

# Pathfinder Society Scenario 9 06 The Shores Of Heaven

Stellarlune  
 Eternal Lies  
 Wilderness Origins  
 Pathfinder Combat Pad  
 Carrion Hill  
 Starfinder Adventure Path  
 Secrets of Roderick's Cove  
 Starfinder Near Space  
 Fall of Plaguestone  
 The Broken Cask  
 Seekers of Secrets  
 Pathfinder Lost Omens  
 Unraveling Conspiracy  
 Starfinder  
 Apex Legends: Pathfinder's Quest (Lore Book)  
 Connecticut Code of Evidence  
 Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2)  
 War for the Crown  
 Pathfinder Player Companion  
 Starfinder RPG  
 Starfinder Adventure Path  
 Starfinder Adventure Path  
 Belkzen, Hold of the Orc Hordes  
 The Game Master's Book of Random Encounters  
 Warbreaker  
 Keeper of the Lost Cities  
 Starfinder RPG: Tech Revolution  
 Pathfinder Society Field Guide  
 Harlem Unbound  
 Pathfinder Adventure Path  
 Starfinder  
 Wardens of the Reborn Forge  
 Starfinder  
 Faiths of Golarion  
 Brinkwood  
 I Have No Mouth & I Must Scream  
 Burnt Offerings  
 Pathfinder Adventure Path  
 Research Methods in Human Development  
 Pathfinder Module

*Pathfinder Society Scenario 9 06 The Shores Of Heaven*

Downloaded from [ftp.wtvq.com](http://ftp.wtvq.com) by guest

## CAMERON DRAKE

*Stellarlune* Simon and Schuster

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

*Eternal Lies* Open Road Media

The Age of Ashes Adventure Path concludes! The heroes have defeated the Scarlet Triad, but in doing so have learned a shocking truth--the Scarlet Triad has been financed all these years by the enigmatic ruler of the island nation of Hermea, the gold dragon Mengkare! After a devastating manifestation of a violent dragon god erupts from the portals the heroes have been using the entire campaign, they must travel to Hermea to confront Mengkare about the Scarlet Triad and find out what the gold dragon's plans actually are. Does he seek to save the world... or to end it in a devastating Age of Ashes? Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This sixth and final adventure is for 18th-level characters, and also includes a gazetteer of the utopian city of Promise, advice for GMs on how the events of this campaign can change the world, a wealth of new options for player characters to discover, 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.

*Wilderness Origins* Tor Books

Betrayal! The mole has shown their true colors. An act of sabotage has produced dire consequences for Marshal Onima Gwok, Deputy Marshal Kara Martinez, and infantry clone Jace Rojas. But the investigation into the vast conspiracy to use clones to topple the Confederation is far from complete. Adding a new and skilled replacement for the traitor, the team continues to bring together the disparate pieces of the puzzle. But Onima paid for her trust before - can she, and the team, trust again? There are other dangers lurking in the shadows. Insidious forces will stop at nothing to bring their plan to fruition - and conspirators remain inside the CBI, the monopolistic business entity that is Gray and Chuang, and possibly the Confederation itself. Traveling across space from colony to colony, the team is leaving no clue uninvestigated. The conspiracy is unraveling - but the clock is ticking. Can they pull all the loose threads before it's too late?

*Pathfinder Combat Pad* Chaosium Incorporated

Deputized by the interstellar police force called the Stewards for freeing a colony from Azlanti occupation, the heroes journey to the Azlanti Star Empire to rescue their captive friend from a well-guarded prison moon. After visiting an outlaw space station nearby, the heroes stage a daring breakout and clash against the penal colony's commandant. But the experimental starship drive is still at large, and the heroes must track it down to prevent the Azlanti from making it operational! "Escape from the Prison Moon" is a Starfinder Roleplaying Game adventure for four 3rd-level

characters. The adventure continues the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes an overview of the expansionist Azlanti Star Empire, an article exploring various alien races under the Azlanti Star Empire's jurisdiction, and a selection of new monsters from alien worlds. 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!

*Carrion Hill* Paizo Incorporated

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! The anthology's three adventures introduce a number of play styles, including clearing out an abandoned fishcamp, a sandbox romp to get to the bottom of sabotage, and a classic puzzle-filled dungeon crawl. Troubles in Otari is a deluxe adventure for 4th-level characters written by Jason Keeley, Lyz Liddell, and Ron Lundeen.

*Starfinder Adventure Path* Simon and Schuster

Harness the unstoppable force and life-giving power of the natural world! Pathfinder Player Companion: Wilderness Origins provides new options for those who peacefully coexist with their environments. Learn the magical secrets of the wilderness, tame fierce allies, and channel the awesome destructive power of nature and the elements, from the deadly rush of a flashflood to the inferno of a forest fire! Inside this book you'll find: ► Options for the shifter class, including new animal aspects, feats to augment the shifter's animal forms, and archetypes that channel the fury of dragons or the power of the forest! ► Racial traits, feats, and archetypes for the vine leshy, gathlain, and ghoran that allow them to further leverage their inherent connection to the verdant power of nature! ► New player options for characters who draw their inspiration from nature, from witches who draw on the magic of wildflowers to summoners and spiritualists who bargain with kami! This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder Campaign Setting, but it can easily be incorporated into any fantasy world.

*Secrets of Roderick's Cove* Forgotten Fodder

Pathfinder Campaign Setting: Faiths of Golarion sheds light on 10 lesser-known deities, some popular within the Inner Sea Region, and some worshipped mostly in the lands beyond. From Chaldira Zuzaristan, the mischievous halfling god of luck, to Nivi Rhombodazzle, the deep gnome god of gambling, to Gruhastha the Keeper and Hei Feng the Duke of Thunder, this book offers details about these gods' histories, dogmas, and practices, all designed to enrich your campaigns with new divine lore.

*Starfinder Near Space* West Group Publishing

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 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.

#### Fall of Plaguestone Pelgrane Press

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

#### **The Broken Cask** Paizo Incorporated

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the carnivorous jungles of Castrovel or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure. Inside, you'll find: \* In-depth gazetteers of the system's 14 major worlds, from high-tech Verces and the draconic empires of Triaxus to the necromantic wastelands of Eox or magical bubble cities floating on the surface of the sun. Each gazetteer features a detailed world map, residents and cultures, settlements and adventure locations, a unique theme to customize characters from that world, and more. \* New playable alien races, from undead Eoxians to Castrovellian plant-people. \* New starships, from the living vessels of the Xenowardens to sinister Hellknight dreadnoughts. \* A codex of themed NPC stat blocks to help Game Masters create vivid encounters. \* New archetypes for every class, including the Star Knight, Skyfire Centurion, and Divine Champion. \* Tons of new weapons, armors, spells, feats, magic items, technological gadgets, and more to help outfit your adventurers.

#### *Seekers of Secrets* Dark Horse Comics

For undergraduate social science majors. A textbook on the interpretation and use of research.

Annotation copyright Book News, Inc. Portland, Or.

#### Pathfinder Lost Omens WCB/McGraw-Hill

Sourcebook and scenarios for 7th edition Call of Cthulhu

#### Unraveling Conspiracy Paizo Incorporated

The Grand Duchy of Alkenstar has withstood the ravages of the surrounding Mana Wastes for over a century thanks to its industrious citizens and the awesome power of their technological innovations. But when the clockwork guardians meant to protect Alkenstar begin attacking citizens, riots threaten to disrupt the already unstable balance of power within the city. Combined with a series of unnatural earthquakes in the Karggat Hills and the reactivation of a long-dormant dwarven factory, the sense that something isn't right hangs thick in the air. Can the heroes discover the cause of these strange events and save the citizens of Alkenstar from turning on themselves? Pathfinder Module: Wardens of the Reborn Forge is a deluxe super-adventure for 12th-level characters and includes 64 action-packed pages of adventure and a beautiful two-sided full-color poster map. Players can expect to reach 16th level by the time they complete this epic adventure -- if they manage to survive *Starfinder* Pathfinder Module

The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands. Graduates of the Magaambya are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign. School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world "Kindled Magic" is a Pathfinder adventure for four 1st-level characters by

Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells--including lore of the prestigious Magaambya 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.

#### *Apex Legends: Pathfinder's Quest (Lore Book)* Media Lab Books

The world is yours to save or lose. A decade ago, a band of occult investigators battled against the summoning of an ancient and monstrous evil. They failed. Now, you must piece together what went wrong. The campaign begins wherever the PCs hail from, and then quickly moves on to an asylum and an overgrown plantation estate in Savannah, Georgia. Their investigation then takes them to the sordid streets of Los Angeles, and from there to Bangkok, Malta, Mexico City, the Yucatán jungle, and Ethiopia, which the PCs may visit in any order, as they hunt down clues and try to destroy the avatars of a terrible god-thing. Investigate ancient crypts, abandoned estates, and festering slums. Explore choked jungles and the crushed psyches of your predecessors. Follow in their footprints, and make new ones of your own. This time, there won't be another chance. *Eternal Lies* is a massive new campaign for Trail of Cthulhu by Will Hindmarch and Jeff Tidball with Jeremy Keller. It is now available as a hardback book or PDF, or you can get a reduced-price digital bundle from the store with the soundtrack album.

#### Connecticut Code of Evidence

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless oppressors, only to learn that the Azlanti have taken both an experimental starship drive and one of the colonists--an old friend of the heroes--back to the Star Empire! "The Reach of Empire" is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds. 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!

#### **Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2)**

The story's not over yet! The Pathfinder Chronicles detail exploits and discoveries from members of the Pathfinder Society from all over Golarion. These include tales of great heroes capable of fabulous feats of might, magical relics that grow in strength alongside the heroes that wield them, and forgotten magic locked away due its dangerous power. Pathfinder Player Companion: Chronicle of Legends is your chance to make these tales a reality with powerful new options for your character! This player-focused volume provides new class options, capstones, spells, and magic items to help you make the most of your character.

#### War for the Crown

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

#### Pathfinder Player Companion

Five years after a tragic fire and dark times at Sandpoint, at the height of a ceremony to consecrate a new temple during the Swallowtail Festival, disaster strikes. Sandpoint's newest heroes, the PC's, must protect the citizens through rumors of goblin armies, wrathful monsters and the rise of a forgotten empire that may not be as dead as history records.

#### Starfinder RPG

Explore the world of the hit game through the eyes of the lovable robot, Pathfinder, as he chronicles his journey throughout the various environs of the Outlands to interview his fellow Legends -- all in the hope of finally locating his mysterious creator. The rich history of Apex Legends is explained by the characters that helped to shape it, as are their unique bonds of competition and camaraderie.