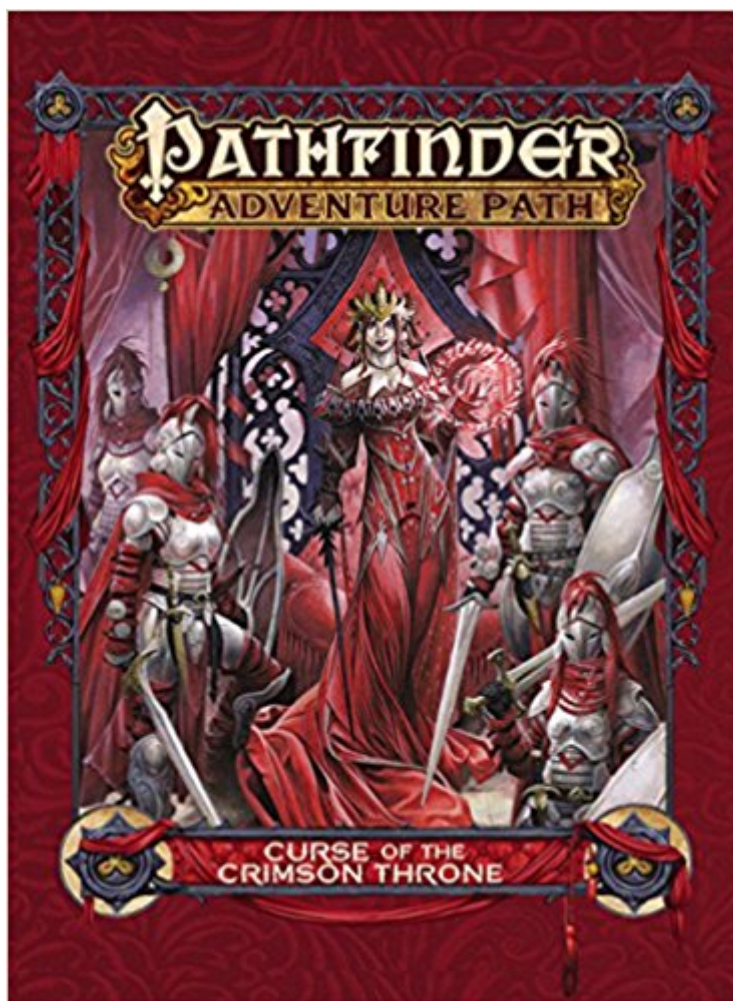


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Pathfinder Adventure Path: Curse Of The Crimson Throne



Synopsis

Return to a classic Pathfinder Adventure Path with Curse of the Crimson Throne, one of Paizo's most popular campaigns! The city of Korvosa is in chaos, and her new queen may well be the source—can a ragtag group of heroes stand before the might of one of Golarion's most notorious villains? This immense book collects the six classic Curse of the Crimson Throne adventures, and has everything you need to run an entire, full-length campaign covering months and months of play! The Curse of the Crimson Throne hardcover includes:

- Updates the classic Adventure Path to the Pathfinder RPG rules for the first time!
- Explore expanded adventures, including a brand new mission written by Paizo's Creative Director, James Jacobs, that sends the heroes into a perilous dungeon run by the queen's infamous Gray Maidens!
- Features dozens of evocative new illustrations of classic characters!
- New and updated rules for monsters, magic items, and character options

Book Information

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Customer Reviews

So much intrigue and plot twist in this so far. My boyfriend/DM has been running us through and it has been fun every single moment. From highs and lows. I was wondering what would come next. The monsters and villians you face are strong and you love to hate them.

I have been playing pathfinder for a few years now, my first time was as a freshman in college. Since that time the same GM has always run our games, and recently he expressed he wished to play again, so I volunteered to take his place. I started by designing a one-shot, which ultimately left

everyone bored or frustrated, so I figured I needed some more guidance in creation. I picked up Curse of the Crimson Throne, and I can definitely say that I was both surprised and satisfied upon receiving the order. The book is built very well, the binding holding just fine after months of use and being tossed in a backpack daily. The art and graphic design are gorgeous and make the book very fun to read and easy to navigate. This book is full of tools designed to make life easier for you as a GM and to make the game fun for the players. My group is having a blast and just finished the first out of six sections, and can't wait to see what happens next. Well written and compelling, I would buy again and completely recommend this to anyone looking to run a campaign. You may find yourself tweaking, adding, or completely removing sections based on your party interests, but CotCT gives an amazing framework with which you can perfect for your group. Totally recommend!

awesome

Awesome AP from what I have read so far. I look forward to running it for some players.

I have to confess: for all the years I have spent dabbling in Paizo's worlds, I have never played the original Adventure Path CURSE OF THE CRIMSON THRONE campaigns. I had heard of them, but for some reason, they never crossed my path, so to speak. So, when Paizo released this hardback compilation, I figured it was time to give them a look. I am so glad Paizo decided to release this in a deluxe collection, because this campaign is simply awesome. Massive in scope and beautifully drawn out in the book, the CRIMSON THRONE is an excellent addition to the Pathfinder universe. I daresay I have only scratched the tip of its potential, and I can't wait to see where my group winds up within it. As with the majority of Paizo's books, the artwork in this one stands out like a beacon. I love the intricate detail the artists infuse into each picture. The images tell discreet little stories that help heighten interest in each section of the book. CURSE OF THE CRIMSON THRONE is very in-depth and explains, in great detail, everything needed to run the campaign. The information is laid out in easy-to-understand sections, but it is not overwhelming and does not bog down the GM with unnecessary elements. This aspect is one of the main reasons I keep playing the Pathfinder RPG; the core system AND the add-ons are easy to use, and they never fail to entertain. I think my favorite feature of the CRIMSON THRONE campaign is the ability to change the rules options for characters. This can range from campaign traits to spells, and doing so can create all sorts of deviations in gameplay. I have yet to try this out, but I love just the prospect of being able to do so. CURSE OF THE CRIMSON THRONE is a major win for me, and as I

mentioned above, I can't wait to see how it plays out. My group has only been in it for a month or so, and I feel like we've got A LONG way to go still. But even so, I'm very excited with how far we've come. This campaign will make an exciting quest for even the most veteran of players.

I enjoyed the original, and bought this out of curiosity to see how they adapted the rules. I was delighted to find updated artwork and, even better, a GORGEOUS layout design that made the whole thing much more pleasant to read. I work in graphic design and this is beautiful design work. Like the original, I don't personally enjoy the ending, but that's pretty normal - DMs can easily tailor a custom ending based on the party's interests with the Guide to Korvosa supplement and what is offered in the book. The book itself is quite thick but seems well-made like most of the other thick Pathfinder books. Heavy use WILL wear out the binding and possibly make the cover fall off, but it's not as disastrously bad as the recent D&D 5e PHB, which falls apart within a few sessions.

Everything you need, besides core and bestiary, to run a months long campaign. A good choice for first time GMs

Dank

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