

Pathfinder Adventure Path Iron Gods Part 1 Fires Of Creation

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Iron Gods is the fifteenth campaign to grace the pages of the Pathfinder Adventure Path series, and ran from August 2014 through January 2015. It is set in Numeria . Numeria has a long history of mystery and wonder buried under its rugged landscape, for on that one fateful night thousands of years ago, the Rain of Stars scarred the land.

Iron Gods (adventure path) - PathfinderWiki

The first volume in the Iron Gods Adventure Path, Fires of Creation is a Pathfinder Roleplaying Game adventure for 1st-level characters that, for the first time ever, blends elements of science fiction and fantasy to create a unique campaign experience.

Pathfinder Adventure Path: Iron Gods Part 1 - Fires of ...

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Key monsters and NPCs from the Iron Gods Adventure Path come alive on your tabletop with the Iron Gods Pawn Collection, featuring more than 100 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the Iron Gods campaign, including androids, aliens, scrappers, and dozens of unique pawns also suitable for representing player characters.

Iron Gods Adventure Path Pawn Collection - PathfinderWiki

Iron Gods Adventure Path Obituaries Aug 15, 2014, 10:16 pm by Oliver Veyrac — Crustypeanut, Misroi, leo1925 and 62 others 153 posts

paizo.com - Forums: Iron Gods

The Iron Gods of Numeria—the artificial intelligences Casandalee, Hellion, and Unity—are three powerful entities dating back, in whole or in part, to the crash of the Androffan spaceship Divinity. On Golarion, these artificial lifeforms manifested the ability to grant their followers divine powers.

Iron God - PathfinderWiki

Pathfinder Adventure Path #88: Valley of the Brain Collectors; PZO9088 (Adventure) Author(s) Mike Shel et al. Publisher: Paizo Inc. Price: Print: \$22.99 PDF: \$15.99 Released: November 24, 2014 Type: Adventure Path issue Binding: Paperback Pages: 96 pages ISBN ISBN 978-1-60125-704-8: Rules set: PFRPG Series: Pathfinder Adventure Path #88 Iron Gods 4 of 6 Follows

Valley of the Brain Collectors - Pathfinder

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Pathfinder Adventure Path Iron Gods Part 1 Fires Of ...

The Lords of Rust and their strange Iron God have been defeated, but in doing so, Numeria's newest heroes uncover a greater threat to the land than that posed by a gang of bandits. 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.

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The Lords of Rust dominate Scrapwall, and their swiftly rising power threatens more than the town of Torch. For they have the support of one of the Iron Gods of Numeria, and what slumbers fitfully beneath the wreckage of Scrapwall could catapult the Lords of Rust into a new level of power if they're not stopped! A Pathfinder Roleplaying Game adventure for 4th-level characters, Lords of Rust continues the Iron Gods Adventure Path, an exploration of the lands of Numeria, where savage barbarism clashes with the wonders and horrors of superscience.

Numeria's capital city of Starfall sprawls in the shadow of the region's most infamous ruin, Silver Mount. Here, the nation's sadistic Technic League and the Black Sovereign rule the land and control access to incredible and dangerous technological wonders, including the mysterious Silver Mount itself. Somewhere deep within that ruined starship, the greatest of the Iron Gods is rising to power. Yet, before the heroes of Numeria can oppose it, they must first defeat the Technic League and the Black Sovereign in turn, for they control access to the legendary site. A Pathfinder Roleplaying Game adventure for 13th-level characters, Palace of Fallen Stars continues the Iron Gods Adventure Path. Several new monsters, a gazetteer of the city of Starfall, an article about Zyphus (God of Graveyards), and Amber E. Scott's Pathfinder Journal round out this volume of the Pathfinder Adventure Path.

The heroes of Numeria must brave a remote canyonland known as the Scar of the Spider. Clues found in the Choking Tower revealed that a mysterious prophet left her legacy behind in this valley long ago... a legacy that could reveal methods to defeat the Iron God of the Silver Mount. But the heroes are neither the only, nor the first visitors to the Scar of the Spider, and as they explore, they realize that alien monstrosities have colonized the canyon and have horrific agendas of their own. Can the heroes escape with their brains intact, or will they become merely the latest addition to an otherworldly collection? A Pathfinder Roleplaying Game adventure for 10th-level characters, Valley of the Brain Collectors continues the Iron Gods Adventure Path, an exploration of the lands of Numeria, where savage barbarism clashes with the wonders and horrors of superscience. Several new monsters, an exploration of the mysterious alien empire known as the Dominion of the Black, rules for several strange types of alien technology, 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

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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.

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.

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 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.

The heroes bring their Circus of Wayward Wonders to the city of Escadar to capitalize on their newfound fame and skills. But old enemies lurk in the city, including the cruel Mistress Dusklight and her Celestial Menagerie. Investigating the looming xulgath threat in a shuttered temple to Aroden, the dead god of humanity, the heroes learn that all their foes are working together. The revelation forces them to enter the Celestial Menagerie to bring the evil ringmaster to justice. "Legacy of the Lost God" is a Pathfinder adventure for four 5th-level characters. This adventure 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 catfolk of Golarion and the villainous xulgaths, as well as new monsters and circus-themed 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.

The Agents of Edgewatch Adventure Path continues! Armed with the identity of a powerful Norgorber cultist belonging to the so-called Twilight Four, the agents infiltrate a soiree of alchemists and poisoners in order to apprehend the sinister Infector in his underground hideout. But before they can get their high-ranking criminal back to headquarters, foul weather and bureaucratic obstructions force them to hole up in the abandoned Hunting Lodge Seven, where they must barricade themselves against mysterious assailants and assassins intent on getting at their prisoner. Can the heroes stave off the assault long enough to see the Infector put behind bars? And what occult mysteries will they uncover when they pursue their next lead, a foray into the haunted old amusement park called Harrowland? "Assault on Hunting Lodge Seven" is a Pathfinder adventure for four 12th-level characters. This adventure continues the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which players take on the role of city watchdogs and dole out justice to Absalom's most nefarious criminals. This volume also includes new rules and inspiring details about the legends of the mysterious Harrow, tales of some of the countless mortals aspiring to divinity via the Test of the Starstone, and a mob of new monsters and

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villains for urban fantasy campaigns. 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.

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

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