

PATHFINDER

ADVENTURE PATH



Carion Crown

BROKEN
MOON
By Travis Thompson

Pathfinder Adventure Path Carrion Crown Part 3

David N Ross



Pathfinder Adventure Path Carrion Crown Part 3:

Broken Moon Tim Hitchcock, 2011 When the savage lord of Ustalav's werewolves is mysteriously murdered the nation's forests run with lycanthropic blood War in the wilds soon spills onto the streets as the people of the land seeing the strife among their long time foes begin a hunt to scour the nation of the deadly shape shifters Entreated by a lord of the werewolves to help unite his savage people the heroes must risk becoming tainted by the curse of lycanthropy as they race across the heart of the nation to find an outcast heir But can they do so before bestial assassins and the agents of the Whispering Way find him or the heroes first An adventure for 6th level characters this volume continues the Carrion Crown Pathfinder Adventure Path Pathfinder Adventure Path Ron Lundeen, 2018 Map on inside front cover illustration and text on inside back cover Shattered Star - The Asylum Stone James L. Sutter, 2012-11-13 The seven shards of the Shattered Star have been recovered and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement Back cover Ashes at Dawn Neil Spicer, 2011 As the heroes track the Cultists of the Whispering Way through the fog shrouded streets of Caliphas they lose their quarry but a dark patron rises with offers of aid and insights into the cult's ultimate evil He asks only in return that the adventurers put an end to a murderer terrorizing the city's vampires This leads the heroes into an underworld of endless night where they must explore the vampires' deadly society and indulge its blasphemous traditions if they're to discover who's murdering the undead What they uncover is a conspiracy of blood and a union of evils willing to risk both life and undeath in the pursuit of ever-lasting youth A Pathfinder Roleplaying Game adventure for 11th level characters this volume continues the Carrion Crown Adventure Path drawing on themes of classic horror stories and RPG adventures long awaited by Pathfinder players This volume also includes a gazetteer of the city of Caliphas revelations of Urgathoa Pathfinder's Goddess of the Undead five terrifying new monsters in the Pathfinder Bestiary new fiction in the Pathfinder's Journal and much more *Wake of the Watcher* Greg A. Vaughan, 2011 No one goes to Illmarsh a decrepit village haunted by tales of ghastly midnight rites and sacrifices to shadows from the sea When the heroes learn of an unholy bargain between the cultists of the Whispering Way and the drowned gods of this wretched town they must journey through a wilderness gone wrong to prevent it Can the heroes discover what foulness festers in the mind of Illmarsh and withstand the whispers of an insanity from beyond the stars A Pathfinder Roleplaying Game adventure for 9th level characters this volume continues the Carrion Crown Adventure Path drawing on themes of classic horror stories long awaited by players The heroes will investigate lands inspired by the mind-bending horrors of H.P. Lovecraft and face off against terrifying foes drawn from his ever-popular Cthulhu Mythos This volume also introduces the unimaginable terrors of the Elder Gods to the Pathfinder campaign setting with an expanded Bestiary unleashing a host of maddening Lovecraftian monsters plus much more including new fiction in the Pathfinder's Journal **Haunting of Harrowstone** Michael Kortes, 2011-04-12 The prison of Harrowstone has long been an empty ruin haunted by more than the mysteries and

memories of a tragic past Brought together by the death of an ally the heroes unite to save the residents of a tormented town and lay the spirits of Harrowstone to rest Yet doing so brings new life to a long forgotten mystery A Pathfinder Roleplaying Game adventure for 1st level characters this volume launches the Carrion Crown Adventure Path drawing on themes of classic horror stories and RPG adventures long awaited by Pathfinder players Introduces five terrifying new monsters in the Pathfinder Bestiary new fiction in the Pathfinder s Journal and much more **Pathfinder Adventure Path: Heavy Is the Crown (Sky King's Tomb 3 of 3) (P2)** Jessica Catalan,2023-10-03 For all his epic deeds the first high king earned countless enemies and word of his tomb s rediscovery has gathered an eclectic army of dwarves ancient enemies To preserve the tomb and save a dwarven city the adventurers must infiltrate splinter and sabotage the gathering legion Only in this chaos can the adventurers catch up to their rival at the tomb itself The question isn t just whether they can prevail but whether their victory makes them worthy of the tomb s greatest secrets Heavy is the Crown is a Pathfinder adventure for four 8th level characters concluding the Sky King s Tomb Adventure Path a three part monthly campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king s tomb seek subterranean treasures and heal millennia old injustices all while stopping an ambitious villain from weaponizing those same discoveries This adventure also includes exciting ways to continue the campaign an overview of the subterranean Darklands a gazetteer of a lost dwarven homeland and fearsome creatures that prowl the darkest caves 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 **Trial of the Beast** Richard Pett,2011 The Beast of Lepidstadt a savagely cunning flesh golem has long terrorized the simple folk of the land Once captured though rather than destroy the monster the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk scholars of the macabre and the slaves of its mad creator When a violent attack releases the berserker its trail leads to the laboratory lair of a mad scientist and his blasphemous creations crazed conspirators in the maniacal plot of the Whispering Way A Pathfinder Roleplaying Game adventure for 4th level characters this volume continues the Carrion Crown Adventure Path drawing on themes of classic horror stories This adventure also includes an in depth look at Pharasma mysterious goddess of fate along with details on the Eternal Order of the Palatine Eye one of Ustalav s most manipulative and mysterious secret societies plus five terrifying new monsters in the Pathfinder Bestiary new fiction in the Pathfinder s Journal and much more **Shadows of Gallowspire** Brandon Hodge,2011 The plot of an undead obsessed cult the Whispering Way comes to its terrifying climax With relics gathered from across the land the death worshipers travel to the tower of Gallowspire wherein lurk the deathless remains of the immortal evil wizard known as the Whispering Tyrant Can the heroes withstand the ageless evil of Gallowspire to finally defeat the Whispering Way Or will the Whispering Tyrant one of the greatest fiends ever known be reborn and unleashed

upon the world once more A Pathfinder Roleplaying Game adventure for 13th level characters this volume brings the horrific Carrion Crown Adventure Path to its climactic conclusion This volume also includes details on the powerful undead liche five terrifying new monsters in the Pathfinder Bestiary new fiction in the Pathfinder s Journal and much more **Pathfinder Adventure Path: Hands of the Devil (Abomination Vaults 2 Of 3) (P2)** Vanessa Hoskins,2021-03-09 Beware when dealing with devils The Abomination Vaults sprawl far beneath the mysterious Gauntlight and it s time to take weapons torches and wits into the deeper dungeons Here vile fleshcrafters labor to create armies of monsters for their long dead leader and a force of devils still work to maintain order among the feral and fractious monsters An unlikely ally can reveal the secrets of the Abomination Vaults but his price is steep and must be paid in blood Hands of the Devil is a Pathfinder adventure for four 5th level characters This adventure continues the Abomination Vaults Adventure Path a three part monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance This adventure also includes a close look at the wicked will o wisps an examination of Golarion s fleshcrafters and new rules and monsters 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: Eyes of Empty Death (Abomination Vaults 3 Of 3) (P2)** ,2021-03 **Pathfinder Adventure Path** Luis Loza,2023-07 The final cards of a powerful artifact based on the legendary Harrow deck finally lie within the grasp of the heroes who seek to defend the very future of reality from being set in stone but fate itself has its own plans Will the heroes of Stolen Fate make their own way into an unknown future and clash against the very creators of this potent magical artifact or is destiny truly a force that cannot be withstood The Worst of All Possible Worlds is a Pathfinder adventure for four 18th level characters This adventure concludes the Stolen Fate Adventure Path a three part monthly campaign in which a band of adventurers are thrust into the role of the defenders of destiny itself This adventure also includes new magical items and treasures to be discovered including the final 18 powerful cards from the Deck of Destiny and several brand new monsters to test even the mightiest of heroes 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** ,2020-09 *Pathfinder Adventure Path: a Voice in the Blight (Spore War 3 Of 3) (P2)* Rigby Bendele,2025-03-18 Treerazer s plots for a swift win against the elven nation of Kyonin have been thwarted by the heroics of a band of adventurers As they seek critical secrets from a mysterious voice calling from an otherplanar realm though will a desperate acceleration of the demon lord s plans spell doom for the elves Can the heroes stop him in time The

Voice in the Blight is a Pathfinder adventure for four 18th level characters This adventure concludes the Spore War Adventure Path a three part monthly campaign in which a group of adventurers aid the elves in a war against an army of demons This adventure also includes an article that explores the regional ramifications of the Spore War powerful new magic items to aid heroes against their foes and several sinister new monsters

Pathfinder Adventure Path: King of the Mountain (Fists of the Ruby Phoenix 3 Of 3) James Case,2021-07-13 The Ruby Phoenix Tournament reaches its exciting conclusion The sorcerer Hao Jin is nowhere to be found The heroes search for the tournament's grand judge takes them across Tian Xia's legendary Flying Mountains and face to face with the Celestial Dragon They ultimately reach a dark demiplane where a nefarious otherworldly villain is holding Hao Jin captive In order to rescue the Ruby Phoenix the heroes must defeat their ultimate rivals and claim the title of tournament champions King of the Mountain is a Pathfinder adventure for four 18th level characters This adventure concludes the Ruby Phoenix Tournament Adventure Path a three part monthly campaign in which the players compete in Golarion's most amazing international fighting tournament This adventure also includes a gazetteer of exciting demiplanes found across Golarion inspiring lore about the epic fighting tournaments in other corners of the multiverse and a mountain of new monsters 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: to Blot Out the Sun (Shades of Blood 3 Of 3) (P2) Jessica Catalan,2025-06-17 On the trail of Nizca the vampire who orchestrated the plan to shroud the sun in shadow the PCs discover the basement of the central command tower of the former prison They must ascend the tower from within fighting past deadly guardians and strange Azlanti magic and machinery to reach the tower's top where Nizca races to repair their device and successfully blot out the sun so they can reunite with their lover to the east Can the PCs stop night from falling over Golarion To Blot Out the Sun is a Pathfinder Adventure for four 7th level characters This adventure concludes the Shades of Blood Adventure Path a three part monthly campaign in which a group of adventurers explore a ruined ancient prison to stop a vampiric threat to cover the skies in shadow This volume includes a look at a Nin patron of the campaign's villain and god of mathematical laws of undeath reveals unsolved mysteries delves deeper into vampires and provides a toolbox of magical contraptions and techniques as well as a bestiary of shadowy monsters 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: Burning Tundra (Quest for the Frozen Flame 3 Of 3) JASON. TONDRO,2022-04-12 The Broken Tusks find sanctuary at last in the settlement of Hillcross but invading frost giants quickly force the clan's scouts to lead their mighty following's defense against the siege and take on new titles To put a stop to the slaughter the newly named

Mammoth Lords take the fight to their foes by riding their bestial mounts through the sucking muck of the Tamarnian Tar Forest At the heart of these black woods amid the ruins of a half sunken crusaders castle the heroes wield the sacred light of the Primordial Flame to defeat their ancient enemies once and for all Burning Tundra is a Pathfinder adventure for four 8th level characters This adventure concludes the Quest for the Frozen Flame Adventure Path a three part monthly campaign in which the heroes lead a band of nomadic hunter gatherers across a brutal primordial landscape This adventure also includes a gazetteer of the mountain meeting grounds called Hillcross megafauna animal companions and ancestral gear that complement the new Mammoth Lord character archetype and new prehistoric creatures to befriend or bedevil your players 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: Ready? Fight! (Fists of the Ruby Phoenix 2 Of 3) David N Ross, 2021-06-08 The time has finally come for the Ruby Phoenix Tournament Eight teams of the world s greatest fighters have qualified for the grand tournament and must now compete to win a prize from the grand treasure vault of Hao Jin the Ruby Phoenix The player characters will need to muster skill strength and style in order to overcome their rivals and impress the audience in a variety of fighting bouts But when their greatest rivals disrupt the tournament by summoning an ancient terror from the ocean s depths it s up to the players to put a stop to the rampaging monster before it destroys the city of Goka Ready Fight is a Pathfinder adventure for four 15th level characters This adventure continues the Ruby Phoenix Tournament Adventure Path a three part monthly campaign in which the players compete in Golarion s most amazing fighting tournament This adventure also includes lore of the monstrous kaiju that dwell in the world s darkest corners a gazetteer of the eastern trading metropolis of Goka and a roster of new monsters 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 Reaper's Right Hand John Compton, 2018-07-24 The War for the Crown has mutated into a war of mutually assured destruction that may tear all of Taldor down To save the nation and perhaps their own conscience the heroes must slip their mortal bonds and find the First Emperor of Taldor in the infinite planar city of Axis But things are not as they should be in the First Emperor s resplendent halls Can the heroes save not just Taldor but the legend who founded it or will they discover the hard way that even a city of light casts long shadows The Reaper s Right Hand is a Pathfinder Roleplaying Game adventure for 13th level characters The adventure continues 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 the faith of Thamir Gixx and a

gazetteer of the infinite city of Axis 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

Pathfinder Adventure Path: The Smoking Gun (Outlaws of Alkenstar 3 of 3) (P2) Cole Kronewitter, 2022-07-12 With the chips down and the cards stacked against them a crew of vengeance seeking vigilantes must infiltrate Alkenstar s upper crust in order to clear their names and halt a villain s plot to bring the city to its knees In this action packed finale the characters must pull off a daring high rise heist at a garish gala shut down a necromancer s shocking schemes in a volatile hydropower plant and dismantle their last remaining rival s master plan aboard a luxury gearboat all before an explosive conclusion destined to blast the city apart The Smoking Gun is a Pathfinder adventure for four 8th level characters This adventure concludes the Outlaws of Alkenstar Adventure Path a three part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog Alkenstar This adventure also includes a breakdown of the world s largest arms manufacturer the Gunworks new feats items and rules options perfect for gunslingers gearheads and grenadiers and new steampunk creatures and mutant monsters to befriend or bedevil your players 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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