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For another meaning of Azlant's ruins, please see Azlant. Ruins of Azlant is the twenty-first page-decorating campaign for the Pathfinder Adventure Path series, which ran from August 2017 to January 2018. It is in the ruins of Azlant. Thousands of years ago, a flurry of meteors, summoned from the expanses of space by the greatest enemies of mankind, fell on Golazion, cutting the wonderful human empire of Azlant, plunging the world into an age of darkness. Since then, the ruined continent of Azlant has lured intrepid explorers to its shattered shores, but few have the courage to survive in the remnants of this dangerous and mysterious land. Now, hopes of the expedition have created a colony on one of the nearest islands across the sea, but the danger has hit the young settlement. The ancient enemy was accidentally released from his prison and resumed his millennial shenanigans to punish the arrogance of humanity once again. Can adventurers survive in a distant country and hunt down this mysterious creature before his sinister plans can come true? Releases of Pathfinder Adventure Path Lost Outpost Author Jim Groves Released August 2017 Ruins Azlant Adventure Path begins with adventurers standing on the deck of a ship ready to land in their new home. However, the fear settles as they notice that the colony is empty and abandoned. Tasked to find out what happened to the previous colonists, adventurers come ashore and explore a desert settlement. The discovery of strange evidence leads adventurers around the island, where they encounter two survivors who can give them clues about what happened to the rest of the first wave of colonists. Can adventurers survive long enough to find out what really happened? In the Shattered Continent Written by Robert Brookes Released September 2017 After working to secure their settlement on the lost continent of Azlant, adventurers help the colony, exploring the rest of the island in search of resources and finding potential dangers. After a few days spent on research missions and returning to the settlement every night, they begin to notice that some people in the settlement are behaving strangely, an obsessive echo of the evidence left behind after the original settlers disappeared. Sinister forces are at work in the colony, and the adventurers must uncover the threatening threat to the settlement before they become the next victims of a vile conspiracy. A flooded cathedral, written by Mikko Callio released October 2017 As adventurers work to track down the missing colonists, the trail leads to a nearby island. There, adventurers discover the flooded ruins of a cathedral dedicated to the now dead god, who became the lair of the Ichthian monster and his cunning henchmen. Adventurers must fight their way through flooded cameras and vicious monsters to find the kidnapped colonists and learn the greatest threat to the region and Whole. City in the Deep written by Amber E. Scott released November 2017 In the Footsteps of a powerful ancient enemy, adventurers seek more information in a merfolk city replete with intrigues right under the waves. They arrive in the free city around the same time that a group of deep Merfolks came to town, claiming that this place is in the path of a destructive sea monster. This warning is nothing more than a ploy for the villain of the campaign to uncover the location of the secret military laboratory of Azlanti, which contains dangerous weapons. Adventurers must carefully maneuver the social currents of the underwater city and unravel a dangerous intrigue to get to the bottom of the plot of the Merfolk and find out where the ancient enemy is heading to stop it. The Tower of the Sunken Dead, written by Ron Lundin, was released in December 2017 after learning that a powerful and ancient enemy was planning to steal doomsday weapons and use them against humanity, adventurers visit a ruined underwater tower belonging to the undead, survivor of the cataclysm that destroyed ancient Azlant. In pursuit of the veiled owner, who, in their opinion, penetrated the tower, the heroes pass through the flooded ruins, fighting against the defense of the tower and the undead of the tenants only to realize that the veiled master has already slipped out with the lych filacteria and the location of the destructive weapons. Can the heroes also learn the location of the object and escape alive to confront the veiled wizard or are they eventually buried in the drowned tower? In addition to the veiled past, written by Thurston Hillman, released in January 2018, the insidious veiled masters who sank Old Azlant under the treacherous ocean in ancient times are mobilizing against allied heroes, even when the adventurers themselves are close to their enemies for the final confrontation. After preparing their allies for an impending attack, the heroes must pass through the underwater ruins of an ancient weapons facility packed with dangerous keepers and unstable magic to stop their monstrous enemies before the veiled masters unleash a devastating attack to destroy humanity and plunge the world into darkness just as they did when they led Azlant to destruction so long ago. Written by Adam Daigle, released on August 3, 2017, Azlant's Player Ruins Guide provides players with all the information, inspiration and new rules they need to create characters ready to sail to explore terra incognita in the Ruins of Azlant Adventure Path. Sources Water Adventures Author Amber E. Scott and Mark Seifer Released June 28, 2017 There's a lot of adventure hidden under gentle tidal cycles and crashing golarion waves. Discover the rich ecology and complex societies hidden in the briny depths of the oceans and seas. In this book you can learn more about the Merfolk peoples, sahuagin, peaceful peaceful humanoids, and the water horrors that are waging war against them. Dare a deadly environment, explore strange underwater cities, and find lost treasures in these pages. Maps of the Ruins of Azlant Poster Map Folio Released January 2018 Explore the ruins of a ruined continent, the legendary Lost Azlant, in the ruins of Azlant Poster Map Folio. Por over masterful mapping and plan exciting adventures with these three massive poster cards designed to be used with the ruins of Azlant Adventure Way. The first map shows the young colony of Bounty Talmandor, where the campaign begins. The second map shows the underwater city of Talasantri, and the third map shows a player-oriented sea map of the islands in the area of the broken Azlant, where the hike takes place. Miniatures of The Ruins of Azlant Adventure Pawn Road Collection Produced by Paizo Inc. Released May 2018 Key Monsters and NPCs from the ruins of Azlant Adventure Way come to life on the table with the ruins of the Azlant Pawn Collection, featuring over 100 pawn creatures to use with The Pathfinder Role Game or any desktop fantasy RPG! Printed on a sturdy cardboard stock, each pawn is a beautiful full-color image of a monster or NPC from the ruins of the Azlant campaign, including quirky beasts, exquisite clocks, water horrors and dozens of unique creatures. The Ruins of Azlant Player's Guide, a pathfinder Adventure Path guide by Adam Daigle, was released on August 3, 2017. The Ruins of Azlant Player's Guide provides players with all the information, inspiration and new rules they need to create characters ready to sail to explore terra incognita in the Ruins of Azlant Adventure Path. Inside, the players of this campaign will find everything they need to create backgrounds related to personalities and events vital to Pathfinder Adventure Path's exploration of the lost continent of Azlant, along with new campaign features to give brave heroes the advantage they will need to take on the dangers of the remote island and surrounding seas in the Ruins of Azlant Adventure Way. This player's guide also includes an insight into other colonists who are part of the expedition along with the player's characters, as well as various class options and tips for characters willing to immerse themselves in the adventure. Content Introduction (3) Coming Along (4) Character Tips (4) Ruins of Azlant Campaign Traits (9) Joining You on a Journey (12) Basic Water Rules (13) Ruins azlant Player Guide provides the player ... 2017-08-30, 02:10 PM (ISO 8601) Spoiler: Original Post Show I don't think there was a request or recruitment for paizo's newest AP still here, so, well, there is now! Only the first book has been released so far with the second available no more than September 27, but given how slow the PbP is going, that shouldn't be a problem. So: any grandmasters there are ready to launch azlant Ruins? The only request I'll make that least all the basic and featured races and all the basic and and Classes will be available for use. While others may be more picky :P Thank you! GM found! 16: amp;postcount=19 last edited theast; 2017-09-02 at 12:05 PM. 2017-08-30, 02:39 PM (ISO 8601) are interested, especially if 3PP things are eventually resolved. Are amphibian races encouraged in this AP? 2017-08-30, 02:58 PM (ISO 8601) Originally published by ChrisAsmadi Are amphibians recommended in this AP? What they therefore request is at least a featured race. I'm looking after not to have dinner. 2017-08-31, 02:26 AM (ISO 8601) I am interested as long as it is limited only to Paizo. 2017-08-31, 02:59 AM (ISO 8601) I would also be interested in playing this AP, and I have a few character ideas I would try, but probably looking at the archivist bard, either a man or a gnome. The latter, edited by The Lionheart; 2017-08-31 at 04:04. 2017-08-31, 03:31 PM (ISO 8601) I would like to take a picture on this as well if GM is interested in launching it. I'm looking at a rogue, probably either a person or a halfling, with an expert Explorer campaign trait. 2017-09-01, 11:06 PM (ISO 8601) No interest in this from potential grandmasters? 2017-09-01, 11:27 pm (ISO 8601) I have my first adventure for this journey (and intend to get the rest in due course). Let's talk about it as I think I would be interested in launching it to get some ground on the forums here. What do you guys want to play and what do we want to limit? 2017-09-02, 12:41 (ISO 8601) I would like to play. Seascarred Skinwalker may be Warpriest. Maybe a clergyman. I'm not sure yet. I like no 3pp. It's like everyone tells a story about themselves in their head. Always. All the time. This story makes you who you are. We're building ourselves out of this story. - Kvothe, Wind Spoiler Name: Results of Personal Tests Show 2017-09-02, 01:21 AM (ISO 8601) Yay! As I said earlier, I wanted to play an amphibian undine - thinking about a guide ranger with an expert trait researcher or an unchained rogue with a skilful trait, but I didn't really have anything nailed yet. I don't care what you allow or are prohibited, provided it's not too restrictive. 2017-09-02, 01:56 AM (ISO 8601) I would be interested in the game as well. No 3pp is my vote. 2017-09-02, 02:43 AM (ISO 8601) is probably interested in the game until there is no third party. Not sure I would like to play so far.

2017-09-02, 05:45 HAM (ISO 8601) I wanted to play, I was interested in knowledge of the campaign implied study, Preference won't be a third party (Perhaps spheres of power, but it seems that the general mood is against 3pp. Equally not sure what to play as. 2017-09-02, 05:59 AM (ISO 8601) Originally published by ReNoid I have the first adventure for this journey (and intend to get the rest in my time), to get some ground on the forums here. What do you guys want to play and what do we want to limit? I agree with the prevailing view for no third party. I Am I Play only with Core races and classes, but happy if people want to stretch to base or featured. I'm happy with everything Payo actually is. 2017-09-02, 07:27 AM (ISO 8601) Player Guide View, I could play Gillman. To reflect my desire for the OOC to learn about the ruins of Azlant, I'd corner for Azlanti Scholar trait and some kind of charmer. Maybe a magician. Probably a magician, actually, but depending on other appliarants I could go to a full caster (oracle or sorcerer) or from them (Gillmen have a magically prone rogue archetype, at least). But probably a magician. In other preferences, I am partial to some form of Feat Tax fix like this one. I also tend to roll very poorly on any stats fees, so point-to-buy is preferred. I'm leaning towards 20, but will take any. I also like background skills. 2017-09-02, 08:05 (ISO 8601) Alrighty! No 3PP is. Solid and definitive on this issue because it is a general consensus. As for getting this organized, I'll be working on the Big 16 and getting it as soon as I can. In the meantime, give me a quick overview of what race/class/background you settle on so I can get an idea of our party as a whole. I encourage you to play what you want rather than trying to fit into every party in need of a warrior, healer, caster, rogue archetype. 2017-09-02, 08:36 AM (ISO 8601) Originally published by ReNoid Alrighty! No 3PP is. Solid and definitive on this issue because it is a general consensus. As for getting this organized, I'll be working on the Big 16 and getting it as soon as I can. In the meantime, give me a quick overview of what race/class/background you settle on so I can get an idea of our party as a whole. I encourage you to play what you want rather than trying to fit into every party in need of a warrior, healer, caster, rogue archetype. Well, well! I think I settled on Gnome Bard, probably with a skilful background. Do you have any opinion on Faye Magic's alternative racial trait? I'm ready to knock down the character as soon as 16 up. 2017-09-02, 08:55 AM (ISO 8601) I would be interested in playing this as well, as long as you guys are still open to new people joining. EDIT: If it's still open to beginners, then I'd be interested in playing elf bolt ace gunlinger. The latter, edited by Dark Hawk799; 2017-09-02 at 09:42. There are many perks to being a dragonslayer. 2017-09-02, 09:08 AM (ISO 8601) Spoiler: BIG 16 Show What game system do you work: Pathfinder What type or version of the game it will be: Ruins Azlant Adventure Way How many players are you looking for? 4 - 6 players with 2 - 3 substitutes. What is the game environment: Play by mail What is the starting status of the characters: Level 1 How much gold or other starting tools will the characters start with? Roll starting wealth as usual for your class. Are there any specific classes of symbols, professions, orders Etc. what do you want ... Or don't you want to? Follow the Player's Guide to Suggestions. No Homebrew or 3rd Side Sources. Just Payo. Payzo. races, subbras, species, etc. are allowed for your game? Basic races, featured races, and unusual races (with permission) Which method should players generate their attributes/scoring ability and hit points? 20 Point Buy, Max HP at Level 1. Does your game use alignment? Alignment is used. Any alignment is allowed, but remember that you work with friends/comrades. As long as you're not having a party, it's all right. Do you allow multi-class? Yes, although in many cases it is preferable if you are trained by someone who can allow you to level in a said class. (The barbarian just doesn't start reading from the book of spells if the master can teach them to read in the first place), although rogue can learn the sword from the fighter and become a Swashbuckler Will you do all the die rolling during the game? Will die rolls be changed, or left to honor the system? If players can make die rolls, which ones do they do, how should they do the rolls, and how should they report them? Players will make their own rolls for attacks, saves, skills. Situational rolls will be made by DM to determine other results, or I will ask players to roll d20 or percentile. I'm open to suggestions on how to handle die rolling here. Are there any homegrown or optional rules your players should be aware of? Will track passive perception for all characters if they ACTIVELY want to roll for perception. We will also use the Background Skills option and information such can be found here Is the nature of the background required? All you need is a background that is selected from Azlant's Player Manual. All players will choose one Trait campaign from the Player's Guide and will have access to another feature from Pizo-approved sources. After that, the party must come together and form a unified background of how they came together in the expedition. Your game includes a lot of hack and slash, puzzle solving, role-playing games, or the combination above? Exploration and settlement of the area. Heavy research and intrigue from the views of things. Are your players limited to certain rules and additiions, or will you allow access to non-standard materials? What sources can players use for their characters? Just Payo. There's no third party. All players must choose backgrounds appropriate in the ruins of Azlant Players Guide 2017-09-02, 10:37 AM (ISO 8601) I think Azlanti Scholar Skald. Still considers Seascarred Skinwalker if you're good with that. I look at the archetypes to see if I like it. It's like everyone tells a story about themselves in their head. Always. All the time. This story makes you who you are. We're building ourselves out of this story. - Kvothe, Wind Spoiler Name: Personal Test Results Show 2017-09-02, 11:30 AM (ISO 8601) Rolling for Starting Wealth (5d6-10) Ace gunlinger, plan on go with sailor feel last edited Dark Hawk799; 2017-09-02 at 11:33 a.m. There are many perks to being a dragonslayer. 2017-09-02, 11:56 AM (ISO 8601) Also rolling for wealth: (3d6\*10) 2017-09-02, 12:14 PM (ISO 8601) Good moment. (4d6-10) Settled in Magus Last under the editorship of Callimas; 2017-09-02 at 12:16 PM. 2017-09-02, 12:47 p.m. (ISO 8601) Spireborn Semi-Elf Cleric Gozre. The latter, edited by Stormstrider; 2017-09-02 at 12:47 p.m. 2017-09-02, 12:49 PM (ISO 8601) Now I am torn between what I want to play I want to play a sailor feel, but I can not decide if I want to be a melee sailor, a range sailor, or a magician sailor. I think I narrowed my ideas between a crossbow fighter, inspired by Blade Swashbuckler, or either a wizard, a sorcerer, or an Arkanist. Go Shorebourne is a semi-elf-like race, regardless of class. The latter, edited by Dark Hawk799; 2017-09-02 at 12:50 p.m. There are many perks to being a dragonslayer. 2017-09-02, 02:00 pm (ISO 8601) I am interested in playing Merfolk bloodrager if this race is approved, which is. 2017-09-02, 02:05 (ISO 8601) looks interesting. Where can I find a player's guide? Avatar Lucas Stormlord Paladin made Beautiful Ceika! 2017-09-02, 02:16 PM (ISO 8601) Originally published by Estralita looks interesting. Where can I find a player's guide? Always free paizo.com It's like everyone tells a story about themselves in their head. Always. All the time. This story makes you who you are. We're building ourselves out of this story. - Kvothe, The Name of the Wind Spoiler: Personal Test Results Show 2017-09-02, 02:17 PM (ISO 8601) Paizo.com, you need an account, but it's free. Edit: Ninja Everywhere Last edited by Kallimakus; 2017-09-02 at 02:17 PM 2017-09-02, 02:36 PM (ISO 8601) Rolling Wealth: (3d6x10) It's like everyone tells a story about themselves in their own head. Always. All the time. This story makes you who you are. We're building ourselves out of this story. - Kvothe, Wind Spoiler Name: Show Personality Tests Results

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