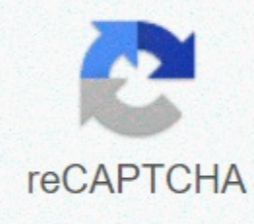




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Page 6 SelectionFile Type Key Name Icon 06:32 PM Unknown user Ç fighter-cards.pdfView Download 247k v. 2 Dec 30, 2008, 6:34 PM Unknown user Ç paladin-cards.pdfView Download 481k v. 2 December 30, 2008, 6:35 PM Unknown user Ç ranger-cards.pdfView Download 309k v. 2 December 30, 2008, 6:34 PM Unknown user Ç warlock-cards.pdfView Download 196k v. 2 Dec 30, 2008, 7:15 PM Unknown user Ç wizard-cards.pdfView Download 427k v. 2 December 30, 2008, 6:41 PM Unknown user about sandpoint mail production. An ordinary town on the lost coast of Varisia. When Ezren, Merisiel, Valeros and Harsk arrive, seeking to rest from their adventures, it seems that the city's annual Swallowtail Festival will give them what they need, until the elves attack during a ceremony to consecrate the city's rebuilt church. After defending Sandpoint, the adventurers discover a sinister plot to return an ancient evil to Varisia. Can they discover the sinister connection between the elf attack and the removal of deadly remains from a crypt in the city cemetery? This is just the beginning of a new search for the iconic pathfinder characters Ezren, Merisiel, Valeros and Harsk. The rise of the runelords begins with burned offerings - and only four heroes are against it. Showing 1-30 Start your review of Pathfinder Adventure Path #1: Burnt Offerings (Rise of the Runelords, #1) Basic Plot: Elves are attacking Sandpoint and heroes have to save the day, even when they discover that the threat goes much further than just goblins. Note: This is a review of the original adventure published (under D&D rules 3.5), before Pathfinder had its own rules system. As a person who has played many, many D&D games, I have been dubious of stepping behind the shield as it was and running a game of it. I've run other systems: Werewolf, Vampire, Cthulhu call, paranoia, etc. but all s Basic Plot: The elves are attacking Sandpoint and the heroes have to save the day, even when they discover that the threat goes much further than just goblins. Note: This is a review of the original adventure published (under D&D rules 3.5), before Pathfinder had its own rules system. As a person who has played many, many D&D games, I have been dubious of stepping behind the shield as I was and A game of it. I've run other systems: Werewolf, Vampire, Call of Cthulhu, Paranoia, etc. but all the systems I like to run are very heavy in the role-playing game and light on the rules. They are very much of systems where you make calls as the issues come out and there is no real need to spend hours looking for dark rules on how to take a particular action. Run D&D Rules landed on me. Pathfinder is such a rich world, however, that I forgot all about it. After reading this book, with its full background story (yay roleplaying!!!) and sets of inclusive rules and meeting descriptions, there was very little concern for me. The rules were largely set for me, and I just had to really familiarize myself with the book before I ran. I'm running this adventure path for three different groups right now, and I'm looking forward to going through the whole series. Even running through the series with three different groups, it's different every time with all the opportunities for role playing. This is probably one of the best role-playing supplements/games I've experienced as a player or GM. more Nov 09, 2015 Joe Deangelo said he liked that he would give the story 2 1/2 stars (it's good enough for what it is, but it's certainly not exceptional), but the production values (this is a full cast audio drama) that would give a 4 1/2. In this sense it is very well done. April 09, 2020 Ty Arthur called it an amazing summer 2007. Wizards had decided to move away from print media and obtained the license for Paizo's Dragon/Dungeon magazines, so the company decided to use the open gaming license to make its own adventure path rolling everything in a monthly release. I had been very eagerly awaiting the release of the first issue, and wandered into a game store asking for this new tangled thing called Pathfinder. The guy who ran the local store had no idea what he was talking about, and he assured me that I have to summer 2007. Wizards had decided to move away from print media and obtained the license for Paizo's Dragon/Dungeon magazines, so the company decided to use the open gaming license to make its own adventure path rolling everything in a monthly release. I had been very eagerly awaiting the release of the first issue, and wandered into a game store asking for this new tangled thing called Pathfinder. The guy running the local store had no idea what he was talking about, and he assured me that I have to have the wrong name, because if it was a serious monthly RPG release, he would know. Needless to say, this store ended up lining the shelves with paizo material not long after. In the book itself, its kind of hard to rate because I have some serious pink glasses going on here. I made some lifelong friends and memories that will stay with me in my days playing this adventure path. In the book itself, Paizo was trying to pull out all the stops, while still offering something familiar to launch a wide net and bring a great new follow-up. Long story short, it worked. Yes, this is an adventure about goblins attacking an ampnea city, but They immediately began pushing the boundaries as soon as they were out of the Wizards off the coast leash. There are some very strong themes of horror and sexuality here that Wizards would not have allowed, but it doesn't go so far as to alienate people as something in the flame princess's line of regrets. That first issue isn't perfect - his attempt to be too many things at once, yearning for a ton of different cultures and concepts in a small town to introduce Golarion's world, but he gets his right to find a fault there. In fact, sandpoint's in-depth description of each building and negationist is probably the highlight, because it allows you to make a living, breathing around the city where first-level characters can get into all sorts of problems (or become heroes, if that's yours) doing much more than repel the elf invaders. This is also where Paizo's obsession with hilarious/horrible elves really started in earnest, with elf songs and tribes here you'll recognize if you wait for the annual release of We Be Goblins every summer on Free RPG Day.From staving off the advances of star-struck local farmer's daughters (or dealing with their angry parents if they give in to temptation) to unravel deadly family threads while handling crazy creatures trapped under the city for thousands of years, there's only so much to do here. and Burnt Offerings starts the adventure path with an explosion. My group of players ended up hating Sandpoint more than the bad guys trying to destroy him in the end, but his group could love and strive to protect him. From new monsters like the Sandpoint Devil and Attic Whisperer to the world-building and adventure sections itself, Burnt Offerings was an absolutely killer first issue to start the Pathfinder legacy, and I look forward to running this path for my son one day along the lines of a new generation of Sandpoint heroes. ... more This adventure is a good start for a low-level pathfinder campaign. (Or it can be used in any campaign settings with some settings.) It offers a good start to the campaign, and is a good introduction to Pathfinder as it was one of the first written modules and assumes little or no existing knowledge of the world of gambling. There is also a downloadable guide of the pdf player for this module specifically that has some details about the characters, the country where it is set, etc. that can help your plan This adventure is a good login to a low-level pathfinder campaign. (Or it can be used in any campaign settings with some settings.) It offers a good start to the campaign, and is a good introduction to Pathfinder as it was one of the first written modules and assumes little or no existing knowledge of the world of gambling. there is a downloadable guide to the pdf player for this module specifically that has some details about the characters, the country where It is established, etc. that you can help your players make characters without having to buy a lot of Pathfinder source materials if you are just trying it. I was very impressed with how this was written and its mix of combat, puzzles, mystery, and role-playing situations. It's not your typical all-cut-and-bar, but you have a lot of it to keep the sword slings happy while also entertaining everyone else. ... more July 10, 2008 James Noyes qualified that he liked THis is by no way a book to sit and read. However, it is a finely crafted tool to use in dungeons and dragons. I'm the DM in my group and this startup adventure was great. My players loved the base (Sandpoint) and the NPC (the priest, sherrif, ranger, etc). They were immediately sucked into the game. I like supplemental information, so I guess the information about the city and such could be considered fictional nonfiction. It is a great source for D/D A fantastic adventure that will renew your love (re: the fear of your players) of elves. Some of the NPC have only one line of statistics (i.e. Human Male Level X Class Y) and this can make for some awkward encounters, but the story is very good. Jason qualified that he liked August 05, 2014 Chris Nichols rated it was amazing Jul 31, 2013 James T. Catt rated it was amazing December 26, 2019 Björn Boots rated that he really liked August 03, 2011 Cody McIntosh rated that he didn't like Jun 13, 2018 Chris Guyer rated it was amazing May 01, 2011 Jacob Reed qualified that he really liked Jul 31, 2017 Chris Spivey rated that he really liked Set 25, 2012 Peat rated that he really liked Nov 27, 2014 Derek rated liked August 26, 2012 Tiffany Fritz rated it was amazing Set 03, 2015 Carlos rated it was amazing 08 February 2012 Robin rated it was amazing Oct 28 , 2011 Colin Pate qualified that he really liked April 09, 2015 Hugh Melrose qualified that he really liked August 19, 2010 Filip rated that he really liked June 20, 2013 Spinu Gabriel rated that he really liked Oct 03, 2014 R rated that he really liked January 20, 2017 Darren Compton rated that he really liked Oct 13, 2018 2018

