

Pathfinder Adventure Path Fires Creation

Song of Ice and Fire Campaign Guide: A Game of Thrones Edition.

The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more! Pathfinder Adventure Path is Paizo Publishing's monthly 96-page, perfect-bound, full-color softcover book printed on high-quality paper. It contains an in-depth Adventure Path scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey

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through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

The boldest explorers and adventurers in the world belong to the legendary Pathfinder Society, a brethren that seeks to chart the secret history of the world by exploring its forgotten corners and crumbling reliquaries. The Pathfinder Lodge in the city of Westcrown has laid dormant for a century since revolution thrust the Empire of Chelax into the hands of a new devil-worshipping aristocracy, sealed with magical locks and wards to protect the secrets within. One such secret holds the key to defeating the shadow creatures infesting Westcrown. Facing magical guardians, devious traps, and the vampiric minions of their umbral enemies, the heroes must explore the sealed Pathfinder Lodge and learn the forgotten secrets of the Pathfinder Society! A Pathfinder adventure designed for character levels 7 - 8. The Council of Thieves Adventure Path is the first to take full advantage of the new Pathfinder Roleplaying Game rules, and works with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

A Kirkus Reviews Best Book of 2016! An NPR Best Book of 2016! "I can say, without a doubt, that A Promise of Fire is going on my keeper shelf...I cannot remember the last time I wanted to both savor and devour a book." — Smart Bitches, Trashy Books KINGDOMS WILL RISE

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AND FALL FOR HER... BUT NOT IF SHE CAN HELP IT Catalia "Cat" Fisa lives disguised as a soothsayer in a traveling circus. She is perfectly content avoiding the danger and destiny the Gods-and her homicidal mother-have saddled her with. That is, until Griffin, an ambitious warlord from the magic-deprived south, fixes her with his steely gaze and upsets her illusion of safety forever. Griffin knows Cat is the Kingmaker, the woman who divines the truth through lies. He wants her as a powerful weapon for his newly conquered realm-until he realizes he wants her for much more than her magic. Cat fights him at every turn, but Griffin's fairness, loyalty, and smoldering advances make him increasingly hard to resist and leave her wondering if life really does have to be short, and lived alone. The Kingmaker Chronicles: A Promise of Fire (Book 1) Breath of Fire (Book 2, coming January 2017) Heart on Fire (Book 3, coming Fall 2017) Praise for The Kingmaker Chronicles "Breath of Fire is a heart-pounding and joyous romantic adventure that swept me away. Amanda Bouchet's talent is striking."—NALINI SINGH, New York Times bestselling author on Breath of Fire More Praise for A Promise of Fire: "I cannot remember the last time I wanted to both savor and devour a book." —Smart Bitches, Trashy Books "An exquisite high-fantasy romance with masterful worldbuilding." —Kirkus STARRED Review "Fantasy romance at its finest! You will fall in love with these delicious characters." —Darynda Jones, New York Times bestselling author of the Charley Davidson series "Bouchet skillfully melds the genres while crafting a sexy, emotional romance."—Sarah MacLean, The Washington Post "A Promise of Fire made me laugh out loud more than once."—Thea Harrison, New York Times bestselling author of the Elder Races series The Council of Thieves Adventure Path starts with a bang in the crumbling metropolis of Westcrown, former capital of Cheliox, a once-proud empire now reduced to political infighting

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and ruled by a revolutionary aristocracy in league with the vilest devils of Hell. Decadent nobles and desperate rebels face off against a backdrop of crumbling buildings and badly eroded stability. When a gang of devil-blooded bandits called the Bastards of Erebus threaten Westcrown's delicate status quo, the heroes must face sinister beasts of shadow, relentless armored Hellknights, and whispered rumors of a return to power of the city's legendary criminal guild. What mysterious force is pulling the strings of the shadowy Council of Thieves, and what do its machinations mean for the heroes and all of Cheliax itself? A 3.5/Pathfinder RPG adventure for first-level characters. This is it! The first chance to get involved in a Pathfinder campaign using the newest Pathfinder RPG rules innovations! Don't get left behind in the next great step forward for tabletop roleplaying games!

Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. Contains 64 maps in a handy pocket folder.

The Return of the Runelords Adventure Path continues as the heroes turn their attention to the cult of the Peacock Spirit, a mysterious and dangerous group whose remote mountain temple holds shocking secrets and terrible dangers. By braving the perils of the Temple of the Peacock Spirit, the heroes might just be able to prevent a truly mythic foe from emerging into the world. "Temple of the Peacock Spirit" is a Pathfinder Roleplaying Game adventure for 12th-level characters. The adventure continues the Return of the Runelords Adventure Path, an exciting extension of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, an

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exploration of the evil outsiders known as asuras, and revelations of powerful rituals from the ancient realm of Thassilon round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Be it the darkest depths of the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the Book of the Damned. Pathfinder RPG Book of the Damned explores the workings of these powerful forces of evil, focusing on the numerous demigods that influence mortal life and the countless fiends who prey upon the living and dead alike. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your game--be they in the form of foes for heroic parties to face, or temptations for less scrupulous adventurers to consider. Pathfinder RPG Adventurer's Guide includes: * Information on the sinister boons granted

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worshippers of dozens of fiendish demigods drawn from the planes of Abaddon, the Abyss, and Hell, including Archdevils, Demon Lords, and the Four Horsemen of the Apocalypse. * An exploration of the infernal realms of Hell, the sinister reaches of Abaddon, and the bottomless rifts of the Abyss. * New feats, spells, magic items, and prestige classes for use by characters who both fight against and serve the forces of darkness. * Rules for infernal contracts and sinister rituals. * Statistics for several never-before revealed fiends and lavishly-illustrated in-world excerpts from the pages of the notorious Book of the Damned itself. * ... and much, much more!

The Age of Ashes Adventure Path continues! The Scarlet Triad has turned their attention to a ruined dwarven city, where they seek an alliance with sinister gray dwarves and a powerful dragon. The heroes use their ring of portals to travel to this distant region, where they must earn the trust of several dwarven guilds before the Scarlet Triad can array their forces and bring about a fiery doom of slavery and undeath to an entire city! Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This fourth adventure is for 12th-level characters, and also includes a gazetteer of the dwarven city of Kovlar, a discussion of the evil dwarven god of toil--Droskar, and a wealth of new rules options for player characters to discover, along with more than half a dozen new monsters! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional

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material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

The Legacy of Fire Adventure Path continues as the heroes are drawn into Kakishon, a hidden dimension created by one of the world's greatest wizards to serve as a personal fortress and pleasure palace. The seven islands of Kakishon lie at the center of a world on the edge of collapse. Caught in a war between a legion of earth genies and a host of primeval spirits of chaos, the heroes must find a way to escape before the world around them crumbles to dust. A 3.5 fantasy roleplaying adventure for 8-9th-level characters.

This volume of Pathfinder also includes an overview of the mysterious proteans, ancient inhabitants of the Great Beyond with schemes that reach into the heroes' world. Wolfgang Baur explores the magically potent symbols of geniekind and shows how the creatures may be bound into service. A short "set piece" bonus adventure plunges the heroes into underwater action! All this plus new monsters and the fourth installment of New York Times best-selling author Elaine Cunningham's Pathfinder Journal.

The Age of Ashes Adventure Path continues! The heroes have claimed the citadel atop Hellknight Hill as their own, but a ring of magical portals in the castle basement could allow cultists from the southern jungles to invade again at any moment. The PCs must travel through the first of these portals to ally with new friends and face off against the dragon-worshipping Cult of Cinders before the villains can bring powerful forces of

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destruction to bear! Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This second adventure is for 5th-level characters, and also includes an exploration of the society of the jungle-dwelling Ekujae elves, new magic items, rules for campaigning in jungles and rebuilding entire castles to serve as a base of operations, and more than half a dozen new monsters! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Silver Mount has long beckoned explorers and adventurers from across the Inner Sea with its promises of exotic, otherworldly treasures. Yet more than treasure waits within the alien chambers within this towering ruin - here, the greatest of the Iron Gods dwells, inexorably drawing its plans against the world of flesh and preparing for its final triumphant emergence from the eons of time. With allies recruited from across the land of Numeria and the brutish rulership of its capital city (for the time being) cowed, the time is right for the most extensive expedition into Silver Mount's mysterious interior. What strange perils from beyond the stars await the heroes within the metal walls of one of Golarion's most legendary dungeons, and could they just be walking into an Iron God's trap? A Pathfinder Roleplaying Game adventure for 15th-level characters, The

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Divinity Drive concludes the Iron Gods Adventure Path. Several new monsters, an article about robots, extensive notes for how to continue your Iron Gods campaign, and Amber E. Scott's Pathfinder Journal round out this volume of the Pathfinder Adventure Path.

Another, more powerful Iron God is rising in power in the enigmatic Silver Mount, but before it can be confronted, the legacy of this strange deity's first worshiper must be recovered. Clues lead to the technophobic town of Iadenveigh, a farming community with its own need for heroes. This guide to the Pathfinder Roleplaying Game is for 7th-level characters. Discover details of quests, character strengths and weaknesses, the location of hidden clues and traps, and the secrets of each room.

An alternate magic system for the Pathfinder Roll Playing Game

Hakotep's flying pyramid has been grounded, but the heroes must enter the ancient tomb to deactivate the fleet of smaller flying pyramids poised to attack Osirion. Deep inside the Pyramid of the Sky Pharaoh, an untouched tomb from the heights of Ancient Osirion, the heroes face undying guardians woken from ageless sleep, climaxing in a final battle with the reborn Sky Pharaoh Hakotep, himself! Concluding the Mummy's Mask Pathfinder Adventure Path, Pyramid of the Sky Pharaoh is a Pathfinder Roleplaying Game adventure for 15th-level characters.

The Legacy of Fire Adventure Path begins in the desert nation of Katapesh, where the heroes must attempt to retake a conquered town from a pack of fearsome gnolls. From there, the trail leads to the fortress known as the House of the Beast, an ancient map-world created by one of

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the most powerful wizards in history, and even the legendary City of Brass on the Plane of Fire.

The thrilling conclusion of the Giantslayer Adventure Path! The heroes emerge from a fire giant dungeon into a volcano's caldera, where the Storm Tyrant's stolen cloud castle floats high above. As the castle takes off into the sky, the heroes must storm the castle and defeat the Storm Tyrant's guardians and elite giant allies. Finally, they must face the Storm Tyrant himself and his dominated red dragon to put an end to his megalomaniacal push for power. Will the heroes defeat Volstus the Storm Tyrant, or will all of Avistan bend its knee to the mighty warlord and his giant armies? "Shadow of the Storm Tyrant" is a Pathfinder Roleplaying Game adventure for 15th-level characters. The adventure continues the Giantslayer Adventure Path, a classic sword & sorcery campaign that pits the players against hordes of evil giants. Several new monsters, an article on the ecology of the planar giants called gigases, ideas for further adventures beyond the bounds of the Giantslayer campaign, and the final installment of the Pathfinder's Journal, written by Patrick Renie, round out this volume of the Pathfinder Adventure Path! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

The exciting world of the Pathfinder Adventure Paths comes alive in this massive full-color hardcover tome primed up and ready to go for your new d20 campaign! Detailed sections on more than 40 nations - from the barbaric frontiers of Varisia to the devil-tainted cities of Chelax

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to the frigid Hold of the Mammoth Lords - provide a full picture of the world of Golarion, with new rules, new magic and spells, detailed descriptions of more than 30 gods and their religions, and a gorgeous poster map detailing the entire campaign setting.

The Beast of Lepidstadt, a savagely cunning flesh golem, has long terrorized the simple folk of the land. Once captured though, rather than destroy the monster, the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial. While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk, scholars of the macabre, and the slaves of its mad creator. When a violent attack releases the berserker, its trail leads to the laboratory lair of a mad scientist and his blasphemous creations, crazed conspirators in the maniacal plot of the Whispering Way. A Pathfinder Roleplaying Game adventure for 4th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories. This adventure also includes an in-depth look at Pharasma, mysterious goddess of fate, along with details on the Eternal Order of the Palatine Eye, one of Ustalav's most manipulative and mysterious secret societies, plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils.

Fresh from their successes in Escadar, the heroes bring their traveling circus to the Isle of Kortos--the so-called Starstone Isle at the heart of the Inner Sea. As their circus tours the farming communities in the breadbasket known as the Swardlands, the heroes get a chance to explore the three aeon towers that impart enchanted bounty to the land. Yet all is not well in

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the Swardlands, as ecological damage and raiding beasts threaten the hardworking farmers and loggers. The heroes must overcome the aeon towers' stony guardians, entrenched xulgath hordes, and a zealous dero murderer before they can confront the xulgaths' alchemist leader and disrupt his disastrous scheme to use the aeon towers to bring ruin to everyone on the island! "Life's Long Shadows" is a Pathfinder adventure for four 9th-level characters. This adventure, from author Greg A. Vaughan, continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This adventure also includes information about the bountiful area known as the Swardlands and the malevolent demon lord Zevgavizeb, as well as new monsters and rules. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Longacre remains in Thrune's hands, but the knights of the Glorious Reclamation have conquered the town of Kantaria, where their goddess Iomedae once ruled as a mortal. Your villainous adventurers, now official agents of House Thrune, must retake the town, which is a holy site to the knights. Can your evil characters earn greater infamy and prestige for themselves by issuing the Glorious Reclamation a serious defeat in their greatest territorial gain so far, or will the rebellion continue unchecked across Chelixa? "Wrath of Thrune" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the Hell's Vengeance Adventure Path, a wide-ranging campaign in which evil player characters

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quell a rebellion to restore order to a wicked empire. A selection of new monsters, a gazetteer of the town of Kantaria, a look at the Thrice-Damned House of Thrune, and the next installment of the Pathfinder's Journal round out this volume of the Pathfinder Adventure Path! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Discover the secrets of Numeria, a land of savagery and super science, where barbarians seek to master the technology of an ancient alien empire. From the robot-ravaged badlands of the Felldales to the lands of the Black Sovereign, Numeria provides endless opportunity for post-apocalyptic, science fiction-themed fantasy adventure. Perfect for use with the Iron Gods Adventure Path campaign, this invaluable gazetteer sheds new light on one of the mysterious kingdoms in the Pathfinder world, and includes new environmental hazards and over a dozen new monsters that meld magic with fantastic technology.

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to the Burning Archipelago, a bubble city in the sun's atmosphere, and Asanatown, the lashunta enclave there, to meet with another scientist who can help. Before that meeting can happen, however, the recent psychic disturbance leads radicals among the telepathically sensitive lashuntas to take matters into their own hands, closing Asanatown off

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from the rest of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape! "Fire Starters" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the heroes uncover a plot that threatens the Pact Worlds sun. This adventure also includes a gazetteer of Asanatown, an article on the sun-worshiping faith that helped establish the Burning Archipelago, and a selection of new monsters from the sun and the planes. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

The Return of the Runelords Adventure Path continues as the heroes travel south to the city of Magnimar with disturbing news--the ancient runelords of Thassilon are awakening! With Varisia's greatest heroes on a secret mission, the task of following up on these rumors falls to a new generation of heroes who must brave the dangers of Hollow Mountain, one of Varisia's most notorious ruins. What secrets await discovery within this sprawling dungeon complex, and is it already too late to halt the return of the Runelords? "It Came From Hollow Mountain" is a Pathfinder Roleplaying Game adventure for 5th-level characters. The adventure continues the Return of the Runelords Adventure Path, an exciting continuation of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, a discussion of Ashava (a kindly demigoddes of lost spirits), and additional encounters in the ruins that surround Hollow

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Mountain round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

The Age of Ashes Adventure Path begins! When mysterious fires begin to burn atop the towers of a nearby citadel long ago abandoned by an order of Hellknights, a group of local heroes heads out to investigate. What they discover within the ruined castle and in the dungeons below its foundation will not only reveal an unexpected invasion and a long-forgotten magical wonder, but will propel these heroes forward into a continent-spanning conflict against cultists, slavers, and a fiery draconic devastation that could unleash an Age of Ashes upon the world! "Hellknight Hill" is the first Pathfinder Adventure Path volume using the brand new rules for the Second Edition Pathfinder roleplaying game. This adventure is for 1st-level characters, and also includes an extensive gazetteer of the heroes' home town of Breechill, a guide for GMs on what to look forward to in this campaign, new magic items, and over half a dozen new monsters! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Four new tales as part of Paizo's groundbreaking "Worldscape" saga, drawing the greatest fantasy heroes of literature and comics into the mythos of their award-winning fantasy world

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and tabletop RPG! Red Sonja must escape a dungeon with a religious icon of Issus, Goddess of Death and Life Eternal, to use as a bargaining chip in the grim political war of the Worldscape! A battle against a vicious red dragon maroons John Carter and the Martian Tars Tarkas in a dangerous jungle filled with monsters and the greatest soldiers of three worlds! Tarzan clashes head-on with the original feral heroes of mythology: the demigods Romulus and Remus! The iconic antihero and half-elf Seltziel finds himself in the gladiatorial Worldscape, facing off against two of Earth's most sinister figures! Written by Erik Mona (Paizo Publisher and Chief Creative Officer), James L. Sutter (Paizo Senior Editor) and more, the Worldscape saga draws the greatest fantasy heroes of literature and comics into the mythos of Paizo's award-winning fantasy world, fiction line, and tabletop RPG.

Evil schemes are afoot in Cauldron, a metropolis of merchants built into the caldera of a long-dormant volcano. Driven by the dreams of an insane demon prince, bizarre cultists known as the Cagewrights scheme from ancient tunnels beneath the volcano, stoking it once more to terrible life. To prevent their agenda, your band of adventurers must brave haunted jungle ruins, slay mighty dragons, and bind themselves to a layer of the infinite Abyss. Will their swords and spells be enough to save the Shackled City? From new DBD publisher Paizo Publishing!

From New York Times Bestselling Author Maria V. Snyder The apprenticeship is over—now the real test has begun. When word that Yelena is a Soulfinder—able to capture and release souls—spreads like wildfire, she faces mistrust and fear in Sitia. What's more, she keeps discovering new, unusual sides of her abilities. As the Council debates Yelena's fate, she receives a disturbing message: a plot is rising against her homeland, led by a murderous

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sorcerer she has defeated before... The road to Ixia is fraught with peril, and sets Yelena on a path that will test the limits of her skills. But the hope of reuniting with her beloved spurs her onward. Along the way, she'll encounter allies, enemies, lovers and would-be assassins, each of questionable loyalty, and be forced to confront an impossible choice as whispers of war emerge. Yelena will have but one chance to prove herself—and save the lands she holds dear. Previously published. The Chronicles of Ixia Series by Maria V Snyder Book One: Poison Study Book Two: Magic Study Book Three: Fire Study Book Four: Storm Glass Book Five: Sea Glass Book Six: Spy Glass Book Seven: Shadow Study Book Eight: Night Study Book Nine: Dawn Study

Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

The Trateri are about to learn a vital lesson of the Broken Lands. Deep in the remote expanse where anything can happen, it pays to be on a pathfinder's good side. Nobody ventures

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beyond their village walls. Nobody sane that is. Monstrous creatures and deadly mysteries wait out there. Lucky for the people she serves, Shea's not exactly sane. As a pathfinder, it's her job to face what others fear and protect her charges from the dangers that await in the Broken Lands. It's not an easy job, but she's the best at what she does. When the people she serves betray her, Shea must rely on her wits and skill to survive the Trateri, a barbarian horde sweeping in to conquer the Lowlands, and their warlord, a man as dangerous as he is compelling. Her actions and the decisions she makes might mean the difference between life or death. Danger looms on the horizon and a partnership with the Warlord may be the only thing preventing the destruction of everything she holds dear.

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