

SECOND EDITION

PATHFINDER®



Revenge of the Runelords

ADVENTURE PATH

Player's Guide

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Player's Guide

How to Use this Guide

Welcome to the Revenge of the Runelords Adventure Path!

This Player's Guide will help you prepare for a campaign that expands upon stories that began years before the Pathfinder RPG was even released—a follow-up to the very first Pathfinder Adventure Path, *Rise of the Runelords*. This was followed by the *Shattered Star* and *Return of the Runelords* Adventure Paths, and Pathfinder Second Edition most recently continued the long-running story with *Pathfinder Adventure Path #200: Seven Dooms for Sandpoint*. Now, with *Revenge of the Runelords*, the story of the runelords finally comes to a close, one that for the first time ever requires the most powerful of all PCs: mythic heroes!

While *Revenge of the Runelords* will certainly have additional significance for groups who have played through the previously mentioned Adventure Paths, it's also a self-contained story, and for players who aren't caught up on what came before, make sure to check out the Recap of the Runelords section starting on page 21 of this Player's Guide, where you can get up to speed on what the world of Golarion knows about these intolerant wizard rulers from the ancient past.

You begin *Revenge of the Runelords* as 12th-level mythic characters. This Adventure Path is presented as a three-part campaign that will bring your characters all the way to 20th level and the height of your characters' mythic destinies by the end. The campaign uses Pathfinder's Remastered rules, so all you'll need to play is *Pathfinder Player Core* (or *Pathfinder Player Core 2*) and a character sheet. Since it's for mythic characters, the rules presented in *Pathfinder War of Immortals* are also invaluable. With your Game Master's permission, you can also use other Pathfinder rulebooks, campaign setting books, and accessories to further customize your character.

On the following pages, you'll find specific suggestions to help you create a new character for *Revenge of the Runelords*. This Player's Guide is organized into the following sections.

- **Character Suggestions (page 5):** Guidance, practical advice, and specific tips for creating a 12th-level mythic character that fits seamlessly into this Adventure Path, along with four new mythic callings and six new backgrounds tailored specifically for PCs playing this campaign.
- **What Came Before? (page 19):** If you're continuing from a previous Adventure Path, particularly



WHERE ON GOLARION?

Revenge of the Runelords takes place mostly in the Saga Lands, focusing primarily on locations within Varisia and starting in the city of Xin-Eurythnia (a recent name change to the ruins known previously as Xin-Shalast, which was once the seat of power for Karzoug, the Runelord of Greed). As the campaign proceeds, you'll travel elsewhere.

The adventure begins late in the year of 4725 AR.

Myth-Speaker or *Seven Dooms for Sandpoint*, this section provides some additional advice for how to prepare your characters for play in *Revenge of the Runelords*.

- **Recap of the Runelords (page 21):** What sort of common knowledge do the people of Golarion have these days about the runelords? Find out here!
- **Exploring Xin-Eurythnia (page 23):** Once known as Xin-Shalast, New Thassilon is currently ruled by Queen Sorshen, who has finalized steps to rename this city after her own long-lost capital. It's here the *Revenge of the Runelords* campaign begins, and this section gives you a bit of insight into the city and presents a few downtime activities your PCs can pursue leading up to the campaign's first encounter.

A Mythic Campaign

The *Revenge of the Runelords* Adventure Path takes the PCs from levels 12 through 20, corresponding to the levels when mythic destinies come into play. The point at which your PCs actually gain their first mythic destiny dedication feat occurs nearly at the start of the first adventure—when you prepare for this campaign, you can choose with mythic destiny is best for your PC ahead of time, but keep in mind that when the

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campaign begins, you won't immediately have access to that feat's power or that destiny's flavor. These things will come later!

Mythic rules grant the PCs additional resilience and a handful of additional feats, similar in many ways to gaining a free archetype. The following is a brief primer on mythic gameplay.

- **Mythic Points and Proficiency:** A mythic character starts each game session with 3 Mythic Points, which can be expended to use various mythic powers. Doing extraordinary deeds and overcoming mythic challenges can restore one or more points, so you'll have numerous opportunities to feel mythic during each game session. Many mythic abilities let a PC attempt a check with mythic proficiency, which is a level of proficiency beyond legendary; this lets the PC perform tasks requiring even legendary proficiency, and their proficiency modifier is +10! Of course, for high-level PCs like those who you'll be playing in this campaign, there's less of an impact, since the jump between trained and mythic proficiency is much larger than between legendary and mythic. The additional powers you'll gain from your mythic destiny, however, will leave you with no shortage of options to spend those points on during play. Alternatively, you might consider picking up mythic feats that allow you to periodically attempt checks at mythic proficiency in skills you haven't already spent the resources improving through the normal course of leveling up your PC. See the section on Skills on page 10 of this Player's Guide for a breakdown of which skill choices might be best for this campaign.
- **Mythic Calling:** A PC's calling is their first step toward mythic power, similar to how a background is a character's first step toward their adventuring life. A calling provides a PC with their first way to spend Mythic Points, as well as with a unique way to regain a Mythic Point once per day. For example, the Demagogue's Calling lets a PC spend a Mythic Point to Coerce or Make an Impression using mythic proficiency, and critically succeeding at a check to Coerce, Make an Impression, or Create a Distraction can restore an expended Mythic Point. Four new mythic callings are presented in this Player's Guide for you to consider if you're building a new PC or converting an existing PC for play in this campaign—see page 17 for more details.

REGAINING MYTHIC POINTS

Unlike Hero Points (which are never required for using any class abilities and which Mythic Points replace), Mythic Points are a fundamental resource used by mythic characters. A PC who's out of Mythic Points or is starved for them won't feel mythic to play, and GMs should keep a close watch on the amount of Mythic Points they award during play. The *Revenge of the Runelords* encounters are generous in their reminders and suggestions as to when to give out Mythic Points, but one method of regaining Mythic Points that can't be anticipated or accounted for in a published adventure is when a PC follows their mythic calling. Whenever your PC does something that you feel qualifies as following their calling, it's fine to ask the GM if that action or activity was something that might award your PC a Mythic Point (although it might be a good idea to wait for an encounter to end before making this request). If you're the GM, handing out Mythic Point rewards frequently during play is a great way to encourage your players to keep leaning into their mythic powers and potential. It's not a very mythic campaign, after all, if your players never get to actually spend Mythic Points to accomplish incredible feats!

- **Mythic Feats:** At every even level, a mythic PC gains a mythic feat chosen from a list available to all PCs. Mythic feats typically introduce new ways to spend Mythic Points to perform exceptional deeds.
- **Mythic Destiny:** At 12th level, when this campaign begins, each PC chooses a mythic destiny, which is like a high-level archetype that shapes the PC's personal transformation or apotheosis—it allows them to become anything from a celestial to a demigod to an immortal ruler of legend. *Pathfinder War of Immortals* presents nine mythic destinies for you to choose from, and the first volume of *Revenge of the Runelords* expands these options with four additional mythic destinies designed to mesh well with this campaign's themes. Speak with your GM to find out more about these four additional options before you make your final decision as to which mythic destiny is right for your PC!

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	Ancestries	Classes	Languages	Skills	Archetypes
Strongly Recommended	Humans, aiuvarins, dromaars, dwarves, elves, gnomes, goblins, halflings, nephilims, orcs	Cleric, fighter, rogue, wizard	Common, Thassilonian	Arcana, Athletics, Occultism, Religion	Runelord
Recommended	All others except not recommended ones listed below	All others except gunslinger	Aklo, Chthonian, Draconic	Acrobatics, Crafting, Deception, Intimidation, Lore (Academia, Architecture, Art, Library, Mercantile, Mountain, or Warfare), Medicine, Society, Stealth, Thievery	All other archetypes
Appropriate	—	Gunslinger	Azlanti, Fey, Jotun, Protean, Requian, Talican, Thalassic	Lore (Astronomy, Clockwork, Dimension of Time, Dragon, Engineering, Labor, Legal, Noctacula, Ocean, or Underworld), Performance, Survival	—
Not Recommended	Aquatic, Large, undead	—	Other languages	Lore (categories not specifically mentioned)	—

In summary, mythic gameplay adds a little complexity and expands what your character can do, yet these options are introduced gradually and function much like the Pathfinder game you already know and enjoy.

Character Suggestions

The following information provides context for creating characters that fit well into the overall storyline of *Revenge of the Runelords*. Work with your GM if you're interested in creating a character who might not fit well into the following guidelines. As long as your PC has at least some interest in saving the world, they'll have something to work toward in this campaign.

Edicts and Anathemas

The primary theme of *Revenge of the Runelords* involves a desperate stand against an overwhelming power bent on destroying everything, and so any set of edicts or anathemas that might encourage a PC to embrace widespread destruction or the upending of civilization won't work well in this Adventure Path. That said, as long as your choices don't prevent you

from working with the other players to save the world, you'll find that *Revenge of the Runelords* has a wide range of acceptance for edicts and anathemas. The section on Faiths (page 9) offers more advice along these lines.

Ancestries

Revenge of the Runelords begins in the Saga Lands, a region that has a diverse array of inhabitants already and that has, for nearly two decades, been an irresistible draw to adventurers from across the world. As such, there's very little restriction on what sorts of ancestries you can choose to play from a societal viewpoint. From a thematic viewpoint, some ancestries are relatively unknown in the region, but while PCs of these less common ancestries are unlikely to find enclaves or settlements of people they might find familiar, the Saga Lands are accepting overall of those from lands beyond their borders.

The following categories of common and uncommon ancestries are aimed at this thematic viewpoint, but any of the ones mentioned here are equally appropriate

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choices for your Revenge of the Runelords character—just keep in mind that if you pick an uncommon ancestry, chances are high that you won't be encountering others of your ancestry during the campaign!

Common Ancestries

The most populous ancestry in the Saga Lands are **humans**, particularly those of Shoanti, Taldan, Ulfen, and Varisian descent, but you can expect to encounter humans of all ethnicities in the Saga Lands. Thassilonian Azlanti are more present here than in many other places because Xin-Edasseril's population was recently returned to the modern timeline after being trapped in time for many years.

Other core ancestries are well represented in the Saga Lands as well, with each having notable regions they call home. **Dwarves** often have families back home in the sky citadel of Janderhoff, while many of the region's **elves** know or are related to those who dwell in the Mierani Forest. **Gnomes** have strong presences in the Linnorm Kingdoms and in the central forests of Varisia, while **goblins** are quite populous along Varisia's Lost Coast or the swampy reaches of the Mushfens. Many of the **halflings** who dwell in the Saga Lands fled persecution from Cheliax, while **orcs** maintain a visible presence in the central and eastern Cinderlands. The Saga Lands draw all manner of versatile heritages as well, particularly **aiuvorins** and **dromaars**, but **nephilim** are relatively common as well.

Uncommon Ancestries

While there are no major **leshy** settlements in the Saga Lands, druidic traditions are strong in the region and as such they're far from unknown. There are enclaves of **iruxis** in the Mushfens and clans of **kobolds** throughout the region. **Hobgoblins** are much less common than goblins, and what **tengu** dwell in the Saga Lands tend to cluster in small and isolated groups in port cities. **Fleshwarps** are more widespread than many realize, although they tend to assimilate into other cultures rather than forming their own neighborhoods. Other ancestries than these are even less common in the Saga Lands, but there are very few that would be inappropriate for a PC in this campaign.

Non-Recommended Ancestries

While there are a few opportunities for aquatic ancestries to shine in this Adventure Path, the majority of the encounters and story beats take place on land—if you want to play an aquatic ancestry, it's best to ensure

you won't be penalized by spending long periods out of the water.

While many portions of this Adventure Path take place in open areas, there are a fair number of smaller dungeon confines that must be navigated. Large ancestries may potentially struggle with these parts of the campaign.

Furthermore, though this Adventure Path doesn't utilize undead as common foes, a general nervousness over and distrust of undeath pervades through the Saga Lands. Consider the fact that many of those you'll be working with as allies might be nervous or distrustful of someone whose link to life is obviously missing.

Speak with your GM if you'd like to play an aquatic or undead ancestry.

Classes

Revenge of the Runelords offers a wide range of encounters—from classic dungeon crawls to roleplaying opportunities to skill-based challenges, spread between urban, wilderness, underground, and even other-planar locations. All classes can find places to shine during the course of play in this Adventure Path as a result, although some of them may find their themes align more pleasingly with the region and story as it unfolds. Specific notes on class options are presented below.

Alchemists can choose freely which research field they wish to pursue—there will be plenty of opportunities for them to shine during the course of play. Goblin bombers are perhaps the most notorious of the Saga Lands' alchemists, with mutagenists who explore the ancient fleshwarping traditions of the runelords growing in number.

Animists in the Saga Lands are often confused for oracles or sorcerers by those who don't know any better, something that some animists have used to their advantage. Animists who practice as liturgists or shamans are the most widespread in the Saga Lands, but any animistic practice works well in this campaign. Apparitions associated with Thassilonian legacies (such as Echoes of Lost Moments, Imposters in Hidden Places, Lurkers in the Devouring Dark, Revelers in Lost Glee, and Witnesses to Ancient Battles) are the most thematically appropriate choices for this campaign. See Spells on page 12 for suggestions on thematic spell selection.

Barbarians are most common in the northern and central regions of the Saga Lands. The instincts of dragon, fury, and giant are strong thematic choices. The superstition instinct works well also, particularly if it's

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focused on magic you suspect to be tied to the ancient runelords or Thassilon in some way!

Bards have a strong traditional presence in the Saga Lands. The enigma muse is the best thematic fit for this campaign's story, while the maestro is more thematically appropriate for the general flavor of Saga Land bards, but regardless of choice, all muses will work

well in this campaign. See Skills and Feats on page 10 for additional advice on where to focus your skill proficiencies, and Spells on page 12 for suggestions on thematic spell selection.

Champions have long been regarded with awe by the people of the Saga Lands. See Faiths on page 9 for additional guidance on religion or belief. The most thematically

appropriate causes for a champion to pursue in this campaign are grandeur, justice, liberation, and redemption.

Clerics should consider the additional information presented under Faiths (page 9) for guidelines for which deity to worship. Also see Spells on page 12 for suggestions on thematic spell selection.

Commanders are no strangers to the Saga Lands, a region that has seen more than its fair share of conflict over the eons. A burgeoning new clash between the eastern and western reaches of New Thassilon has been brewing ever since the culmination of the events of Return of the Runelords, and while warfare has some background themes in this Adventure Path, the PCs won't be expected to command troops in battle. That said, there will be many opportunities where the ability to influence and bolster other allies aside from just your fellow PCs can be of significant aid.

Druids are well-known in the Saga Lands, and no druid order is a bad choice for this Adventure Path. See the Pets and Companions section on page 11 for additional advice on your animal companion and Spells for suggestions on thematic spell selection.

Exemplars are often drawn to the Saga Lands, but just as often are the product of the Saga Lands, for this region of Avistan has legacies that predate Earthfall. While all root epithets are good choices for this campaign, the Proud and the Radiant are particularly interesting in the way these epithets suggest ties to traditions epitomized by certain runelords like Xanderghul or Sorshen. Regardless, as your story grows, consider building it in a way that links you to the legacies of Thassilon in some way. Dominion epithets are all equally thematic for Revenge of the Runelords, and while all the sovereignty epithets are also good choices, consider the Healer of the World in particular, as "saving the world" is a key theme of what's to come. When choosing your ikons, consider choosing them in a way that bolsters your thematic links to your own mythic calling and destiny. See Skills and Feats on page 10 for additional notes on where to focus your skill proficiencies and to help you choose your root epithet.

Fighters are well represented in the Saga Lands. Work with your GM when choosing the type of weapon your PC focuses on, as they might be able to guide your choices in a way that avoids spoilers for certain developments in the storyline. There'll still be plenty of fights to get into along the way, but you'll want to consult Skills and Feats on page 10 for additional advice on where to focus



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your skill proficiencies so you'll have something to do when there's no fighting.

Guardians will find ample opportunities to stand against apparently insurmountable odds or protect those less powerful from harrowing foes in this Adventure Path. Every battle will present a guardian with a chance to shine.

Gunslingers are uncommon in the Saga Lands, but not unheard of. Since gunplay isn't a key theme in this Adventure Path, work with your GM so that this can be adjusted for your table's game to help support a gunslinger as a PC option.

Inventors in the Saga Lands are often drawn to the Thassilonian legacy of clockworks, yet all manner of creative creations can find success here. No one inventor innovation is more appropriate than the other for *Revenge of the Runelords*, but consider giving the flavor of your inventions a clockwork-type feel. See *Skills and Feats* on page 10 for additional advice on where to focus your skill proficiencies, and keep in mind the advice for fighters above regarding combat.

Investigators who focus on studying the ancient past will find their interests well rewarded in this Adventure Path. The most appropriate methodologies for an investigator in *Revenge of the Runelords* are those that focus on empiricism or interrogation. See *Skills and Feats* on page 10 for additional advice on where to focus your skill proficiencies.

Kineticists aren't particularly widespread in the Saga Lands but should still find plenty of chances to shine during combat and exploration in *Revenge of the Runelords*. No one element is a more thematically appropriate choice than another in this campaign.

Magi will find their abilities useful throughout this campaign but should consider the advice given to fighters and wizards when making class choices. Thassilonian traditions that mix magic use with combat make the magus a strong thematic choice, even though magi themselves weren't particularly well-known in ancient Thassilon. Hybrid studies that support combat with swords or polearms make inexorable iron the most thematically appropriate choice. See *Spells* on page 12 for suggestions on thematic spell selection.

Monks are well-known in the Saga Lands. See *Faiths* on page 9 for additional guidance on religion or belief, and *Skills and Feats* on page 10 for additional advice on where to focus your skill proficiencies.

Oracles aren't as common as clerics in the Saga Lands, but they're still quite well-known—particularly north of the Kodar Mountains. The most thematically

appropriate mysteries for an oracle in this Adventure Path are Ancestors, Battle, and Lore. See *Faiths* on page 9 for additional guidance on religion or belief, and *Spells* on page 12 for suggestions on thematic spell selection.

Psychics aren't particularly common in the Saga Lands, and many mistake them for sorcerers. The subconscious minds of gathered lore and wandering reverie are strong thematic choices, while the conscious mind of the Infinite Eye is a good match for the investigation of ancient magical secrets, and both the *Tangible Dream* and the *Unbound Step* work well with some of the more unusual themes awaiting discovery in the adventures ahead. In the end, no one subconscious or conscious mind choice is a bad one for this campaign. See *Spells* on page 12 for suggestions on thematic spell selection.

Rangers are well known and respected in the Saga Lands. If you gain an animal companion, consult the *Pets and Companions* suggestions on page 11 for advice. The *Favored Terrain* feat is an excellent choice for a ranger in this Adventure Path, but keep in mind that there's not a lot of terrain diversity in this story—arctic, mountain, sky, and underground are perhaps the best options. Aquatic will have some play, while desert, forest, and swamp won't have much of a presence at all.

Rogues are quite common in the Saga Lands, be they criminals, folk heroes, or something in between. The rogue rackets of mastermind and scoundrel fit most thematically here, but all rackets will be useful. See *Skills and Feats* on page 10 for additional advice on where to focus your skill proficiencies.

Sorcerers are among the most widespread and respected spellcasters in Varisia, with the practice of sorcery predating the rise of Thassilon. To many, sorcerous magic is akin to a religious experience, regardless of the type of magic a sorcerer might practice, with the tradition of tattoos representing one's personal sorcerous history and ancestry being widespread among the region's Varisians. All sorcerer bloodlines are thematically appropriate for this Adventure Path as a result. Consider some of the advice given in *Faiths* on page 9 for choosing some of your sorcerous themes (particularly if you opt for a sorcerer who casts divine spells), and see *Spells* on page 12 for suggestions on thematic spell selection.

Summoners aren't well-known in the Saga Lands and are often mistaken for druids or other spellcasters who have earned the loyalty of a supernatural follower. The exception is those who summon

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phantom eidolons, who have a strong tradition among both the Varisians and Shoanti. The most thematically appropriate choices for eidolons in this Adventure Path are anger phantom, construct (with clockwork themes), and devotion phantom, but no eidolon is particularly off-theme.

Swashbucklers are, similar to fighters, relatively common and thematically appropriate for this Adventure Path. More so than fighters, their skill in social situations will be an important asset. All swashbuckler styles work well in Revenge of the Runelords, but the battledancer is perhaps the least thematic choice for the challenges ahead simply because Performance isn't one of the more important skills featured in this campaign. See Skills and Feats on page 10 for additional advice on where to focus your skill proficiencies.

Thaumaturges are an excellent choice for this Adventure Path, particularly for those who seek the power of ancient Thassilonian magics hidden in old monuments or strange treasures. All implements are equally appropriate for a thaumaturge, although using an implement emblazoned with or incorporating themes from ancient Thassilon (such as an amulet bearing the Sihedron symbol, a polearm akin to those once wielded by the runelords, or regalia in the style of that ancient empire) will certainly fit well!

Witches are both well-known and feared in the northern reaches of the Saga Lands, particularly in Irrisen. While this Adventure Path doesn't spend time in that region, a traveling winter witch could be a fun addition to the party. Elsewhere in the Saga Lands, witches are culturally important spellcasters, although not quite as much as sorcerers. Witches whose patrons are tied to a religion can look to the section on Faiths on page 9 for additional inspiration. Alternatively, your patron could be tied to some of the ancient regional traditions or to Thassilon's legacy, in which case the patrons of the Inscribed One or the Resentment are good choices. Speak with your GM when choosing your patron for additional guidance. See Spells on page 12 for suggestions on thematic spell selection and Pets and Companions on page 11 for some advice on thematic familiar selection.

Wizards in the Saga Lands have ties to the region's ancient legacy of rune magic practiced and developed by Thassilon's runelords, and while the thousands of years since Thassilon's fall have removed much of the stigma associated with these cruel overlords, the recent resurgence of runelord activity and the rise of New

Thassilon have both bolstered interest and rekindled old fears in the practice of wizardly magic. Given the historical role wizardry plays in the Saga Lands, all arcane theses are thematically appropriate choices in this Adventure Path, as are all arcane schools. In particular, consider pursuing the runelord archetype from *Pathfinder Lost Omens Rival Academies*—this tradition of spellcasting developed from the ancient traditions of Thassilon, after all! See Archetypes on page 12 for more advice if you decide to take this option as well as the Spells section on the same page for suggestions on thematic spell selection.

Faiths

The Saga Lands welcome a wide range of faiths, and most of the core 20 deities make excellent choices for worship in the Revenge of the Runelords Adventure Path. Beyond these deities, others who are commonly worshipped in Varisia (where most of this Adventure Path takes place) include Ashava, Black Butterfly, Kazutal, Milani, Shizuru, Tsukiyo, and Ylimancha. In addition, Nocticula's faith plays a larger role in this Adventure Path, so an adherent of her faith will find much to explore—if you wish to play a worshipper of Nocticula, speak with your GM about potentially reading the article about Nocticula that appears in the first volume of the Revenge of the Runelords Adventure Path.

While evil deities could be patrons of PCs in this Adventure Path, keep in mind that those whose edicts and anathemas might put you at odds with the goal of working with the other PCs, wanting to save the world, or seeking to aid large numbers of people in need make for poor choices in this campaign. If you're interested in worshipping an unholy deity, speak to your GM and fellow players about it first to determine if your concept for a PC will fit with the group and the Adventure Path's expectations.

Deities and faiths associated with the end of the world or mass destruction are poor thematic choices all around, whether they're actively evil in nature (such as Rovagug) or more nihilistic (such as Groetus). Revenge of the Runelords expects the PCs to be eager to save the world, not eager to see it destroyed, and a faith that pushes you toward the end of all things is a character option best set aside for a different campaign.

Hero Gods

If you're bringing in a character from the Myth-Speaker Adventure Path, any of the faiths from Iblydos or those mentioned in the Myth-Speaker Player's Guide

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are fine choices for this Adventure Path as well. Keep in mind, however, that the themes that carry forward from that Adventure Path are relatively limited to the basic concept of playing a mythic character; don't focus overmuch on the real-world mythological inspirations and themes for Myth-Speaker, on the city-state politics of Iblydos, or on the machinations of that campaign's villains. See the section on the Myth-Speaker Adventure Path in What Came Before on page 19 of this Player's Guide for more advice.

Languages

In *Revenge of the Runelords*, the primary language spoken is Taldane—this language is referred to as Common in this Player's Guide and throughout the AP.



While the regional languages of Shoanti, Skald, and Varisian are well represented in the Saga Lands, these languages aren't considered "language barriers" in *Revenge of the Runelords*. There are no encounters in *Revenge of the Runelords* that particularly hinge on knowledge of any of these regional languages, but they can still make for excellent thematic choices taken for roleplay purposes.

While most of the NPCs encountered in this Adventure Path speak Common, some do not. Likewise, certain written texts, clues, and elements awaiting discovery in this Adventure Path are available only in other languages. Spells like *translate* and *truespeech* are great resources to have in case of such language barriers.

With a fair number of ancient NPCs, monsters, and locations featuring in this campaign, ancient languages or "timeless" languages are particularly valuable to understand. Of these, Thassilonian is the most important, but others that could open up additional opportunities for PCs in encounters include Aklo, Azlanti, Chthonian, Draconic, Fey, Jotun, Protean, Requian, Talican, and Thalassic. Keep in mind, though, that encounters that hinge on knowing one of these additional languages aren't common and generally don't require communication—with the notable exception of Thassilonian.

Skills and Feats

Revenge of the Runelords includes opportunities for all skills to come into play, although some feature more prominently than others. The following summarizes what skills might prove to be useful in various circumstances.

"Evergreen" Skills: Certain skills will always be useful, regardless of situation. Acrobatics, Athletics, and Stealth provide combat options that can be as significant as your character's build requires, while Medicine can be an invaluable resource for recovering from said combats. There's not a lot of built-in downtime where PCs will be able to use skills like Crafting, Lore, and Performance to craft things or Earn Income (although there are other ways these skills can be useful—see below). Any skill that your character relies on as an alternative to Perception for Initiative (Deception and Stealth being two prime examples) will always be a good investment for those types of PCs.

Research: Whether its simply attempting a check to Recall Knowledge, going deeper into a research challenge, or handling any number of other skill-based challenges, Arcana, Occultism, and Religion will be used

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quite often. To a slightly lesser (but still valuable) extent, Nature and Society are also excellent skills to be trained in. See the special section on Lore skills on page 11.

Physical Challenges: Whether navigating perilous wilderness hazards, dealing with unexpected barriers, handling traps, or facing other physical challenges resolved outside of combat, PCs will use Athletics quite often to resolve situations. To a lesser extent, Thievery will be quite useful, particularly in handling traps and similar hazards, and to an even lesser extent, Crafting can help with jury-rigged solutions or maker-based resolutions to problems. Acrobatics, Medicine, and Stealth will rarely be used in these manners—their value in your build primarily resides in the evergreen Skills category.

Social Challenges: Revenge of the Runelords isn't all about fighting, enduring overwhelming physical challenges, or researching ancient mysteries. You will often be faced with NPCs who you must interact with in social challenges, be they simple attempts to adjust attitudes or more complex influence encounters. Diplomacy is the most useful skill for these challenges, followed by Intimidation and then Deception. Opportunities to use Performance to solve social challenges exist as well, but much less frequently than the three skills mentioned above.

Survival: This skill isn't used often in Revenge of the Runelords, but there are a few instances where being able to Track will be helpful. Of all the non-Lore skills, Survival has the fewest additional opportunities beyond its evergreen uses to shine—but having one PC in the group who's good at this skill could be an unexpected boon at a few rare points in the campaign.

Lore Skills: Beyond being used to Recall Knowledge on creatures or other topics, Lore skills come into play relatively frequently when exploring or researching mysteries or influencing NPCs. In such cases, these checks often represent the easiest DCs to hit, reflecting the nature of this skill's specialization. In a rare few cases, challenges will allow a PC to use any Lore skill for this purpose, but otherwise, the most commonly utilized Lore skills in Revenge of the Runelords are (in descending order of frequency) Warfare, Academia, Library, and Art. Beyond this, Architecture, Mercantile, and Mountain Lore checks have a few specific callouts. The following Lore skills each have one specific point during the campaign where they have a specific use: Astronomy, Clockwork, Dimension of Time, Dragon, Engineering, Labor, Legal, Nocticula, Ocean, and Underworld. Unmentioned Lore skills aren't as useful,

but as always when you're picking a Lore skill for your PC, speak to your GM—a good GM is always eager and willing to include opportunities for “off-kilter” or unexpected Lore choices, or at the very least should be able to advise you on thematically better choices that have a similar flavor to what you have in mind.

Feats: When choosing feats—particularly skill feats—consider the above general advice for skills (or in the case of the Pet feat, the advice below for Pets and Companions). Feats that have evergreen uses in combat (such as Fleet, Scare to Death, or Toughness) are always good choices, while those who link to specific downtime activities (such as Crafting or Earning Income) aren't going to be as well-used during this campaign. Since there are relatively few language barriers in this Adventure Path, Multilingual isn't a great choice—unless you're using it to pick up Thassilonian, in which case it's a solid pick. Any feat that bolsters your skill at Identifying Magic will be helpful, as there are a lot of ancient magical curiosities and dangers to explore in this Adventure Path. Don't be afraid to chat with your GM about a feat choice, especially one where its opportunities for use depends less on what you can control as a PC and more on the course of the adventure itself.

Pets and Companions

Certain animal companion and familiar choices are more common than others in the Saga Lands. Since your character can come from any part of the world, feel free to choose what you wish, but if you want to select a pet that feels “local,” consider some of the following choices for animal companions, familiars, and pets. While this campaign features a fair number of wilderness encounters, there's also a decent amount of site-based exploration. Mount companions could be quite helpful or simply inappropriate, depending on the current location. If you'd like to have a mount, you'll need to figure out the logistics for how to keep your mount safe while exploring dungeons, as well as a method for bringing them along while traveling vast distances.

The following animals are good regionally thematic choices: arboreal sapling, badger, bat, bear, bird, boar, cat, horse, riding drake, scorpion, snake, or wolf. Additional good regional choices from *Pathfinder Howl of the Wild* include elk, flying squirrel, giant frog, giant wasp, griffon, hippogriff, mole, salamander, or roc. Aquatic pets have a few moments to shine in this Adventure Path but overall will be difficult to manage and aren't recommended.

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If your PC gains a follower (*Pathfinder Battlecry!* 76), you should work with your GM to use the information presented throughout this Adventure Path when building up a thematic follower.

Spells

If you're creating a spellcaster, even though the villains of this campaign have many ties to ancient traditions of Thassilonian magic (which is itself focused on arcane wizardly traditions), resources and opportunities to shine in *Revenge of the Runelords* will largely be equal across the board, regardless of your PCs' specific spellcasting traditions.

This Adventure Path remains mostly focused in the central Saga Lands, but this is a large region, and the assumption is that as your group travels from location to location, access to "fast travel" magic like *teleport*, *umbral journey*, *migration*, or *nature's pathway* won't be an issue. The adventure itself provides plenty of options for the party to acquire methods to travel long distance, but having access to some of these spells (if only by having them on your spell list) will be handy.

If you're playing a spellcaster who has limited capacity to swap out their spell choices, consider consulting with your GM for further advice.

Archetypes

Since your PC begins at 12th level in *Revenge of the Runelords*, including an archetype as part of your character's build is absolutely an option. If you choose a multiclass archetype option, consult the equivalent class notes listed above for additional advice. Archetypes that lean into investigating ancient mysteries (such as archaeologist), your fame as a hero (such as celebrity), or using magical spells (like the scroll trickster) are good thematic choices, but most archetypes that adhere to the generalized advice for classes will make for great options to play—as always, chat with your GM for more advice.

All that said, one particular archetype stands out above all others as thematically perfect for *Revenge of the Runelords*—the runelord archetype from *Lost Omens Rival Academies!* This wizard archetype lets your PC lean into the same magical traditions developed and practiced by the ancient runelords of Thassilon and can make for a wide range of fun interactions and roleplaying opportunities as you play through *Revenge of the Runelords*. Thematic elements from all seven runelords are present in one way or another to varying degrees in this Adventure Path—not so much

to suggest one school of Thassilonian rune magic over the other, but you might wish to speak to your GM about your choice, as they might wish to advise you on which one might work best, depending on how they wish to present the storyline or how your choice might interact with your character's history and plot elements you can't yet know lie ahead.

Gear

If you're starting *Revenge of the Runelords* with established characters, you'll already have gear appropriate for 12th-level characters—although this is a great time to work with the GM to adjust existing PC wealth as needed so that no one PC has a disproportionate amount of gear than another.

If you're creating a brand-new 12th-level character, though, you'll need to purchase your character's gear. To ensure fairness for each PC, the entire group should work together to choose one of the following methods to generate their gear.

Lump Sum: This method grants a lump sum of 4,500 gp to each PC to spend as they wish on any common items of 11th level or less. With the lump sum method, the total value of your gear may well end up being less than what you'd get with the Pick your Items or if you organically gained treasure by playing through levels 1 through 11 options, but you'll have greater control over the specific levels of items you can gain and can load up on larger numbers of lower-level items.

Pick Your Items: This method helps to avoid potential option paralysis for players who struggle with deciding on how to efficiently spend every single coin. When you pick your items, you select the following permanent items from any of the common treasures from the *GM Core* or *Player Core 2*.

- One 11th-level item
- Two 10th-level items
- One 9th-level item
- Two 8th-level items
- 700 gp to spend on consumable items of 11th level or lower, or on permanent items of 8th level or lower, as you see fit.

Sihedron Medallion

In addition to your items—whether purchased for a new character or earned through the course of play from 1st to 11th level, as part of your character's invitation to attend the grand reveal of the Circle of Open Hands (see *Exploring Xin-Eurythnia* on page 23), you each received a magical item known as

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a *Sihedron medallion* from Queen Sorshen herself, as a badge indicating your status as honored guests. A *Sihedron medallion* allows you to bolster your flesh once per day, gaining 10 temporary Hit Points for 8 hours (they also prevent corpses wearing them from decaying or being consumed by pests—a feature your PC hopefully won't ever need to rely upon!) Your GM has full details on this magic item and can share them with you when the adventure begins—and you may have the chance during the course of play to earn or discover more powerful versions of these Thassilonian items!

Subsystems

There's more than just combat to challenge you in *Revenge of the Runelords*. Many key encounters make use of some of the subsystem rules detailed in Chapter 4 of *Pathfinder GM Core*. If you take some time to familiarize yourself with these rules before the game begins, play will go more smoothly when you come across these encounters. Of all the subsystems, you should at the very least be familiar with how Victory Points (*GM Core* 184) function, since these are the underlying rules for most other subsystems used in *Revenge of the Runelords*. Other subsystems that play key roles in this Adventure Path that players should be familiar with include the following:

- Chases (*GM Core* 192)
- Infiltration (*GM Core* 196)
- Influence (*GM Core* 187)
- Research (*GM Core* 190)

Backgrounds

Revenge of the Runelords assumes that your mythic 12th-level characters are already well known as heroes with regional reputations—this is, after all, why you've been invited by Queen Sorshen herself to take part in the unveiling of a portal known as the Circle of Open Hands in the capital city of New Thassilon, Xin-Eurythnia!

If you're making brand new PCs for this Adventure Path, consider the following when selecting your PC's background.

Standard Backgrounds

If you wish to pick a background from *Player Core* or *Player Core 2*, any of these options can make for a fun start, but certain backgrounds make more sense for a PC destined to become a true Saga Lands legend.

Thematically appropriate backgrounds from *Player Core* include acolyte, artisan, artist, bounty hunter, emissary, entertainer, fortune teller, gladiator, martial disciple, merchant, raised by belief, scholar, teacher, or tinker. Thematically appropriate backgrounds from *Player Core 2* include bookkeeper, courier, pilgrim, refugee, or ward. That said, heroes come from all walks of life, and none of the standard backgrounds in either of these books is a bad choice for a *Revenge of the Runelords* PC.

Revenge of the Runelords Backgrounds

The rare backgrounds presented here are available to all PCs in the *Revenge of the*



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Runelords Adventure Path. Note that while some of these rare backgrounds grant unique abilities, those that do so do not include a bonus skill feat—in effect, the unique ability replaces that benefit of a common background.

DISTANT TRAVELER

BACKGROUND

RARE

You hail from a distant land, such as Iblydos or Tian Xia, and you've brought new ways of thinking about the Saga Lands' problems—methods and tactics that have served you well in carving out a heroic legacy that's attracted attention from the region's elite. Your association with the other PCs, your comrades-in-arms, certainly helped bolster your reputation. Queen Sorshen, in particular, has noticed you, and in her invitation to attend the opening ceremonies of the Circle of Open Hands in Xin-Eurythnia, she mentions that she'd like to speak to you about potentially establishing trade agreements with your homeland.

Choose two attribute boosts. One must be to Charisma or Constitution, and the other is a free attribute boost.

You're trained in Diplomacy and Mercantile Lore. Long journeys invigorate you. When you make your daily preparations after spending the previous day traveling in exploration mode or the first time after using magic to travel a distance of at least 100 miles (or to another plane), your excitement and anticipation about what you might encounter next gives you a +1 status bonus to Will saves for the next 8 hours after your daily preparations.

ESCAPED FROM TIME

BACKGROUND

RARE

You were born before Earthfall, but when that doom came to Golarion, you were in the city of Xin-Edasseril—a city pulled out of time itself when Runelord Belimarius's *Runewell of Envy* malfunctioned. Even though you've since learned that you (along with everyone else trapped in Xin-Edasseril) relived that final week of Thassilon thousands of times over without realizing it while trapped outside of time, to you, it feels like Earthfall instantly transformed reality into what you now know to be the present age. Everything between Earthfall and the year of 4718 AR (when heroes restored Xin-Edasseril to reality) passed in less than the blink of an eye. You spent the next several years learning about the new age in which you found yourself—whether you've embraced this as a welcome escape from your pre-Earthfall life or you've struggled with melancholy for lost friend, family, or deeds left undone, you've managed to assimilate into the Age of Lost Omens—in large part due to the support of the other PCs. Queen Sorshen has taken an interest in

all those who've escaped Runelord Belimarius's control after being restored to the modern era, but in your case, she's particularly interested in how you might be able to help her forge diplomatic ties with the city of Xin-Edasseril—with or without her bitter rival Runelord Belimarius in charge. She's said as much in her invitation to attend the opening of the Circle of Open Hands, hinting that linking the portal to Xin-Edasseril may be a good way to shore up relations with the far side of New Thassilon, although you doubt such a peace can be reached while Runelord Belimarius remains in control.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and the other is a free attribute boost.

You're trained in Occultism and Architecture Lore. Your experience trapped in time for so long has had a unique side effect on your mind—when you're startled or threatened, you see brief flashes of competing timelines that can help guide your reactions. You've learned how to interpret these strange occult visions to bolster your reflexes. You can always choose to roll Occultism for initiative; when you do so, you gain a +2 circumstance bonus to the check.

HEROIC ANCESTRY

BACKGROUND

RARE

While you've already made a name for yourself as a hero, either here in the Saga Lands or further abroad, adventuring has been in your blood from the very start. Someone closely related to you—perhaps a parent, sibling, cousin, aunt, or uncle, was part of a group of adventurers who they clashed against a runelord-themed villain. This could even be a previous PC you or another player played at your table in a previous Adventure Path like *Rise of the Runelords*, *Shattered Star*, or *Return of the Runelords*—or in a standalone adventure or Organized Play scenario. Work with the other players and the GM as needed to forge these family links, or you can simply be related to a hero from an unplayed adventure. If you choose this route, you can even create (with the GM's aid) this unplayed runelord-themed story. Regardless of the nature of your relationship, it's inspired or pursued you your entire life. Whether you grew up as a privileged young adventurer, tried your hardest to distance yourself from your relation's fame, or are proud of their accomplishments while working hard to move beyond your relation's heroic shadow, you've certainly found that adventuring and heroics appeal to your mind and soul. You may have big shoes to fill, but so far, you've more than risen to the challenge. Enough to draw Queen Sorshen's attention—in her invitation for you to attend the opening ceremony of the Circle of Open Hands, she mentioned that while she first took notice of you after learning of your

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relative, she's been impressed with your accomplishments and notes that she expects you to exceed your forebear's triumphs. While she expressed curiosity about an "inside view" of some of your relation's accomplishments, she was more eager to meet you as, in her words, "a promising new hero who might just soon change the world."

Choose two attribute boosts. One must be to Charisma or Strength, and the other is a free attribute boost.

You're trained in Athletics and Library Lore. The disconnect between physical accomplishments and scholastic accomplishments has never been a particular challenge for you, and while this has caused jealousy now and then with childhood friends and rivals, you've managed to hone your skills so that regardless of who you're talking to, your knack of being able to find a common ground has made it easy to make a good impression. Whenever you take part in an influence encounter to Discover or Influence, or attempt to Make an Impression on an NPC, you reduce the DC of those checks by 2.

LOCAL SAVIOR

RARE

Some may be born into a situation that locks them into a heroic destiny or forced into an adventurous lifestyle from an early age through tragic events beyond their control. In your case, you're an entirely self-made hero. You had no childhood trauma or birthright that compelled you into the adventurer's lifestyle, but the small town in which you grew up needed someone to stand up for those in need. Be it an unwavering loyalty to your fellow townsfolk, an inborn conviction that compels you toward the defense of others, or simply a desire to make the world a better place, you volunteered time and again to help the community. This often had you working alongside local churches, faiths, or artisans, and whether or not you became a person of faith or an accomplished artist yourself, your knowledge of all matters faith and art is impressive.

Eventually, this led you to join with your fellow PCs, and with their aid, you went from a local savior to an increasingly renowned hero. Yet even if you haven't been back to your hometown, your heart and soul never really left, and the lessons you learned in those formative years of triumphs (and perhaps failures) have made you into the famous adventurer you are today. Queen Sorshen even complimented your early accomplishments in her invitation to you to attend the opening ceremonies for the Circle of Open Hands and mentioned how she'd like you to help inspire the people of Xin-Eurythnia to follow in your footsteps in making the capital city of New Thassilon a safe place to thrive.

BACKGROUND

Choose two attribute boosts. One must be to Strength or Wisdom, and the other is a free attribute boost.

You're trained in Religion and Art Lore. In addition, choose one of the following small towns as your hometown. As part of your heroic services to your hometown, one of the deities whose presence is strong there has granted you a divine cantrip that you can cast as a divine innate spell at will. This cantrip is heightened to a spell rank equal to half your level rounded up.

With your GM's permission, you can select a different small town from somewhere outside of the Saga Lands or even make up a small town of your own design, in which case you should work with your GM to decide which of the following five boons best match the theme and flavor of your hometown.

- **Ilurian** Located in south-central Varisia, the inhabitants of the riverside-town of Ilurian have always been fiercely independent and self-sufficient in nature. Choose either *shield* or *stabilize* as your divine innate cantrip. Ilurian is detailed in *Pathfinder Campaign Setting: Towns of the Inner Sea*.
- **Osprey Cove** Located on the southern shore of Chakikoth Isle in the Ironbound Archipelago, Osprey Cove was founded by two siblings who fled servitude to crime lords in the pirate city of Riddleport. Today, Osprey Cove struggles to maintain its independence as Runelord Belimarius continues to expand her control over the region. Choose either *message* or *read aura* as your divine innate cantrip. Osprey Cove is detailed in *Pathfinder Adventure Rusthenge*.
- **Roderic's Cove** Located on the west coast of Varisia, Roderic's Cove has long struggled to remain self-sufficient in the shadow of the crime lords of nearby Riddleport. Choose either *forbidding ward* or *guidance* as your divine innate cantrip. Roderic's Cove is detailed in Return of the Runelords's first volume, "Secrets of Roderic's Cove."
- **Sandpoint** Located in the heart of Varisia's Lost Coast not far north from the city of Magnimar, Sandpoint has faced all manner of supernatural and physical threats over the past few decades, yet has never lost sight of the value of comfort and entertainment for those who live there. Choose either *haunting hymn* (*Player Core* 2 246) or *summon instrument* as your divine innate cantrip. Sandpoint is detailed most recently in *Seven Dooks for Sandpoint* but more fully in *Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast*.
- **Turtleback Ferry** Situated near the Storval Rise not far from the looming presence of the Thassilonian

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dam known as Skull's Crossing, the people of Turtleback Ferry have embraced their remote home despite the struggles of frontier life where giants and capricious fey are a constant threat. Choose either *daze* or *prestidigitation* as your divine innate cantrip. Turtleback Ferry is detailed in volume 3 of *Rise of the Runelords*, "The Hook Mountain Massacre."

RUNELORD RESEARCHER

BACKGROUND

RARE

For thousands of years, the looming monoliths found throughout the Saga Lands were a source of pride, fear, and curiosity, yet the dangers associated with them and the gulf of time itself kept their secrets mostly hidden. When Runelord Karzoug rose from his eons-long slumber in 4707 AR, these ancient secrets became thrust into the

light, and Thassilon's legacy became a topic of modern discussion and exploration. The foundation of New Thassilon only strengthened this shift, and now you're one of many who have devoted your studies on the deep history of Thassilon and its runelords—a topic still shrouded in mystery. Whether the focus of your studies has been one of the more recently active runelords, like Karzoug, Alaznist, Belimarius, or Sorshen, or you're focused on one of the more obscure dozens of runelords who ruled during the centuries Thassilon existed, your knowledge has made you an invaluable asset on many adventures in the Saga Lands. It's also attracted Queen Sorshen's attention, and in her invitation to attend the opening ceremonies for the Circle of Open Hands, she made it clear she wants to engage you in several long discussions about the truths of ancient Thassilon, impressing upon you that while the runelords (including herself, she admits) of the ancient era were cruel and domineering, that many of the wonders they created could benefit the modern age—if people could trust that these wonders were safe! With your aid, she hopes to bring these innovations back.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and the other is a free attribute boost.

You're trained in Arcana and Academia Lore. When you Recall Knowledge about runelords or ancient Thassilon, you gain a +2 circumstance bonus to the check. You automatically recognize the name and time of rule of any runelord you encounter or see an accurate representation of (such as a painting or statue). In addition, during your daily preparations, you can choose one of the following schools of Thassilonian rune magic to focus your mind on, gaining a +1 status bonus to saving throws against the listed effect for the next 8 hours.

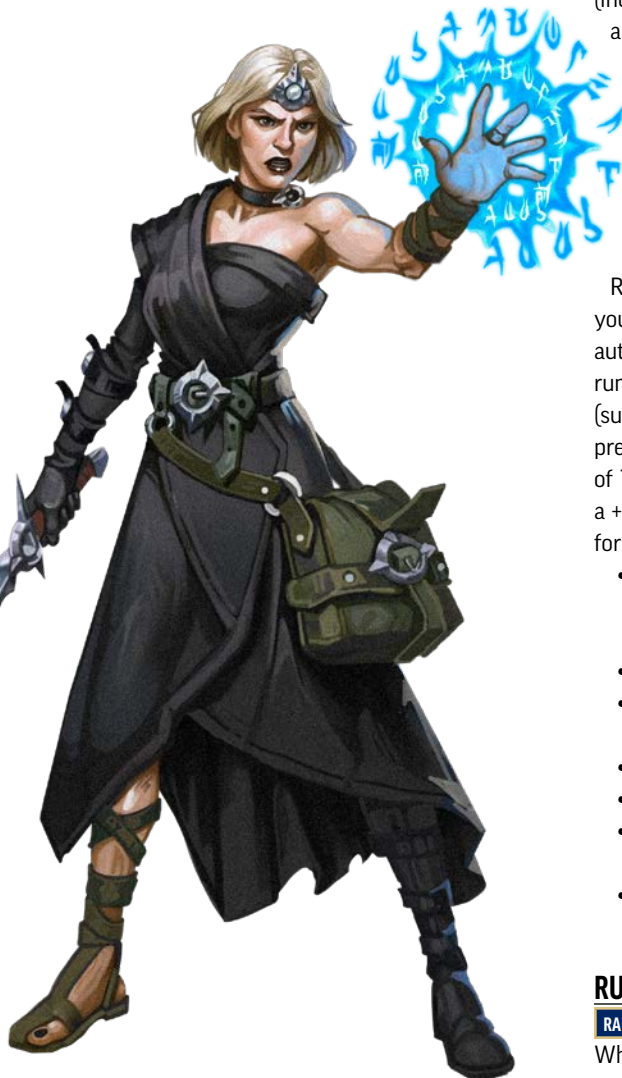
- **Envy** any effect that has the incapacitation trait (against foes who are higher level than you, the status bonus increases to +2)
- **Gluttony** death effects and void
- **Greed** polymorph and effects that can cause the following conditions: enfeebled, clumsy, or petrified
- **Lust** emotion
- **Pride** illusion
- **Sloth** effects that cause paralysis, slow, stun, or that grant penalties to your Speed
- **Wrath** effects that cause acid, cold, electricity, fire, or sonic damage (choose one)

RUNELORD SURVIVOR

BACKGROUND

RARE

Whether you're a native-born Saga Lander or someone who



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came to this region relatively recently, you were there when Runelord Karzoug woke, when Runelord Krune's followers attempted to resurrect him, or when Runelord Alaznist's attempt to rework the flow of time itself brought ruin and death down upon the region. You barely escaped with your life and likely lost everything (perhaps even friends and family) as a result of a runelord's ambition. Since then, you've managed to rebuild and recover, and the other PCs are now among your closest friends—you might even regard them as your new family—yet your need for revenge against the runelords has become the primary motivation to better yourself, gain power, and indeed become the renowned hero you are today.

If you played through a previous runelord-themed Adventure Path, with your GM's aid you could be one of the NPCs who featured in one of those adventures and watched in fear as that campaign's PCs did the best they could to oppose the runelords. You may or may not blame those PCs for the tragedy that befell you, but you always know it was one of the runelords themselves who was the ultimate cause of your pain. For some time—perhaps even years—after your brush with a runelord nearly killed you, you were forced to scavenge to survive in the wilds, perhaps in hiding or possibly because you had no other choice. In that time, you learned much about the natural world, but perhaps more important to your future plans, upon reintegrating into society you began to study the arts of war to achieve vengeance. When you received an invitation from Queen Sorshen to attend the opening ceremonies for the Circle of Open Hands, you may have had conflicting feelings or even pondered using the opportunity to get revenge. Yet in her invitation, the fact that she apologized for your suffering and made it clear that she wants to make amends for all of those who suffered from the actions of her fellow runelords over the past several years gave you pause. If she truly does seek repentance and wants to help repair the damage the runelord legacy has wrought upon the world, her aid would go a long way toward enabling your own peace of mind.

Choose two attribute boosts. One must be to Constitution or Wisdom, and the other is a free attribute boost.

You're trained in Nature and Warfare Lore. You gain the following action.

Hunt Runelord ♦ (concentrate) **Frequency** once per day; **Effect** You designate one of the seven schools of Thassilonian magic—envy, gluttony, greed, lust, pride, sloth, or wrath—and focus your need for revenge against those who serve these ideals. You do not need to be able to see a creature that serves these ideals to make this designation. The designation lasts until your next daily preparations.

You gain a +2 circumstance bonus to Perception checks when you seek a creature that serves these ideals (including an actual runelord, a wizard who follows that school of Thassilonian magic, or any creature you know or suspect serves the interests of that school's particular sin—subject to GM's approval), and a +2 circumstance bonus to Intimidation checks made to Demoralize such creatures. Your Strikes also deal 1d4 extra precision to these creatures when they're frightened.

Mythic Callings

All mythic characters have a mythic calling—an initial ability that lets you access mythic power. *Pathfinder War of Immortals* presents 11 mythic callings to choose from, but you can also choose from the following four rare mythic callings when creating a mythic character for *Revenge of the Runelords*. If you're bringing an established mythic character into the campaign, your GM should allow you to retrain your previous calling to one of the following ones if you wish—see the sidebar on page 78 of *War of Immortals* for more details on how to retrain mythic callings. The basic rules for mythic callings begin on this page as well.

DOOMSAYER'S CALLING

RARE CALLING MYTHIC

As long as people have dwelt in the world, there have been those who foresaw, feared, or worked toward that world's end. You know all things must end and have long felt that at some point in your life, you would stand on the precipice of Golarion's final fate—not to usher it along, but to deny the agents of this doomsday the satisfaction of seeing your world end. Until then, you'll do your best to keep the world and your allies in shape to face these ultimate threats. When you attempt a check to Repair, Administer First Aid, or Treat Wounds (but not when you use Battle Medicine), you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Repair or Administer First Aid, you regain a Mythic Point.

Edicts help to prevent (or at least forestall) doomsday by keeping allies (and their gear) in good health (or repair), console those who are despondent

Anathema knowingly aid in any plot to end the world, mock or deride those who predict the end of the world

DREAMER'S CALLING

RARE CALLING MYTHIC

Your dreams have always felt more real than reality itself, and upon learning of the Dimension of Dreams you weren't

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surprised—indeed, you've often found yourself entering these Dreamlands when you sleep. You've long felt that something in the Dreamlands has been calling to you, and that some great rescue or revelation awaits in a dream you've yet to experience. In the meantime, your dreams remain a potent source of inspiration and power, and the ability to draw from them to affect the waking world is something you've always been able to do. When you attempt an Arcana, Nature, Religion, or Occultism check to Recall Knowledge, or when you attempt a check to Craft any work of art, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed at a check to Craft or at a Recall Knowledge check about a subject associated with dreaming or the Dreamlands, you regain a Mythic Point.

Edicts share your dreams with your friends and take interest if they share their dreams with you, take inspiration from your dreams when you create

Anathema deny a creature (including yourself) the chance to sleep long enough to dream, deride those who have ambitions that they're unlikely to ever achieve

RUNELORD'S CALLING

RARE CALLING MYTHIC

Even before Karzoug rose, you felt something tugging to you from beyond. Strange memories, sudden insights, vivid dreams, or wild hunches that lead to discoveries or unexpected successes have been the norm for you. Once knowledge of the legacies of Thassilon began to spread anew into the modern world after Karzoug rose from slumber, you've increasingly come to realize these visions and inspirations come to you from the past—maybe even one of your past lives—and that something from the time before Earthfall in ancient Thassilon is linked to your soul. When you attempt a check to Identify Magic, Learn a Spell, or cast a ritual, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed at an Arcana, Nature, Occultism, or Religion check to Identify Magic, you regain a Mythic Point.

Edicts seek out rare magic spells and items from ancient Thassilon, learn knowledge about Thassilon that has been forgotten

Anathema willingly destroy ancient texts or other forms of written knowledge without first preserving that lore in some way, treat another's convictions or beliefs as fantasy or delusion

SAGA'S CALLING

RARE CALLING MYTHIC

The Saga Lands do not come by that appellation lightly,

for the storied legacies of this region predate Earthfall and have roots in worlds far beyond Golarion. Whether you were born in these lands or drawn there, those storied legacies have resonated with you on a supernatural level. It seems like each time you learn of some new legend or tale of this land passed down through the generations, there's something in it that directly applies to your life. You've taken to relying upon these legends—be they ancient or modern—as guideposts for your own life's course, knowing full well that they're calling to you and that you're destined to be the focus of one yourself.

When you attempt a Performance check or a check to Gather Information, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed at a check to Gather Information, you regain a Mythic Point.

Edicts do what you can to protect the people of the Saga Lands, preserve legends and myths in writing or other forms of art for future generations to enjoy and learn from

Anathema allow those in the Saga Lands who need aid to suffer if there's something you can do to help them, regard your own saga as more important than anyone else's, since your tale has yet to be fully told—and not even you know its ending

Mythic Destinies

Your PC begins *Revenge of the Runelords* as a 12th-level character, which is the point when a mythic character's destiny unlocks. Full rules for these special archetypes appear in Chapter 4: Paths to Immortality in *Pathfinder War of Immortals*, but beyond the nine mythic destinies presented in those pages, four more with themes tightly bound to *Revenge of the Runelords* are available to you as well. Speak to your GM for details on these four new mythic destinies, as full rules for them appear in the first volume of *Revenge of the Runelords*, "Lord of the Trinity Star." A brief description of those four mythic destinies appears below.

The **avenging runelord**, for characters who count among their past lives one of Thassilon's dead runelords or have otherwise become possessed or infected by one of their spirits and are now obsessed with revenge against other runelords.

The **heroic scion**, for characters who've inherited the power and legacies of previous heroes—perhaps even that of prior PCs they've played in a previous campaign like *Rise of the Runelords*.

The **timewracked**, for characters who were torn from the reality of time itself and find themselves less and less bound by time's laws.

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The **warshard warrior**, for characters who, after becoming empowered by a warshard from the Godsrain, infuse their favored weapon with increasing power.

Choosing Your Destiny

While you should absolutely choose your mythic destiny as part of creating or preparing your PC for this campaign, the event in which your PC actually gains this destiny is one that plays out at the table at the start of the first adventure. Time spent during a Session 0, including any time spent at the start of the campaign pursuing some of the initial downtime activities presented at the end of this Player's Guide,

occurs before your PC has access to any of the powers from their mythic destiny, but once the adventure begins, you will play out your choice and have access to those options for the rest of the Adventure Path.

What Came Before?

When you create a brand-new PC for *Revenge of the Runelords*, remember that a 12th-level mythic PC has a history. What did they do during their first 11 levels? How did they gain their mythic calling? What sort of history do they bring to the table? Work with the GM and other players to come up with these details—especially if the group wants a shared history of previous adventures together!

But what if you and your fellow players have already played an entire campaign and have built up characters from lower level to 12th level?

Since *Revenge of the Runelords* starts at 12th level—the point at which a PCs' mythic destiny kicks in, most of Paizo's Adventure Paths won't quite fit perfectly, since lower-level Adventure Paths that start at 1st level generally only go to 10th level. In cases like this, work with your GM. They might want to create a custom adventure for you and the other players to go on to account for your 11th level—one that could be focused on transitioning from your previous campaign into *Revenge of the Runelords*. Alternatively, at the start of *Revenge of the Runelords*' first adventure, an option exists for GMs to adjust an early complex encounter to “stand in” for your 11th level—your GM will work with you in this case to get your PCs ready (and in this case, you'll start *Revenge of the Runelords* as 11th-level characters).

In most cases, you won't have played a previous Adventure Path as mythic characters. In this case, your mythic calling should be something that manifests in your PC as a result of those previous adventures.

Take time before you begin *Revenge of the Runelords* to choose a mythic calling for your PC and apply all those choices at once, rather than going through them one level at a time during play. This gives your PC a sudden boost in power in the form of 5 bonus feats (one gained at every even-numbered level from 2nd up to 10th), so make sure you take time to familiarize yourself with the effects of your mythic calling and the five bonus mythic feats you choose!

That said, two of Paizo's Adventure Paths make for particularly strong lead-ins to a *Revenge of the Runelords* Adventure Path.



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Seven Dooms for Sandpoint

Seven Dooms for Sandpoint doesn't focus much on the runelords. Its story is relatively self-contained, and though Sandpoint itself doesn't feature in *Revenge of the Runelords*, this Adventure Path remains, thematically and level-wise, the most appropriate lead-in. After completing *Seven Dooms for Sandpoint*, your PCs will be 12th level, and you'll have immersed yourself in a fair amount of the ancient mysteries, lore, and themes of Varisia. Your Saga Lands reputation as a hero spreads quickly from Sandpoint to Magnimar, Riddleport, and Korvosa, but more importantly, to Xin-Eurythnia. Queen Sorshen has agents throughout the Saga Lands, and word of your bravery in saving Sandpoint from several supernatural threats caught her eye—not only from the angle of your triumphs as local heroes (whose fame and passion make for excellent potential ambassadors to the world at large, something Sorshen knows she needs to convince potential trade partners that she has indeed put her old runelord ways behind her), but because of the unexpected discoveries your group made in the Pit not far from Sandpoint. In her invitation to your group to attend the opening ceremonies for the Circle of Open Hands, she even floats the idea of creating a trade portal to Sandpoint (or if not there, to nearby Magnimar)—an offer that could potentially catapult the town into a more productive future than the peril-based mayhem it's become known for since the Late Unpleasantness, when the dooms that faced Sandpoint truly picked up momentum. She also makes it clear that she's very interested in hearing all about your adventures in the Pit, particularly anything that you might have learned or discovered about the place's original architects.

While your PCs are the right level to begin *Revenge of the Runelords* fresh out of *Seven Dooms for Sandpoint*, that Adventure Path wasn't meant to be a mythic Adventure Path. While a GM could certainly adjust *Seven Dooms for Sandpoint* to allow for the PCs to explore their mythic callings, a better option would be for your PCs to gain their mythic callings immediately upon completing the previous Adventure Path, as a final reward for saving the town from its seven dooms. As detailed above, selecting your PCs' mythic calling and 5 associated mythic feats is an easier route to take—especially if you think of these as boons granted from fate, a deity, or even exposure to certain potent magical sources of power deep in the Pit.

The journey to Xin-Eurythnia is not presented in *Revenge of the Runelords*. The first adventure begins

with the PCs already in town, having recently arrived (and potentially pursuing some downtime activities detailed at the end of this Player's Guide), so if your group is short on XP, your GM might decide to turn the 1,200-mile journey from Sandpoint to Xin-Eurythnia into a short adventure for you to reach 12th level. Even if you're already 12th level, having one or two short combat encounters along this trip for you and the other PCs to try out their new mythic feats and mythic calling isn't a bad idea—speak to your GM about whether this option works best, or if you and the other players would prefer to just hit the ground running in Xin-Eurythnia, having already made the long journey across Varisia. Regardless, one of the first things you'll do as the new campaign begins is gain your mythic destinies, so as detailed above, feel free to pre-select those choices so you can get into the new adventure without a hitch!

Myth-Speaker

While *Seven Dooms for Sandpoint* might be the most thematically and level-appropriate precursor to a *Revenge of the Runelords* game, *Myth-Speaker* is the best option if you want to experience the full growth of mythic callings and feats from 1st level. While this Adventure Path takes place thousands of miles away on an entirely different continent, and its story and themes are quite different than those of *Revenge of the Runelords*, the mythic powers your PCs gain present perhaps the best reason for Queen Sorshen to take note of your accomplishments. As a mythic spellcaster herself, Sorshen has worked to keep abreast of the development of new mythic power in the world—in part as a defensive ploy (after all, her longest-running feud has been with a fellow mythic spellcaster, Runelord Xanderghul), but also because she's eager to potentially ally with other mythic heroes. Her invitation to your group to join her a continent away in the city of Xin-Eurythnia includes congratulations and admiration for what you've accomplished in Iblydos, something that might normally feel unsettling (considering she is a powerful wizard from a land far away), but she makes it clear in the invitation that your group has sent ripples through the world's magical leylines, and destiny itself has taken note. Legendary myths like you are just the allies she wants at her side to help usher New Thassilon into the modern era by linking her capital city with a network of portals. The linking of one to Iblydos is certainly something she's eager to pursue, yet not without the advice and input from that land's newest mythic heroes.

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As with the link to Seven Dooms for Sandpoint, the method by which you and the other PCs travel from Iblydos to eastern New Thassilon's Xin-Eurythnia is left to you and your GM to explore, but even more so than above, building a custom adventure to account for how your party transitions from Iblydos to New Thassilon (including not only the journey but the potentially complex act of making sure that your interests in your homeland remain safe and secure) to allow you to go from 11th level to 12th level is a good idea. Your GM can use this chance to bridge thematic gaps between the two campaigns or simply use it to wrap things up and get you ready for something brand new. There's also some early suggestions in the first adventure for *Revenge of the Runelords* on how to expand an early encounter there into an entire level's worth of content. Likewise, the "Continuing the Campaign" advice in the final Myth-Speaker adventure provides your GM with ample plot hooks and stories that could be explored, including some more GM-facing advice for how to follow that Adventure Path up with this one.

Work with your GM on how best to solve this situation, but if you, them, and the other players are eager to jump into *Revenge of the Runelords* and your mythic destinies, then simply leveling up to 12th level is a perfectly fine solution!

Hero-Gods of Iblydos

Your PC from Myth-Speaker may wish to continue their path as one of the hero-gods of Iblydos. If you wish to do so, work with your GM—they have additional options to potentially share with you when it comes to mythic feat choices for your mythic destiny, which is traditionally the godling mythic destiny, as detailed on pages 130–133 of *War of Immortals*. With your GM's consent, though, you could potentially pursue your role as a hero-god of Iblydos by taking the heroic scion mythic destiny, interpreting this not as your PC being a reincarnated previous PC, but instead becoming infused with mythic power as a result of your strong ties to the land of your birth.

As a hero-god, you might wish to work with NPCs and other agents of your cult to ensure that, while you're away on this new adventure, things back in Iblydos don't develop in undesired ways. The physical distance between Iblydos and the Saga Lands will also be a factor, as not being in Iblydos tends to weaken a hero-god's spell-granting abilities. Perhaps part of the trip through 11th level involves a short quest by the party to create some sort of artifact that can help to link your power to that of your worshippers as you travel, or maybe some of your worshippers travel with you to Xin-Eurythnia to potentially set up shrines in this distant land—although this option will require much more work from your GM to adjust the storyline of *Revenge of the Runelords*! Perhaps the simplest solution is to set up a schedule by which you periodically return to Iblydos to bolster your worshippers. In this case, work with your GM to set up methods by which your PC can communicate with or even travel to and from that land when they get a chance during *Revenge of the Runelords*—they may even find a way to link some of the previous campaign's plot developments and unresolved mysteries into the new campaign!

Recap of the Runelords

In previous Adventure Paths like *Rise of the Runelords*, *Shattered Star*, and *Return of the Runelords*, a wealth of lore about the runelords, their creations like the



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runewells, and the ancient nation of Thassilon they ruled was presented for people to discover through the course of play. In-world, some of these discoveries and revelations have made their way into popular culture, particularly in the Saga Lands, where this Adventure Path is largely set. While the people of the Saga Lands (including your PCs) know a fair amount of baseline knowledge about runelords and Thassilon, that may not be the case for players who might be new to the story or the game.

The following presents common knowledge about these topics in the Saga Lands. There'll be ample opportunities during play for your PCs to learn and remember more (if only via Recalling Knowledge), but this information includes all of what your PC would likely know already. Note that there are some spoilers in the following about the plots for the previous three Adventure Paths that focused on this continuing story, but they're kept as vague as possible while still providing the context your PCs need in this new Adventure Path.

What is a Runelord?

The term “runelord” has three different connotations in modern-day Golarion, but it's the first that has the most bearing on this Adventure Path. In this connotation, a “runelord” was a ruler of one of the seven nations of ancient Thassilon, which predated Earthfall. Each runelord was a powerful wizard whose magic was focused on a particular kind of magic associated with one of the seven sins—pride (with a focus on illusion magic), lust (with a focus on mental magic), gluttony (with a focus on magic associated with life, death, and undeath), greed (magic focused on physical transformations), wrath (magic focused on destruction and elemental power), envy (magic focused on defenses and the disruption of other magical effects), and sloth (magic focused on conjuring and summoning creatures and objects). All these runelords were evil and cruel, but there were only really ever 7 of them active at a time—the title “runelord” in this context is more akin to “king” or “queen.” They lived lifetimes, and traditionally only stepped down from ruling of their nation when they were supplanted—usually via treachery and violence—by a successor.

In modern Golarion, after the magical traditions of the runelords had been rediscovered and an entire population of ancient Thassilonians escaped from being trapped in time to help found New Thassilon, the word “runelord” has taken on a new meaning. A new group

of arcane spellcasters adopted the now unfashionable title of “runelord” for themselves. Rather than seek to rule over nations, these new runelords developed methods of using magic and wielding weapons inspired from those long-gone rulers. There's no limit to the number of these “new runelords” that can exist at a time, and they can be of any power level. There are already factions of runelords forming, with their most vocal faction increasingly counting themselves as the heirs to Thassilon's legacy.

The practices of these newer runelords are available as player character options via the runelord class archetype, presented on pages 114–119 of *Lost Omens Rival Academies*. It's important to remember that these runelords—be they NPCs or PCs—are not the same as those whose legacies of cruelty forged Thassilon or whose plots for revenge are about to come to fruition!

What is a Runewell?

The runelords of Thassilon created an amazing number of powerful magic items, such as the legendary *seven swords of sin*, or the unique magic polearms they carried as badges of office. But the most notorious of their creations were their *runewells*—artifacts that only a few runelords ever managed to craft. A *runewell* is a focus of power, and each lies inside of a personal demiplane (known as an “Eye”) that serves as a sort of “panic room” and hidden stronghold/laboratory/treasury for a runelord. Each *runewell* extends a portal into Golarion, linking via an artifact known as an *anima focus* that allows runelords and those who know the way to come and go from its Eye. Each *runewell* has other specific and unique powers that vary from runelord to runelord. The only runelords who ever created a *runewell* were Sorshen, Xanderghul, Alaznist, Karzoug, and Belimarius (but Belimarius's *runewell* is faulty). (The other two final runelords, Zutha and Krune, used other methods to avoid Earthfall and achieve immortality or life after death.)

Who Were the Runelords?

Thassilon existed for over a thousand years, and during that time, dozens of different powerful wizards rose to the title of runelord, only to be supplanted by an apprentice, competitor, or betrayer. In the end, when Earthfall struck and destroyed Thassilon, only seven runelords were in control of the seven nations of the land, and it was these seven, the final runelords of Thassilon, who have had the most impact on the modern world.

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Xanderghul, the Runelord of Pride, was the most powerful of the runelords, and one of only two runelords who was never replaced during Thassilon's existence. His magic focused on illusions and avoided magic that conjured effects or created physical transformations, and his polearm of choice was the bec de corbin. He ruled the realm of Cyrusian, which occupied much of northern Varisia and the southern Lands of the Linnorm Kingdoms. He was assassinated in his *runewell*'s demiplane by Runelord Alaznist in the events leading up to Return of the Runelords.

Sorshen, the Runelord of Lust, was almost as powerful as Xanderghul, and was the second runelord who was never replaced. Her magic focused on mind control and mental manipulation and avoided magic associated with transforming physicality or the manipulation of life, death, and undeath. Her polearm of choice was the guisarme. She ruled the realm of Eurythnia, which occupied much of southern Varisia (much of which sunk into the sea or transformed into the Mushfens after Earthfall). She woke from her *runewell*'s demiplane during the events of Return of the Runelords and is one of the seven final runelords to survive to the modern era, where she now rules eastern New Thassilon as its queen, having abandoned the title of runelord to the past.

Alaznist, the Runelord of Wrath, focused her magic on destruction and the harnessing of elemental forces, while avoiding defensive magic and magic that conjured objects and effects. Her favored polearm was the ranseur, and she ruled the realm of Bakrakhan in what is now western Varisia. This part of Thassilon was the worst struck by Earthfall, and much of Bakrakhan sunk below the waves and is now deep under the Varisian Gulf. Runelord Alaznist triggered the devastating events of Return of the Runelords and was defeated by a group of heroes before she could succeed at her plans.

Karzoug, the Runelord of Greed, is perhaps the most notorious of the seven final runelords, for he was first to rise from slumber several thousand years after Earthfall sent the runelords into stasis. His magic focused on transformative effects and avoided magic that crafted illusions or manipulated the mind; his favored polearm was the glaive. His nation of Shalast was located in much of central Varisia, lands that largely survived Earthfall to this day. He was defeated by heroes during the events of Rise of the Runelords.

Zutha, the Runelord of Gluttony, was one of the rare undead runelords—a powerful lich who bound his

magic to a tripartite spellbook called the *Gluttonous Tome* instead of to a *runewell*. His magic focused on effects associated with void and undeath and turned away from defensive magic and magic that affected the mind. He favored the scythe as his polearm, and ruled the nation of Gastash, which occupied eastern Varisia and a significant portion of western Belkzen. The destruction of the *Gluttonous Tome* during the events of Return of the Runelords prevented him from returning to undeath.

Belimarius, the Runelord of Envy, is the other runelord who survived the events of Return of the Runelords. Her magic focused on defensive effects and magic that could unravel and dispel other magical effects. Her polearm of choice was the halberd, and she ruled the land of Edasseril—a nation whose name the first runelord of envy stole from the elves who lived south of their lands in the Mierani Forest. Edasseril occupied a portion of the Ironbound Archipelago and some of northwestern Varisia and today exists as the western half of New Thassilon, where Runelord Belimarius continues to command. Unlike Sorshen, Belimarius has not only retained her old methods and beliefs from pre-Earthfall Thassilon but also sees herself as the sole remaining runelord worthy of carrying Thassilon's legacy into the future.

Krune, the Runelord of Sloth, was the least powerful of the final runelords. His magic focused on the conjuration of creatures, objects, and effects, and turned away from magic associated with destruction or illusions. His polearm of choice was the longspear. Alone of the final seven runelords, Krune didn't actually survive Earthfall, but he was momentarily resurrected in the years after the events of Rise of the Runelords, only to be defeated and then laid to rest during the events of Return of the Runelords.

Exploring Xin-Eurythnia

For thousands of years, the remote ruins of Xin-Shalast, once the capital city of Runelord Karzoug's nation, lay hidden and mostly forgotten in the inhospitable heights of the eastern Kodar Mountains. Karzoug chose this place as his capital for its remoteness, so the mountains themselves could offer protection from his enemies (among whom he counted other runelords, particularly Alaznist), but also because layers of reality here between Golarion and the world of dreams were thin—his alliances with nightmares from Leng helped to secure his position of power over the final centuries of Thassilon's rule.

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After his rise and defeat, Xin-Shalast's rediscovery by modern adventurers led to a rush of exploration from those eager to claim the ancient powers within the ruined city, but it wasn't until Sorshen awoke and relocated here to make the city her own after the events of Return of the Runelords that Xin-Shalast began to once more thrive. Sorshen rebuilt the protections and magical wardings that kept the high-altitude city comfortable and safe, and in the following years, she continued to build the city into something she hoped would become a destination for travelers, traders, and artisans from across the world.

Yet despite her power, the city's remoteness kept Xin-Shalast from recovering as quickly as she hoped. To the west, Runelord Belimarius was achieving much greater success in revitalizing her section of New Thassilon, but her stubborn clinging to the old

ways was damaging to New Thassilon's viability as a productive nation in the modern world. Sorshen knew it would be but a matter of time before Belimarius's warmongering and cruelty would bring about her doom, even as she did her best to temper Belimarius's actions in hopes that, some day, she might have a similar epiphany as did Sorshen.

Today, Sorshen has admitted to herself that Belimarius is unlikely to ever achieve such a change of heart, and so she's taken steps to "rebrand" Karzoug's old city. First among these changes has been to rename the city to Xin-Eurythnia, after her old capital (now largely in ruins or buried deep under the modern, thriving city of Korvosa). She's recruited a wide range of powerful spellcasters and creatures to aid in the rebuilding of the city, and with the aid of the church of Nocticula, has largely positioned Xin-Eurythnia as a place that welcomes all exiles and creators from oppressed lands—not just those that share a border with New Thassilon.

But through it all, the city's remoteness remains a struggle. And thus comes Sorshen's latest gambit—the creation of a portal hub she calls the Circle of Open Hands. When it's activated, a stable portal will manifest between Xin-Eurythnia and the City at the Center of the World—Absalom. After that, she can extend her portal to other places around the world, in hopes of turning Xin-Eurythnia into a hub for trade and travel. There's still much to be done before such visions can become reality, not the least of which is to secure the cooperation of other distant locations like Goka, the Magaambya, and other key places across the world, but for now, the activation of a magical portal between Xin-Eurythnia and Absalom is first.

Many of her allies are already in Absalom, ready to receive the portal's magical link, but it's in her city of Xin-Eurythnia that Sorshen intends to lead the opening ceremonies. To this event, she's invited heroes from across the world to take part, hoping that they can see her earnestness and bring back to their homelands word that the old Runelord Sorshen is no more, and that Xin-Eurythnia can be a revolutionary trade partner in the future. Heroes, she's come to realize, are among the world's true movers and shakers, for they step in to accomplish what the rulers of nations cannot—and by some definitions, things even the gods themselves hesitate to do.



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Welcome to Xin-Eurythnia

Since your PCs are expected to be newcomers to the city, not locals, an actual gazetteer or list of notable locals to interact with in Xin-Eurythnia is not presented here—these are things you will be able to do during the course of play once things begin. While you won't be spending the entirety of *Revenge of the Runelords* in Xin-Eurythnia, at the start of the campaign, it's going to be a place where you can shop, explore, and more! The following brief entries help to define the city's districts.

The **Artisan District** is the city's southernmost neighborhood. Here, the city's artists and crafters maintain their shops, and it's here that the majority of the resources and opportunities for visitors can be found—inns, eateries, and shops. This is the closest thing Xin-Eurythnia has to a “market district,” although shops and smaller marketplaces can still be found throughout the city.

The **Residential District** runs up along the city's eastern side—once a place where the least fortunate of the city's citizens were forced to live as prisoners, and then largely destroyed by volcanism triggered by Earthfall, today efforts to restore the district has resulted in a highly-livable area where the majority of the newcomers from other lands have chosen to settle.

Jotunburg occupies the heart of the city, and here the buildings loom larger than life for a very good reason, for this is where the city's giants dwell. In Karzoug's time, the giants of Jotunburg were soldiers and architects who treated the humans to the south with contempt and violence. Today, the buildings are occupied by a small fraction of the giants who once dwelt here, but these giants—along with many other “monstrous” inhabitants like lamias—live in relative peace with their smaller neighbors. The breathtaking towers and domes of what was once the pride of Shalast's military, Shahlaria, sit on the western side of Jotunburg, and now serve Queen Sorshen as her Blood Moon Palace.

The **Entertainment District** occupies the northern section of Xin-Eurythnia, yet this name is something of a misnomer. While vast museums, arenas, galleries, racetracks, playhouses and more can be found here, so to can sprawling temples, schools, and immense buildings occupied by some of the most powerful of Xin-Eurythnia's new residents. It's at the heart of this district, in the so-called Temple Plaza, itself overlooked by the city's recently sanctified cathedral of Noctacula (known as Midnight's Gallery), that Sorshen intends to unveil the Circle of Open Hands.

The **Rising District** once housed Runelord Karzoug's most loyal nobles, his apprentices, and those whom he wanted to keep the closest eye on. This district wound up into the heights of Mhar Massif, Avistan's tallest peak, where near said peak rose Karzoug's own fortress: the Pinnacles of Avarice. Looming over it all, at the peak itself, was the immense visage of Karzoug himself, carved into the mountaintop. Debates on what to do with this massive relic of the past (destroy it, remake it in Sorshen's image, or revert it to the mountain's original shape) have vexed the city for years, but so far, Sorshen's preference to leave Karzoug's face there as a combination of trophy and reminder has prevailed. In any event, the buildings in the Rising District are largely unoccupied and lie beyond the protective wards in the lower city—here, the death zone of the mountain's heights rule, and very few things can live for long.

Downtime in Xin-Eurythnia

When you start *Revenge of the Runelords*—perhaps even before then, if your group does a Session Zero where everyone gets together to get to know each other's players and to prepare for the upcoming campaign—your PCs can pursue one of the following six special downtime activities. While each of these downtime activities is loosely associated with one of the six rare character backgrounds introduced earlier in this Player's Guide, you don't have to engage with the downtime activity that matches your background. Since these activities require skill checks to complete, you should wait until the game starts to pursue them. Normally, each PC gets to attempt one of these downtime activities, but with your GM's permission you might be able to attempt additional ones—either before the campaign begins or soon thereafter. Note that these downtime activities are relatively risk-free to try, but regardless, once you succeed at any one of these downtime activities, you treat any further critical successes as regular successes—you can only ever earn one magical item as a reward from these downtime activities.

SPREAD WORD OF YOUR HOMELAND

UNCOMMON AUDITORY CONCENTRATE DOWNTIME LINGUISTIC

As a newcomer to Xin-Eurythnia, you'll find that this isn't unusual, as most of the city's inhabitants come from far-flung parts of the world. As a result, trading stories of homelands has become something of a tradition at social gatherings, or simply as a form of small talk while out

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drinking, eating, or shopping. You spend the day engaged in such activities, spreading stories about where you come from to the delight of many. Attempt a DC 30 Diplomacy check.

Critical Success So many of those you speak to are amazed by your stories, and many of them gift you potent gifts and trinkets in thanks. You gain 5 common level 12 (or lower) consumable magic items or alchemy items.

Success No one seems overwhelmingly enthralled by your stories at this time, but they did have fun listening to them.

REVELATIONS FROM THE TIME BEFORE

UNCOMMON CONCENTRATE DOWNTIME MANIPULATE

Whether it's because you've exhaustively studied the ancient lore of Thassilon, have had friends or family who were adventurers involved in previous campaigns involving the same, or are yourself one of those strangers to this time recently escaped from the time-locked city of Xin-Edasseril, there are things hidden in plain sight in the ancient architecture of Xin-Eurythnia that you understand that others might never even guess at. You spend the day exploring some of the more out-of-the-way corners of the city, focusing on old ruins that haven't yet been restored or moved into. Attempt a DC 30 Occultism check.

Critical Success Your explorations have revealed a cleverly hidden niche in a remote building, within which lies a long-forgotten magic item. You gain one common level 12 (or lower) magic held item (other than a staff or wand) of your choice.

Success While you don't discover any strange hidden secrets, the time spent exploring the city was fun.

FEATS OF STRENGTH AND BRAVADO

UNCOMMON CONCENTRATE DOWNTIME MANIPULATE

While the opening ceremony for the unveiling of Sorshen's portal, the Circle of Open Hands, hasn't yet taken place, the overall attitude of the city is one of excited anticipation. Xin-Eurythnia's a relatively new city housed in the bones of an ancient one, and as such its populace's traditions are a mishmash of exported festivals and pastimes from across the world... yet one thing seems the same regardless: the appreciation of heroic feats and demonstrations of physical prowess. Games where participants test their might against contraptions meant to measure strength, good-natured wrestling matches, or sports matches or races where people compete for prizes alone or as part of a team—you spend the day testing your strength in between regaling anyone who listens with stories of your heroic past. Attempt a DC 30 Athletics check.

Critical Success You not only wow the onlookers, but one game you win nets you an impressive prize. You gain one common level 12 (or lower) magic weapon of your choice. If you choose a magic weapon with multiple runes that are each lower than level 12, the combined value of the weapon you choose must be equal to or less than 2,000 gp.

Success You come close a few times to winning a game, but even though you never quite came in first place today, you had a lot of fun trying.

ADMIRE ARTISTRY

UNCOMMON AUDITORY CONCENTRATE DOWNTIME LINGUISTIC

In part due to the influence of the church of Nocticula, currently Xin-Eurythnia's most widespread faith, galleries of all types have popped up around the city's Entertainment District. Here, you can explore local artists' paintings, sculptures, and more or browse through larger exhibitions put on by various churches or guilds. There's a friendly air of competition among these artists, and many of them have taken to incorporating religious themes from a wide range of faiths into their work. You spend the day exploring these galleries and chatting with the artists. Attempt a DC 30 Religion check.

Critical Success In admiring the works of art, you met an artist who shares your beliefs, and they were so thankful and touched by your interest in their work that they give you one of their most expensive works of art as a gift. You gain one common level 12 (or lower) magic worn item of your choice.

Success You spend the day admiring a wide range of artwork but are unable to offer any particularly inspiring insights to their creators.

A LIVELY DEBATE

UNCOMMON AUDITORY CONCENTRATE DOWNTIME LINGUISTIC

While some of Xin-Eurythnia's citizens are artists and creators who fled persecution in their homeland, many others are scholars and spellcasters who see the opportunity to live in one of the continent's oldest cities as a chance to fully immerse themselves in the pursuit of arcane knowledge. They might be practicing wizards, professors of magical theory, or collectors of esoterica, but all these scholars often engage in lively debates in public forums where they present theories for their peers to review, deconstruct, or (as every scholar here seems to hope) be astounded by. While listening to these debates can be entertaining, you can spend the day taking part in them—providing critiques to others in your field or presenting your own theories for others to engage in. Attempt a DC 30 Arcana check.

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Critical Success You found yourself caught up in a high-stakes debate, and not only that, emerged as the victor! As a reward, you're given a magic staff or wand. You gain one common level 12 (or lower) magic staff or magic wand of your choice.

Success Your theories were welcomed and met with enthusiasm, but in the end you came away from the debate having learned more about areas to improve upon rather than wowing your peers.

SEEK CLUES FOR EVENTUAL VENGEANCE

UNCOMMON CONCENTRATE DOWNTIME MANIPULATE

While there's much in Xin-Eurythnia to entertain and delight, your interest in the city is more personal. Despite the city's restoration, there remain parts where this work has yet to be undertaken, particularly in some of the underground regions accessible through caverns lining the valley walls or hidden in abandoned structures' basements. Here, clues about the strengths and weaknesses of the runelords of eras past might still await discovery—even if it wasn't Runelord Karzoug who directly impacted your life, his spies surely kept detailed records on his enemies. With the preservative magic that all Thassilonian sites seem to enjoy, you might just be able to discover something carved on a wall, hidden in a secret vault, or whispered by a long-dead ghost, but you need to know where to look. So many of the underground reaches of this region have been reworked or reshaped by the passage of time (and ancient flow of lava) that you find yourself having to rely upon your knowledge of the natural world in order to seek out clues. You spend the day exploring remote parts of the city, then attempt a DC 30 Nature check.

Critical Success While exploring these old parts of the city, you made an astounding discovery. A section of stone seemed hollow, but it broke apart with a single light blow to reveal the long-dead remains of a skeleton within. The skeleton crumbled to dust at once, leaving behind the armor it once wore. Almost as if fate took a role in its discovery, this armor is just your size! You gain common level 12 (or lower) suit of magic armor of your choice. If you choose a suit of magic armor with multiple runes that are each lower than level 12, the combined value of the armor you choose must be equal to or less than 2,000 gp.

Success Your explorations may not have resulted in the discoveries you hoped to find, but the process of doing so gave you a few hours to reflect and relax, at least!

Player's Guide

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