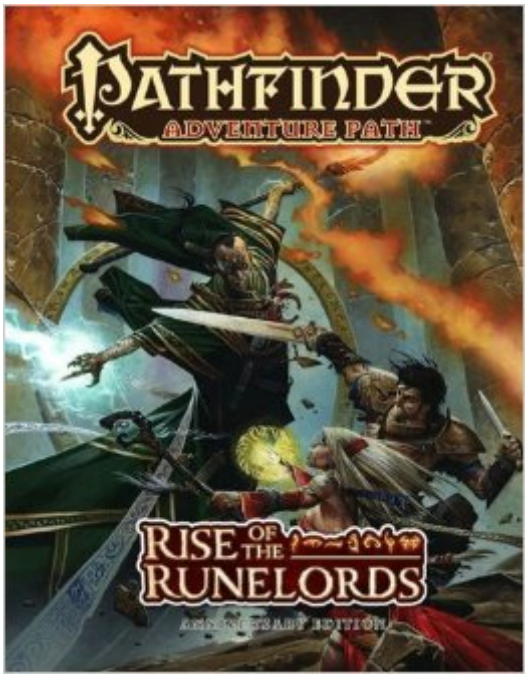
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Pathfinder Adventure Path: Rise Of The Runelords Anniversary Edition



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Synopsis

The original Pathfinder Adventure Path returns in this complete hardcover edition celebrating five years of Pathfinder and 10 years of Paizo Publishing! Expanded and updated to the current Pathfinder RPG rules, this unprecedented collection brings together six classic Pathfinder adventures to create an entire campaign! The Rise of the Runelords Adventure Path begins with a goblin attack and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight depraved backwoods ogres, stop an advancing army of stone giants, delve deep into ancient dungeons to reclaim weapons of unbelievable power, and finally go up against an all-powerful wizard-king in his ancient mountaintop city. In more than 400 action-packed pages, this special anniversary edition expands the original campaign with new encounters throughout, incorporating five years of community feedback. New monsters, detailed locations, and tons of new art make the Rise of the Runelords Adventure Path the most beautiful and elaborate campaign ever published for the Pathfinder Roleplaying Game!

Book Information

Series: Pathfinder Adventure Path

Hardcover: 420 pages

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Shipping Weight: 3.3 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars 91 customer reviews

Best Sellers Rank: #94,994 in Books (See Top 100 in Books) #30 inÃ Â Books > Science Fiction & Fantasy > Gaming > Pathfinder #10034 inÃ Â Books > Teens

Customer Reviews

I am running it now and love it...the entire book is very well laid out, almost no prep needed by the GM save reading ahead. Very easy for players to follow along and the battles are easy to setup along with combat tactics for the GM to play the villains with skill and cunning. An excellent revision to the first Adventure Path - minus the fictional stories, updated stats and appendices - this hardcover is a must own for any Pathfinder fan!

This arrived with my core rules book. both were well wrapped and in pristine condition. The book is very well written and organized - although you will do a lot of page flipping because the book is bound and sections aren't detachable. It would have been nice to have the PDF included (as it is through the company website) as that would have made printing images easier. It's actually easier to use the individual modules to run the adventures. The shear size of the book is cumbersome. That size is also what makes it a great value. You get a years worth of adventures in a beutifully illustrated book (most NPCs and even monsters have portraits you can show) for a dirt cheap price. Add 's free shipping and this is a no-brainer.

I got this because it seems like the most well known RPG adventure path ever, with the possible exception of The Keep On The Borderlands. It's a lot of material to take in, but it lives up to the hype, with a good setting and an interesting story line. It's not just a series of monsters to fight in differently shaped rooms. I got it to read through, but, I think I am going to have to find some people who haven't yet played it, and run the campaign. It would be a great first campaign for my kid, who is just old enough to handle a serious RPG.

Amazing! revived my love for playing tabletop RPG. Such great product, well written, fun characters. Please, make grid maps of all the adventures, I would gladly buy that

I've just started running games recently, and decided to start with this - I was unfamiliar with the Rise of the Runelords story arc, so I can't say anything about the update or conversion process...So far, so good. Good plot. Lots of choices, but not too sandboxy. Important NPCs have full stat lines, and running it is very easy, I don't really have to do ANY prep work so I just get to just run straight out of the book.So, you're thinking about running this, but you're not sure if you need all the Bestiaries or the APG? Don't worry! I will explain!REQUIRED / RECOMMENDED BOOK LIST:Required: Core Rulebook (obviously)Required: Bestiary 1 (most monsters are from here)Highly Recommended: Bestiary 2 (an okay number of monsters from here, but enough to merit buying it if you have the cash, otherwise just print out the stat blocks online)Recommended: Bestiary 3 (FEW monsters from here. If you already have it, great. If you don't, don't bother and just print out stat blocks from the -FREE- rule/monster databases online)Kind of Recommended: Gamemastery Guide (rules for haunts are used. easily obtained online)Kind of Recommended: Advanced Player's Guide (There are campaign traits in the Player's Guide, which are basically free extra mini-feats. If you don't know what traits are just let your players take 1 mini feat, instead of the

two the APG normally allows. Some NPCs have APG classes, BUT they are fully described in the ROTRL book so you do not need to know about the classes)All in all a very good purchase - a full level 1 to level 18 campaign in one handy book! This thing will last you for at LEAST half a year guaranteed (unless you somehow manage to run games 4 or more times a week)EDIT: Note about traits: The free (online) Player Guide describes traits, players can pick one of the free minifeats from that PG. If you don't have it, just ignore traits altogether.Also, if you just own the Bestiary 1 and Core Rulebook, seriously do not hesitate to buy this. The other books are optional - see something that you don't have? Find it online or swap it with something else.

Haven't finished playing this, but it is a great campaign for people to run. A little overwhelming for those new to tabletop RPGs, but with enough GM guidance/preparation, all works out well. Great quality book, and it is nice to have all the adventure path modules in one book. I wish that they sold flip maps for all of the maps in each adventure path though. The cost would not be high as they have already drawn up the maps for this book. That doesn't affect my review of the book itself, just would be a great accessory for the more casual tabletop players.

Overall a very nice offering for fans of the Pathfinder RPG that may have missed out on the individual publications from years ago.While not having as much of the wonderful fluff on the region, history, and ecology in the campaign as the original releases, it still offers quite a lot of material that should lead to many hours of fantasy fun.The campaign itself offers plenty of action, intrigue, and exploration possibilities for players to utilize how they wish. The quality of the publication itself is very nice and is sure to stand the test of time, allowing for many generations of players to enjoy starting their own epic journey from Sandpoint.

This adventure path has been an absolute blast to play so far with my group, they are loving it every step of the way, and excited about what is coming forward. The anniversary edition also provides some ease of play for the GM since you won't have to convert anything directly to pathfinder rules, and they straightened up some aspects that people did not enjoy as much!

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