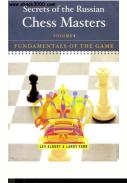
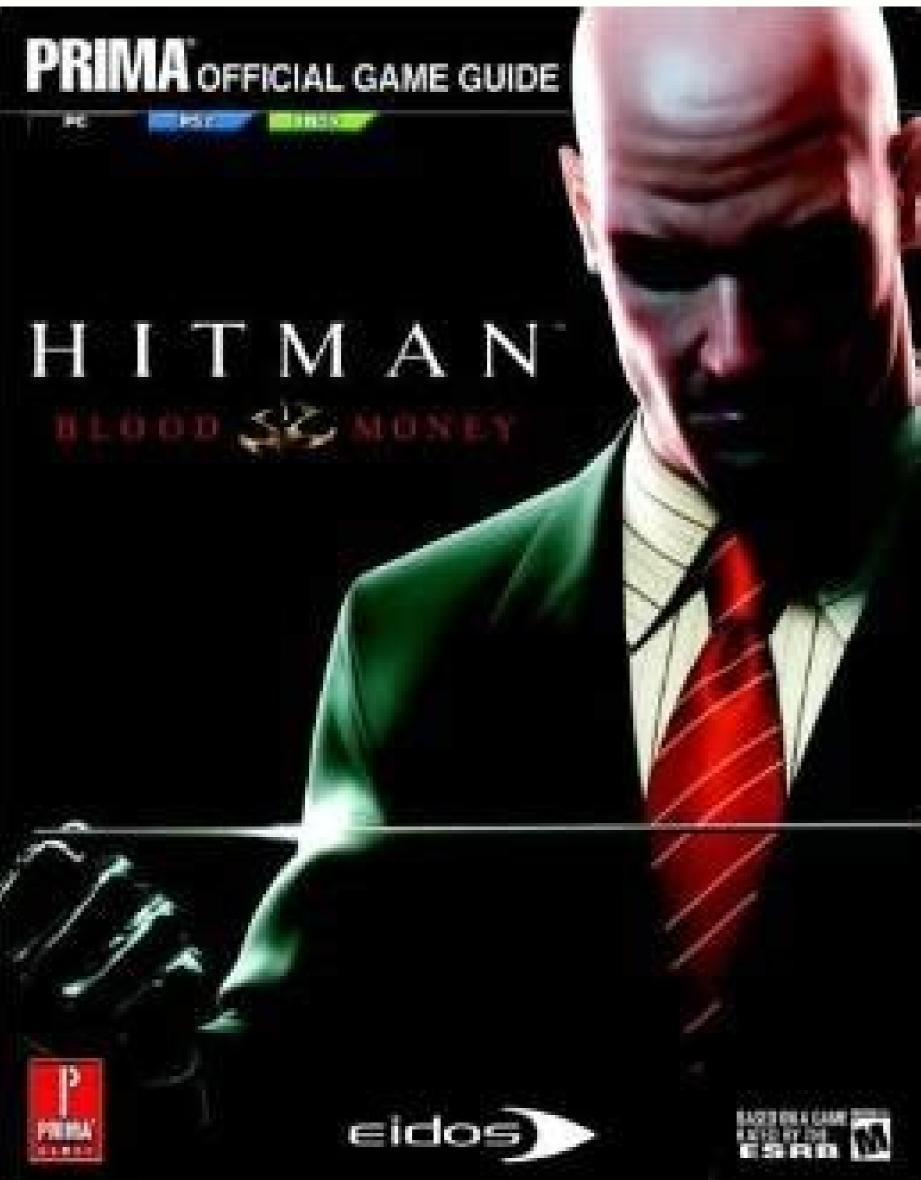
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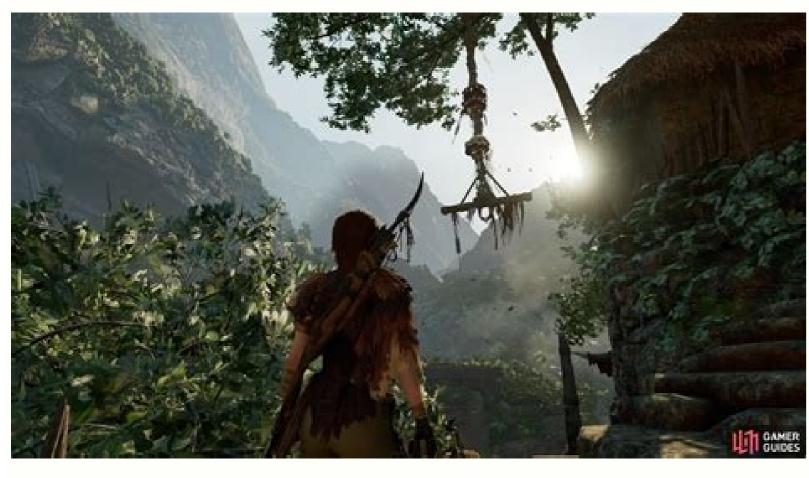
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Thus, native half-elves are cautious, and often do their best to disguise their elven traits (see the Integrated alternate racial trait in the Advanced Player's Guide.) Halfelves from other parts of the world are prone to wandering, however, and many find themselves in Ustalav on their way somewhere else or as a final destination, believing the ancient land may hold some answer they seek. 10. In your area of expertise, you are among the best. 410185 Elves Elves are uncommon in Ustalav, especially outside the cosmopolitan capital of Caliphas or the nation's many centers of leavening. 40184 Ustalav Osoriven the world are prone to wandering, however, and many find themselves in Instalav on their way somewhere else or as a final destination, believing the ancient land may hold some answer they seek. 10. In your area of expertise, you are among the best. 410185 Elves Elves are uncommon in Ustalav, especially outside the cosmopolitan capital of Caliphas or the nation's many centers of leavening. 40184 Ustalav Osorival Also verification, and superstition, and superstition, and superstition, and superstition, and superstition, and superstition and superstition. Suggested skills include Arcabe and a library where the two studied ancient formulae together. Recommendations: Barbarians of all types and origins might be summoned to Ravengro, but barbarians from the lands around Ustalav may wish to employ the Superstitions archetype. Harrow Points combine the faterion for make the Harrow Points systems like that presented in the Gamestos Petros Lorrimor, famed scholar, explorer, and teacher. 4. Chance Savior: Fate smiled on you and Professor Lorrimor one day in the not so distant pass single of the function of the function of the fate of the Carrion Crown Adventure Path. 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4105539 4

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than the human mind can bear to know. 1. Summoners are likely to receive the most benefit from ranks in Knowledge (arcana), Linguistics, Spellcraft, and Use Magic Device. A conglomeration of loosely affiliated counties, each run by feuding nobles vying for power and inf luence, Ustalav is a pitiful shell of its former glory, before it was subjugated to
centuries of slavery at the hands of the Whispering Tyrant's undead armies. Ustalavic witches are often associated with the ancient Kellid religion, the worship of a mysterious pantheon, and powerful ritual sites scattered throughout the region. Despite this, half-orcs are seen as monsters by most Ustalavic, and a half-orc in any Ustalavic setting is
often the subject of extreme prejudice. Many wizards travel to the region in search of ancient lore or artifacts or to teach or study at the various universities and isolated monasteries that dot the countryside. This effect heals undead creatures as spells like inf lict light wounds. Finally, an optional hero point system involving the traditional Varisian
divination tool known as the harrow deck is introduced. The Carrion Crown Player's Guide is intended to provide characters with a connection to Professor Lorrimor—one close enough to justify his naming each PC in his will—whether they are native to another part of Ustalav, or from a distant part of the Inner Sea where they met him by chance in
his many travels. Minute numbers of such half-breeds can be found in Ardis, Caliphas, and Karcau, though isolated individuals are scattered throughout the nation. If used after a roll is made, this bonus is reduced to +4. Updating the License: Wizards or its designated Agents may publish updated versions of this License. The Undead Scourge
archetype in the Advanced Player's Guide is an especially good match for this campaign, though the Divine Defender, Hospitaler, and Warrior of Holy Light archetypes make good alternatives. In Ustalav, magi might come from the ranks of the land's baroque nobility, many of whom receive a motley education including both scholarship and swordplay
or who indulge eclectic whims. Adventurer's Armory: Filled with new and exotic equipment and options for all manner of weapon users; players seeking to better or more appropriately arm themselves for their adventures should look herein. Recommendations: Alchemists' great versatility allows characters of any bent to function well in the Carrion
Crown Adventure Path, focusing their daily mutagens and extracts to the current situation. The cards' effects on your campaign represent fate smiling on your character's backstory than do normal traits, and they are meant to help serve as inspiration for a
player working to create a detailed and interesting history for her character. In his innumerable explorations, Professor Lorrimor uncovered several holy relics and was often accompanied by paladins of the aforementioned churches. Suggested skills include Knowledge (Nature), Perception, and Survival. Each suit contains nine cards, each aff iliated
 with one of the nine alignments. One can write them off as simple, scary stories in Absalom or Westcrown, but in Ustalay, everyone knows the truth of the things that go bump in the course of exploration or research, Professor Lorrimor would hire a roque or two to
help defuse traps or procure difficult to obtain information, the most efficient of which he remained in contact with after the job was done. Each PC is summoned at the start of the adventure to the town of Ravengro in the rural county of Canterwall from elsewhere in Ustalav or the Inner Sea region. Recommendations: Characters with talent for both
sword and spell will f ind a special connection to the events of this Adventure Path. Half-Orcs are most often found along the nation's western border. The Harrow Deck consists of 54 cards divided into six suits, each of which is
associated with one of the six Ability scores in the Pathfinder Roleplaying Game. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or
Registered Trademark. Your ability to think quickly on your feet has stayed with you, and you quite often feel that you're in the right place at the right place at the right time. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this
 License to Use, the Open Game Content. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable and even a few friendships—with
barbarians, especially when exploring and doing research in their magical, mystical, and combat expertise. When exploring dangerous parts of the world or hunting for proof of legendary creatures, Professor Lorrimon
often hired cavaliers to serve as escorts; many of these served him more than once, and he became very close to several. Carrion Crown Adventure Path takes place exclusively in the haunted nation of Ustalav, the campaign does not require (or even assume) that the PCs be natives of that land. 410186 Humans
Humans dominate Ustalav's population, and among them most are ethnic Varisians whose ancestors also called the land home. Suggested skills include Diplomacy, Climb, and Sense Motive. Choose one spell you can cast. Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com Carrion Crown Player's Guide.
Recommendations: While clerics of any faith may find themselves summoned to Ravengro, priests of Desna, Iomedae, and Pharasma may find they have the closest ties to the events of the Adventure Path. Teacher's Pet: Professor Lorrimor traveled the Inner Sea region lecturing and teaching at universities in locations as far-f lung as Manaket and Pharasma may find they have the closest ties to the events of the Adventure Path. Teacher's Pet: Professor Lorrimor traveled the Inner Sea region lecturing and teaching at universities in locations as far-f lung as Manaket and Pharasma may find they have the closest ties to the events of the Adventure Path.
Magnimar, and as different in scope as the bardic colleges of Taldor and the battle colleges of the River Kingdoms. Recommendations: Monks' strong defenses and versatility will prove useful in this campaign. Paizo Publishing, LLC Paizo Publis
Publishing, LLC; Pathfinder Adventure Path, Pathfinder Society, Pa
Ernst Brun, Mar 1, 2011 modern Ustalavs feel directly connected through familial ties to the centuries of torment at the Whispering Tyrant's hands and share an inherited acceptance of a life of struggle and suffering. Magus Masters of both spell and blade, magi constantly search for perfection of those arts. The antiquarian archives in Ardis; noble
courts and aristocratic intrigue in Caliphas; Karcau's worldfamous opera; and other academies of theater, dance, comedy, and song all draw bards from across the Inner Sea region. Over the course of several months, you and the late professor spent hours debating the finer points of your topic of interest, and the intellectual doors he opened for you
continue to f lavor your outlook on the world. Furthermore, Professor Lorrimor was more open-minded than many of his fellow countrymen, and counted members of all races among his friends and colleagues. Classes Few things define a character more than her class, and the Carrion Crown Adventure Path allows for incredible variety in the types of
characters that take part in it. You can also use this card to grant a bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as by distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Even the oldest living elves are too
young to remember the reign of the Whispering Tyrant, but elven memories are long and current elders recount tales of their parents' generation joining the ranks of the Shining Crusade to drive Tar-Baphon's armies from the banks of Lake Encarthan. This guide will aid players in preparing for this campaign by providing background on the nation of
 Ustalay, from its traumatic history to its superstitious citizens, who struggle to eke out a living while holding back the darkness. Many oracles from other parts of the Whispering Tyrant's rule or a lost tome in a forgotten library will enlighten them as to
their divine purpose. The Crows, The Eclipse, The Hidden Truth, The Marriage, The Survivor, and The Uprising. Chaotic Evil: You may instantly force any creature to reroll a saving throw it has just made, taking the result of the second roll, even if doing so means the check will fail. 15. Lawful Neutral: You gain a +10 bonus on any single Sense Motive
check. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute. Players who 10 paizo.com, Ernst Brun, Mar 1, 2011 Player's Guide wish to use bloodlines from other sources may wish to look into the orc
bloodline in Pathfinder Player Companion: Orcs of Golarion—especially given the nation's proximity to the Hold of Belkzen—and the dreamspun and starsoul bloodlines in the Advanced Player's Guide. These specific cards have unique effects when played; see the individual volumes of the Carrion Crown Adventure Path for more information on how to
gain these cards and their effects when played. If you have levels in paladin greater than half your character level, rounded down (minimum 1). Years of study have improved your combat effectiveness against your chosen foe. As a player
you're likely familiar with many of the themes and allusions presented throughout the campaign. The Whispering Tyrant ruled Ustalay for nearly a millennium as master of the vast orc hordes of Belkzen, and even a thousand years after the Shining Crusade defeated him and drove his armies back into the wastelands, the residual bloodlines caused by
generations of orc attacks on human settlements still pop up in even the most prestigious of families. Suggested skill selection for this campaign includes Intimidate, Knowledge (dungeoneering), and Survival. While native druids are less than common, adherents to the Green Faith often travel to Ustalav to examine the nation's wastelands, both the
residual taint of the Whispering Tyrant's reign and the war-scarred expanse known as the Furrows. Neutral Good: You channel positive energy that cures a creature type (and subtype if outsider). Suggested skills include Knowledge (arcana),
Knowledge (nature), and Spellcraft. He also had the opportunity to meet paladins while visiting religious archives throughout Golarion. Lawful Evil: You can give another creature a command as per the spell command. All patrons will work equally well within this campaign. You are unsure of the nature of the summons in his will, but believe he may
have listed you as a possible heir in thanks for saving him from an untimely demise. Trade aside, the rich and dark history of Ustalav is lure enough for the adventurous and curious among all the civilized races of the Inner Sea. Druids who specialize in overland travel and tracking will also f ind their talents particularly useful. Gary Gygax and Dave
Arneson. The scars of your experience and his continual reminders of the encounter prompted you to hone your skills lest you someday face the same type of creature again. Good favored enemies include aberration, animal, construct, humanoid (human), and undead. 2. Those who focus entirely on enchantment or mind-affecting effects may find
some portions of the Adventure Path challenging; at least passing skill in combat or the ability to magically enhance allies will come in handy. Making Good on Promises: At some point in the past, Professor Lorrimor did you a favor under the condition that he would someday call on you to repay it. Those alchemists skilled in Knowledge (arcana),
Perception, Spellcraft, Survival, and Use Magic Device will f ind particular use for their talents over the course of the campaign. Among the populace's Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnicity are communities of nomads who travel as far as the Varisian ethnic travel as the Var
ways. Once a card has been played, however, it is removed from play. Your years of hard work have paid off, granting you an additional 150 gp in starting wealth. Professor Lorrimor traveled widely in his exploration of the known world and encountered magi in the field as well as at the universities, archives, and monasteries he often frequented. In
addition to cards automatically gained through progressing in the Adventure Path, your party will have the opportunity to obtain additional, specific cards by achieving certain plot goals in each adventure. Non-native paladins frequently serve Iomedae and hail from Lastwall, though holy warriors of Sarenrae are also somewhat common. But that
doesn't mean your character has to be. Wesley Schneider Editors • Judy Bauer and Christopher Carey Development • Michael Kenway Editorial Assistance • Jason Bulmahn, Rob McCreary, James L. Inquisitors of other faiths are somewhat less common, with the exception of Iomedaeans, who still scour the Ustalavic countryside for remnants of the
Whispering Tyrant's reign. Given the nation's varied, unspoiled wildernesses and nearness to the even denser wilds of the north, many summoners in this region tap into the weird powers of the First World, calling forth never-before-seen fevlike creatures from that infinite potentiality. The Carrion Crown Adventure Path Pathfinder Adventure Path
#43: The Haunting of Harrowstone $19.99 🗆 Pathfinder Adventure Path #45: Broken Moon $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 🗆 Pathfinder Adventure Path #46: Wake of the Watcher $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $19.99 § $1
GameMastery: Carrion Crown Item Cards $10.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $19.99 🗆 Pathfinder Campaign Setting: Classic Horrors Revisited $19.99 🗆 GameMastery: Harrow Deck $15.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $19.99 🗆 Pathfinder Campaign Setting: Classic Horrors Revisited $19.99 🗆 CameMastery: Harrow Deck $10.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 🗆 Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide to Ustalav) $10.99 \equiv Pathfinder Campaign Setting: Rule of Fear (A Guide 
Carrion Crown Poster Map Folio $15.99 🗆 Pathfinder Campaign Setting: The Inner Sea World Guide $49.99 🗆 For Players For Game Masters All trademarks are property of Paizo Publishing. No terms may be added to or subtracted from this License except as described by the License itself. The capital city, Caliphas, is
conveniently located on the banks of Lake Encarthan; trade with the neighboring nations of Druma, the Five Kings Mountains, Isger, Kyonin, Molthune, and Nirmathas bring non- Gnomes living among them. Both unsettled
groups are typically considered backward and dangerous, and are thus treated as secondclass citizens. Many have the idealistic hope of ridding the nation of the foul stain of its former subjugator. In addition to background information, each class also presents some suggestions for customizing your character to best suit the coming campaign, both
from core options and alternate class features presented in the Advanced Player's Guide. Nobles in the more urban cities of Caliphas, Ardis, and Karcau may look to the prosperous nations of Cheliax and Taldor and follow their lead by employing half lings as servants, ever trying to emulate more extravagant societies. Whether creating a naive or
superstitious innocent who discovers the evil of the outside world or a bookish researcher who digs into books not meant to be opened, consider building a character without all the answers. Any animal companion native to temperate land environments would be appropriate for this adventure, particularly cougars, falcons, owls, 410189 Inquisitors Inquisit
a nation like Ustalay, which has suffered centuries upon centuries of torment and strife, people often have little to turn to but their faith. On the Payroll: Whether he needed a bodyguard in a rough neighborhood, a guide to an isolated archeological dig, or information on a specialized topic, Professor Lorrimor was never shy about hiring professionals
to help him attain his goals. He fondly recounted his long philosophical discussions with aged monks in far away corners of the Inner Sea region, and was rumored to have even imparted some of his esoteric wisdom to eager young trainees he encountered on teaching tours. This blending of arcane and martial skill often marks them as different, and
therefore not to be trusted, with the common populace. Interested in the conditions of the runin and the means by which you avoided death or injury, he met with you and maintained frequent correspondence until several months ago. Professor Lorrimor often found the need for protection or hired muscle, and over his long life, he held many f ighters to the runin and the means by which you avoided death or injury, he met with you avoided death or injury, he met with you and maintained frequent correspondence until several months ago.
in his employ, both locally and abroad. Suggested skills include Knowledge (arcana), Knowledge (planes), Knowledge (religion), Linguistics, and Spellcraft. Whether one sets out to vanquish evil and eliminate any remnant of the Whispering Tyrant's long reign or to heal and bolster the downtrodden Ustalavic citizens weary of their years of suffering,
there's never a shortage of good to be done in the Immortal Principality. These crusaders of the nation, in and around the Hungry Mountains. Knowing that there are going to be elements of horrortainted landscapes, secret societies, foul plots, ancient magic, politics, and the like
should help you build a character that f its more organically into the campaign you're about to join. Crowns (Cha): You may spend a crown card to reroll any one d20 roll you just made. When Professor Lorrimor had questions on various mysteries and oddities of nature, his druid acquaintances were often the f irst people he consulted, and many of
them became close friends over the years. 1405535 1405535 410191 Sorcerers The arcane scars on the land of Ustalav run deep, etched into the wery fabric of the nation from centuries of rule by the Whispering Tyrant and his undead armies. In the more lush, wooded areas of northern and western Ustalav, cavaliers of noble lineage participate in
competitive hunts, always trying to prove their superior horsemanship. But even in rural areas, wandering performers, swindlers, and storytellers are common, and no Sczarni caravan is complete without someone to distract a mark while the rest of the crew lightens his purse. Druids Ustalav is not a land known for its nature-priests, though their
presence is more pronounced the farther from civilization one goes in the mysterious land. 14. Some elves find themselves subject to deep-seated prejudice from Ustalav's primarily Varisian inhabitants, who collectively—if subconsciously—hold a grudge against the elves who returned to Kyonin once the Whispering Tyrant was defeated so long ago
 abandoning the crippled natives to fend for themselves—a fate from which the nation of Ustalav has never fully recovered. In Ustalav, however, witches serve an important role as rural healers and spiritual leaders, sometimes traveling between isolated communities where the beleaguered population has little choice but to accept their aid, despite
rampant prejudice. The famed dueling fraternities of the University of Lepidstadt are also renowned for their traditions and the pride with which they train some of the most capable fencers in the Inner Sea. Kellids attracted to the ancestral ruins that dot the land may also consider the Totem Warrior archetype. Inability to Comply: If it is impossible
for You to comply with any of the terms of this License with respect to some or all of the Open Game Material so affected. His gratitude was effusive, and he promised that he would never forget you. Whatever job the professor originally hired you
for, your performance captured his attention, and he hired you many times throughout your career, sometimes even for jobs away from your home, always paying your expenses and compensating you well for your time. You gain a +2 trait bonus on saves against fear effects. If you wish to use this subsystem, be sure to remove the following cards from
the deck before beginning your campaign: 410194 Suits When playing a card of the given suit, you may choose to gain the listed effect in place of that granted by the card's alignment. Suggested skills include Disable Device, Knowledge (local), Knowledge (nobility), and Stealth. Recommendations: Sorcerers of the aberrant, arcane, celestial, destined,
and undead bloodlines will f it particularly well in the Carrion Crown Adventure Path, though no bloodline would be a poor f it. Time and again, Professor Lorrimor consulted with rangers regarding Oracles Because the source of their divine powers is frequently misunderstood, oracles are often viewed with suspicion by Ustalavs, especially in
particularly superstitious regions 9 paizo.com, Ernst Brun, Mar 1, 2011 1405534 410191 paizo.com, Ernst Brun, Mar 1, 2011 terrain and wildlife while planning expeditions. In each case, these races will most likely present a more challenging
time for players, especially in more superstitious and provincial regions of Ustalav, but they f it very nicely into the Adventure Path's themes. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. Despite this, he still managed to provide one
on-one assistance to the most promising of his acolytes. These are the legends that explain where the blood of the family cow went, and why clerics spend so much time ensuring the proper Pharasmin rites are observed at gravesites throughout the Inner Sea. No other terms or conditions may be applied to any Open Game Content distributed using
this License. Details on this new race can be found in Pathfinder Adventure Path #43. This effect damages undead creatures as spells like cure light wounds. Suggested skills include Bluff, Intimidate, and Knowledge (arcana). Particularly charismatic gnomes have been known to embed themselves with a traveling caravan of Sczarni, performing an
agreed-upon task in exchange for being led throughout the countryside to see the inspiring sights and experiences within. Which stigma colored the other isn't clear, but to most Ustalavs, Kellid and barbarian are synonymous words, and are often used as such. Many of her followers believe that they are fated to experience bad things and that their
role is to endure and thus to achieve a fair judgment by their goddess upon their death. Keys (Dex): You can spend a keys card to take your turn immediately. Although Ustalav has little to offer its rural peasants, inhabitants of its many metropolitan cities fare somewhat better, and the centers of learning and culture they provide draw trade and
travelers from throughout the Inner Sea region. 8 paizo.com, Ernst Brun, Mar 1, 2011 1405534 410190 410190 410190 4105534 1405534 paizo.com, Ernst Brun, Mar 1, 2011 Player's Guide such as Barstoi and Versex. In these cases, their freakish companions often provide enough inspiration to stave off the Bleaching, while the gnomes themselves
 occasionally exploit their people's rarity by going on display for gawking rubes willing to pay to see a "freak" or "captured fairy." Roleplaying Horror The Carrion Crown Adventure Path is steeped in the traditions and tropes of gothic horror, from Bram Stoker's Dracula and Mary Shelley's Frankenstein, to more modern terrors from the minds of H.P.
Lovecraft and Stephen King. In the northwestern counties known as the Palatinates, half lings f leeing from the bonds of slavery elsewhere in the world see the emancipated citizenry as an example of the life they wish to live, free from both bondage and the idealistic crusading of liberty-focused Andoran, and they live and work side by side with the
free humans of the region's peasantry. 13 paizo.com, Ernst Brun, Mar 1, 2011 1405538 410195 410195 410195 410195 410195 410195 action, moving your initiative to just before the currently acting
creature. For general traits, see the Advanced Player's Guide or the Character Traits Web Enhancement, a free pdf download available at . They resign themselves to lives of suffering, seeing nothing in their people's history to suggest there is any hope for a better life. Alternatively, strange dreamers reach out across the gulfs of space and the planes
to command unnameable beings, garnering their service, but perhaps also the scrutiny of other unknown entities. Near Virlych, where the Whispering Tyrant remains locked in his prison of Gallowspire, sorcerers often have an aff inity for the undead, while the ancient Kellid ruins of Versex and Vieland are often blamed when sorcerers in the county
manifest aberrant powers. 7. Recommendations: Rogues of all sorts can be found in Ustalav, but members of the class with the Acrobat, Burglar, Cutpurse, Rake, and Thug archetypes are most common and will find their talents particularly helpful in the Carrion Crown Adventure Path. Chaotic Good: You receive a +4 circumstance bonus on one CMB
check to avoid or escape a grapple or on one Escape Artist check. Such folk then make the offenders' lives difficult, sometimes even running them out of town. 12. However, Professor Lorrimor's travels took him far beyond his native land, and he encountered monks in distant cities and isolated monasteries the world over. These rules can be found
online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd. Suggested domains include Death, Good, Healing, Knowledge, Magic, Protection, Repose, Rune, Sun, and Travel. System Reference Document. In addition, those humans of Kellid decent are treated with contempt, especially in the north, where
they are negatively associated with the barbarian tribes of Numeria, the Realm of the Mammoth Lords, and the fallen realm of Sarkoris. Within, players will f ind suggestions for creating characters of all races and classes in the context of the Mammoth Lords, and the fallen realm of Sarkoris. Within, players will f ind suggestions for creating characters of all races and classes in the context of the Mammoth Lords, and the fallen realm of Sarkoris. Within, players will f ind suggestions for creating characters of all races and classes in the context of the Mammoth Lords, and the fallen realm of Sarkoris.
the haunted land, hoping to learn advanced formulae and discover eldritch extracts. Each write-up includes at least one possible way in which your character may have met Professor Petros Lorrimor, the man whose funeral brings you to Ravengro to begin the Adventure Path; use this suggestion in combination with the campaign traits beginning on
page 11 to build your PC's background and hook her into the coming adventures. You must take the results of the second roll, even if it is worse. Clerics Nomadic Varisians worship Desna almost exclusively, while most common Ustalavis respect her but pay their truest homage to Pharasma. As such, many young elves venture into the Ustalavis
countryside, hoping to uncover long-buried mysteries or even to see the land where a not-so-distant ancestor perished. Whether serving as a guide on the wealthy's hunts into the wilderness, stalking the ravaged countryside for undead or other monstrous nightmares, or pursuing a criminal on the streets of Ardis or Karcau, a ranger need not look far
to find a niche in Ustalav. All Rights Reserved. Many hail from Kellid tribes to the north and east, further adding to the prejudice. As with similarly statured gnomes, half lings may be found traveling the countryside as part of wandering carnivals or freak shows, on display for their miniature stature or performing as acrobats or jugglers. 410187
 Barbarians Ustalav is a fairly civilized nation where barbarians are stigmatized for their lack of refinement and adherence to traditional values. Halflings As with elsewhere in the Inner Sea region, half lings live and work alongside humans, ever in their wide and ambitious shadows. Orc: While half-orcs are a standard option for PCs, Ustalav's
proximity to Belkzen opens up full-blooded orcs as legitimate possibilities for player characters. Recommendations: Paladins of any variety will f ind the Carrion Crown Adventure Path rife with evil to smite and innocents to save. Each character should begin play with two traits, one of which may be selected from the Carrion Crown campaign traits
 below. See the druid section for suggested animal companions. Ustalav is home to numerous mounted warriors and dedicated crusaders. True Neutral: You may gain a one-time insight into the future as the spell augury, using your character level as your caster level. Meditating on the particular action in question requires 10 minutes and does not
Reynolds, and Vic Wertz Graphic Designer • Andrew Vallas Production Specialist • Crystal Frasier Publisher • Erik Mona Paizo CEO • Lisa Stevens Vice President of Operations • Jeffrey Alvarez Finance Manager • Christopher Self Staff Accountant • Kunji Sedo Technical Director • Vic Wertz Marketing Manager • Hyrum Savage Special Thanks Dave
Gross; Gavin Halldorson and his Carrion Crown Playtesters; and the Paizo Customer Service, Warehouse, and Website Teams Author • Mark Moreland Cover Artists • Carolina Eade, Kyle Hunter, Damien Mammoliti, Jean-Baptiste Reynaud OPEN GAME LICENSE Version 1.0a The following text is the property of
 Recommendations: Oracles of all mysteries can take part in the Carrion Crown Adventure Path, but those of battle, bones, and life may f ind themselves particularly well-suited to the challenges the campaign will present. You were such a student. All of the following traits revolve around ways characters may know the late Professor Petros Lorrimon
 whose funeral draws them to Ravengro, and whose f inal will and testament launches the Carrion Crown Adventure Path. Identification: If you distributing are Open Game Content. Suggested skills include Intimidate, Knowledge (arcana), Knowledge
(dungeoneering), and Spellcraft. Races As with much of the Inner Sea, Ustalav is a nation inhabited primarily by humans, but that doesn't exclude members of other races from participating in the Carrion Crown Adventure Path. In the south, amid the Hungry Mountains, cavaliers and paladins from Lastwall patrol the scarred land looking for signs of
the Whispering Tyrant's lingering power. Assuming the old man had either forgotten about you or died, you eventually assumed you'd never have to follow through on your end of the bargain. He had contacts in most areas of expertise in every corner of the known world, a knack for recognizing talent, and a desire to be surrounded by the best and
brightest at all times. While the nation's upper classes struggle to compete with the very nations that abandoned them to fend for themselves after the Whispering Tyrant's defeat, the average Ustalavic citizen has it much worse. If the GM feels that there is no information to be gained, the stars card is not spent. Suggested skills include Acrobatics
 Bluff, Sense Motive, and Stealth. The professor assisted you in this endeavor, providing you with insight into the anatomy and defenses of the creature that attacked you. The suits (and linked Abilities) are hammers (Str), keys (Dex), shields (Con), books (Int), stars (Wis), and crowns (Cha). 410183 This product makes use of the Pathfinder Roleplaying
Game Core Rulebook, Pathfinder Roleplaying Game Bestiary, Pathfinder R
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procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but
specifically excludes Product Identity. Characters of all alignments, religions, and homelands can play a vital role in this campaign, and the following suggestions should serve to spark a concept or background for your PC. That said, Ustalav is a 4 paizo.com, Ernst Brun , Mar 1, 2011 1405529 410186 410186 410186 1405530 paizo.com, Ernst Brun
Mar 1, 2011 Player's Guide strange place, and gnomes from around the world often travel there to see its bizarre citizens. Inner Sea Primer: Although not specifically about Ustalav, this crash course on the continents of Avistan and Garund provides regional traits and background suggestions for PCs from over
40 nations, any of which make a great home for characters beginning the Carrion Crown Adventure Path. Recommendations: Several portions of the Carrion Crown Adventure Path take place in and around Ustalav's many settlements, so druid characters may wish to consider the urban druid archetype from the Advanced Player's Guide. Use of
Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. In his travels abroad, Professor Lorrimor often sought out lorekeepers when conducting research, and had bardic contacts
in nearly every city in the Inner Sea on the off chance he needed a social introduction while in town. Chaotic Neutral: You gain the effects of rage, as the spell, lasting a duration of 1 round + an additional round for every 3 Hit Dice you possess above the f irst. Inspired by Greatness: Whether you knew Professor Lorrimor well or only in passing, as a
colleague or competitor, his career and lifetime of discovery inspired you to be better at what you do. Alchemists Ever on the fringes of society, alchemists often gravitate toward Ustalav, where varied centers of science and academia disguise their eccentricities and odd research. Meanwhile, Ustalav's northwestern counties have broken from
aristocratic rule and formed their own local, democratic government without nobles, calling themselves the Palatinates and providing a glimmer of hope for the blighted land of Virlych may likewise consider the blight druid archetype. You gain a +2 trait bonus to one
Knowledge skill of your choosing and consider it a class skill. In addition to these sourcebooks, the Pathfinder Tales novel Prince of Wolves by Dave Gross takes place in Ustalav and provides a gripping, spoiler-free preview of the sort of adventures characters may face over the course of the campaign. Suggested skills include Diplomacy, Knowledge
(religion), and Sense Motive. Recommendations: Summoners with eidolons of all shapes and sizes will function well in the Carrion Crown Adventure Path, though roughly humanoid eidolons will blend in better in social or urban situations. The License applies to any Open Game Content that contains a notice indicating that the Open
Game Content may only be Used under and in terms of this License. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. Fighters can be found across Ustalav, whether as members of local militias, guards, bodyguards in the service of nobles, or trained
hunters. Representation of Authority to Contribute: If You are contributions are Your original material as Open Game Contributions are Your represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights to grant the rights conveyed by this License. Years of living with the fear
and uncertainty of the unclaimed debt to Professor Lorrimor have inured you to extreme anxiety. When 410193 12 paizo.com, Ernst Brun, Mar 1, 2011 1405538 1405538 1405538 1405538 paizo.com, Ernst Brun, Mar 1, 2011 1405538 paizo.com, Ernst Br
Although he was long ago imprisoned, the arcane lore amassed by his servants and the crusaders who rallied against him remains alive in modern Ustalav, albeit often buried in dusty libraries and tombs scattered across the land. Hundreds of years of subjugation and the residual horrors that plague the countryside have left the people of Ustalav
suspicious of magic, religion, foreigners, and their fellow citizens. Carrion Crown Player's Guide. These books and yet more Pathfinder resources are available at your local book or hobby store or online at paizo.com. You'll also find several new traits specific to the Carrion Crown Adventure Path to help you better customize your character and link
her to the campaign's setting and plot. The following pages outline qualities of typical members of all seven core races, and all 18 base classes found in the Core Rulebook, Advanced Player's Guide, and Ultimate Magic, allowing you to create any combination thereof within the framework of the Carrion Crown Adventure Path. Recommendations:
 Bards are incredibly versatile and can fill a number of campaign roles. Whether you're a veteran Game Master or a firsttimer, take control of your adventures with as many mysteries and secrets as haunt the country's nights, it often falls to skillful
investigators, detectives, courtiers, and common folk familiar with the ways of the shadowed streets to bring the truth to light. Books (Int): You can spend a books card to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. 11. 5. 9. All races presented here have no racial hit dice and are balanced
 against the seven core races, though you should get your GM's approval before selecting one of them for your PC. Recommendations: Fighters of any ilk will f ind themselves with plenty to do in this Adventure Path, and any of the f ighter archetypes presented in the Advanced Player's Guide will serve well, Crossbowman, Free Hand Fighter, and
Weapon Master being especially common. In the Immortal Principality, this sometimes takes the form of religious zealotry. Rogues With as many Sczarni on the streets and highways of Ustalav as there are, it's not surprising that the nation teems with con artists, pickpockets, thugs, and thieves. Changeling: When hags trick members of other races
into child-bearing unions, changelings are the result. Other Races While the preceding races are the most common in Ustalav, several non-core races might f it well into the Carrion Crown Adventure Path. All eleven core classes and the seven base classes from the Advanced Player's Guide and Ultimate Magic have a place within Ustalav and, by
extension, this campaign. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. Seen as cavorting within Ustalavic society. Notice of License Copyright
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Of the non-standard races presented in this section, orcs face perhaps the largest and most widespread social stigma in Ustalav and will present serious obstacles for a player of this race, in both rural and urban environments. humans into Caliphas's port, and from there into the heart of Ustalav. Beyond their eccentric and insular qualities, Ustalavs
often have a dour worldview. Saddened by the news of his death, you feel that you should honor his memory by fulf illing his f inal wishes and attending his funeral, and by ever striving to attain greater heights and someday match the influence and impact of your idol. Players seeking to customize their monks beyond the standard fare should
consider the Hungry Ghost Monk, Ki Mystic, and Monk of the Healing Hand archetypes in the Advanced Player's Guide. Stars (Wis): If you feel stuck at some point in the adventure, you can spend a card of this suit and petition the GM for a hint about what to do next. Learn more about the Carrion Crown Adventure Path, all its related accessories, and
more at paizo.com. Though natives of these regions are generally suspicious of (and sometimes even outright hateful toward) non-human visitors, those who take the time to get to know their dwarven neighbors often come around to their foreign ways, appreciating them for their hardiness and staunch pragmatism. Suggested skills include Knowledge
character level to a creature touched. Recommendations: While wizards specializing in any arcane school will f ind the opportunity to shine in the Carrion Crown Adventure Path, those who devote their study to abjuration, divination, evocation, and necromancy will f it well with the themes and plot of the campaign. Alignments When playing a card of
the given alignment, you may choose to gain the listed effect in place of that granted by the card's suit. Mercenaries make a decent living because their talents are in such demand, whether as guards, caravan escorts, or personal bodyguards. When you received word of the professor's death, and that he had named you specifically in his will, your
during the course of the campaign. Always female and often sporting different colored eyes, changelings are usually raised by unwitting parents of their daughters' birth. Though Sczarni are typically capable of defending themselves and wary of outsiders, some vulnerable caravanters of their daughters' birth.
have been known to hire the occasional half-orc guard to ensure that they have the brawn on hand to counter any unexpected resistance from the nation's darker denizens. 6. The Graidmere swamp outside Karcau also 6 paizo.com, Ernst Brun, Mar 1, 2011 Player's
Guide Cavaliers hosts its own xenophobic communities of unpredictable swampfolk, born from interbreeding between Varisians and mysterious, marsh-dwelling Kellids. Professor Lorrimor was himself more interested in the pursuit of knowledge than matters of faith, but frequently met with religious scholars throughout the Inner Sea, and always took
a healer or two on his many archeological expeditions. Summoners Suspicion and superstition are rampant in Ustalav, and summoners often face the worst of both. There are many ways to craft a character of any type who can experience the terror you as a player may be too familiar with to be affected by. No portion of this work other than the
material designated as Open Game Content may be reproduced in any form without written permission. Despite the physical and psychological strains upon its populace, Ustalav nevertheless fosters extremely hardy and tenacious stock: men and women who f irmly believe that no matter how bad it gets, history shows it could always be worse. It is
here, in the Immortal Principality, that the Carrion Crown Adventure Path takes place, and as you travel through the various counties, your character will rise from a simple pallbearer to the potential savior of the 3 paizo.com, Ernst Brun, Mar 1, 2011 nation. (e)
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character that recharge on a daily basis. As internally varied as a nation can be, Ustalav is your new home, and the possibilities for fame, fortune, and influence are as thick as the fog that creeps across the windy moors at night. Savage druids also f ind themselves drawn to the ancient standing stones that dot the nation and the varied deadly beasts
of the Shudderwood. From now on, you always cast this spell at +1 caster level. Agents of the country's various rulers, power players, and organizations—like Thrushmoor's Sleepless Agency—often cultivate a varied repertoire to help them face the nation's innumerable and often mysterious menaces. Enchanters and illusionists may f ind that many of
their talents go unused throughout the Adventure Path. The superstitious and uneducated population of rural Ustalav frequently see the pointed ears, inhuman eyes, and fair features of halfelves and mistake them for changelings, tief lings, or other more monstrous half-humans. You have a certain amount of leeway in adjusting a campaign trait's
expected backstory once you've selected the trait that's right for Witches In most parts of the Inner Sea region, witches are outcast for their strange connection to powerful forces others can't understand. However, the siren call of Ustalav's fabled centers of learning, the arcane legacy of Tar-Baphon's rule, and a mercenary's life all draw these
individuals to the Immortal Principality. Dhampir: Resulting from the unlikely union of a vampire and a living human, dhampirs are graced with an aversion to bright light and an aff inity to negative energy. Over his long career, Professor Lorrimor assisted a number of
inquisitors by providing esoteric information and lore. A player may play a card during each of the six adventures, or save them to play in one sweeping mass of fate in the f inal installment; you may have more than one card in your hand at any given time. Lawful Good: You may smite evil, as the paladin ability, gaining the benef its until the start of
your next turn. While creating your character, use the following class overviews as a guide for how your character concept. You can take a look at these traits to get a general, spoilerfree idea of the types of foes and challenges your character might encounter over the
 course of the Adventure Path. Those few summoners who do live in the region are often hermits living alone in the wilderness or cloistered academics who rarely venture from their libraries into public. Presented herein is an optional system you and your GM may wish to add to your campaign as a way of further exploring this f lavorful element of
Golarion. These zealots frequently instigate witch burnings and are very suspicious of the arcane arts. Additional R eading P layers for Players interested in further immersing themselves in the world of Golarion and adding campaign-specific details relevant to the Carrion Crown Adventure Path to their PCs' background may wish to investigate the
following Pathfinder Player Companions. Suggested skills include Knowledge (religion), Sense Motive, and Spellcraft. Each card in the Harrow Deck has two powers when played using the Harrow Points system—one linked to its suit, and the other determined by its alignment. Thus, PCs of any nationality or concept can work within the constraints of
the Adventure Path. Speaking before standing-room-only lecture halls on topics as military strategy, planar anomalies, theology, and agriculture, Lorrimor's time was highly valued among those ambitious to benef it from his expertise. Dwarves Dwarves Dwarves are less than common in Ustalav, yet the proximity of the Five Kings Mountains
to the Immortal Principality means that there is steady trade between the miners, weaponsmiths, and brewers of the dwarven stronghold and the large urban ports on Lake Encarthan. In the north, the city of Karcau boasts a thriving culture of music, theater, and other f ine arts, and its opulent architecture rivals the excess of even the most exotic
Taldan palace. Over the course of his long career, thousands of people throughout the world served his needs and benefited from his generous wages (usually covered by his academic benefactor at the time). 8. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. Harrow Points: Cards of
 Fate Reading the harrow is a traditional Varisian method of divination, and most Ustalavs believe to at least a small degree that the mystical forces that f low through a harrow readings adds a wholly Ustalavic feel to the campaign. COPYRIGHT NOTICE Open Game License values are controlled to the campaign of the companient of the compa
1.0a © 2000, Wizards of the Coast, Inc. 410192 Campaign Traits Character traits are essentially half-feats that help customize a PC's background and tie her to the themes and events of a particular adventure. Permission granted to photocopy this page. 410188 7 paizo.com, Ernst Brun, Mar 1, 2011 1405532 410189 410189 1405533 1405533
paizo.com, Ernst Brun, Mar 1, 2011 and wolves. Yet that day never came, and your fears and anxiety about what the professor would call on you to do abated. Whether a witch's patron is actually connected with these eldritch forces depends on the individual witch. Similarly, some gnomes f ind themselves accompanying altogether different caravansation.
to your aid, however, you never saw nor heard from him again, leaving you with a sense of unending anticipation that each day might be the day you were asked to return the favor. When playing Harrow cards, players may choose which of the two aff iliated powers they wish to employ. Robinson Managing Editor • F. Any non-aquatic familiar will
 work well in the campaign, though players may f ind that bats, cats, foxes, owls, rats, 11 paizo.com, Ernst Brun, Mar 1, 2011 1405536 410193 4405537 1405537 1405537 paizo.com, Ernst Brun, Mar 1, 2011 you; just be sure to get your GM's approval before you run with a modif ied history. © 2011, Paizo Publishing, LLC; Author: Mark Moreland. See
 the ranger favored enemy suggestions for a list of creature types most likely to appear in this campaign. In Ustalay, dhampirs are more common than nearly anywhere else in the Inner Sea region, but they are nevertheless seen and treated as monsters. Wizards who take familiars may consider any of the options in the core rules as appropriate. any
Copyright 2000 Wizards of the Coast, Inc ("Wizards"). Bards Much of Ustalav's countryside consists of rural farms and tiny villages, but it also contains some of the largest urban centers on Lake Encarthan. Despite the myriad problems plaguing the people of Ustalav, many citizens see the actions of the Sczarni as a pressing concern, and view
members with warranted suspicion. The Carrion Crown Adventure Path includes a number of traditional dungeon crawls and urban encounters that may present a challenge to cavaliers with Large mounts, so having nonmounted combat options is recommended. Despite their aversion to these spiritual conduits, when things turn grim—and they often
do in Ustalav—oracles are sought out by villagers and nobles alike in need of healing, soothsaying, a medium's talents, or other occult services. Orders that work well in this campaign include the order of the star, and the order of the sword. Recommendations: Suggested ranger archetypes for the
Carrion Crown Adventure Path include Guide, Inf iltrator, Skirmisher, and Urban Ranger. 410182 410182 paizo.com, Ernst Brun, Mar 1, 2011 ® TM Player's Guide credits Creative
Director • James Jacobs Senior Art Director • Sarah E. Stout folk native to the land can generally be found in the mining-rich counties of Barstoi and Versex, where they often hold in fluential positions in local salt and tin mines. Professor Lorrimor was known to hold a number of summoners in high regard, men and women he consulted on planar
matters, and who in turn approached him with particularly vexing questions of their own. Thus, wild warriors from locations as far-f lung as the Lands of the Linnorm Kings and even the Mwangi Expanse may have a place in the late professor's will. Hammers (Str): If used before a roll is made, a hammers card grants you a +8 luck bonus on any one
d20 roll. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. Clerics who specialize in communicating with undead will be particularly effective. Paladins Few locations in Golarion are as in need of
paladins as Ustalav. Professor Lorrimor went through a period of intense study of oracles, during which time he met with many of them, working closely with several. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as
Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Gaming License version 1.0a Section 1(d). In the Carrion Crown Adventure Path, the horrors of the night become underiably real as the PCs undertake a journey that will decide the future of a nation. Or if you're a
player, get the edge on the creatures of the night and immerse yourself in the dark realm of Ustalay with a whole host of new rules, tools, and stories prepared for heroes bold enough to face their fears, Elsewhere in Ustalay, sorcerers exhibit signs of celestial influence, perhaps a residuals effect of the forces of good that battled the Whispering
Tyrant in the Shining Crusade. Many sorcerers manifesting these and other bloodlines travel to Ustalay to plumb its ancient arcane mysteries for some idea of their own origins, and for many years Professor Lorrimor was one of the most sought after experts on the subject. An ever-growing sect of Pharasmin inquisitors maintain the puritanical belief
that suffering is a punishment for the people's misdeeds. You must affix such a notice to any Open Game Content that you Use. Use of Contributor unless You have written permission from the Contributor to do so. The following character suggestions
provide both basic information on potential PC origins within Ustalav and reasons for visiting it, and possible connections a character of any class may have to the late professor. Whether nobles clinging to make ends meet
in the unforgiving countryside, heritage and history are incredibly important to Ustalav's legacy and identity are inseparable from the fact that Ustalav was the cradle that spawned one of the most powerful wizards of all time, the dreaded Whispering Tyrant, Tar-Baphon. Similarly, oracles cursed with the haunted, wasting, and
tongues curses may feel additionally tied to the themes the Adventure Path presents. Monks While Ustalav does not feature any world-renowned monastic orders, devotees of self-perfection and the martial arts can periodically be found traveling through the region—may have come from backgrounds of selftraining, sportsmanship, or barbarity.
Despite their relegation to second-class citizenship. Kellids are nevertheless common throughout Ustalav, and the monolithic remnants of their shamanistic society from before the arrival of the Varisians can still be found throughout the region. © 2011, All Rights Reserved. No Sczarni caravan is complete without a number of rapscallions ready to
play their role in separating their mark from his money, whether through deception, quick fingers, or violence. Use this guide as a starting point to give your PC a reason to be summoned to the fateful funeral that launches the Carrion Crown Adventure Path. ravens, vipers, and toads f it well in the misty haunts of Ustalav. Additionally, most Pathf
inder Player Companion supplements contain racial, regional, and faith traits unique to Golarion and suitable for use by Carrion Crown PCs. Campaign traits are tailored to a specific Adventure in a new campaign. This command can affect undead that are normally immune to
mind-affecting effects, but not other creatures that are immune to mindaffecting effects, but not other character grant only half the listed bonus (+4 before the roll, +2 after the roll). Magi of the Bladebound, Hexcrafter, Spellblade, and Staff Magus archetypes will all have equal opportunity to shine. Each player
begins play with a single card, and draws a new card at the completion of each adventure in the campaign.
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