

Pathfinder Adventure Path Iron Gods Part 1 Fires Of Creation

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Pathfinder Adventure Path Iron Gods

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

From small Numerian towns to strange technological ruins to the region's infamous capital of Starfall—and perhaps beyond—the Iron Gods Adventure Path will take your heroes into places unlike any seen before in the Pathfinder Roleplaying Game! Pathfinder Adventure Path is the premiere monthly resource for your fantasy roleplaying campaign.

paizo.com - Store / Pathfinder / Adventures / Adventure ...

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 ...

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.

Pathfinder Adventure Path: Iron Gods Part 4 - Valley of ...

The reason is that Iron Gods is set in the land of Numeria, a country in Golarion that was the site, ages ago, of a mysterious spaceship crash! The wreckage of the vessel has led Numeria to becoming the most technologically advanced country in Golarion, and characters in this adventure path are told to expect more than just orcs and swords.

paizo.com - Pathfinder Adventure Path: Iron Gods Player's ...

Pathfinder Adventure Path: Iron Gods Part 6 - The Divinity Drive. Paperback – February 17, 2015. by Crystal Fraiser (Author), Paizo Staff (Editor) 5.0 out of 5 stars 4 ratings. See all 3 formats and editions.

Pathfinder Adventure Path: Iron Gods Part 6 - The Divinity ...

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The Iron Goddess who is also an Oracle, and the one Iron God on the side of the players. Unlike Hellion, her creation was entirely unintentional, being the fusion of its code and an android by the same name who discovered Unity but realized its insanity. During the Adventure Path, the players activate her personality core.

Pathfinder Adventure Path: Iron Gods / Characters - TV Tropes

Iron Gods Item Cards, a 54-card Pathfinder Cards deck, was released in December 2014. It illustrates items that appear in the Iron Gods Pathfinder Adventure Path. Otherworldly Riches Futuristic weapons, mysterious malfunctioning super-tech, and even alien parasites are all found in this trove of treasures for use in your Iron Gods campaign.

Iron Gods Item Cards - PathfinderWiki

Small (and smaller) Maukui. Ratfolk (3) Ratfolk Scrapper (4) Redtooth. Rhu-Chalik. Robot, Torturer (3) Ugothokra (4) Val Baine. Vegepygmy (2) Vrilledt.

Iron Gods Adventure Path Pawn Collection - PathfinderWiki

So I tried to create a list of the Pathfinder Adventure Paths and what location they are based in. I have only played through the Iron Gods so I am ... Press J to jump to the feed.

Pathfinder Adventure Path -> Locations : Pathfinder_RPG

The Iron Gods Adventure Path begins with "Fires of Creation," an exciting new adventure set in Numeria, land of barbarians and super-science! In the town of Torch, the settlement's unignorable tower of violet flame has gone out. The only clue to its disappearance is a newly discovered cave dug nearby.

Pathfinder Adventure Path #85: Fires of Creation (Iron ...

These two ensure that technology is kept safely hidden away and controlled. Your adventure begins when you arrive at the town of Torch, its namesake purple flame extinguished for an unknown reason. The Iron Gods Adventure Path is a mixture of fantasy and science fiction, where magic and technology blend and blur.

Pathfinder - Iron Gods Fridays LFG | Roll20: Online ...

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.

Pathfinder Adventure Path: Iron Gods Part 5 - Palace of ...

Races Any and all of the core player character races (human, dwarf, elf, gnome, half-ling, half-elf, and half-orc) are appropriate choices for the Iron Gods Adventure Path. As in the majority of nations in the Inner Sea region, most of Numeria's inhabitants are human.

Pathfinder Adventure Path - Iron Gods - Player's Guide ...

This volume of Pathfinder Adventure Path continues the Iron Gods Adventure Path and includes: "Valley of the Brain Collectors," a Pathfinder adventure for 10th-level characters, by Mike Shel. A treatise on the galaxy-spanning horrors known as the Dominion of the Black, by Mike Shel.

paizo.com - Pathfinder Adventure Path #88: Valley of the ...

This volume of Pathfinder Adventure Path concludes the Iron Gods Adventure Path and includes: "The Divinity Drive," a Pathfinder adventure for 15th-level characters, by Crystal Frasier. Dangerous plots to expand your Iron Gods campaign, by Adam Daigle and James Jacobs. A look into the inner workings of robots, by Greg A. Vaughan.

Pathfinder Adventure Path #90: The Divinity Drive (Iron ...

This volume of Pathfinder Adventure Path continues the Iron Gods Adventure Path and includes: "Valley of the Brain Collectors," a Pathfinder adventure for 10th-level characters, by Mike Shel. A treatise on the galaxy-spanning horrors known as the Dominion of the Black, by Mike Shel.

Valley of the Brain Collectors - Pathfinder

As much as I love 3D plastic miniatures, the Pathfinder Pawns is rapidly becoming a favorite as well, offering us additional choices to "represent" enemies and allies in Pathfinder's specific Adventure Paths (like Iron Gods).

Pathfinder Pawns: Iron Gods Adventure Path Pawn Collection ...

This volume of Pathfinder Adventure Path concludes the Iron Gods Adventure Path and includes: "The Divinity Drive," a Pathfinder adventure for 15th-level characters, by Crystal Frasier. Dangerous plots to expand your Iron Gods campaign, by Adam Daigle and James Jacobs. A look into the inner workings of robots, by Greg A. Vaughan.

The Divinity Drive - PathfinderWiki

Pathfinder Adventure Path #89: Palace of Fallen Stars (Iron Gods 5 of 6) by Tim Hitchcock, Paperback | Barnes & Noble® Numeria's capital city of Starfall sprawls in the shadow of the region's most infamous ruin, Silver Mount.

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