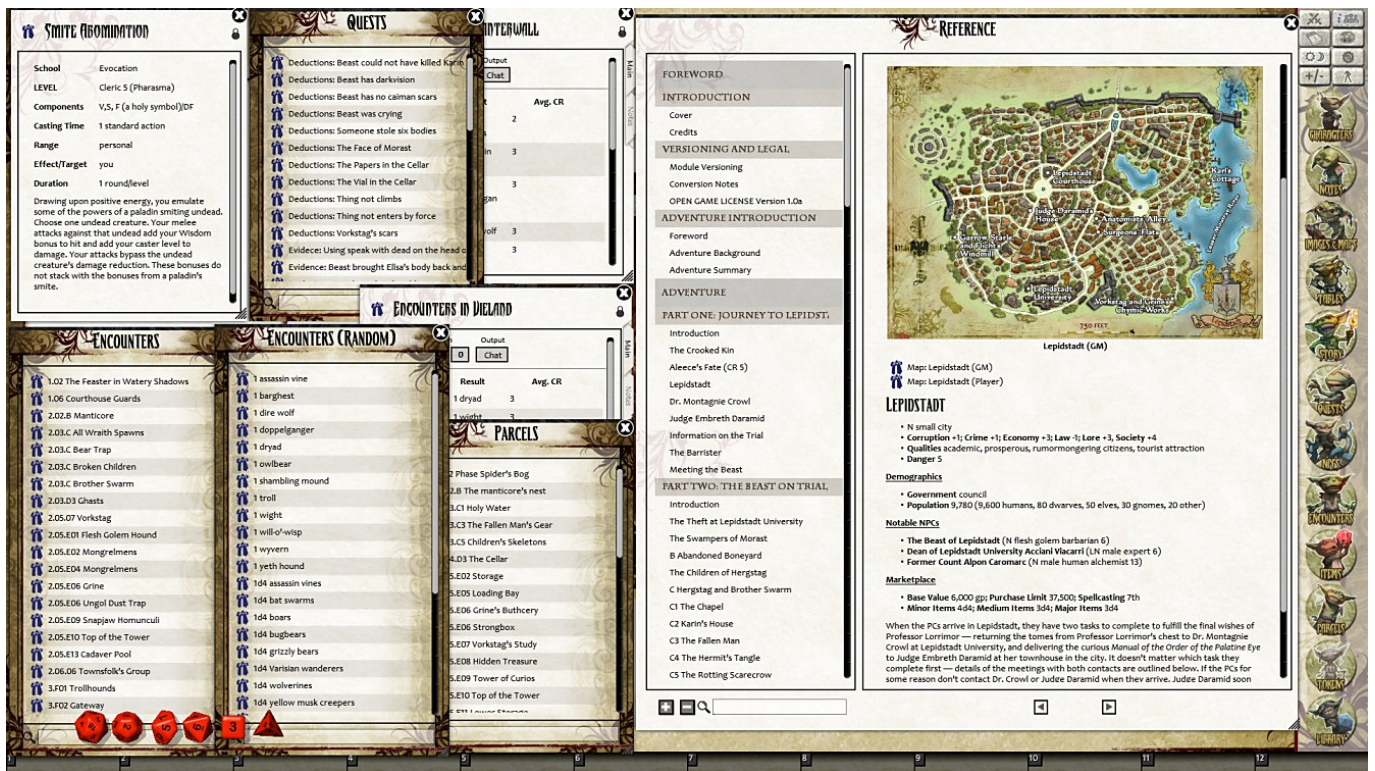


Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 2: Trial Of The Beast (PFRPG) Download For Pc In Parts



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About This Content

Pathfinder Adventure Path #44: Trial of the Beast (Carrion Crown 2 of 6)

By Richard Pett

The rampaging abomination known as the Beast of Lepidstadt has been captured! Yet rather than destroy the monster for its countless murders and untold crimes, the city council demands the creature receive a fair trial. Upon traveling to Lepidstadt, the adventurers find themselves caught up in the anger and investigations surrounding the Beast's judgment. Soon it's up to them to discover whether the legendary monster is truly a killer or merely the instrument of some greater evil—and either way, whether it's too dangerous to be allowed to survive.

This volume of Pathfinder Adventure Path continues the Carrion Crown Adventure Path and includes:

- “Trial of the Beast,” a Pathfinder RPG adventure for 4th-level characters, by Richard Pett
- An investigation into the secret society called the Esoteric Order of the Palatine Eye, by Brandon Hodge
- Revelations on the faith of Pharasma, goddess of birth, death, and fate, by Sean K Reynolds
- Terror upon terror for Laurel Cylphra in the Pathfinder's Journal, by F. Wesley Schneider

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- Four exciting and deadly new monsters, by Rob McCreary, Patrick Renie, and Sean K Reynolds

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 November 04, 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 - Carrion Crown AP 2: Trial of the Beast (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 16 Nov, 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

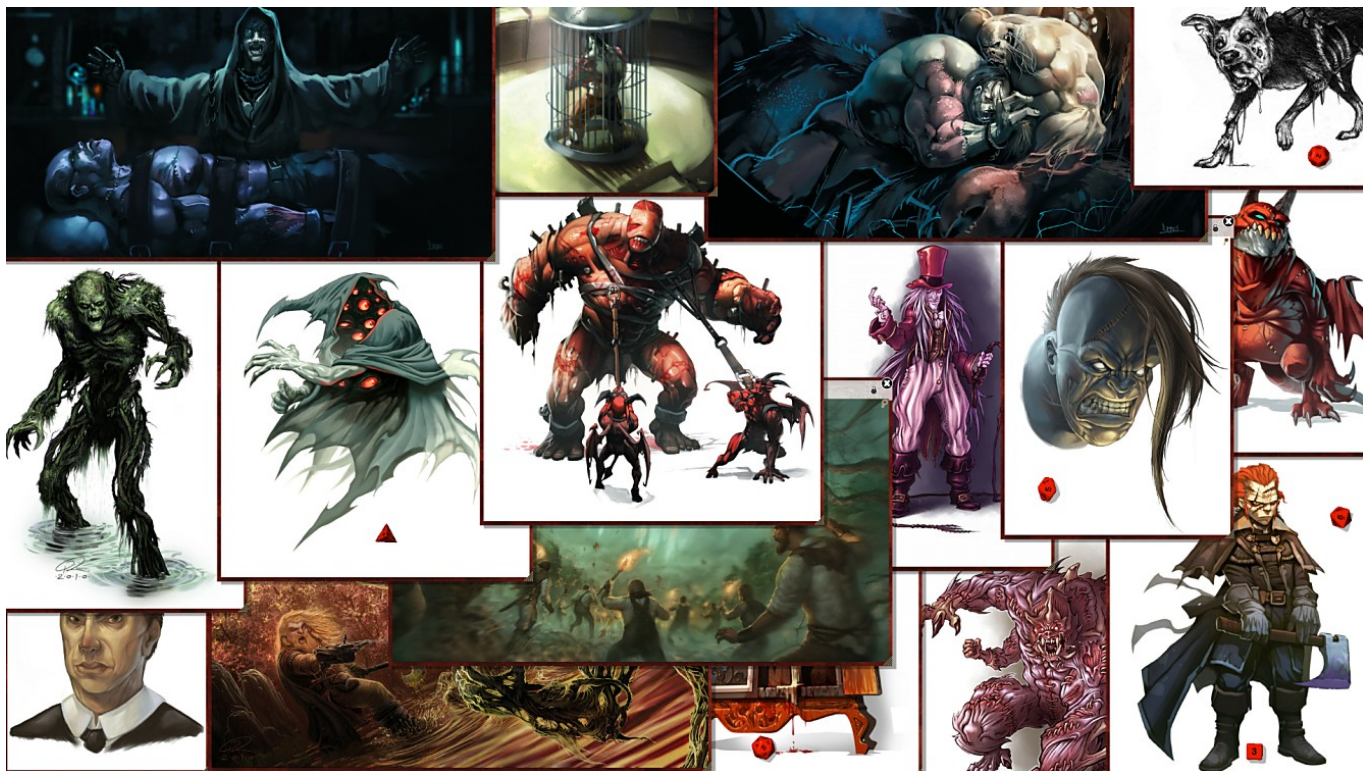
Network: Broadband Internet connection

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



INTRODUCTION



Palatine Eye Meeting

Art: Palatine Eye Meeting

ESOTERIC ORDER OF THE PALATINE EYE

They are the true masters of the old world and the powers behind thrones. In secret to judge the fate of Ustlav in strange whispered tongues. In ritual are they reborn, mystery they forever remain. Engraved in keystones of buildings old and new, the Q blazing eye sees all. We do not understand their bizarre contemplations, but we know them all would be lost, as they are the saviors of our lands.

—Professor Breverius Trusdale, On Secret Societies

In paneled salons and dark catacombs, the secret elite of Ustlav assemble in exclusive clubs known collectively as the Esoteric Order of the Palatine Eye. What began centuries ago of mystics exploring forbidden knowledge has given rise to an organized network of gentleman philosophers who almost universally rise to the most influential stations in society as judges, deans, landed aristocracy, and even high-ranking clergy of Pharasma. The Order promotes divine enlightenment through participation in secret meetings, mysterious philosophies and strange rituals.

Western Ustlav's bloodless, drinking of aristocratic rule is of course attributed to the machinations of the Order, and Palatine Eye arcanists are widely credited for their legendary defeat of the dragon Kazavon in Scarwall. But power has its detractors, as malevolent occurrences as the inexplicable disappearances in Canterwall and the all-Lozer's Devil in Gray have been attributed to the Order by conspiracy theory broadly. Elusive Order's refusal to dignify the stories with responses only exacerbates the rumormongering among Ustlav's superstitious citizens.

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Decay by Degrees, Part 1

Decay by Degrees, Part 2

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Boruta

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Skin Stealer

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General Info



Pharasma

Art: Pharasma

Pharasma (pah-RAZ-mah) is the stern observer of life and death, scrutinizing the tangled webs of fate and prophecy, mercilessly cold in the administration of her grim duties. Having seen infants die, the righteous fall too soon, and tyrants live to advanced age, she makes no judgment about the justness of a particular death and welcomes each birth with equal severity. At the moment of birth, she knows where a particular soul will end up, but she reserves her official verdict until the last possible moment, as she knows prophecies can be wrong or fall completely. She believes in fate and predestination but understands the need for vagueness and misinterpretation to allow for the illusion of free will.

Legends claim that Pharasma knew the death of Aroden was fast approaching and even judged him as she did all those born as mortals, but did nothing to warn her followers, many of whom were driven mad by the event. Though prophecy is no longer reliable, prophets continue to be born, and most of these are driven mad by their confusing and contradictory visions—and the church has taken it upon itself to care for these poor souls, devoting portions of major temples to be sanitariums.

In art, Pharasma is depicted as the midwife, the mad prophet, or the reaper of the dead, depending upon her role. Her visage usually has gray skin and white eyes. As the midwife, she is efficient and severe, hair pulled back and arms bare from hands to the elbows. As the prophet, she is wild-eyed and tangled-haired, her words echoing like thunder. As the reaper, she is tall and gaunt, with a flowing, black hooded gown and an hourglass with fast-flowing red sand—moving with deliberate care rather than aggressiveness. Pregnant women often carry small tokens of her midwife likeness on long necklaces to protect the unborn and grant them good lives.

Sitting atop an impossibly tall spire, Pharasma's realm in the afterworld—the Boneyard—awaits all mortals. Once there, they stand in a great line, waiting to be judged and sent to their final reward. Those who die before experiencing their full fate may be lucky enough to return in this life or the next, though in some cases their fate is merely to die an ignoble or early death. The Lady of Graves opposes undead as a desecration of the memory of the flesh and a corruption of a



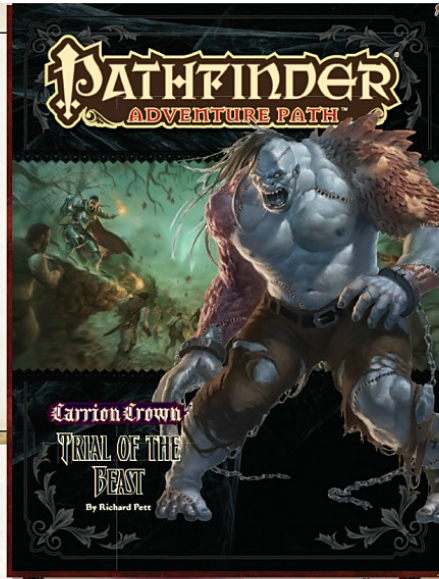


Art: Sinking Swamp Manor

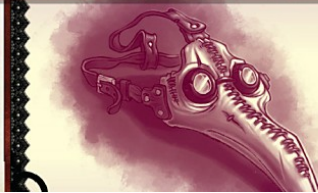
What had been a blood smear began to run, dribbling down the whitewashed door, trailing a sticky shadow. Whatever scrape was accentuating my banging with bursts of pain hardly registered as I railed upon the author's darkened porch. I was shouting, but only caught snippets of my own pleas as they rebounded off the cold door arching with the same hollow resonance

been known to gain authority in some areas. Priests oversee births, and having a Pharasmin priest at childbirth almost always ensures that the mother and child will live. They are the stewards of the dead, and most are familiar with funeral customs from their own and nearby lands. They are the protectors of graveyards and the memory of those who have died, guarding sites from robbers and corpse-animators and memorizing or recording what they know about anyone who dies in their presence. The church despises the undead as abominations to the natural order, and all priests follow the church's teachings about undead without questions; creating undead is forbidden, and controlling existing undead is frowned upon, even by evil Pharasmin priests.

A typical priest earns a meager living tending to women in labor, speaking words at funerals, or even digging graves or building tombs for wealthy patrons. Adventuring priests avoid entering tombs for the perils they present, but they will accept their assignments with the intent to



Carrion Crown
TRIAL OF THE BEAST
By Richard Pett



Kavape overheard turned demand For a time and numerous precautions and Ph was late more pe



Prince, the Order's first station.

A cathedral's highest-ranking master orchestrates initiations, also presided over by the sarcophagobound, mummified corpse of a respected deceased member. After exhaustive scripted exchanges between the master and the acolyte, members sign the blindfolded apprentice about so he may "wander the desert of ignorance" seeking a pair of loosely-chained doors that must be ceremonially opened.

Art: Palatine Eye's Member

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While similar to the birds and butterflies associated with Urgathoa and are blamed for the spread of maladies from rabies to vampirism. Superstitions hold that the sick may be cured if they eat the hair of the bats that spread ailments to them, making various parts of these night hunters common ingredients in folk medicine.



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