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About This Content

Pathfinder Adventure Path #113: What Grows Within (Strange Aeons 5 of 6)

By John Compton

Death From Below

After finding the route to the lost city of Neruzavin, the adventurers must mount an expedition into the vast and deadly desert region called the Parchlands, where they hope to catch up to their treacherous former employer. Once they brave the heat-blasted wasteland, the heroes arrive in an abandoned city at the edge of a lake where a Great Old One slumbers. The adventurers must track Count Lowls's party, recover a vile tome, activate the city's Star Stelae, and perform a powerful ritual that allows them to follow the insane noble to Carcosa. Along the way, the heroes must be careful they don't wake the slumbering Great Old One or stir up the flying polyps sealed beneath the city!

This volume of Pathfinder Adventure Path continues the Strange Aeons Adventure Path and includes:

- "What Grows Within," a Pathfinder RPG adventure for 13th-level characters, by John Compton.
- Examination of the fungal blot that spreads through dreams in an article about the Great Old One Xhamen-Dor, by

James Jacobs.

- An exploration of the blasphemous tome known as the Necronomicon, by James Jacobs.
- An icy tomb hides a terrible secret in the Pathfinder's Journal, by Arinn Dembo.
- A bestiary containing a new Great Old One and other hideous monsters, by John Compton, Adam Daigle, and James Jacobs.

Pathfinder Adventure Path is Paizo Inc's monthly full-color adventure. It contains an in-depth Adventure Path scenario, stats for about a half-dozen new monsters, and several 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.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Released on December 12, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: This content requires an active license or subscription for Fantasy Grounds to download and use.



Title: Fantasy Grounds - Pathfinder RPG - Strange Aeons AP 5: What Grows Within (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 19 Dec, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

REFERENCE

A. The Haunted Tower

Neruzavin is a tangle of dark towers and illogical streets, and much less knowledge of where to go next. Count Lovin is difficult, with his followers trailing after the increasingly exclaiming founded certainties. Like a nightmarish echo of Lovin's mad perambulations, which now replay in fitful seg crossroads, a PC might catch sight of a traveler turning do hear the phantasmal proclamation, "We've turning right he echoing several times. Later, the PCs might all hear the sor sight and his comrades' worried observations that tendrils burn the body. When the PCs reach the likely scene, all the once again, the hallucinatory travelers turn out of sight she (area A02) and recover his notes, these haunting mirages a

MAPS

- GM Map: Haunted Tower
- Map: Haunted Tower 1
- Map: Haunted Tower 2
- Map: Haunted Tower 3

MAP: HAUNTED TOWER 1

SR 0001

YS SERDOLA

Type: Female seeded human ranger 10
NE Medium undead (augmented human)

INITIATIVE: +7 CR: 30

Senses: darkvision 60 ft.; Perception +16

DEFENSE

AC: 24, touch 15, flat-footed 21 (+7 armor, +2 deflection, +3 Dex., +2 natural)

HD: 10d10+40

HP: 99

Saves: FORTITUDE: +7 REFLEX: +10 WILL: +6

SQ: favored terrains (desert +4, urban +2), hunter's bond (companions), swift tracker, track +5, wild empathy +13, woodland stride, channel resistance +4, evasion; DR: 5/ bludgeoning or slashing; Resist cold 10, electricity 10; Weaknesses transformed; fast healing 5

Creation Trap/Haunt Vehicle

COMBAT TRACKER

Name	INIT	HP	Temp	Sbd	Wind
Pip	24	10			
Burk	25	14			
Serdola	19	99			
Algrim	19	14			
Marok	15	112			

Effects: (Undead traits; IMMUNE: nonlethal); Evasion; DR: 5 bludgeoning or slashing; RESIST: 10 cold; RESIST: 10 electricity; PHEAL: 5

Round: 1

3.07.00. ENCOUNTER: THE TWISTED HILL

CR: 14 XP: 28800

Token #	Name
1	Serlabin
1	Marok
1	Serdola

MAP: THE UNDERCITY

4.01.08. D6. THE GUARDIAN GATE (CCR 14)

The west and northwest tunnels lead to the eastern forked halls of area D2. The northeast tunnel leads to the southern entrance in area D4. The southeast hall leads to the west entrance of area D7.

The eight thin columns up the ceiling of three alcoves in the west and northwest tunnels are filled with creatures with a battered two-foot top of a low deck.

4.01.09. ENCOUNTER: THE GUARDIAN GATE

The yithians introduce the flying polyps, such as sealing the passage off after tens of thousands of Xhamen-Dor's crash has weakened and the of the polyps here and

Images Three Les

CREATURES

The yithians did not re three guardian constructs yithians, each of which philosophical pillars on begin viewing their and room, and they attack

COMBAT TRACKER

Name	INT	HP	Temp	Sbd	Wind
Pip	24	10			
Dark	21	14			
Algrim	19	14			
Rafyn	14	7			
Lesson Of Yith 1	4	107			
Lesson Of Yith 2	4	107			

Effects: (Construct traits: IMMUNE: nonlethal) DR: 5 adamantine; FHEAL: 5

Round 1

LESSON OF YITH I

Type: Graven guardian
N Large construct

INITIATIVE: -2 CR: 11

Senses: darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC: 25, touch 11, flat-footed 23 (-2 Dex, +14 natural, -1 size)

HP: 107

Saves: Fortitude +8, Reflex +10, Will +9

SQ: repair, threefold domains (Artifice, Knowledge, Travel); DR 5/adamantine; immune construct traits; SR 22; Weaknesses faith bound; fast healing 5

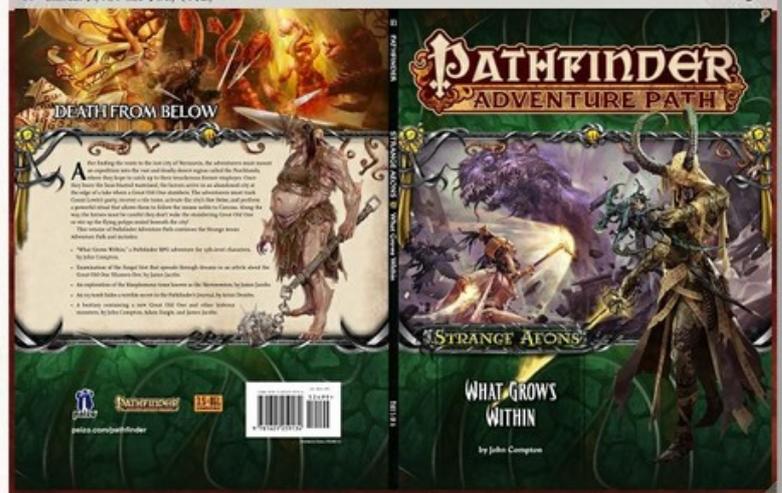
OFFENSE

Speed: 30 ft.

Legend: Creature Trap/taunt Vehicle



Y&S IMAGE: FRONT AND BACK COVER





CS

0

Health









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