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About This Content

Pathfinder RPG - Return of the Runelords AP 6: Rise of New Thassilon

Sins of the Past

Varisia has been destroyed! Runelord Alaznist's alteration of the past has thrown the frontier nation into chaos, devastated cities, resurrected demon lords, and worse. The Runelord of Wrath is now primed to seize control of a ruined realm, so that she can remake it into a New Thassilon with herself as its furious queen. Only one desperate plan can set things right--a band of heroes must discover a method to travel back in time and repair the damage their enemy has wrought on history, but can they make the sacrifices necessary for victory? This adventure allows the heroes to reach the absolute height of power, but even the potent options gained at 20th level may not be enough for the party to survive the furious might of Runelord Alaznist in her seat of power!

This volume of Pathfinder Adventure Path concludes the Return of the Runelords Adventure Path and includes:

- "Rise of New Thassilon," a Pathfinder RPG adventure for 17th-level characters, by Greg A. Vaughan.
- A brief exploration of how the Return of the Runelords Adventure Path will change Golarion in the future, including the first-ever map of the empire of Thassilon as it stood before the devastation of Earthfall, by James Jacobs.

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- A bestiary of monsters, including undead salamander forgemasters, living landslides, the mysterious hallowed lynxes used by runelords as pets and guardians, a planar dragon from the tumultuous Maelstrom, and the immense Great Old One Mhar itself, by John Compton, Andrew D. Geels, Lyz Liddell, Luis Loza, and David Schwartz.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Converted by: **Danny Stratton**

Released on December 31, 2018. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

Title: Fantasy Grounds - Pathfinder RPG - Return of the Runelords AP 6: Rise of New Thassilon (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 30 Jan, 2019

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

3.05. ENCOUNTER: DESOLATE SHORE

CR 19 XP 204800

Token #	Name
1	The Steward of Stethelos

3.05.01. WHO ARE YOU?

WHO ARE YOU?

The Steward of Stethelos: "I am an agent of the All in One, the One in All, but I am also your advocate. I have been chosen to usher you into the Green Meadow!"

3.05.02. CAN YOU HELP US?

CAN YOU HELP US?

The Steward relates that she will use her magic to aid the PCs as best she can, but she will not accompany them into the Green Meadow itself.

MAP: DESOLATE SHORE

COMBAT TRACKER

THE STEWARD OF STETHELOS

Non-ID Name: Female Human Oracle

Type: Female human oracle 20
CN Medium humanoid (human)

INITIATIVE: +5 CR 19

Senses: Perception +28

DEFENSE

AC: 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

HD: 20d8+80

HP: 178

Saves: Fortitude +8, Reflex +7, Will +15

IMAGE: STEWARD OF S **IMAGE: FEMALE**

Map: THE EYE OF FURY

5.04. ENCOUNTER: INTO THE EYE OF FURY

CR 25 XP 2560000

Tokens	#	Name
	1	Alaznist, Rulerlord of Wrath
	1	Clockwork Goleth
	2	Giant Rune

Placement:

ALAZNIST, RULERLORD OF WRATH

Non-ID Name: Female Human Wizard

Type: Female human evoker 20 | archmage 4
CE Medium humanoid (human)

INITIATIVE: -12 CR: 28

Senses: arcane sight, darkvision 60 ft., see invisibility
Perception +27

DEFENSE

AC: 42, touch 25, flat-footed 32 (+7 armor, +5 deflection, +8 Dev, +2 dodge, +5 natural, +5 shield)

HD: 20(6)+4(32)

HP: 504

Saves: FORTITUDE +26 REFLEX +22 WILL +26

SQ: amazing initiative, arcane bond (Alaznist's spectral banner), arcane surge, enduring armor

Creature Trap/Haunt Vehicle

COMBAT TRACK

Name	INIT	HP	Temp
Grigbentian Construct	16	214	
Effects: (Construct traits) IMMUNE: nonlethal, VUL			
Algrim	13	14	
Ralyn	12	7	
Grigbentian Humanoid 1	10	270	
Effects: (IMMUNE: cold) IMMUNE: electricity, IMM			
Grigbentian Humanoid 2	10	270	
Effects: (IMMUNE: cold) IMMUNE: electricity, IMM			

MAP: CYBERGATE SABOTAGE

MAP: CYBERGATE SABOTAGE

COMBAT TRACK

ID	Name	INIT	HP	Temp
1	Large Humanoid 4	13	126	
2	Large Humanoid 5	13	126	
3	Large Humanoid 6	13	126	
4	Algrim	11	54	
5	Gargantuan Humanoid	2	270	
6	Effects (IMMUNE: cold; IMMUNE: electricity; IM)			

4. OR. ENCOUNTER: CYBERGATE SABOTAGE

CR 21 XP 0

Token # Name

- 6 Denizen of Leng, Advanced
- 1 Engineer Drauzeni
- 6 Giant, Advanced Stone

Placement: [checked] [checked] [checked] [checked] [checked] [checked]

Placement: [checked]

Placement: [checked] [checked] [checked] [checked] [checked] [checked]

DRUZEZNI

me Half Elf Wizard

Half-elf enchanter 19
CE Medium humanoid (elf, human)
CR 18

+6
low-light vision Perception +24

DEFENSE

24, touch 16, flat-footed 21 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +4 natural)
19.65-70

139

AGILITY DEX WIS
+13 +12 +17

arcane bond (ring of protection +3), elf blood, enchanting smile, +2 saves vs. enchantments, +4 saves vs. mind-affecting, mind blank, misdirection, spell turning; immune electricity (120 points), resist cold 30

feature

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