPG campaign.

[WOIN] Space

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

Night Below

New Hardcover Edition! Awakened by the End of Days, Death, the most feared of the Four Horsemen of the Apocalypse, embarks on a quest to undo Armageddon! The Art of Darksiders II collects the dark and dynamic artwork behind the second installment in the fan-favorite Darksiders video game series. Featuring the artwork of legendary comic artist Joe Madureira (X-men, Battle Chasers) and the Vigil Games art team, the book collects full-color illustrations, character and environment designs, unused concepts, and more!

Shattered Star Adventure Path

The Grand Duchy of Alkenstar has withstood the ravages of the surrounding Mana Wastes for over a century thanks to its industrious citizens and the awesome power of their technological innovations.

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But when the clockwork guardians meant to protect Alkenstar begin attacking citizens, riots threaten to disrupt the already unstable balance of power within the city. Combined with a series of unnatural earthquakes in the Karggat Hills and the reactivation of a long-dormant dwarven factory, the sense that something isn't right hangs thick in the air. Can the heroes discover the cause of these strange events and save the citizens of Alkenstar from turning on themselves? Pathfinder Module: Wardens of the Reborn Forge is a deluxe super-adventure for 12th-level characters and includes 64 action-packed pages of adventure and a beautiful two-sided full-color poster map. Players can expect to reach 16th level by the time they complete this epic adventure - if they manage to survive!

Pathfinder Chronicles

Pathfinder Campaign Setting: Faiths of Golarion sheds light on 10 lesser-known deities, some popular within the Inner Sea Region, and some worshipped mostly in the lands beyond. From Chaldira Zuzaristan, the mischievous halfling god of luck, to Nivi Rhombodazzle, the deep gnome god of gambling, to Gruhastha the Keeper and Hei Feng the Duke of Thunder, this book offers details about these gods' histories, dogmas, and practices, all designed to enrich your campaigns with new divine lore.

Crown of Fangs

Bring the world of the Pathfinder Campaign Setting to

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your game table with the Inner Sea Pawn Box. With more than a hundred characters straight from the Inner Sea region, Game Masters and Pathfinder RPG players alike will find the perfect pawns to represent their player characters and noteworthy NPCs. Including both major characters from the Pathfinder world and members of iconic organizations - like the merciless Hellknights and daring members of the Pathfinder Society - this set provides all the Pathfinder Pawns you need to truly bring the Pathfinder Campaign Setting to life. Price includes VAT. The colorful characters of the Pathfinder Roleplaying Game's Inner Sea setting come alive on your tabletop with this box-busting collection of more than 200 character pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a specialized character from one of the diverse nations and cultures of the Inner Sea region. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for common character types and over 200 distinct character images, the Inner Sea Pawn Box is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever!

Pathfinder Flip-mat

Give life to your NPCs with Shattered Star Face Cards! More than 50 key characters fill this gorgeously illustrated deck designed for use with the Shattered

Star Adventure Path, but suitable for use in any fantasy roleplaying game. Each card includes the character's name, role in the Shattered Star Adventure Path, space to record key details, and artwork by Paizo's finest illustrators. These Face Cards bring the cast of the Adventure Path to your tabletop and allows your players to look into the face of the enemy!

Pathfinder Adventure Path

As the war with the bandit kings of the River Kingdoms escalates, the nascent kingdom of Varnhold to the east of the heroes' new realm falls silent. An investigation reveals that something dire has seized Varnhold, leaving an entire town empty of life or even signs of violence. What fell influence from the wildlands east of the River Kingdoms is responsible for the Varnhold vanishing? This volume of Pathfinder contains the first detailed look at the blasted plains east of the Inner Sea region, a ruined swath of the realm of Iobaria ruled today by sinister druids, feral barbarians, centaur tribes, and an ancient slumbering menace whose remnants still haunt this realm today. A Pathfinder Roleplaying Game adventure for 5th-level characters.

Tome of Magic

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

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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 highly anticipated 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. This volume also features an extensive exploration of the ecology and society of the frog-men known as boggards and several new swamp monsters for your game. Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

Lost Omens World Guide

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or

simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * and much, much more!

The Warlock of Firetop Mountain

Driven to battle by a maniacal warlord, the once-peaceful Stone Giants of the Storval Plateau threaten to destroy the sleepy town of Sandpoint.

Pathfinder Module

Set in the world of the role-playing game, Pathfinder.

Pathfinder Volume 2

Pirate's Honor

Rag-tag armies of mercenaries from the northern nation of Brevoy have turned their attention south to the region of the River Kingdoms called the "Stolen Land," and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathfinder volume also includes a gazetteer of Brevoy and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (Forgotten Realms: Azure Bonds) brings a lighter side to Pathfinder with the first installment of a new fiction

arc for the Pathfinder Journal.

Pathfinder Module

Seize the mythic might of the Pathfinder world with Pathfinder Player Companion: Mythic Origins! Expanding upon the incredible powers and world-shaking magic of the Pathfinder Roleplaying Game's newest hardcover, Mythic Adventures, this player-focused guide brings that arsenal of options into the Pathfinder world. Grant your characters a host of new abilities for every mythic path, feats, spells, magic items, and more drawn from the Pathfinder campaign setting's wildest legends, forgotten histories, and otherworldly planes. Learn what it means to be a mythic hero in the Pathfinder world and, even if you don't have mythic power, how you can still benefit from (or even claim) such epic forces.

Pathfinder Module

Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who's-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo's most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even

a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

Reign of Winter

A dungeon quest and a dangerous treasure hunt The reader must take on the role of an adventurer, travelling to find the treasure chest belonging to a powerful Warlock, deep within Firetop Mountain. This chest is guarded by a succession of terrifying monsters

Escape from the Aliens in Outer Space

The Art of Darksidiers II

When Valeros and his companions are tasked with tracking down a mysterious beast scarring the locals of Sandpoint, they find far more than they bargained for! A seemingly simple monster hunt becomes a twisted tale of danger and betrayal as the Cult of Lamashtu exacts its revenge on our iconic heroes. With an action-packed story written by Jim Zub (Samurai Jack, Skullkickers) and lavish artwork by

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newcomers Sean Izaakse and Ivan Anaya, this second volume continues the thrilling adventures of the Pathfinder heroes in the richly envisioned fantasy world of Golarion. Bonus materials include over thirty-pages of encounters and world detail for the Pathfinder Roleplaying Game, and a brand-new poster map.

Inner Sea Pawn Box

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

Pathfinder Playtest Rulebook

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man-could he have had something to do with its destruction?

And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? The Dragon's Demand is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure-if they manage to survive the wrath of a dragon when his demands aren't met!

Pathfinder Player Companion

This sourcebook for the What's O.L.D. is N.E.W. roleplaying game system contains information on space and starship operations. Astronomical information - scale, stars, spectral classifications, unusual stars, black holes, rogue planets, nebulae, anomalies, astroengineering. Random space phenomena - from funnel clouds to quantum singularities; magnetars to wormholes. Space travel - distance & time, setting assumptions, inner system travel, time dilation, types of FTL travel. Starship combat - tactical (hex-based) and theatre-of-the-mind space combat, Newtonian movement, two sample ships (the Murphy, and a Spartan Talon Class VI Scout). Starship operations - ship classes and types, roles aboard a starship, using sensors, sickbays, tractor beams, transporters, and recreational facilities. This book requires the use of a What's O.L.D. is N.E.W. core rulebook.

Pathfinder Adventure Path #34

The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A Pathfinder Roleplaying Game adventure for 13th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Plus five all-new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

Pathfinder Campaign Setting: Faiths of Golarion

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of

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this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path 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 standard 3.5 fantasy RPG rules set.

Rifts Conversion Book

Jade Regent

Although the warrior Valeros can rely on his swordarm and his friends, nothing can prepare him for the dangers that lurk ahead when the scattered and

chaotic goblin tribes of Varisia change, grow in power, and unify in ways no one has ever seen before.

Stolen Land

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire

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armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * and much, much more!

Pathfinder Module

Often, we treat games like work. In this book, Graham Walmsley explores what happens when you throw the serious stuff away: when you stop working, start playing and put stories at the heart of your game.

Kingmaker

The heroes finally reach the distant land of Tian Xia, only to once again attract the attention of the oni of the Five Storms. But not everyone wants them dead - the heroes must meet a mysterious woman named Miyaro who promises to lead them to allies deep in the Forest of Spirits. These mysterious spiritual guardians - known as kami - reveal that the oni of the Five Storms once dwelt in a fortress known as the House of Withered Blossoms, deep in the forest. Much can be learned at this fortress, but a few of the old inhabitants remain. A Pathfinder Roleplaying Game adventure for 10th-level characters, *Forest of Spirits* continues 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 #36

Kingmaker

This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

Play Unsafe

The heroes of the Kingmaker Adventure Path have claimed their kingdom, and the first shipment of supplies and gold has arrived from the distant north. While the heroes further explore their new home, they must at the same time help manage and rule their nascent kingdom, establish towns and roads and resources, and keep their realm's growing population happy. These tasks are made much more difficult by regular attacks by marauding monsters, encroaching tribes of barbaric trolls, and a mysterious but

legendary monster roused from ancient slumber by this expansion into its wilderness territory. And perhaps worse of all, the bandit lords of the River Kingdoms themselves have taken notice of this expansion, and when they turn their retribution north, the rivers will run red with blood. A Pathfinder Roleplaying Game adventure for 3rd-level characters.

Pathfinder Roleplaying Game: Advanced Class Guide Pocket Edition

Pathfinder Vol. 1

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.

The Chronicles of Exandria Vol. II

Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh

world in Golarion's solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world? Continuing the Reign of Winter Adventure Path, *The Frozen Stars* is a Pathfinder Roleplaying Game adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the *Pathfinder's Journal* by Kevin Andrew Murphy.

Phrases and Names, Their Origins and Meanings

Pathfinder Adventure Path #35

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

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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.

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