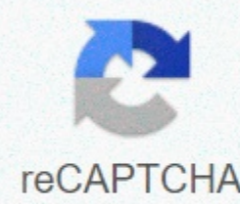




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Rise of the runelords handouts

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The Rise of the Runelords Adventure Path begins with this witch raid and takes players on an epic journey through the land of varisia as they track down a cult of serial killers, battle ogres, stop an advancing army of stone giants, dive into ancient dungeons and finally meet a wizarding king in his ancient mountaintop town. This hardcover compilation updates the fan-favorite campaign to Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Celebrating both the fifth anniversary of the Pathfinder Adventure Path and the tenth anniversary of Paizo Publishing, this new edition expands the original campaign with new options and refined meetings throughout, which includes 5 years of community feedback. The Rise of the Runelords Anniversary Edition includes: All six chapters of the original Adventure Path, expanded and updated for use with Pathfinder Roleplaying Game. Articles on the great sites of Rise of the Runelords: sleepy Sandpoint, the ancient Thassilonian town of Xin-Shalast, and others. Revelations about the sinister magic of Thassilon, with updated spells, magical objects and details about tracing sinners throughout the campaign. A bestiary with eight monsters updated from the original Adventure Path, plus a brand new terror. Dozens of new illustrations, never-before-seen characters, location maps, and more! Deluxe Collector's Edition In celebration of 10 years of Paizo Publishing and 5 years of Pathfinder Adventure Path the Rise of the Runelords Anniversary Edition was complemented by the exclusive Rise of the Runelords Deluxe Collector's Edition The Rise of the Rune DeluxeLords Collector's Edition comes packed into a wonderful oversized magical tome case modeled after the spell book of Karugzo , Runelord of Greed , the ultimate villain in Rise of the Runelords Adventure Path. With real metal casings, leather-like covers, and a working mechanical latch, this presentation case easily as campaign props. Inside is a wonderful hardbound collection of the entire Runelords campaign packed with removable maps and handout players, as well as a collection of 15 beautiful archival expressions of the campaign's most important iconic characters and original refights! The presentation case Inspired by Runelord Karzoug's real magical tome, this beautiful presentation case measures 13 inches tall by 10.75 inches wide by 3 inches thick, and snugly fits all components of the Rise of the Runelords Deluxe Collector's Edition. Features leather-like covers, metal casings, an imitation grimoire spine, a 1-inch thick blood red cloth bookmark, and embossed with a silver-foil Sihedron Rune of the old Runelords. Keep your components safe from prying eyes with a working metal barrier. Presentation cases, deluxe book and art prints all come packed in a durable box for hassle-free storage. The book This beautifully bound limited edition of Rise of the Runelords Adventure Path has 432 pages of lovely color printed on ultra-high quality paper, making it attractive and durable. Tied in high-quality imitation leather, the book features an ornate spine as well as a silver foil-print image of Runelord's sneaky Sihedron Rune. Contains a blood red bookmark perfect for tracking campaign progress! Twenty-two full-color player handouts and important maps are printed on high-quality paper and tucked into slitted pages, allowing players to keep important clues while keeping GM with copies of their own. They write fifteen premium full-color expressions of key Rise of the Runelord cover images and iconic characters on high-quality art layer paper, all packaged individually in vellum envelopes and all suitable for framing. All prints feature classic Runelord's art by superstar Pathfinder cover artist Wayne Reynolds! Print includes: Spanish edition An official Spanish translation, El Auge de los Señores de las Runas Edición Aniversario, was published by Devir Iberia in February 2015. En la soñolienta población costera de Punta Arena, el mal se prepara. Un ataque por partede unos goblin enloquecidos revela las sombras de un pasado olvidado, que vuelve para amenazar al pueblo, y quizá a toda Varisia. La Senda de aventuras El Auge de los Señores de las Runas empieza con esta incursión de los goblin, y conduce a los jugadores a un viaje épico a través de Varisia mientras siguen el rastro de asesinos en serie, luchan contra ogros en un lugar remoto, detienen el avance de un ejército de gigantes de piedra, excavan antiguos dungeons, y finalmente enfrentan a un mago-ciudaday en su , situada en la cima de una montaña. Esta recopilación en tapa dura pone al día la campaña favorita de los aficionados, y la ajusta a las reglas de Pathfinder, con contenido nuevo y revisado, jen más de 400 páginas abarrotadas de caos, excitación, y Celebrando a la vez el 5º aniversario de esta Senda de aventuras y el 10º aniversario de Paizo Inc., esta nueva edición expande la campaña original con nuevas opciones y encuentros elaborados de nuevo, incorporando las mejoras introducidas tras cinco años de comentarios de la comunidad de usuarios. Paizo's Pathfinder classic has been converted in its entirety to Roll20! Enjoy the complete adventure with all the immersion of dynamic lighting, one-click action and bonus compendium integration! In the sleepy coastal town of Sandpoint, evil is on the way. An attack by crazy goblins reveals the shadows of a forgotten past returning to threaten the city—and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this witch raid and takes players on an epic journey through the land of varisia as they track down a cult of serial killers, battle ogres, stop an advancing army of stone giants, dive into ancient dungeons and finally meet a wizarding king in his ancient mountaintop town. This hardcover compilation updates the fan-favorite campaign to Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Celebrating both the fifth anniversary of the Pathfinder Adventure Path and the tenth anniversary of Paizo Publishing, this new edition expands the original campaign with new options and refined meetings throughout, which includes 5 years of community feedback. The Rise of the Runelords Anniversary Edition includes: A complete, ready-to-run adventure set out in Roll20 with dynamic lighting support (requires plus/pro subscriptions), easy-to-share handouts and more. Over 340 creatures to encounter, each with complete character sheets, associated tokens and action and spells with one click. A bonus compendium with eight monsters updated from the original Adventure Path, plus seven spells, thirty-six items, and a feat, which you can drop into any of your Pathfinder games. Articles on the great sites of Rise of the Runelords: sleepy Sandpoint, the ancient Thassilonian town of Xin-Shalast, and others. Dozens of new illustrations, never-before-seen characters, location maps, and more! Refund Notice: All Paizo products are subject to the Download Restricted Refund Policy, which contains PDF files downloaded from Paizo.com via the Roll20 Paizo Account Sync. Do you have questions? We have answers! I bought the module, now what? When you go to Create New Game on roll20, you can now select Rise of the Runelords Anniversary Edition from the modules on the right. Click, setup, and play! Which character sheet should I use? All official Pathfinder content on roll20 uses pathfinder of roll20 character sheet. How do I access the compendium? In any game with a Pathfinder character sheet, travel to the compendium tab (i). There you will see pathfinder compendium entries you have unlocked. You can view the web compendium here. How do I take advantage of Random Encounter Addon? Rise of the Runelords is a very large product. To help cut down on game size, we've separated the optional Random Encounter NPCs in Random Encounter Addon. We only recommend importing this into your game if Random Encounters is recording. For GMs with a Pro Subscription, we recommend creating a GM Only game with this addon integrated, and transmogrifying into creatures when needed. Note that adding random encounter addon to the core module can make the game big enough to duplicate the game will no longer be possible. You can learn about integrating addons here. I have another problem. What do I do? 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