

I'm not a bot

























©2002-2025 Paizo Inc. © All Rights Reserved. Copyright & Trademark | Privacy Policy The port of Bailax hosts lavish funeral games for a recently deceased hero, inviting all to compete for prizes and glory. When the adventurers investigate an ominous omen that interrupts the festivities, what they find won't just transform them into mythic hero-gods, but also will incite Bailax to violent revelry and arson. Can the new hero-gods stop the city from self destruction? Recruited as research assistants in anticipation of a rare celestial event, the PCs arrive on a remote island in the remnants of Azlant. While there, a column of shadow erupts from the sea and washes across the sky dimming the sun and unleashing shadowy monsters. Investigating the dangerous anomaly, the PCs discover a ruined Azlanti prison inhabited by vampires and learn that the column of shadow was only a test run for an ancient vampire planning to use Azlanti magical technology to blot out the sky. The demon Treerazer has long lurked in the wretched expanse of Tanglebriar, just south of the elven nation of Kyonin. Long ago, he tried to claim the nation as his own, but the elves pushed back and contained him. Today, many believe Treerazer to be exiled, trapped, imprisoned, or simply cowardly hunkering down in the swamp, afraid to attract attention or to trigger elven wrath once more. Those who believe this are about to learn just how dangerously wrong they are. After millennia of infighting and exploitation, many of Belkzen's orcs crave prosperity and reform. Ardax the White-Hair, a bold orc leader, has invited delegates from across the world to visit Belkzen during its most spectacular natural event: the Flood Truce. Yet not all appreciate Ardax's diplomatic overtures. When disaster strikes, several guests of honor must take up arms against Belkzen's enemies and help its orcs realize a brighter future. You've fought ghosts and goblins, dragons and demons, and so much more in your storied careers as adventurers, yet now you face what may be your most daunting challenge yet—creating an opera based on your heroic legacy! As the production swings into high gear, unexpected and dangerous complications are sure to make themselves known. Fear of performing on the stage will soon be the least of your worries! After generations of violence, Taldor and the Wildwood Lodge negotiate lasting peace with the Treaty of the Wildwood. As forest-dwellers gather for the annual Greenwood Gala, the election of Lodge leadership, and the renewal of the treaty, there's an opportunity to resolve old grudges—and as much potential to spark war. The town of Sandpoint has seen more than its fair share of danger and trouble over the years. But something sinister has been manipulating events all along, and now a new band of heroes must step in to save this legendary small town from seven deadly dooms! Something strange is happening to your hometown of Willowshore! Over the four seasons to come, you and your fellow home-grown heroes must face evil spirits, sinister fiends, and frightening curses, lest the town of Willowshore succumb to the Season of Chossts! Millennia ago, the dwarven creator god Torag shook the earth and called the dwarves to the surface in the Quest for Sky. Taargick rose from the hardships of his journey, becoming the Sky King of Highhelm....And then he vanished without a trace. Not even destiny itself is safe when powerful forces seek to seize control of the future, and now it falls to a band of heroes selected by the power of a magical Harrow deck to step in and ensure that fate is not stolen from the world! After they walked through that glowing gateway, nothing was ever the same. A band of characters become paranormal investigators in order to figure out the cause of a global amnesic episode. Their quest takes them to lands near, far, and outside of this reality altogether. Face off against bands of bloodthirsty bandits, deadly and dangerous monsters, and mysterious menaces from other realities as you fight to claim the Stolen Lands as your own. Will you rule with justice and mercy, or will you become the very monsters you fought to oppose? In the Kingmaker Adventure Path, the destiny of the world's newest nation is yours to decide! The undead nation of Geb gains most of its international trade from the export of food grown on zombie-worked farms, but lately one farm has been the site of a series of strange occurrences. The Blood Lords Adventure Path, is a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. A gang of outlaws, each with their own grudge against the villains who wronged them, must join forces to get their revenge. In the steam-powered city of Alkenstar, where most business is as orderly as the hands on a clock, these rugged antiheroes will have to go against the grain if they're to settle their vendettas. For generations, the Broken Tusk following has roamed their small patch of the Realm of the Mammoth Lords in relative peace. Now, to avoid annihilation from a maniacal war horde, they must flee into the unknown. A magic school like no other! The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. The time has come again for the Ruby Phoenix Tournament! The sorcerer Hao Jln has invited only the strongest martial artists, adventurers, and fortune seekers to her world-famous fighting competition. Brave heroes must venture into a dungeon full of beasts and traps to prevent a spiteful villain from rising again! Amid the hustle and bustle of the world-famous centennial Radiant Festival, the guards of the so-called Edgewatch precinct must ensure the festival's success and the safety of Absalom's citizens. Come one, come all! Spectacle meets savagery as the heroes strive to stop the Extinction Curse! The mysterious fires burning atop an abandoned Hellknight citadel are but the first of many discoveries waiting to be uncovered. The Order of the Rack Hellknights have taken over the town of Breachill and are executing citizens in an attempt to root out what they believe are dissidents hoarding warshards, powerful pieces of the dead god Gorum. Command an Andoren military unit against the tyrants and take part in the opening battle of the world-altering Hellfire Crisis meta-event! This is a brand-new event style in which twelve participants each take command of an army and storm a Hellknight citadel on a custom terrain build, showcasing the new skirmish system from Pathfinder Battlecry! This premier event will debut at Gen Con 2025 in Paizo's Sagamore Ballroom. Can't make it to Gen Con? Keep an eye out for more conventions running the Battle of Hellknight Hill in the coming months! Get caught up on the events leading up to the Hellfire Crisis, from the Third Corsair War off the coast of Garund to the epic Battle of Hellknight Hill! Find all the tools you'll need to run or play in a war-based Pathfinder campaign, with the new commander and guardian classes, myriad character options for members of all classes and themes, advice on running different sorts of war campaigns, a subsystem for skirmish combat, and new troop rules to lead or fight against in your own games! The Hellfire Crisis starts here! As the Hellfire Crisis spreads war across the Inner Sea, the rebellious heroes of the Hellbreaker's League fight not only the infernal forces of Chelixa but to liberate their homeland of Isgar from the tyrannical empire once and for all. Employing guerilla resistance tactics and political warfare, the Hellbreakers will change the face of Isgar and upend the balance of power when Chelixa needs its allies the most! In an exciting race against the clock, the veteran fighter Valeros must make himself part of the crew of the Wandering Star, under the command of former pirate and current Andoren operative Torius Yin, hoping to reach the site of a nascent Hellmouth—a living portal to Hell—before a diabolic dragon can use it and a sliver of a slain god to upset the balance of power in the region. With the aid of the enigmatic sorcerer and spy Voe, the naga oracle Celeste, and a young Eagle Knight with her own ties to Valeros's past, the iconic fighter and the crew of Wandering Star must overcome the forces of Hell with the fate of Golarion hanging in the balance. With war beginning to spread across Avistan, it's time for the Pathfinder Society to decide that enough is enough from Chelixa and to take a stand against them and the tyranny they represent. Throughout Pathfinder Society Organized Play's yearlong seventh season, players will take part in this monumental conflict, with seven scenarios comprising the Battle's Spark metaplot arc and another four tied directly to the Hellfire Crisis! The Year of Battle's Spark kicks off with Pathfinder Society Intro: Year of Battle's Spark—Enough is Enough, an adventure for 1st- through 4th-level characters set in Breachill—site of the Battle of Hellknight Hill—as the Pathfinder Society assists the Steel Falcons with rescuing the innocent civilians from the town before launching an attack on the Hellknights that have taken cover in Citadel Altaerein! More scenarios will follow through next summer, so stay tuned! following the devastating return of the Whispering Tyrant and his undead hordes, agents from across the Inner Sea and beyond banded together to reclaim lodges, recruit new members, and restore knowledge and information lost to time and disuse. As Pathfinder agents worked together to reclaim lost stories from their organization's distant past, they also concluded a long-running diplomatic foray with the Absalom kobold civilization known as the Sewer Dragons, while finding new friends in the iuxti nation of Ekkeshikaar, the hobgoblin nation of Oprak, and the Iobarian leshy community. The Society's many adventures and discoveries resulted in a climactic battle in the jungles of the Mwangi Expanse. In overcoming a powerful monarch of the First World and their fey minions, the Society gained control of an ancient demiplane and discovered one of their own inside: founding member of the Pathfinder Society and half-orc adventurer of legend, Gregaro Voth. With Voth's unique historical perspective and a resounding victory under their belts, the Pathfinder Society set their eyes on another adventure: founding a new lodge in the haunted ruins of the northern subcontinent known as Iobaria. What began as an exciting foray into the ancient forests and ruins of Iobaria quickly turned disastrous, as one of the Society's leaders became possessed by a malign spirit and vanished into the wilderness! With the assistance of new allies, the Pathfinders enacted a daring ritual to track down their missing leader. In the process, they discovered a terrifying demon lord trying to force its way onto Golarion. They mustered all the strength they could to confront the demon lord amidst a ruinous firestorm, finally forcing it back to its Abyssal realm. With the Pathfinder Society's recent efforts focused on confronting dangers far and wide, new threats arose closer to home. Before the Society has even had a chance to celebrate its recent victories, a series of troubling correspondence from across the Inner Sea flooded the Grand Lodge—mysterious events threatened several of the Society's lodges, all at once! In dealing with these disasters, the Pathfinder Society eventually learned that an old nemesis was responsible for coordinating the attacks. In a dramatic confrontation, the Society prevented their nemesis from absconding with a vast hoard of magical treasures. Now, it's up to the Society to learn the secrets behind these treasures, discover why their nemesis wants to get her hands on them, and prevent her from enacting her evil schemes! With a trove of mysterious treasures and a powerful villain lurking in the shadows waiting to snatch them back, the Pathfinder Society launched into a year of study and research, determined to find the link between the strange items and what their enemy might be planning. New friends and allies were discovered while the Pathfinders fought back against the army of their night hag enemy's changeling children. In a climactic battle across two planes and within the deserts of old, the Society was finally victorious and able to put a stop to her villainous machinations! Now, the Pathfinder Society turns to their original creed, vowing to explore the world and discover the unknown with a strange member of their leadership at the helm! During a year of exploration and research, the Pathfinder Society discovered not only the plots and machinations of a rakshasa with a long-held grudge, but was also able to discover the truth behind one of the Decemvirate leaders and finally help her find peace and resolution to her past troubles. Agents traveled near and far, assisting allies and making new friends, while ensuring that they held true to their creed: Explore! Report! Cooperate! Now they find the trouble brewing at home in Absalom and must pull together to ensure that they're not eliminated once and for all! The remote island settlement of Talmandor's Bounty is thrown into chaos as a strange magical effect plunges the region into shadow. Urged to investigate the event, the PCs travel to a nearby island and discover an ancient Azlanti prison that was buried during Earthfall. Inside, a cult of the blood god Camazotz thrives, and in dealing with them the PCs learn that greater threats lay deeper inside the ancient complex. Can the PCs discover who's behind the supernatural shadow and stop them before it's too late? Delving deeper into the ruined prison, the PCs make their way through cell blocks now inhabited by subterranean monsters and undead echoes of the past, before finding themselves in what appears to be an idyllic village where the sun crosses the clouded sky each day. The clueless villagers are being preyed upon by their vampire masters and the PCs must break the spell and ascend into the Broken Palace to remove the threat of Lady Nalushae once and for all. 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? The Starfinder Player Core is the definitive entry point for Starfinder Second Edition, with everything a player needs to learn how to play the game! Choose from 10 ancestries, six character classes, and hundreds of feats and spells to create unique characters ready to take on a ruthless galaxy awash with magic and opportunity. Watch the Pathfinder Beginner Box in action with the Troubles in Otari liveplay! "The small seaside town of Otari is known for its fresh fish and a source of lumber for the nearby metropolis of Absalom. But when something dark begins to menace the town, it's up to a band of freelancers to come together and make a name for themselves...and learn more about the dark things in the world than they ever thought possible." A world of adventure awaits, but it needs you to be the hero of the story! Take on the role of a daring adventurer with Pathfinder Player Core. This tome contains everything you need to create a player character, outfitting them with mighty weapons and powerful spells, providing all the necessary tools to survive in a world filled with deadly monsters, nefarious villains, and fabulous treasures! The first page of your amazing adventure starts here... Download free legacy character sheets in black and white and color. You can also purchase class-specific versions. Download free remastered Player Core Character Sheet in printer-friendly color. Pre-generated Characters No time to create a character? 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Immersive RPG Sounds Syrinscape is an app usable in both tabletop and online play that brings beautiful, immersive sound effects and music to your Starfinder game. Virtual Tabletops Paizo supports play across virtual tabletops: Got Questions? Check out the Pathfinder FAQ or visit the forums.

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