

Pathfinder Society Scenario 9 06 The Shores Of Heaven

The monks of the Forever Reliquary send the heroes into a psychic projection of the Swarm's hive mind, a hostile and alien landscape. They must establish a beachhead on this mental front and discover how to empower and use the artifact given to them by their Hylaxian allies. However, this mindscape fights back at every possible turn until the heroes face off against the embodiment of the Swarm's interconnected minds! If they can defeat this entity, it will give the heroes a powerful advantage back in the real world! "Hive of Minds" is a Starfinder Roleplaying Game adventure for four 9th-level characters. This adventure continues the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless alien invasion. This volume also includes an explanation of the psychic constructs called mindscapes, an exploration of psychic magic, and a selection of new Swarm monsters and other mind-rending threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

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This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level. Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch.

"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.

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.

The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers. Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their games, providing inspiration, new rules, and detailed locations to

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bring an occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms!

A landmark study of the most-neglected tool of U.S. foreign policy.

Volcanic eruptions are common, with more than 50 volcanic eruptions in the United States alone in the past 31 years. These eruptions can have devastating economic and social consequences, even at great distances from the volcano. Fortunately many eruptions are preceded by unrest that can be detected using ground, airborne, and spaceborne instruments. Data from these instruments, combined with basic understanding of how volcanoes work, form the basis for forecasting eruptions—where, when, how big, how long, and the consequences. Accurate forecasts of the likelihood and magnitude of an eruption in a specified timeframe are rooted in a scientific understanding of the processes that govern the storage, ascent, and eruption of magma. Yet our understanding of volcanic systems is incomplete and

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biased by the limited number of volcanoes and eruption styles observed with advanced instrumentation. Volcanic Eruptions and Their Repose, Unrest, Precursors, and Timing identifies key science questions, research and observation priorities, and approaches for building a volcano science community capable of tackling them. This report presents goals for making major advances in volcano science.

"The new book Mapping Ecosystem Services provides a comprehensive collection of theories, methods and practical applications of ecosystem services (ES) mapping, for the first time bringing together valuable knowledge and techniques from leading international experts in the field." (www.eurekalert.org).

"This book presents an innovative, dynamic guide to strategic thinking and practice. Using real-world case examples from companies like Apple, the BBC, Hyundai, LEGO, McDonalds, Nike and SpaceX to illustrate critical concepts, this book enables readers to actively participate in real-world strategy dilemmas and create their own solutions. Strategy Pathfinder's 'live' micro-cases provoke discussion about business models, value creation, new ventures and more, while its complimentary instructional content introduces you to the best 'classic' and new tools of strategic management"--

The Climate Change 2007 volumes of the Fourth Assessment Report of the Intergovernmental Panel on Climate Change (IPCC) provide the most comprehensive and balanced assessment of climate change available. This IPCC Working Group II volume provides a completely up-to-date scientific assessment of the impacts of climate change, the vulnerability of natural and human environments, and the potential for response through adaptation. Written by the world's

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leading experts, the IPCC volumes will again prove to be invaluable for researchers, students, and policymakers, and will form the standard reference works for policy decisions for government and industry worldwide.

A Place in the Suns Theheroes journey deeper into the Vast to find the Gate of Twelve Suns, an alienmegastructure consisting of a dozen stars arranged in a perfect circle.

However, members of the Cult of the Devourer precede them, and the heroes must contendwith the cultists for control of the alien technology found on the single planetorbiting each sun. Only by defeating these foul marauders can the heroes keepthe superweapon hidden here out of the wrong hands-though the destructivezealots are far from the only threats found in thesystem. This volume of Starfinder Adventure Pathcontinues the Dead Suns Adventure Path andincludes: * "The ThirteenthGate," a Starfinder adventure for 9th-level characters, by StephenRadney-MacFarland. * A collection oftechnological relics left scattered across the galaxy by the kishalee, membersof an ancient advanced alien civilization, by StephenRadney-MacFarland. * Detaileddescriptions of the worlds and cultures of five never-before-encountered alienspecies, by Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, and MarkMoreland. * An archive of new creatures,from the main inhabitants of the five new alien worlds to an undeadmanifestation of entropy, by Mikko Kallio, Jason Keeley, Lyz Liddell, RonLundeen, Mark Moreland, and StephenRadney-MacFarland. * Statistics and deckplans for a heavily modified starship crewed by Devourer cultists, by StephenRadney-MacFarland, plus a glimpse of a barren planet cloaked in shadow in theCodex of Worlds, by Owen K.C. Stephens.

This single resource for the fire safety community distills the most relevant and useful science

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and research into a consensus-based guide whose key factors and considerations impact the response and behavior of occupants of a building during a fire event. The Second Edition of SFPE's Engineering Guide: Human Behavior in Fire provides a common introduction to this field for the broad fire safety community: fire protection engineers/fire safety engineers, human behavior scientists/researchers, design professionals, and code authorities. The public benefits from consistent understanding of the factors that influence the responses and behaviors of people when threatened by fire and the application of reliable methodologies to evaluate and estimate human response in buildings and structures. This Guide also aims to lessen the uncertainties in the "people components" of fire safety and allow for more refined analysis with less reliance on arbitrary safety factors. As with fire science in general, our knowledge of human behavior in fire is growing, but is still characterized by uncertainties that are traceable to both limitation in the science and unfamiliarity by the user communities. The concepts for development of evacuation scenarios for performance-based designs and the technical methods to estimate evacuation response are reviewed with consideration to the limitation and uncertainty of the methods. This Guide identifies both quantitative and qualitative information that constitutes important consideration prior to developing safety factors, exercising engineering judgment, and using evacuation models in the practical design of buildings and evacuation procedures. Besides updating material in the First Edition, this revision includes new information on: Incapacitating Effects of Fire Effluent & Toxicity Analysis Methods Occupant Behavior Scenarios Movement Models and Behavioral Models Egress Model Selection, Verification, and Validation Estimation of Uncertainty and Use of Safety Factors Enhancing Human Response to Emergencies & Notification of Messaging The prediction of

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human behavior during a fire emergency is one of the most challenging areas of fire protection engineering. Yet, understanding and considering human factors is essential to designing effective evacuation systems, ensuring safety during a fire and related emergency events, and accurately reconstructing a fire.

In 1978, Fred Hoyle proposed that interstellar comets carrying several viruses landed on Earth as part of the panspermia hypotheses. With respect to life, the origin of homochirality on Earth has been the greatest mystery because life cannot exist without molecular asymmetry. Many scientists have proposed several possible hypotheses to answer this long-standing L-D question. Previously, Martin Gardner raised the question about mirror symmetry and broken mirror symmetry in terms of the homochirality question in his monographs (1964 and 1990). Possible scenarios for the L-D issue can be categorized into (i) Earth and exoterrestrial origins, (ii) by-chance and necessity mechanisms, and (iii) mirror-symmetrical and non-mirror-symmetrical forces as physical and chemical origins. These scenarios should involve further great amplification mechanisms, enabling a pure L- or D-world.

No one goes to Illmarsh, a decrepit village haunted by tales of ghastly midnight rites and sacrifices to shadows from the sea. When the heroes learn of an unholy bargain between the cultists of the Whispering Way and the drowned gods of this wretched town, they must journey through a wilderness gone wrong to prevent it. Can the heroes discover what foulness festers in the mind of Illmarsh and withstand the whispers of an insanity from beyond the stars? A Pathfinder Roleplaying Game adventure for 9th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories long awaited by players. The heroes will investigate lands inspired by the mind-bending horrors of H.P.

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Lovecraft and face off against terrifying foes drawn from his ever-popular Cthulhu Mythos. This volume also introduces the unimaginable terrors of the Elder Gods to the Pathfinder campaign setting with an expanded Bestiary unleashing a host of maddening Lovecraftian monsters, plus much more including new fiction in the Pathfinder's Journal!

With many scholars and analysts questioning the relevance of deterrence as a valid strategic concept, this volume moves beyond Cold War nuclear deterrence to show the many ways in which deterrence is applicable to contemporary security. It examines the possibility of applying deterrence theory and practice to space, to cyberspace, and against non-state actors. It also examines the role of nuclear deterrence in the twenty-first century and reaches surprising conclusions.

The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. *Lost Omens: Pathfinder Society Guide* details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign!

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

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Tricks, Treats, and Terror! Mythic Monsters: Halloween brings you an awesome assortment of autumnal enemies drawn from the legends and lore of Halloween and the harvest with a healthy dose of horror. You'll find 15 monsters from CR 1 to 17, from simple bat swarms to disembodied body parts like floating beheaded, creeping crawling hands, and stitched-together carrion golems. The fruit of the harvest can be friendly or fearsome, from charming gourd leshies to murderous jack-o'-lanterns and deadly hangman trees. Some Halloween horrors are found in the dusty crannies of haunted houses, like the sinister soulbound doll or the anguished loneliness of the attic whisperer, or may stalk the shadowed lanes of civilized places stealing what others hold most dear like the silent shadow collector. Of course, beyond the threshold of midnight treads the stuff of purest nightmare come to deadly unlife in the form of the crawling host of the deathweb or the entropic shadows of the soaring nightwing. As if over a dozen existing monsters were not enough, this book brings you two different torch-wielding mobs, from terrified villagers to terrorizing fanatics. In addition to the featured creatures, you'll find mythic feats to help your heroes and villains become headless horsemen and ghost riders, as well as a quartet of whimsical treasures perfect for tricks and treats with the ghostly gossamer, goblin mask, witch's broom, and sack of gluttony! Grab this fantastic 30-page Pathfinder monster supplement today and Make Your Game Legendary!

The light-duty vehicle fleet is expected to undergo substantial technological changes over the next several decades. New powertrain designs, alternative fuels, advanced materials and significant changes to the vehicle body are being driven by increasingly stringent fuel economy and greenhouse gas emission standards. By the end of the next decade, cars and light-duty trucks will be more fuel efficient, weigh less, emit less air pollutants, have more safety features,

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and will be more expensive to purchase relative to current vehicles. Though the gasoline-powered spark ignition engine will continue to be the dominant powertrain configuration even through 2030, such vehicles will be equipped with advanced technologies, materials, electronics and controls, and aerodynamics. And by 2030, the deployment of alternative methods to propel and fuel vehicles and alternative modes of transportation, including autonomous vehicles, will be well underway. What are these new technologies - how will they work, and will some technologies be more effective than others? Written to inform The United States Department of Transportation's National Highway Traffic Safety Administration (NHTSA) and Environmental Protection Agency (EPA) Corporate Average Fuel Economy (CAFE) and greenhouse gas (GHG) emission standards, this new report from the National Research Council is a technical evaluation of costs, benefits, and implementation issues of fuel reduction technologies for next-generation light-duty vehicles. Cost, Effectiveness, and Deployment of Fuel Economy Technologies for Light-Duty Vehicles estimates the cost, potential efficiency improvements, and barriers to commercial deployment of technologies that might be employed from 2020 to 2030. This report describes these promising technologies and makes recommendations for their inclusion on the list of technologies applicable for the 2017-2025 CAFE standards.

The Return of the Runelords Adventure Path begins here, in the pine-shaded port town of Roderic's Cove. Grudges and gossip are ever present in small town life, and Roderic's Cove is no different. The town has seen its share of troubles in the past with Riddleport pirates and a haunting by the town's founder, and now those tensions are bubbling up again. After a deadly brawl breaks out, the heroes must piece together what troubles the small town. Along the way,

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they stumble upon something larger than faction squabbles among the townsfolk--an ancient smoldering threat has flared to life. The powerful ancient wizards who once ruled this land are returning! "Secrets of Roderic's Cove" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure begins the Return of the Runelords Adventure Path, an exciting and world-impacting fantasy campaign set in the frontier lands of Varisia. A selection of new monsters, a gazetteer of Roderic's Cove, and an ecology of the sinspawn 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. Sales Points * The Pathfinder RPG has been a leading tabletop brand since its launch in 2008. More than 100,000 gamers play in active Pathfinder RPG campaigns. Pathfinder's monthly Adventure Path product enjoys more than 10,000 readers, making it the best-selling monthly print RPG product on the market.

* The Return of the Runelords Adventure Path is one of the most important publishing programs of Paizo's 2018 calendar, with six monthly adventure installments, a Pathfinder Pawns collection of character counters, and tie-ins with Paizo's 80,000-player worldwide Pathfinder Society Organized Play campaign.

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a

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guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

With the validity of the Stavian royal line confirmed, the heroes return to Taldor to discover horrible machinations transpired in their absence, and they must now face the cunning secret society, the Immaculate Circle, to recover the soul of their departed benefactor. But as they return triumphant, they find themselves not celebrated but hated, hunted, and accused of regicide. To set the world right and end the War for the Crown, the heroes must confront not one but six of Taldor's greatest emperors, resurrected from the past by equal parts malice and hubris! "The Six Legend Soul" is a Pathfinder Roleplaying Game adventure for 16th-level characters written by Amber Scott. The adventure concludes 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 review of the legendary emperors of Taldor's glory, a look at the Ulfen Guard, and advice for continuing the campaign all 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.

This guidebook dives into the myriad cultures and organizations readers can encounter or join in their journey, breathing life into both their character and the many allies and enemies they're bound to meet along the way.

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The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

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,

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you need to be giant!

This highly topical text suggests that distinctions should be made between kinds of special need in special education, and the possibility addressed that some SEN children might be happier and more effective as learners within non-mainstream settings.

Pathfinder Tales: Gears of Faith Macmillan

"The classic of modern science fiction"--Front cover.

The greatest explorers in the world come from the Pathfinder Society, a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons, allies, or foils. The unplumbed secrets of the Society's vast Grand Lodge in the fabulous city of Absalom stand ready for your campaign, accompanied by a host of new magic items, feats, and spells appropriate for Pathfinder Society characters and fully legal for use in Paizo's massive Pathfinder Society Organized Play campaign!

In this classic collection, some of the world's most eminent critics of development review the key concepts of the development discourse. Each essay examines one concept from a historical and anthropological point of view, highlights its particular bias, and exposes its historical obsolescence and intellectual sterility. The authors argue that a bidding farewell to the whole Eurocentric development idea is urgently needed, in order to liberate people's

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minds in both North and South for bold responses to the environmental and ethical challenges now confronting humanity. The combined result forms a must-read invitation to experts, grassroots movements and students of development to recognize the tainted glasses they put on whenever they participate in the development discourse.

After Southeast Asia, analysts and force planners came to the realization that there was a fundamental difference between search and rescue (SAR) in a permissive area and in an area that was not permissive (i.e., under enemy control). This second condition is now called combat search and rescue or CSAR. At the time of Desert Storm, the two forms of rescue were defined thusly: Search and Rescue (SAR): Use of aircraft, surface craft, submarines, personnel, and equipment to locate and recover personnel in distress on land or at sea. Combat Search and Rescue (CSAR): A specialized SAR task performed by rescue-capable forces to effect recovery of distressed personnel from hostile territory during contingency operations or wartime.² The development of this rescue capability has been well established. Dr. Robert Futrell documented our efforts in Korea in *The United States Air Force in Korea, 1950-1953*. His work was followed by Dr. Earl Tilford's *Search and Rescue in South east Asia*, which eloquently chronicled the heroic efforts of the rescue crews in that conflict who brought back literally thousands of airmen. It extensively documented what is now considered the "golden age" of rescue. This work is meant to follow in those traditions and will focus on our CSAR efforts in the Persian Gulf War of 1991, or more specifically, the period of Operation Desert Storm, 17 January to 28 February 1991. Overall, CSAR in Desert Storm appears to have been a mixed bag. Because of advances in precision weaponry, Global Positioning System (GPS) technology, countermeasures, and training, relatively few coalition aircraft were

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shot down. Forty-three coalition aircraft were lost in combat, most over high-threat areas. Eighty-seven coalition airmen, soldiers, sailors, and marines were isolated in enemy or neutral territory. Of that total, 48 were killed, one is still listed as missing, 24 were immediately captured, and 14 were exposed in enemy territory. Of those who survived, most landed in areas controlled by enemy troops. Of the few actually rescueable, six were not rescued for a variety of reasons, but primarily because of limitations in CENTAF's ability to locate them accurately and in a timely manner.

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box

The Indian Media Business, Fourth Edition gives you detailed analysis, perspective and information on eight segments of the media business in India—print, TV, film, radio, music, digital, outdoor, and events. It presents the business history, current dynamics, regulation, economics, technology, valuations, case studies, trends (Indian and global) and a clear sense of how the business operates. This book is a must-read for media professionals, students and for those planning to invest in the Indian media and entertainment business. The outstanding feature of the fourth edition is a new chapter on digital media—arguably, the first ever look at digital media from a comprehensive business perspective. This looks at everything from history to business dynamics and the major issues digital media faces in India. This edition tackles regulation with more detail than any of the previous ones. There is one large case study on the quality of

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regulation in India and several caselets such as the ones on copyright law, defamation law and how it works for social media. This edition also contains more caselets than the previous editions. There are caselets on the changes in readership methodology, on the trouble with news broadcasting and on the rising power of Hindi newspapers and the impact of digital on both print and TV among others.

A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

"In their lightless sanctuary, an army of serpentfolk gathers to bring the world above to its knees. The skull of the dead god Ydersius has fallen into the hands of his worshipers once more, and fanged fanatics now commence the rites to resurrect their slain deity."--Back cover.

Increasing American fear about terrorism, environmental catastrophes, pandemics, and economic crises has fueled interest in "prepping": confronting disaster by mastering survivalist skills. This trend of self-reliance is not merely evidence of the American belief in the power of the individual; rather, this pragmatic shift away from expecting government aid during a disaster reflects a weakened belief in the bond between government and its citizens during a time of crisis. This ethnographic study explores the rise of the urban preppers' subculture in New York City, shedding light on the distinctive approach of city dwellers in preparing for disaster. With attention to the role of factors such as class, race, gender and one's expectations of government, it shows that how

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one imagines Doomsday affects how one prepares for it. Drawing on participant observation, the author explores preppers' views on the central question of whether to "bug out" or "hunker down" in the event of disaster, and examines the ways in which the prepper economy increases revenue by targeting concerns over developing skills, building networks, securing equipment and arranging a safe locale. A rich qualitative study, *Bracing for the Apocalypse* will appeal to scholars of sociology and anthropology with interests in urban studies, ethnography and subcultures.

Pathfinder is the world's bestselling tabletop role-playing game—now adapted as a series of novels. Keren is a sworn knight of Iomedae, proper and disciplined in every way. Her girlfriend, Zae, is the opposite—a curious gnome cleric of the clockwork god, who loves nothing more than the chaos of her makeshift hospitals. When a powerful evil artifact is stolen from a crusader stronghold, both knight and gnome are secretly sent to the great city of Absalom to track down the stolen bloodstone. Sure, they may not be the most powerful or experienced members of their organizations, but that's the whole point—with legendary champions and undead graveknights battling at every turn in their race to recover the stone, who'll notice one young knight and her gnome? All they have to do is stay alive long enough to outsmart a thief capable of evading both gods and heroes. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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