

## Pathfinders Way The Broken Lands Book 1

Pathfinder Adventure Path #36 Cast In Shadow Sasha Strangers in a Strange Land Pathfinder's Way The Significance of the Frontier in American History Quillifer the Knight Pathfinder Adventure Path #35 Pathfinder Adventure Path #45 Pathfinder Adventure Path: Against the Scarlet Triad (Age of Ashes 5 of 6) Pathfinder Campaign Setting Broken Earth (Pathfinder) Safe on Mars Shadow's Messenger Warprize Wayfarer's Keep Mist's Edge Midnight's Emissary Firehearted Moonlight's Ambassador Pathfinder Campaign Setting: Nidal, Land of Shadows Lost Omens World Guide Forged in Fire The Wind's Call Guide to the River Kingdoms King of Chaos The Martian Dictionary for Library and Information Science Pathfinders Pathfinder Module The Official Ohio Lands Book The Book of Revelation For Dummies Rules of Redemption Kingslayer Pathfinder Age of Deception Way Down Deep The Golden Dynasty Dawn's Envoy The Lathe Of Heaven

### Pathfinder Adventure Path #36

Circe Quinn goes to sleep at home and wakes up in a corral filled with women wearing sacrificial virgin attire - and she is one of them. She soon finds out that she's not having a wild dream, she's living a frightening nightmare where she's been transported to a barren land populated by a primitive people and in short order, she's installed very unwillingly on her white throne of horns as their Queen. Dax Lahn is the king of Suh Tunak, The Horde of the nation of Korwahk and with one look at Circe, he knows she will be his bride and together they will start The Golden Dynasty of legend. Circe and Lahn are separated by language, culture and the small fact she's from a parallel universe and has no idea how she got there or how to get home. But facing challenge after challenge, Circe finds her footing as Queen of the brutal Korwahk Horde and wife to its King, then she makes friends then she finds herself falling in love with this primitive land, its people and especially their savage leader.

### Cast In Shadow

Manning examines the formation of nineteenth-century intelligentsia print publics in the former Soviet republic of Georgia both anthropologically and historically. At once somehow part of "Europe," at least aspirationally, and yet rarely recognized by others as such, Georgia attempted to forge European style publics as a strong claim to European identity. These attempts also produced a crisis of self-definition, as European Georgia sent newspaper correspondents into newly reconquered Oriental Georgia, only to discover that the people of these lands were strangers. In this encounter, the community of "strangers" of European Georgian publics proved unable to assimilate the people of the "strange land" of Oriental Georgia. This crisis produced both notions of Georgian public life and European identity which this book explores.

### Sasha

A land chained in shadow Ten thousand years ago, faced with extinction, the terrified leaders of Nidal heard whispers in their minds-promises of salvation for their nation if only they'd submit their people's bodies and souls to perpetual servitude. Those

leaders' assent transformed them into conduits for Zon-Kuthon, the god of envy and pain, and has sealed Nidal's fate to this day. Pathfinder Campaign Setting: Nidal, Land of Shadows draws back the curtain from one of Golarion's most wicked and mysterious theocracies. Within these pages, you'll find: Detailed descriptions of Nidal's history, including its tragic fall into Zon-Kuthon's grasp. An in-depth gazetteer of the entire nation, from settlements to more sinister features.

Malevolent adventure sites from the Castle of the Captive Sun to the Tower of Slant Shadows. A bestiary of shadowy creatures, including the suffragan kyton, that lurk in Nidal and beyond. Pathfinder Campaign Setting: Nidal, Land of Shadows is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.

### Strangers in a Strange Land

#### Pathfinder's Way

Every year when the leaves begin to fall, the small town of Kassen conducts a rite of passage in which it sends a band of young, would-be adventurers to the abandoned crypt of the town founder to recover the Everflame, a magical fire that is kept burning throughout the winter. Each year the youths' mettle is tested by traps, illusory monsters, and other challenges before returning home to a festival honoring their coming of age. Yet this year something has gone terribly wrong! Now the adventurers face real danger, and the fate of the town rests on their inexperienced shoulders! Designed specifically for the new Pathfinder Roleplaying Game rules and designed by Jason Bulmahn, the new game's primary designer, Crypt of the Everflame spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players.

### The Significance of the Frontier in American History

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### Quillifer the Knight

The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A Pathfinder Roleplaying Game

adventure for 13th-level characters, this volume continues the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Plus five all-new monsters in the Pathfinder Bestiary, 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 Adventure Path #35

Scarred by her past; defined by her future. Eva is a herd mistress without a herd. A tagalong by her own definition. Not thrown away by her people, but rather someone who created a new life for herself when the old one died. When she rescues one of the mysterious winged horses, a creature straight out of myth, from those who would enslave him, Eva opens the door to something her chosen people want more than anything else. An alliance. Now, sent deep into the Highlands and guarded by one of the Warlord's most trusted warriors, Eva will have to brave the terrors that wait there. Someone is sowing the seeds of dissent upon which war turns. Failure will lead to death, but success may bring revelations she's not ready to face. The balance of power is shifting in the Broken Lands. Those who survive will need to adapt quickly to the ever-changing landscape. Choosing her friends wisely has never been so important.

### Pathfinder Adventure Path #45

"Originally self-published as an ebook in 2011 and subsequently published in hardcover in slightly different form in the United States by Crown Publishers and as a trade paperback by Broadway Books in 2014"--Title page verso.

### Pathfinder Adventure Path: Against the Scarlet Triad (Age of Ashes 5 of 6)

This in-depth gazetteer explores the legendary Lands of the Linnorm Kings, a northern realm of larger-than-life adventure where Viking kings earn the right to rule by defeating enormous, primeval dragons - linnorms. From the rugged western islands of the Ironbound Archipelago to the battleworn expanse known as Hagreath in the east, this Pathfinder setting sourcebook contains detailed treatments of all the major locales in the region. Numerous adventure sites and campaign themes are explored in detail, such as remote troll-haunted ruins, mysterious locations linked to the eerie realm of the fey, and even a sample linnorm hunt. Rules on weregild (fees for hostages or slain enemies), effigies (mundane and magical ways to strike fear into your enemies), and reputation in this ferocious land are explored, as are several new monsters and pre-built enemy NPCs, such as remorseless longship captains, berserkers, new trolls, and the most powerful linnorm in the land - dread Fafnheir!

## Pathfinder Campaign Setting

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!

## Broken Earth (Pathfinder)

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.

## Safe on Mars

This study, commissioned by the National Aeronautics and Space Administration (NASA), examines the role of robotic exploration missions in assessing the risks to the first human missions to Mars. Only those hazards arising from exposure to environmental, chemical, and biological agents on the planet are assessed. To ensure that it was including all previously identified hazards in its study, the Committee on Precursor Measurements Necessary to Support Human Operations on the Surface of Mars referred to the most recent report from NASA's Mars Exploration Program/Payload Analysis Group (MEPAG) (Greeley, 2001). The committee concluded that the requirements identified in the present NRC report are indeed the only ones essential for NASA to pursue in order to mitigate potential hazards to the first human missions to Mars.

## Shadow's Messenger

Xylara is a Daughter of Xy, brought up to do her duty to her country, her king and her people. Her father, the Warrior King Xyron, is dead and her incompetent half-brother

Xymund is on the throne; she has chosen to serve her people as a healer, until she is needed to make a marriage of alliance. But the once-great kingdom of Xy is threatened by the Warlord and his barbarian Firelanders, and her brother Xymund is forced to surrender. The terms are fair: the kingdom will remain under Xymund's control, and the taxes and tithes are reasonable. All prisoners and wounded are to be exchanged unharmed. There is just one thing more: to ensure a true peace - no pillaging, no looting, no rapine - the Warlord has claimed tribute. He claims Xylara, Daughter of Xy, to be his Warprize . . .

### Warprize

An erotic romancetold entirely through text messages. The words he typed were never meant to be read, yet they found their way to her. Two wounded strangers, prisoners of their own lives, brought together by a wayward text. Without ever hearing each other's voices, a friendship blooms between them. Without ever seeing each other's faces, an attraction grows. Without ever touching, the two become lovers. But when words suddenly aren't enough, will this bond be able to tear down the walls that keep them apart or was it only ever fantasy?

### Wayfarer's Keep

This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

### Mist's Edge

“ Williams knows exactly what to do with Quillifer, and it's hugely entertaining. ” —Locus “ Walter Jon Williams is always fun, but this may be his best yet, a delight from start to finish, witty, colorful, exciting and amusing by turns, exquisitely written. ” —George R. R. Martin “ Chock full of derring-do, blood and thunder, swashbuckling, and other good stuff evocative of Rafael Sabatini, Sir Walter Scott, and the penny-bloods. ” —Paul Di Filippo, author of The Big Get-Even Quillifer—now a member of the nobility—finds himself further immersed in court politics as the outcast princess Floria is suddenly in a position of power with a rebellion stoked by a certain brilliant tactician, in this thrilling sequel to Quillifer. Rogue. Joker. Lover. Reluctant conspirator. The ambitious young Quillifer was been knighted for services to the crown, but was then banished from court by a queen who finds him obnoxious. Now, after a two-year voyage to improve his fortunes, Quillifer returns to court and is plunged immediately into a maelstrom of intrigue that triggers duels, plots, amours,

and rollicking adventure. Bounding back and forth from the high councils of state to the warm bed of his mistress, Quillifer must exert every ounce of seductive charm and low cunning in order to survive. Queen Berlauda's foreign husband brings war in his wake, along with a clutch of officials who enforce the royal will with violence, torture, and judicial murder. A dragon menaces the realm, and political conspiracy threatens the life of Quillifer's young patroness, Princess Floria. It's the traditional job of a knight to fight dragons and rescue princesses, but Quillifer is hardly a traditional knight, and he brings to the job an array of unorthodox skills that dazzles his swarm of rivals, seduces their wives, and threatens the realm. But there's a greater menace to Quillifer than deadly political intrigue, for once again he finds himself hunted by the cruel, beautiful, and vengeful goddess Orlanda.

### Midnight's Emissary

Genevieve Drake has never been the helpless kind of girl, has never needed to be rescued. That is, not until her twentieth birthday when some dude nearly chokes her to death in an alley and a hot stranger splits the guy in half, rips a monster from inside, and incinerates it into ash. The hot guy? Jude Delacroix—Dominus Daemonum, Master of Demons. Now her guardian, whether she likes it or not. But she's seriously beginning to like it. The dude choking her? One of many demons from the underworld trying to abduct or kill Genevieve. As the prime target of the demon prince, Danté, she has no problem accepting Jude's protection. Why Genevieve? She's a Vessel, one born to serve the Light but can be corrupted and used as a weapon for darkness. She had no idea this world even existed. Now, she just wants to survive it. Each book in The Vessel Trilogy is best enjoyed in order. Series Order: Book #1: Forged in Fire Book #2: Sealed in Sin Book #3: Bound in Black

### Firehearted

War hero and daughter to two Houses, Kira is just beginning to learn how deep the rabbit hole goes. Agreeing to accompany her father's people back to their homeworld, Kira Forrest prepares for the fight of her life. She's agreed to undertake the Trial of the Broken, a rite of passage every member of her father's House must pass. It offers a path to independence and freedom that is too tempting to deny. Not everyone welcomes this lost daughter of Roake. There are those who fear what her presence might bring to light. Betrayal stalks the halls of Kira's birthplace—its roots embedded deep in the events that claimed her parent's lives and set her on her current path. Walking the wire's edge between truth and deception will test the person Kira has become as she separates ally from betrayer. An old enemy has put into motion a plan that could topple the balance of power in the universe. Letting them succeed spells doom—but the price might be more than Kira is willing to pay.

### Moonlight's Ambassador

Coming home from Afghanistan was supposed to be something great. That ended when I met tall, dark and handsome in a bar and wound up in a dumpster sporting a nice set of fangs and my life flipped on its head. Now I'm a messenger for Hermes Courier Service trying to make enough to support my ice cream habit while staying below vampire radar. When this newest job of mine goes disastrously awry, it puts

me on the hook to be indentured to a sorcerer for the next fifty years unless I can find a way to fix things. What's hidden can't stay in the shadow's forever and my life will never be the same.

### Pathfinder Campaign Setting: Nidal, Land of Shadows

Are you baffled by the Book of Revelation? Understand the purpose, key themes, and symbolism of the most fascinating book in the Bible with *The Book of Revelation For Dummies*, an easy-to-understand guide that will help you grasp the enduring messages of Revelation and apply them to your life. You will understand what Revelation says about the past, present, and future, and how it relates to the rest of the Bible. You will learn how this mysterious book of the Bible fits into a historical context. You ' ll discover all kinds of interesting facts about the apostle John and learn about the details of his world. You will be able to choose a perspective for interpreting this book of the Bible and decipher the many haunting symbols. There is no need to read this reference guide from cover to cover; simply browse the table of contents or flip through the pages to find the answers and assistance that you need. Discover how to: Interpret the prophecy of the Revelation Place it in historical context Understand how it relates to other books in the Bible Unravel the details of the apostle John ' s life and world Choose a perspective for understanding See the grander scheme of things Complete with lists of the ten most commonly asked questions about end times and the ten rules of thumb for interpreting scripture, *The Book of Revelation For Dummies* will help you understand and decode one of the most perplexing books in the Bible!

### Lost Omens World Guide

When the savage lord of Ustalav's werewolves is mysteriously murdered, the nation's forests run with lycanthropic blood. War in the wilds soon spills onto the streets, as the people of the land, seeing the strife among their long-time foes, begin a hunt to scour the nation of the deadly shape-shifters. Entreated by a lord of the werewolves to help unite his savage people, the heroes must risk becoming tainted by the curse of lycanthropy as they race across the heart of the nation to find an outcast heir. But can they do so before bestial assassins and the agents of the Whispering Way find him, or the heroes, first? An adventure for 6th-level characters, this volume continues the Carrion Crown Pathfinder Adventure Path.

### Forged in Fire

A favor owed, a hunt like no other. A courier for the shadow world no more, Aileen's former protection is gone. Alone but still defiant, she survives one night at a time. Sure, working a dead-end job isn't part of every young vampire's dreams, but it pays the bills. When the darkly seductive Liam calls in a favor, she'll find her carefully constructed world tilting on its axis as he draws her into a dangerous game against a wily enemy. The High Fey-creatures as powerful and beautiful as they are deadly-have come to town, their motivations unclear as lines are drawn and shadowy alliances made. And with them, they bring their Wild Hunt where everyone is either predator or prey. Betrayed and marked as its quarry, Aileen will find surviving until dawn has never been this hard. The only thing that might save her-are the vampires

she doesn't trust.

### The Wind's Call

Now available for the first time in print, the dictionary is the most comprehensive and reliable English-language resource for terminology used in all types of libraries. With more than 4,000 terms and cross-references (last updated January, 2003), the dictionary's content has been carefully selected and includes terms from publishing, printing, literature, and computer science where, in the author's judgment, they are relevant to both library professionals and laypersons.

### Guide to the River Kingdoms

Aileen has a few rules for her life. Do her job and go home safe. Keep the supernatural world away from her human family. Stay off the vampire radar. And, above all, don't get involved in spook politics. But when Liam comes back into town bringing a mystery that threatens the life she's built, she finds every closely guarded rule flying out the window as she sinks ever deeper into the supernatural world. Ultimately, it may be the people she loves the most who pay the price in the high stakes game that vampires call life.

### King of Chaos

Aileen has always been certain of a few undeniable facts-black raspberry is the only ice cream flavor that matters, vampires can't be trusted, and her loyalty, once given, is unquestionable. When a late-night visitor shows up needing her help, she agrees without hesitation. It's not long before a pounding at her door reminds her that nothing is ever as straightforward as it seems. Now, with her friend missing, Aileen realizes her simple favor leads to consequences she cannot avoid as she finds herself drawn further into a world she's done everything to escape. As loyalties are tested, Aileen will need to decide how far she will go in the name of friendship. Because bodies are dropping and the trail leads right back to one she holds dear. Will she stand fast in her beliefs or will she be forced to betray another? One thing is clear-her choice may lead to her salvation or her doom.

### The Martian

Thirteen-year-old Rigg has a secret ability to see the paths of others' pasts, but revelations after his father's death set him on a dangerous quest that brings new threats from those who would either control his destiny or kill him.

### Dictionary for Library and Information Science

The decaying Empire faces barbarian enemies without and corruption and treachery within. Exile Ronne tes Arhi fights for her own survival and for what once made the Empire great â € " honor â € " wherever she can find it. Even in an outcast barbarian warrior. A story of resurgent magic, adventure, and epic battle by the author of The Last Mage Guardian and the Sequoyah trilogy.

### Pathfinders

Set in the world of the role-playing game, Pathfinder.

### Pathfinder Module

He had known this day would come. No man could escape the entire might of the Sovran forever. He just found it humorous that it was an enemy of the Sovran that had caught him instead. Bound, kneeling before a queen whom he had hounded for a straight year, he should have been anxious. Or at least a little worried. Instead, a strange sense of relief filled him. It was over. His mad escape from Brindisi's justice was over. "That is a very calm expression on your face, General Darius Bresalier," she observed. Her tone was idle, but her eyes were as sharp as a hawk's. "Are you not worried?" "I knew what the punishment would be, Your Most High Majesty," he answered respectfully. "I have had a year to resign myself to my fate. I cannot complain." She gave a low, musical hum of approval. "Well said. I have heard many reports on what you did but never once did I believe I could have the full tale." She leaned forward, causing the silk pillows behind her to slide in every direction. "Kingslayer, tell me. Why did you kill your king?"

### The Official Ohio Lands Book

Seven years ago Kaylin fled the crime-riddled streets of Nightshade, knowing that something was after her. Children were being murdered — and all had the same odd markings that mysteriously appeared on her own skin.... Since then, she's learned to read, she's learned to fight and she's become one of the vaunted Hawks who patrol and police the City of Elantra. Alongside the winged Aerians and the immortal Barrani, she's made a place for herself, far from the mean streets of her birth. But children are once again dying, and a dark and familiar pattern is emerging. Kaylin is ordered back into Nightshade with a partner she knows she can't trust, a Dragon lord for a companion and a device to contain her powers — powers that no other human has. Her task is simple — find the killer, stop the murders...and survive the attentions of those who claim to be her allies!

### The Book of Revelation For Dummies

George Orr discovers that his dreams possess the remarkable ability to change the world, and when he falls into the hands of a power-mad psychiatrist, he counters by dreaming up a perfect world that can overcome his nightmares, in a new edition of the classic science fiction novel. Reprint. 20,000 first printing.

### Rules of Redemption

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure-setting that takes place in a post-apocalyptic version of Earth. In it, heroes struggle to rebuild what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure-setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. This book contains everything a GM

needs to run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first adventure that brings the party together. It also has new edges, races, and powers for players to use with their Broken Earth characters.

### Kingslayer

Spurning her royal heritage to be raised by the great warrior, Kessligh, her exquisite swordplay astonishes all who witness it. But Sasha is still young, untested in battle and often led by her rash temper. In the complex world of Lenayin loyalties, her defiant wilfulness is attracting the wrong kind of attention. Lenayin is a land almost divided by its two faiths: the Verenthane of the ruling classes and the pagan Goeren-yai, amongst whom Sasha now lives. The Goeren-yai worship swordplay and honour and begin to see Sasha as the great spirit—the Synnich—who will unite them. But Sasha is still searching for what she believes and must choose her side carefully. When the Udalyn people—the symbol of Goeren-yai pride and courage—are attacked, Sasha will face her moment of testing. How will she act? Is she ready to lead? Can she be the saviour they need her to be?

### Pathfinder

#### Age of Deception

The pathfinder, Shea, has chosen to make a place for herself among her former captors, leaving behind her people and the life she once knew. However, not all welcome this outsider in their midst. Shea will find that surviving alone in the wilderness is child's play next to navigating the politics that come with her new position. Especially when it becomes evident that there are those out for her blood. As a new danger looms on the horizon, Shea and her warlord will need all the allies they can find. Because something is stirring in the barren lands from which all beasts are born. Something old and not seen since the last cataclysm. Can Shea protect her people from this new threat or will it be the dangers from within her own inner circle that destroy her?

#### Way Down Deep

Branded a traitor by her people, Shea and her warlord—the fiercely dangerous Fallon—travel to the Pathfinders' seat of power at her father's request, hoping to form an alliance despite the distrust between them. It doesn't take long before Shea and Fallon realize something is dangerously wrong in the place she once called home. Ancient, deadly creatures—gone for hundreds of years, once again walk the lands, awakened from a deep sleep. Worse, it seems the Pathfinders are keeping a secret—one that could destroy them all. On the brink of battle with each other, the Pathfinders and Trateri must join forces if they hope to defeat the evil at the heart of the Badlands. As the tension rises between the two peoples, and Shea and her family, Shea and Fallon must convince them to overcome their differences if they are to triumph over impossible odds. Because the beasts may be the least of their worries. Sometimes betrayal comes from within, and the most dangerous monsters may be

those closest to them.

### The Golden Dynasty

Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This fifth adventure is for 15th-level characters, and also includes an investigation of the magical elf gates that connect portals all over Golarion, an exploration of the mysterious rulers of the vast city of Katapesh, a wealth of new options for player characters to discover, and over half a dozen new monsters!

### Dawn's Envoy

### The Lathe Of Heaven

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 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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