

reign of winter pathfinder

reign of winter pathfinder is a renowned adventure path in the Pathfinder Roleplaying Game, taking players on a chilling journey through icy landscapes and mysterious realms. This campaign is celebrated for its unique blend of Russian folklore, time travel, and high-stakes encounters that challenge both seasoned and new adventurers. In this comprehensive guide, readers will discover an overview of the Reign of Winter Pathfinder adventure, its core storylines, key characters, and the fantastical settings that define its immersive experience. We'll also explore the campaign's impact on the Pathfinder universe, offer tips for players and Game Masters, and shed light on the rewards, challenges, and legacy of this iconic adventure path. Whether you're seeking to run Reign of Winter Pathfinder for your gaming group or simply wish to learn more about its lore and gameplay, this guide will provide everything you need to know to embark on an unforgettable quest.

- Overview of Reign of Winter Pathfinder Adventure Path
- Core Storyline and Narrative Elements
- Key Characters and Villains
- Major Settings and Locations
- Unique Themes and Gameplay Mechanics
- Player Tips and Strategies
- Game Master Guidance for Reign of Winter Pathfinder
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Overview of Reign of Winter Pathfinder Adventure Path

Reign of Winter Pathfinder is the eleventh adventure path published for the Pathfinder roleplaying game by Paizo Inc. Launched in 2013, it has quickly gained popularity for its inventive storytelling and strategic gameplay. This campaign is designed for characters starting at level 1 and progressing up to level 15, making it ideal for both new and experienced players. The adventure path consists of six interconnected modules, each bringing new challenges and expanding the narrative arc. Players will confront supernatural threats, traverse frozen wastelands, and even travel through time as they unravel the mysteries behind the eternal winter gripping Golarion. The unique blend of folklore, magic, and strategy sets Reign of Winter Pathfinder apart from other campaigns and continues to attract a dedicated fanbase.

Core Storyline and Narrative Elements

The heart of Reign of Winter Pathfinder lies in its gripping narrative, which revolves around the unnatural spread of winter across the world. The campaign begins in the village of Heldren, where adventurers investigate strange occurrences that hint at a magical disturbance. As the story unfolds, the party discovers a portal leading to the frigid realm of Irrisen, ruled by the immortal witch Baba Yaga and her descendants. Players must confront powerful witches, unravel ancient curses, and ultimately seek out Baba Yaga herself to restore balance to the world. The adventure path masterfully weaves together elements of Russian mythology, time travel, and epic battles, keeping players engaged from start to finish.

Key Plot Points in Reign of Winter Pathfinder

- The mysterious appearance of winter in Heldren
- The journey to Irrisen and encounters with the Winter Witches
- Time travel to pivotal historical periods
- The quest to find and rescue Baba Yaga
- Confrontation with powerful magical foes and ancient curses

Key Characters and Villains

Central to the Reign of Winter Pathfinder campaign are its memorable characters and formidable villains. The adventure introduces players to allies, antagonists, and neutral figures, each with their own motivations and backgrounds. Baba Yaga, the legendary witch, is both a driving force and an enigmatic presence whose fate is intertwined with the harsh winter afflicting the land. Villains include the Winter Witches, led by Queen Elvanna, who seeks to cement her power and perpetuate the reign of eternal cold. Players may also encounter historical and mythical figures during their time-traveling exploits, adding depth to the campaign's narrative tapestry.

Notable Allies and NPCs

- Baba Yaga - the mysterious witch whose disappearance sparks the adventure
- Queen Elvanna - the primary antagonist and ruler of Irrisen
- Local villagers and resistance members in Heldren and Irrisen
- Mythical characters encountered during time travel

Antagonists and Challenges

- The Winter Witches – powerful spellcasters enforcing the eternal winter
- Magical constructs and ice-born monsters
- Historical adversaries encountered in alternate timelines

Major Settings and Locations

Reign of Winter Pathfinder transports adventurers across a variety of evocative locations, each contributing to the campaign's rich atmosphere. The journey starts in Heldren, a small village plagued by unnatural cold, and rapidly expands to the icy kingdom of Irrisen, a land steeped in magic and ruled by the descendants of Baba Yaga. Players will traverse snowbound forests, haunted castles, and ancient ruins, each presenting unique dangers and opportunities. Time travel mechanics further broaden the scope, allowing adventurers to visit distant worlds and eras, including mythical Russia and even a futuristic dystopia.

Signature Locations in Reign of Winter Pathfinder

- Heldren – the starting point of the campaign
- The Border Wood – a mysterious forest shrouded in perpetual winter
- Irrisen – the icy realm ruled by Queen Elvanna
- Baba Yaga's Hut – a magical artifact and mobile stronghold
- Alternate timelines and exotic worlds unlocked via time travel

Unique Themes and Gameplay Mechanics

The themes and mechanics of Reign of Winter Pathfinder distinguish it from other adventure paths. The campaign draws heavily from Russian folklore, infusing the narrative with tales of witches, fey creatures, and enchanted artifacts. Time travel is a central mechanic, allowing players to experience different historical periods and influence events across timelines. Environmental hazards, such as extreme cold and magical storms, present ongoing challenges that demand creative solutions. The use of Baba Yaga's Hut as both a setting and a transport device adds a layer of intrigue and

unpredictability to the campaign.

Core Gameplay Elements

1. Time travel and alternate reality exploration
2. Environmental hazards and survival mechanics
3. Interaction with magical artifacts and unique items
4. Strategic combat against supernatural foes
5. Integration of folklore and myth into puzzles and quests

Player Tips and Strategies

Success in Reign of Winter Pathfinder requires careful planning, teamwork, and adaptability. Players are advised to prepare for harsh environments by selecting gear and spells that mitigate cold and other hazards. Collaboration is key, as the narrative often demands coordinated efforts to solve puzzles, defeat powerful adversaries, and navigate time travel scenarios. Character builds that emphasize resilience, versatility, and magical expertise tend to perform well. Players should also be ready to roleplay and engage with the campaign's rich lore, as many encounters hinge on diplomacy, investigation, and creative problem-solving.

Recommended Player Approaches

- Equip cold-weather gear and protection spells
- Prioritize skills in survival, knowledge, and magic
- Utilize teamwork for complex encounters
- Adapt strategies for time travel and alternate realities
- Engage with NPCs and campaign lore for hidden rewards

Game Master Guidance for Reign of Winter Pathfinder

Running Reign of Winter Pathfinder as a Game Master is both rewarding and challenging. The

campaign's branching narrative and time-travel mechanics require careful preparation and flexibility. Game Masters should familiarize themselves with the adventure's modules, anticipate player actions, and be ready to improvise when needed. Balancing combat, exploration, and roleplaying opportunities ensures a dynamic and engaging experience. Utilizing environmental hazards and magical effects can heighten tension and immerse players in the setting. Encouraging players to interact with the lore and make meaningful choices deepens the impact of the story.

GM Preparation and Best Practices

- Review each module's key story beats and encounters
- Plan for time travel transitions and timeline management
- Incorporate environmental hazards to challenge players
- Facilitate roleplay opportunities and character development
- Reward creative problem-solving and teamwork

Rewards, Challenges, and Campaign Legacy

Completing Reign of Winter Pathfinder is an achievement, offering players significant rewards in the form of magical items, experience points, and narrative satisfaction. The campaign is known for its tough encounters and complex puzzles, which can test even veteran adventurers. Its legacy is marked by memorable moments, unique NPCs, and the integration of real-world mythology into the Pathfinder universe. Many gaming groups revisit Reign of Winter for its replayability, rich story, and innovative mechanics. The adventure path continues to inspire new modules, homebrew content, and fan adaptations, cementing its place as a classic within the Pathfinder community.

Key Rewards and Achievements

- Powerful magical artifacts and items
- High-level character development and customization
- Satisfying narrative resolutions and plot twists
- Expanded knowledge of Pathfinder lore and mythology
- Inspiration for future campaigns and homebrew adventures

Frequently Asked Questions

Q: What is the main plot of Reign of Winter Pathfinder?

A: The main plot centers around stopping the spread of unnatural winter across Golarion by seeking out Baba Yaga and defeating the Winter Witches led by Queen Elvanna.

Q: What levels is Reign of Winter Pathfinder designed for?

A: The campaign is intended for characters starting at level 1 and progressing up to level 15 across six modules.

Q: What makes Reign of Winter Pathfinder unique compared to other adventure paths?

A: Its use of Russian folklore, time travel, and environmental hazards sets it apart, providing a fresh and immersive experience for players.

Q: Can players use any character class in this adventure path?

A: Yes, all Pathfinder character classes can be adapted for Reign of Winter, though those with survival and magic abilities may have an advantage.

Q: How does time travel work in Reign of Winter Pathfinder?

A: Time travel is a core mechanic, allowing characters to visit different historical periods and affect events in alternate realities as part of the campaign's narrative.

Q: Are there specific challenges players should prepare for?

A: Players should prepare for extreme cold, magical foes, complex puzzles, and time travel scenarios that require strategic thinking and adaptability.

Q: What role does Baba Yaga play in the campaign?

A: Baba Yaga is both a pivotal NPC and the focus of the main quest, with her disappearance triggering the events of the adventure path.

Q: Is Reign of Winter Pathfinder suitable for new players?

A: While challenging, the campaign is accessible to new players with guidance from an experienced Game Master and cooperative team play.

Q: What are the most memorable moments in Reign of Winter Pathfinder?

A: Memorable moments include encounters with Baba Yaga's Hut, battles against the Winter Witches, and journeys through alternate timelines.

Q: Has Reign of Winter influenced other Pathfinder modules?

A: Its innovative mechanics and narrative themes have inspired subsequent adventure paths and homebrew campaigns within the Pathfinder universe.

Reign Of Winter Pathfinder

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Reign of Winter Pathfinder: A Comprehensive Guide to the Iconic Adventure Path

Are you ready to brave the frozen wastes and unravel the mysteries of the chilling Reign of Winter Pathfinder Adventure Path? This epic campaign, spanning six thrilling volumes, plunges players into a world of blizzards, cunning enemies, and ancient secrets. This comprehensive guide will equip you with everything you need to know before embarking on this unforgettable journey, from understanding the overarching storyline to mastering the unique challenges presented within each installment. Whether you're a seasoned Pathfinder veteran or a newcomer to the system, this post will be your invaluable companion as you navigate the icy grip of the Reign of Winter.

Understanding the Reign of Winter Storyline

The Reign of Winter Adventure Path unfolds in the frozen north of the world, specifically the harsh land of Irrisen. The campaign centers around the sudden, unnatural expansion of winter's icy grip, threatening to engulf the entire world in an eternal ice age. Players are thrust into the heart of this crisis, tasked with uncovering the source of this devastating magical anomaly and preventing the utter annihilation of civilization. The story features a complex web of political intrigue, ancient evils, and powerful magical artifacts, offering countless opportunities for roleplaying, exploration, and intense combat encounters.

Key Features of Each Reign of Winter Book

Each book in the Reign of Winter AP offers a unique experience, building upon the previous installment to create a compelling narrative arc. Let's delve into a brief overview of each:

Reign of Winter #1: Frostfell:

This introductory adventure throws players into the immediate chaos of the encroaching winter, introducing them to the core conflict and key NPCs. Expect challenging encounters and the opportunity to establish your party's reputation within the frozen landscape. The focus is on survival and establishing a foothold in the escalating crisis.

Reign of Winter #2: Winter's Teeth:

This installment deepens the political intrigue, forcing players to navigate treacherous alliances and uncover betrayals. Expect more complex social encounters and the introduction of powerful enemies with their own agendas. The stakes are raised significantly, with the threat of winter's expansion becoming increasingly imminent.

Reign of Winter #3: The Hook Mountain Massacre:

This book ramps up the action with intense combat encounters and a thrilling mystery surrounding a tragic event. Expect gruesome discoveries and the opportunity to confront some of the more monstrous creatures inhabiting the frozen wilderness. Unraveling the truth behind the massacre is key to understanding the larger conspiracy.

Reign of Winter #4: The White Vault:

This adventure delves into the magical mysteries behind the encroaching winter, leading players to ancient and powerful locations. Expect puzzle-solving challenges, exploration of forgotten ruins, and encounters with powerful guardians. The stakes are at their highest as the players get closer to the source of the problem.

Reign of Winter #5: Rise of the Runelords:

This installment weaves together the threads of the previous adventures, leading to a climactic confrontation with powerful adversaries. Expect epic battles and the opportunity to utilize all the skills and knowledge acquired throughout the campaign. The true scale of the threat becomes terrifyingly clear.

Reign of Winter #6: The Second Sundering:

This final book brings the entire Reign of Winter adventure to a spectacular conclusion. The players must face the ultimate source of the encroaching winter and determine the fate of the world. Expect a dramatic showdown, difficult choices, and a fitting end to this epic journey.

Preparing for Your Reign of Winter Campaign

Before embarking on your adventure, consider these crucial preparations:

Character Creation: Choose a character that complements your party's composition and fits the harsh environment. Survival skills, cold weather gear, and potentially magical abilities are highly advantageous.

Gather Supplies: Ensure your party is well-equipped for the brutal conditions, including warm clothing, rations, and medical supplies.

Familiarize Yourself with Irrisen: Research the land of Irrisen to understand its unique challenges and opportunities. Knowing the political landscape and key locations will prove invaluable.

Plan Your Approach: Discuss strategies with your party, determining how you will approach challenges and utilize your individual skills.

Mastering the Challenges of Reign of Winter

The Reign of Winter AP presents unique challenges beyond the typical Pathfinder encounters:

Extreme Weather: The harsh weather conditions present significant obstacles, impacting movement, visibility, and even survival.

Unique Monsters: Prepare to face creatures specifically adapted to the frozen environment, requiring tactical adjustments to overcome their strengths.

Magical Threats: The source of the encroaching winter is magical, necessitating creative solutions and strategic use of spells.

Political Intrigue: Navigating the political landscape is crucial, requiring diplomacy, subterfuge, and careful consideration of alliances.

Conclusion

The Reign of Winter Pathfinder Adventure Path offers an unforgettable journey through a land gripped by an unnatural winter. The compelling storyline, challenging encounters, and opportunities for roleplaying and exploration make it a truly rewarding experience. By following the tips provided in this guide and preparing adequately, you can ensure a successful and thrilling campaign.

Remember to embrace the challenges, utilize your party's strengths, and unravel the mysteries of the encroaching ice. Enjoy the adventure!

FAQs

1. What level are Reign of Winter adventures designed for? The Reign of Winter AP is designed for characters levels 1-10.
2. Are there any prerequisite adventures needed to play Reign of Winter? No, Reign of Winter is a standalone adventure path.
3. What kind of game style does Reign of Winter favor? It blends exploration, combat, social encounters, and puzzle-solving, offering a balanced experience.
4. Where can I purchase Reign of Winter? You can find the Reign of Winter Adventure Path books from various online retailers and game stores.
5. Is Reign of Winter suitable for new Pathfinder players? While experience helps, the adventure path is well-written and accessible to newcomers with a basic understanding of the Pathfinder rules.

reign of winter pathfinder: *The Frozen Stars* Matt Goodall, 2013-06-18 Continuing their search for Baba Yaga, the heroes take the Dancing Hut to the planet of Triaxus, seventh world in Golarion's solar system, now in the middle of its decades-long winter. The heroes soon find themselves embroiled in a conflict between the dragonriders of the Skyfire Mandate and the barbarian armies of a white dragon warlord in their hunt for more clues to the whereabouts of Baba Yaga. Will the PCs ally with one of the warring factions to get the information they need, or will their quest come to an end on a distant, alien world? Continuing the Reign of Winter Adventure Path, *The Frozen Stars* is a Pathfinder Roleplaying Game adventure for 10th-level characters that includes a double-sized gazetteer detailing the borderlands between the Skyfire Mandate and the Drakelands of Triaxus, several new monsters, and new fiction in the Pathfinder's Journal by Kevin Andrew Murphy.

reign of winter pathfinder: *Rasputin Must Die!* Brandon Hodge, 2013-07-09 The search for the Queen of Witches finally ends when the Dancing Hut travels to Baba Yaga's homeland of Russia on the planet Earth. The year is 1918, and the First World War rages throughout Europe. The heroes find themselves in the wilds of Siberia, where they must face Russian soldiers armed with 20th-century technology to infiltrate an ancient monastery and rescue Baba Yaga from her estranged son, Grigori Rasputin. Can the heroes kill the Mad Monk, who has already cheated death once before, and free Baba Yaga, or will they too fall before the horrors of modern war? A Pathfinder Roleplaying Game adventure for 13th-level characters, *Rasputin Must Die!* continues the Reign of Winter Adventure Path, and includes details on the soul-harvesting worship of the daemonic Horseman of War, new rules for World War I-era weapons and equipment, and a new occult oracle mystery based on 20th century mysticism. Several new monsters in the Pathfinder Bestiary and author Kevin Andrew Murphy's new Pathfinder Journal novella rounds out this exciting volume of the Pathfinder Adventure Path.

reign of winter pathfinder: *Trial of the Beast* Richard Pett, 2011 The Beast of Lepidstadt, a savagely cunning flesh golem, has long terrorized the simple folk of the land. Once captured though, rather than destroy the monster, the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial. While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk, scholars of the macabre, and the slaves of its mad creator. When a violent attack releases the berserker, its trail leads to the laboratory lair of a mad scientist and his blasphemous creations, crazed conspirators in the maniacal plot of the Whispering Way. A Pathfinder Roleplaying Game adventure for 4th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories. This adventure also includes an in-depth look at Pharasma, mysterious goddess of fate, along with details on the Eternal Order of the Palatine Eye, one of Ustalav's most manipulative and mysterious secret

societies, plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

reign of winter pathfinder: Pathfinder Adventure Path Greg A. Vaughan, 2019-02-12 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.

reign of winter pathfinder: The Snows of Summer Neil Spicer, 2013-03-12 Every 100 years, the Witch Queen Baba Yaga returns to the nation of Irrisen to place a new daughter on the throne, but this time, something has gone wrong! Far to the south, an unseasonable winter cloaks the forest near the village of Heldren with summer snows. When the heroes venture into the wood in search of a missing noblewoman, they discover a magical portal to the frozen land of Irrisen, whose magical winter will soon engulf all of Golarion unless they can discover the fate of the otherworldly witch Baba Yaga, a quest that will take them through snowbound Irrisen to even stranger lands beyond. A Pathfinder Roleplaying Game adventure for 1st-level characters, The Snows of Summer kicks off the new Reign of Winter Adventure Path, and includes a gazetteer of the villages of Helgen and Waldsby, details on the cultural and magical legacies of Irrisen, and several new monsters in the Pathfinder Bestiary. Also, author Kevin Andre Murphy launches a new Pathfinder Journal novella in this exciting volume of the Pathfinder Adventure Path!

reign of winter pathfinder: Ponyfinder: Campaign Setting David Silver, 2014-02-14 Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New gods New spells New class archetypes New equipment New bloodlines New races Compatible with Pathfinder and 5E.

reign of winter pathfinder: The Emerald Spire Superdungeon Keith Baker, Richard Baker, Wolfgang Baur, Jason Bulmahn, Ed Greenwood, Tim Hitchcock, James Jacobs, Nicolas Logue, Frank Mentzer, Erik Mona, Chris Pramas, Sean K. Reynolds, 2014 Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who's-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo's most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder

Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

reign of winter pathfinder: War for the Crown Richard Pett, 2018-04-24 As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutropia build a power base by reclaiming her family's land from squatters--the debased Lotheed family, who feast as their subjects starve and their infrastructure crumbles. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lotheed's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? Songbird, Scion, Saboteur is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a regional gazetteer of Meratt County, and a new guide to intrigue and managing a cult of personality round out this volume of the Pathfinder Adventure Path. 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.

reign of winter pathfinder: Raphaël Lemkin and the Concept of Genocide Douglas Irvin-Erickson, 2016-10-14 Raphaël Lemkin (1900-1959) coined the word genocide in the winter of 1942 and led a movement in the United Nations to outlaw the crime, setting his sights on reimagining human rights institutions and humanitarian law after World War II. After the UN adopted the Convention on the Prevention and Punishment of the Crime of Genocide in 1948, Lemkin slipped into obscurity, and within a few short years many of the same governments that had agreed to outlaw genocide and draft a Universal Declaration of Human Rights tried to undermine these principles. This intellectual biography of one of the twentieth century's most influential theorists and human rights figures sheds new light on the origins of the concept and word genocide, contextualizing Lemkin's intellectual development in interwar Poland and exploring the evolving connection between his philosophical writings, juridical works, and politics over the following decades. The book presents Lemkin's childhood experience of anti-Jewish violence in imperial Russia; his youthful arguments to expand the laws of war to protect people from their own governments; his early scholarship on Soviet criminal law and nationalities violence; his work in the 1930s to advance a rights-based approach to international law; his efforts in the 1940s to outlaw genocide; and his forays in the 1950s into a social-scientific and historical study of genocide, which he left unfinished. Revealing what the word genocide meant to people in the wake of World War II—as the USSR and Western powers sought to undermine the Genocide Convention at the UN, while delegations from small states and former colonies became the strongest supporters of Lemkin's law—Raphaël Lemkin and the Concept of Genocide examines how the meaning of genocide changed over the decades and highlights the relevance of Lemkin's thought to our own time.

reign of winter pathfinder: Storm King's Thunder Dungeons & Dragons, 2016-09-06 Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to

investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

reign of winter pathfinder: Pathfinder Adventure Path , 2020-09

reign of winter pathfinder: Reign of Winter Poster Map Folio Robert Lazzaretti, 2013-08-13 Enter the frigid lands of the Pathfinder campaign setting with the Reign of Winter Poster Map Folio. Seek high adventure or map your party's explorations on three giant poster maps designed for use with the Reign of Winter Adventure Path. Three huge poster maps depict the city of Whitethrone, capital of the frozen realm of Irrisen, the rough wilderness region of Iobaria, and a giant player's map of Irrisen designed to look like an ink-and-parchment map of the region, complete with sketches of local threats and legendary winter creatures! Price Includes VAT

reign of winter pathfinder: The Strange Adventures of Rangergirl Tim Pratt, 2005-11-29

In this debut novel, acclaimed short-story author Tim Pratt delivers an exciting heroine with a hidden talent—and a secret duty. Witty and suspenseful, here is a contemporary love song to the West that was won and the myths that shape us. . . . As night manager of Santa Cruz's quirkiest coffeehouse, Marzi McCarty makes a mean espresso, but her first love is making comics. Her claim to fame: The Strange Adventures of Rangergirl, a cowpunk neo-western yarn. Striding through an urban frontier peopled by Marzi's wild imagination, Rangergirl doles out her own brand of justice. But lately Marzi's imagination seems to be altering her reality. She's seeing the world through Rangergirl's eyes—literally—complete with her deadly nemesis, the Outlaw. It all started when Marzi opened a hidden door in the coffeehouse storage room. There, imprisoned among the supplies, she saw the face of something unknown . . . and dangerous. And she unwittingly became its guard. But some primal darkness must've escaped, because Marzi hasn't been the same since. And neither have her customers, who are acting downright apocalyptic. Now it's up to Marzi to stop this supervillainous superforce that's swaggered its way into her world. For Marzi, it's the showdown of her life. For Rangergirl, it's just another day. . . .

reign of winter pathfinder: Heroes of Horror James Wyatt, Ari Marmell, C. A. Suleiman, 2005 The essential handbook integrating fear and horror into D&D play, this guide provides everything Dungeon Masters need to run a horror-oriented campaign or integrate elements of creepiness and tension into their existing campaigns.

reign of winter pathfinder: Faiths of Golarion Paizo Publishing, 2018 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.

reign of winter pathfinder: Character Sketches of Romance, Fiction and the Drama E. Cobham Brewer, 2019-09-25 Reproduction of the original: Character Sketches of Romance, Fiction and the Drama by E. Cobham Brewer

reign of winter pathfinder: A History of English Prose Fiction Bayard Tuckerman, 1882

reign of winter pathfinder: Pathfinder Adventure Card Game , 2016-10

reign of winter pathfinder: Guide to the River Kingdoms China Miéville, James Jacobs, 2009-12 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!

reign of winter pathfinder: PATHFINDER ADVENTURE PATH JAMES. JACOBS, 2020

reign of winter pathfinder: Beyond the Doomsday Door Tito Leati, 2012-12-25 The seven

shards of the Shattered Star have been recovered, and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement.--Back cover

reign of winter pathfinder: Realm of the Fellknight Queen Neil Spicer, 2010-03-23 When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters.

reign of winter pathfinder: The Shackled Hut Jim Groves, 2013-04-09 The winter portal has closed, but the heroes now find themselves trapped in the frozen land of Irrisen with an urgent quest -- to find Baba Yaga In order to track down the missing Queen of Witches, the heroes must brave the monster-infested capital city of Whitethrone, where Baba Yaga's Dancing Hut has been captured and put on display. Will possession of the miraculous artifact lead them to the Witch Queen, or will they die a cold death at the hands of Irrisen's White Witches? A Pathfinder Roleplaying Game adventure for 4th-level characters, The Shackled Hut continues the Reign of Winter Adventure Path, in which players fight off a magical winter by venturing into the fabled hut of the ancient witch Baba Yaga and trace her schemes across the worlds. This volume also includes details on the goddess Milani the Everbloom, an article on the ecology of the winter wolf, several new monsters, and new fiction in the Pathfinder's Journal by Kevin Andrew Murphy.

reign of winter pathfinder: From Hell's Heart Jason Nelson, 2012-09-04 With an enemy fleet intent on conquering the Shackles looming on the horizon, the adventurers must build their own fleet of pirates and buccaneers to defend against the invaders, culminating in an epic naval battle in the middle of the Eye of Abendego. Will the adventurers defeat the invading navy and save the Shackles? Or will the independence of the Free Captains be eradicated forever? A Pathfinder Roleplaying Game adventure for 13th-level characters, this volume concludes the Skull & Shackles Adventure Path. From Hell's Heart also presents a host of options for GMs looking to continue their Skull & Shackles campaign, along with details on the deadliest sea monsters said to lurk beneath the waves. New monsters from the depths of the sea and exotic islands also fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel The Worldwound Gambit) concludes his tale of pirates and lost treasures in the Pathfinder's Journal.

reign of winter pathfinder: The Pilgrim's Progress John Bunyan, Edward Ardizzone, 1953

reign of winter pathfinder: Pathfinder Player Character Pawn Collection Paizo Publishing, 2020-12-22 Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard

Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

reign of winter pathfinder: Pathfinder Adventure Path: Ready? Fight! (Fists of the Ruby Phoenix 2 Of 3) David N Ross, 2021-06-08 The time has finally come for the Ruby Phoenix Tournament! Eight teams of the world's greatest fighters have qualified for the grand tournament and must now compete to win a prize from the grand treasure vault of Hao Jin, the Ruby Phoenix. The player characters will need to muster skill, strength, and style in order to overcome their rivals and impress the audience in a variety of fighting bouts. But when their greatest rivals disrupt the tournament by summoning an ancient terror from the ocean's depths, it's up to the players to put a stop to the rampaging monster before it destroys the city of Goka! Ready? Fight! is a Pathfinder adventure for four 15th-level characters. This adventure continues the Ruby Phoenix Tournament Adventure Path, a three-part monthly campaign in which the players compete in Golarion's most amazing fighting tournament. This adventure also includes lore of the monstrous kaiju that dwell in the world's darkest corners, a gazetteer of the eastern trading metropolis of Goka, and a roster of 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.

reign of winter pathfinder: *Scouting for Girls, Adapted From Girl Guiding* Robert Stephenson Smyth Baden-Powell, 2022-10-27 This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

reign of winter pathfinder: Konosuba: God's Blessing on This Wonderful World! TRPG Natsume Akatsuki, F.E.A.R., 2022 Live out the wildest fantasies in the world of KonoSuba: God's Blessing on This Wonderful World with the TRPG developed under Natsume Akatsuki's full oversight. Whether it's playing as a luckless reincarnation or pursuing a quest as an all-powerful magician, a life of hilarious adventures awaits!--

reign of winter pathfinder: The Dead Heart of Xin Brandon Hodge, 2013-02-26 The seven shards of the Shattered Star have been recovered, and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement. The culmination of this celebration is to be the reassembly of the seven shards into the legendary Sihedron itself, rebuilt for the first time in over ten thousand years. But a lot can change in that amount of time, and as the ritual to reforge the artifact finishes, ancient contingencies rumble to life, and as the dead heart of Thassilon begins to beat once again, all of Magnimar is put in terrible danger. With the power of the Sihedron on their side, the heroes take a stance against this risen evil -- but will the aid of an ancient artifact be enough to save them all? The final chapter in the Shattered Star Adventure Path, The Dead Heart of Xin is a Pathfinder Roleplaying Game adventure for 15th-level characters. This volume also includes an essay on the ancient Runelords of Thassilon, complete with threads that reach to the modern day, plus new monsters fill the Pathfinder Bestiary and Bill Ward's Pathfinder Journal fiction concludes its exploration of the seedy underbelly of the scoundrel haven of Riddleport.

reign of winter pathfinder: Native Life in South Africa Solomon T. Plaatje, 2021-11-16 Native Life in South Africa (1916) is a book by Solomon T. Plaatje. Written while Plaatje was serving as General Secretary of the South African Native National Congress, the work shows the influence of American activist and socialist historian W. E. B. Du Bois, whom Plaatje met and befriended. Using historical analysis and firsthand accounts from native South Africans, Plaatje exposes the cruelty of colonialism and analyzes the significance of the 1913 Natives' Land Act. "Awaking on Friday morning, June 20, 1913, the South African Native found himself, not actually a slave, but a pariah in the land of his birth." Native Life in South Africa begins with the passage of the 1913 Natives' Land Act, which made it illegal for Black South Africans to lease and purchase land outside of government designated reserves. The act, which was the first of many segregation laws passed by the Union Parliament, was devastating to millions of poor South African natives, most of whom relied on leasing land from white farmers to survive. Native Life in South Africa is a classic of South African literature reimagined for modern readers.

reign of winter pathfinder: Kobold Guide to Combat Wolfgang Baur, Ed Greenwood, 2014-09-30 At the heart of every adventure lies conflict. A Full-Throated Battle Cry, the Clash of Swords, the Smell of Smoke & Blood... COMBAT! Whether it's between a cursed knight and an elf prince at swordpoint, adventurers facing down an ogre, or two great armies clashing for ultimate power, combat changes everything. Between these covers, more than 15 master game designers and storytellers get into the thick of it. These essays cover strategy and tactics, and the history of military systems at war. They demonstrate how to increase the tension in a conflict, and use monsters, magic, and war machines on the field. And these creators show you how to create great

combat on the tabletop and in your storytelling. Open these pages and enter the fray!

reign of winter pathfinder: *Wardens of the Reborn Forge* Patrick Renie, 2014-01-21 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

reign of winter pathfinder: *Christmas in My Heart* Joe L. Wheeler, 1999 Wheeler presents a collection of tender and inspiring stories to remind readers that only a Christ-filled Christmas has any meaning at all. Illustrations.

reign of winter pathfinder: *Land of Eternal Winter* Mike Shel, 2013-02-26 Winter has finally come! Discover the frozen mysteries and chilling dangers of the nation of Irrisen, the Pathfinder campaign setting's realm of hearty heroes, merciless magic, and icy evil. Confront the freezing ambitions of the land's proud rulers, the winter witches; hunt magical monstrosities born amid endless blizzards; and learn the cycle of the realm's frigid rulers, the infamous daughters of Baba Yaga. With details on the nation's major settlements, sinister adventure sites, new rules for wintry dangers, hosts of icy monsters and native NPCs, and plots to inspire whole campaigns, this shiver-inducing sourcebook gives GMs everything they need to adventure across this realm of wintry wonder. All the details on Irrisen's dangers and denizens also makes this the perfect companion for GMs running the chilling new Reign of Winter Adventure Path. Unleash a storm of icy evil upon your campaign with Pathfinder Campaign Setting: Irrisen -- Land of Eternal Winter!

reign of winter pathfinder: *Maiden, Mother, Crone* Tim Hitchcock, 2013-05-14 Three Times the Adventure! On the trail of Baba Yaga, the heroes find themselves transported to the barbaric land of Iobaria on the far-off continent of Casmaron. They must explore three ancient, mystically linked dungeons in search of more clues to the fate of the Queen of Witches, while contending with savage centaurs and demon-worshipping frost giants who seek to claim Baba Yaga's secrets for themselves. This volume of Pathfinder Adventure Path continues the Reign of Winter Adventure Path and includes: - Maiden, Mother, Crone, a Pathfinder RPG adventure for 7th-level characters, by Tim Hitchcock. - A gazetteer of the Dvezda Marches-a cold and isolated region of Iobaria populated by centaur clans and dotted with ancient ruins. - An account of the demon lord of hideous giants, numbing cold, and bloody revenge-Kostchtchie the Deathless! - A glimpse into Irrisen's eerie relationship with dolls in the Pathfinder's Journal, by Kevin Andrew Murphy. - Five new monsters, by Jason Nelson and Sean K Reynolds.

reign of winter pathfinder: *Pathfinder Tales: Winter Witch* Elaine Cunningham, Dave Gross, 2015-08-18 In a village of the frozen north, a child is born possessed by a strange and alien spirit, only to be cast out by her tribe and taken in by the mysterious winter witches of Irrisen, a land locked in permanent magical winter. Farther south, a young mapmaker with a penchant for forgery discovers that his sham treasure maps have begun striking gold. This is the story of Ellasif, a barbarian shield maiden who will stop at nothing to recover her missing sister, and Decclan, the ne'er-do-well young spellcaster-turned-forgery who wants only to prove himself to the woman he loves. Together they'll face monsters, magic, and the fury of Ellasif's own cold-hearted warriors in their quest to rescue the lost child. Yet when they finally reach the ice-walled city of Whitethrone, where trolls hold court and wolves roam the streets as men, will it be too late to save the girl from the forces of darkness? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

reign of winter pathfinder: *Revisiting Imaginary Worlds* Mark Wolf, 2016-12-08 The concept of world and the practice of world creation have been with us since antiquity, but they are now achieving unequalled prominence. In this timely anthology of subcreation studies, an international roster of contributors come together to examine the rise and structure of worlds, the practice of world-building, and the audience's reception of imaginary worlds. Including essays written by world-builders A.K. Dewdney and Alex McDowell and offering critical analyses of popular worlds such as those of Oz, The Lord of the Rings, Star Trek, Star Wars, Battlestar Galactica, and Minecraft, *Revisiting Imaginary Worlds* provides readers with a broad and interdisciplinary overview of the issues and concepts involved in imaginary worlds across media platforms.

reign of winter pathfinder: *Pathfinder Tales: Reign of Stars* Tim Pratt, 2015-08-18 When the leader of the ruthless Technic League calls in a favor, the mild-mannered alchemist Alaeron has no choice but to face a life he thought he'd left behind long ago. Accompanied by his only friend, a street-savvy thief named Skiver, Alaeron must head north into Numeria, a land where brilliant and evil arcanists rule over the local barbarian tribes with technology looted from a crashed spaceship. Can Alaeron and Skiver survive long enough to unlock the secrets of the stars? Or will the backstabbing scientists of the Technic League make Alaeron's curiosity his undoing? - From Hugo Award-winner Tim Pratt comes a fantastical adventure of science, savagery, and the vagaries of the human heart, set in the world of the Pathfinder Roleplaying Game and tied into the Iron Gods Adventure Path. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

reign of winter pathfinder: *Reign of Stars* Tim Pratt, 2014-08-14 It Came From the Sky When the leader of the ruthless Technic League calls in a favor, the mild-mannered alchemist Alaeron has no choice but to face a life he thought he'd left behind long ago. Accompanied by his only friend, a street-savvy thief named Skiver, Alaeron must head north into Numeria, a land where brilliant and evil arcanists rule over the local barbarian tribes with technology looted from a crashed spaceship. Can Alaeron and Skiver survive long enough to unlock the secrets of the stars? Or will the backstabbing scientists of the Technic League make Alaeron's curiosity his undoing? From Hugo Award-winner Tim Pratt comes a fantastical adventure of science, savagery, and the vagaries of the human heart, set in the award-winning world of the Pathfinder Roleplaying Game and tied into the Iron Gods Adventure Path.

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