

Read Book Pathfinder Campaign Setting Numeria Fallen Pdf For Free

Numeria, Land of Fallen Stars *The Inner Sea World Guide* *Numenera - The Poison Eater* Towns of the Inner Sea **City of the Fallen Sky** *Valley of the Brain Collectors* *The Worldwound* **Of Dice & Pen** **People of the River** **Doom Comes to Dustpaw** **Iron Gods** **Inner Sea Bestiary** **King of Chaos** **Tomb of the Iron Medusa** **Pathfinder Tales: City of the Fallen Sky** **Iron Gods - The Divinity Drive** **Lords of Chaos** *Beneath the Monolith* *Numenera* Dungeons of Golarion **Pathfinder Lost Omens** *Lost Cities of Golarion* Taldor, Echoes of Glory **Blood of Shadows** *Hell's Rebels* **Pathfinder Campaign Setting** *Darklands Revisited* **Pathfinder Adventure Path** Iron Gods - Palace of the Fallen Stars *Dragon Empires* *Gazetteer* *Inner Sea Primer* Pathfinder Lost Omens *The Return of the King* **Horsemen of the Apocalypse** Seekers of Secrets **Guide to Absalom** **Blood of the Elements** Sound of a Thousand Screams Numenera Starter Set **Guide to the River Kingdoms**

A series of connected adventures for the Pathfinder game in the city of Kintargo, a formerly free city under the rule of devils. As the evil of Sauron swarms out to take over Middle-earth, Frodo Baggins and Sam travel deep into Mordor still trying to get the Ring of Power to Mount Doom where it can be destroyed. The largest and most important metropolis in the Pathfinder Chronicles campaign setting comes alive in this comprehensive guide to the City at the Center of the World! Explore the winding ways of this teeming fantasy community with neighborhood-by-neighborhood summaries loaded with adventure hooks, summaries of key movers-and-shakers in the city, detailed information on organizations beneficial and malevolent, and detailed rumor-generation tables that lead to fabulous adventures. A beautiful poster map reveals the entire city in glorious detail. Whether they're the starting points of incredible campaigns, communities facing unfathomable dangers, or merely places for adventurers to rest and resupply, vibrantly detailed towns are vital to any fantasy adventure. *Towns of the Inner Sea* explores six small but richly detailed settlements from the Pathfinder campaign setting. Each entry provides insights into the town's history, culture, and residents, as well as what dangers lurk in the shadows. Numerous adventure hooks, full-page maps, and stat blocks for key NPCs make these towns fully realized settings, ready for Game Masters to drop into campaigns whenever they're needed. This book contains details on the following distinctive towns: ▶Diobel: What you can't get in Absalom, you can get in this notorious smuggler's port. ▶Falcon's Hollow: Were monsters and curses not enough, the ambitions of this town's greedy overseers would still

trap its residents in mud and sawdust. ▶Ilсурian: Torn between rival city-states, this Varisian town bows to no master. ▶Pezzак: This sheltered port defies the rulers of the devil-dominated nation of Chelіax, its rebel spirit burning strong despite its scheming overlords. ▶Solku: This pious fortress-town faces constant threats from nearby gnoll tribes, and while its walls stand unbreached, none can say for how much longer. ▶Trunau: Trapped on the wrong side of the border with the orcs of Belkzen, the citizens of this stronghold stand fast against savagery. Towns of the Inner Sea is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game. The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them -- or die trying! Lost Cities of Golarion presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior locations, encounter charts, statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder Roleplaying Game rules. Embrace the elements of earth, fire, wind, and water and learn to channel these cataclysmic forces into awesome new powers. Discover what it means to be a geniekin -- one of the five half-human races graced with more than a hint of their forebears' mystical might -- and unlock the dormant abilities of your elemental ancestry. New traits, feats, spells, and magic items give you all the tools you need to bring your elemental characters to life. 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. Few knew of the secretive expedition to explore the darkest corners of Golarion's solar system when it began, yet the citizens of the unsuspecting town of Dustpawn are about to learn more than they'd imagined of the horrors that lurk within the Dark Tapestry. A blazing object in the sky marks the beginning of trouble for the sleepy town, with strange disappearances and stranger creatures appearing in the Dustpawn hinterlands. Can the heroes save the townsfolk from fiery doom, reality-warping creatures that view the citizens merely as

experimental stock, and a horrific threat from beyond the stars themselves? An adventure for 9th-level characters, *Doom Comes to Dustpaw* is written by Mike Welham, 2012's winner of Paizo Publishing's annual RPG Superstar contest. This rift is known as the Worldwound, and through it, the demon horde has infested an entire region. While the demon armies have been held in check by barbarians and crusaders alike, the region within that was once Sarkoris is now ruled by fiends. Worse, the Worldwound itself is slowly growing -- if something isn't done to halt this blight, it and the demons it spawns may one day swallow all of Golarion! This Pathfinder sourcebook explores the demon-blighted land of the Worldwound (site of the new Wrath of the Righteous Adventure Path) in great detail. Ruined cities (such as the shattered capital city of Iz, the frozen city of Dyinglight, and the river city of Undarin), key historical sites (like the Circle of the Hierophants -- birthplace of the druidic sect known as the Green Faith), and more are presented, along with an exhaustive examination of the strange and otherworldly hazards of the region. The book also includes several adventure sites ready for exploration, along with a few locations like the holdout town of Gundrun, which can serve heroes as (relatively) safe harbor in a deadly land. Finally, an extensive bestiary presents more than a dozen new monsters and demons and enemy NPCs along with two new monster templates, ensuring your PCs will never lack for foes in this devastated realm. 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 Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. *Lost Omens: Pathfinder Society Guide* details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful

volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign! Written by: Kate Baker, James Case, John Compton, Vanessa Hoskins, Mike Kimmel, Ron Lundeen, Dennis Muldoon, kieran t. newton, Michael Sayre, Clark Valentine, Tonya Woldridge, and Linda Zayas-Palmer The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page, full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states, and everything in-between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. Plus, a beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. Once a sprawling empire and the largest bastion of humanity in the Inner Sea region, Taldor has crumbled into decadence and ruin. While the nation is a shadow of its former glory, many remain who would see their beloved homeland returned to its proper place of power. Yet not all who seek Taldor's revival do so for noble reasons. Specifically designed to support players of the Pathfinder Society international organized play campaign, this Pathfinder Companion serves as an invaluable resource for anyone who wishes to run a campaign in this ancient land. New magic, character traits, a prestige class, and more await within! Make the secrets and tools of the mighty Sellen River yours with this guide to life along one of Golarion's most important waterways. Whether you call upon the rage powers of Kellid barbarians or employ the dastardly tactics of Riverfolk bandits, the secrets of Numeria and the River Kingdoms are sure to float your boat. Of Dice & Pen is a collection of short stories by noted game designers, including the last Gord the Rogue story from the late E. Gary Gygax (1938-2008). The anthology is dedicated to the memory of Gary Gygax. The collection includes stories from the imaginations of these top gamers: Gary Gygax was one of the original inventors of Dungeons & Dragons, the founder of TSR, Inc., and the first and longest-playing Dungeonmaster; he is considered by many to be the "Father of Role-Playing Games." K.R. Bourgoine is a creator of card, board and role-playing games. Chris Clark is founder of Inner City Games and co-founder of Hekaforge Productions (with Gygax). Lisa Steenson is co-founder of Gut Bustin' Games and invented the Redneck Life boardgame. Matt Forbeck is a full-time author and game writer, and is a 23-time nominee, 12-time winner of the Origins Award. Carey Grayson is the designer of the game 24/7. Andrew Looney is the Chief Creative Officer and co-founder of Looney Labs, which publishes the card games Fluxx, Chrononauts, and produces the Icehouse

game system, among other games. Graeme Thomson is the inventor of GO Mental and is the co-principal of HL Games. James L. Cambias is the author of GURPS Space and STAR HERO, and is the co-founder of Zygote Games; seven of his stories have appeared in The Magazine of Fantasy & Science Fiction. Thomas Rafalski is a writer of role-playing-game material. Tim Pelzel is the inventor of the game Science Fusion, the Elements of the Sciencenauts. Elizabeth T. Danforth is a writer, editor and artist who has contributed material for more than 100 game companies and book publishers; in 1996 she was inducted into the Academy of Gaming Arts and Design Hall of Fame. Andy Vetromile is a freelance writer, editor and designer in the gaming industry. Jason S. Walters is the author of numerous role-playing-game books. David Wainio is co-founder of Three Sages Games. Patrick Matthews is founder and game designer of Live Oak Games. Curt Covert is the owner of Smirk and Dagger Games. Rick Loomis is the founder and president of Flying Buffalo Inc., the longest-running adventure game company under its original management; his credits include Tunnels and Trolls role-playing game, Nuclear War card game, and the first president of the Game Manufacturers Association. Lee Kamberos is the creator of StrikeForce 2136 RPG. Catherine G. Thomson is a co-founder of HL Games. The howling madness of the Abyss lurches to terrible life in Book of the Damned Volume 2 -- Lords of Chaos, a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befoul the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, Lords of Chaos promises dark delights invaluable to any Pathfinder Roleplaying Game campaign, including detailed discussions of the 10 most important Abyssal realms and their fiendish rulers; expanded information on two-dozen lesser demon lords and their nightmarish realms; detailed ecologies of major known demon types; a complete history of the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons; plus several new demons and Abyssal monsters, demonic spells, magic items, and more. Set in the world of the role-playing game, Pathfinder. Devils may seek to corrupt your faith and mind, and demons certainly look to twist your body and destroy your home. But the fiends known as daemons seek something altogether more fundamental from mortals -- they seek life itself! Evil without the distraction of binding law or capricious chaos, they look to the world with hungry eyes for fresh souls to consume. Horseman of the Apocalypse continues the Book of the Damned series by taking a detailed look at the daemons -- ushers of catastrophe and harbingers of disaster. Personifying the worst ways a person can die, daemons constitute the third arm of major fiendish races, hailing from the nightmare realm of Abaddon, where they are led by four legendary figures-- the so-called Horsemen of the Apocalypse!

Hidden in the remote southern range of the World's Edge Mountains lies a mysterious necropolis protected by a legendary guardian known as the Iron Medusa. When the last heir of the dungeon's long-dead noble builders hires the heroes to explore the forlorn and deadly site in search of evidence that may clear his family name, the heroes soon find themselves in over their heads. For the Tomb of the Iron Medusa does not give up its secrets lightly, and the dangerous truths that lie within these trap-laden crypts may have been hidden for a very good reason indeed. Tomb of the Iron Medusa is a Pathfinder Roleplaying Game adventure for 14th-level characters. It features an expansive necropolis of crypts and tombs, all guarded by devious traps, strange puzzles, fiendish monsters, bizarre creatures, and the undead remnants of a once-powerful aristocracy. Tomb of the Iron Medusa also includes a new monster and a fully-detailed borderland inn that can serve as both a place to begin the adventure or as any roadside tavern in any fantasy world. Beneath the surface, the denizens of the Darklands stalk a world of endless night. Pathfinder Campaign Setting: Darklands Revisited casts new light on these subterranean terrors, preparing heroes to face what dangers lurk below. This 64-page guide reveals 10 notorious Darklands races and monsters, from familiar foes like troglodytes and drow to elusive menaces like urdefhan and seugathi. Each chapter presents detailed ecologies, monstrous rules options and variants, and stat blocks for notorious foes. There's a reason to fear the dark places below. If you must go, be prepared with Darklands Revisited. Once a student of alchemy with the dark scholars of the Technic League, Alaeron fled their arcane order when his conscience got the better of him, taking with him a few strange devices of unknown function. Now in hiding in a distant city, he's happy to use his skills creating minor potions and wonders - at least until the back-alley rescue of an adventurer named Jaya lands him in trouble with a powerful crime lord. In order to keep their heads, Alaeron and Jaya must travel across wide seas and steaming jungles in search of a wrecked flying city and the magical artifacts that can buy their freedom. Yet the Technic League hasn't forgotten Alaeron's betrayal, and an assassin armed with alien weaponry is hot on their trail... - From Hugo Award-winner Tim Pratt comes a new fantastical adventure set in the award-winning world of the Pathfinder Role playing Game. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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. You can never have too many monsters! This sourcebook contains 46 new monsters found in the Inner Sea region -- all invented specifically for the Pathfinder Campaign Setting. Some, like the gearsmen of Numeria or the moth-like star monarchs who serve the goddess of dreams, have been mentioned many times in Pathfinder Campaign Setting books, but others like the alien vespergaunt or Rahadoum's desert-dwelling whirlmaws have only been obliquely illustrated or mentioned before. And some make their appearance for the first time in print! With monsters ranging in challenge rating from 1/2 (such as the capering monkey goblin or the enigmatic lashuntas) all the way up to beyond CR 20 (including two immense spawn of Rovagug and three powerful outsiders with sinister agendas for the Inner Sea region, like the exiled infernal duke Lorthact), along with three new monstrous templates (the exotic mind-draining vetala vampire, the blighted fey of Fangwood, and the twisted mutants of the Mana Wastes), the Inner Sea Bestiary is set to add a host of new favorite beasties to any Pathfinder game! Poison never lies. Tali was once one of the seven martyrs of the forgotten compass. She barely escaped that life with her body and soul intact. Now she has a new life as a poison eater in the city of Enthait. Here she is hailed as one of the city's protectors. No one knows her history. No one has asked about her past. She's been here so long that Enthait is her home now, these are her people. She loves them and they her. But in the Ninth World, the past is a living, breathing thing. And when it hunts you down, you can run. You can fight. Or you can die. File Under: Science Fantasy Grab your katana, ready your best kung fu, and prepare to discover a whole new world of exciting adventure! The mysteries and wonders of the Dragon Empires are finally revealed! The continent of Tian Xia stretches from the polar ice in the north to well south of the equator -- a realm where honorable samurai, devious ninja, martial artistry, strange spirits, and imperial dragons rule. The Dragon Empires Gazetteer also presents five new player character races -- the birdlike tengus, reptilian nagaji, shapechanging foxlike kitsune, reincarnated spiritualists known as samsarans, and the shadowy masters of trickery called the wayang. An overview of life in the Dragon Empires offers a look at a new core pantheon (including more than a dozen brand-new deities), several new factions, and the

challenges faced by a land recovering from the recent fall of a continental empire. 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! The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers.

Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their games, providing inspiration, new rules, and detailed locations to bring an occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms! This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of the more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies. Thieves, brigands, deposed princes, and the truly desperate inhabitants of the Pathfinder Chronicles campaign setting flock to the River Kingdoms, a motley collection of tiny enclaves whose rulers command only so far as their brute strength and mercenary armies can carve out for them. This comprehensive guidebook presents the first-ever extensive overview of this treacherous land, where any man can become a king so long as he keeps his hand on his sword and his back free of daggers. More than a dozen rogue kingdoms come alive with

lavish illustrations and detailed maps in this first look at the setting for the Pathfinder Adventure Path: Kingmaker! Whether from the subterranean wilds of the Darklands or otherworldly realms of absolute shadow, heroes rise from the darkest nights. Pathfinder Player Companion: Blood of Shadows explores the strange paths and subtle abilities of adventurers empowered by darkness. Discover the secrets of races infused with shadow, like fetchlings, wayangs, and others. New combat styles and techniques reveal the skills of subterranean weapons masters, while penumbral spells grant mastery over the darkness itself. A host of other new archetypes, feats, magic items, and more allow characters of all types to infuse themselves with the power of shadow. Don't fear the dark, let Blood of Shadows make you its master. Looks at 6 different locations in the Inner Sea region. Offers a level by level breakdown of megadungeons, summarizing the dangers and awards of each and providing stats for monsters, and maps with cutaway views. Megadungeons detailed include: Candlestone Caverns, Gallowspire, Hollow Mountain, Pyramid of Kamaria, Red Redoubt of Karamoss and Zolurket Mines. Although intended for use with the Pathfinder Roleplay Game and Campaign setting, can easily be used in any fantasy game setting. 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. Set in the world of the role-playing game, Pathfinder. The greatest explorers in the world come from the Pathfinder Society, a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample, fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons,

allies, or foils. Varisia has been destroyed! Runelord Alaznist's alteration of the past has thrown the frontier nation into chaos, devastated cities, resurrected demon lords, and worse. The Runelord of Wrath is now primed to seize control of a ruined realm, so that she can remake it into a New Thassilon with herself as its furious queen. Only one desperate plan can set things right—a band of heroes must discover a method to travel back in time and repair the damage their enemy has wrought on history, but can they make the sacrifices necessary for victory? This adventure allows the heroes to reach the absolute height of power, but even the potent options gained at 20th level may not be enough for the party to survive the furious might of Runelord Alaznist in her seat of power! This volume of Pathfinder Adventure Path concludes the Return of the Runelords Adventure Path and includes: - "Rise of New Thassilon," a Pathfinder RPG adventure for 17th-level characters, by Greg A. Vaughan. - A brief exploration of how the Return of the Runelords Adventure Path will change Golarion in the future, including the first-ever map of the empire of Thassilon as it stood before the devastation of Earthfall, by James Jacobs. - A bestiary of monsters, including undead salamander forgemasters, living landslides, the mysterious hallowed lynxes used by runelords as pets and guardians, a planar dragon from the tumultuous Maelstrom, and the immense Great Old One Mhar itself, by John Compton, Andrew D. Geels, Lyz Liddell, Luis Loza, and David Schwartz. 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. Test your convictions. In a land without fate and a world too often void of justice, it falls to the gods to make or break the people who call upon them for salvation -- or draw their ire. Swear yourself to the might of the gods and the power of their causes, or reject their offerings to live a life that's yours and yours alone! Lost Omens Gods & Magic offers details on major gods found in the Inner Sea region, including what forms their pleasure or wrath might take. It also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service!

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