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## Pathfinder giantslayer pdf

Giantslayer is the sixteenth campaign to grace the pages of the Pathfinder Adventure Path series, and is scheduled to run from February 2015 to July 2015. It begins in Hold of Belkzen and continues into the Mindspin Mountains against giants of ever-increasing power. Deep in the Mindspin Mountains, a storm giant's warlord known as the Stormtyrol has taken control of a sky castle and an Orb of Dragonkind, assembling an army of giants from across western Avistan - first to bring Belkzen's orkholder under its banner and then conquer the surrounding realms. Heroes defending the human city of Trunau from an orc attack discover that the attack is just a precursor to Storm Tyrant's larger plans. Working his way through an abandoned border fort, an ancient giant temple, the tomb of an undead frost giant, and an elite fire giant training facility under a dormant volcano, the heroes eventually take the fight to Storm Tyrant himself inside his flying fortress. Can the giant army be defeated before it can conquer the human lands of the Inner Sea, or will all Avistan bow down in allegiance to Storm Tyrant? Releases Pathfinder Adventure Path Battle of Bloodmarch Hill Written by Patrick Renie Published February 2015 In the Human City of Trunau, a beleaguered settlement surrounded by the brutal orcs of The Hold of Belkzen, the heroes must investigate a mysterious death. Before uncovering the truth, however, Trunau comes under attack by an orchestra, and the heroes must help defend it, only to discover the real causes of both the murder and the orc-raid—both were just distractions from a broader conspiracy involving a giant chief seeking treasures of the forgotten tomb of an ancient giant completely beneath the city. The Hill Giant's Pledge Written by Larry Wilhelm Released April 29, 2015 The marauding orcs have been defeated, but great danger is still-hill giant chief Grenseldek not recovering the treasures of the tomb under the besieged city of Trunau, and she will never rest until she has made them her own. The heroes must travel by riverboat through the orc-hold of Belkzen to the abandoned border fort that the giant has claimed as her lair and put an end to the threat at the source! Forges in Giant God Written by Tim Hitchcock Released May 27, 2015 The Heroes explore the grave of a legendary giantslayer before venturing into the Mindspin Mountains in search of the valley where Storm Tyrant is recruiting giants to its army. The adventurers must confront the many giants who live in the winding valley before making their way to the gigantic headquarters, an ancient temple to the gigantic god Minderhal, which contains a powerful artifact. But the valley of giants is just a recruitment station, and Storm Tyrant's stone giant representative has been sending the most promising recruits to training camp deeper inside the mountains. Ice Tomb of the Giant Queen Written by Jim Groves Released June 24, 2015 After the trail of Storm Tyrant's armies, the heroes come to a frosty giant village that serves as a training camp, led by a frost giant graveyest who issues orders from inside an icy crypt. As the heroes engage in guerrilla tactics to weaken the army of giants and dissolve the camp, they can ally themselves with a red dragon that seeks to infiltrate the village for her own purposes. Once they have broken the ranks of giants, the heroes venture into a frozen tomb where they must defeat the cultists of Pallid Princess, morbid tomb giants, and undead war machines before engaging in a climactic battle with the giants' fearsome leader! Anvil of Fire Written by Sean K Reynolds Released June 2015 To Track Down Storm Tyrant's fire giant ally, the heroes head for the elite military academy, where Storm Tyrant is training officers for his giant army, an underground dungeon complex under the caldera of a dormant Minds volcano in the Pine Mountains. Facing the fire giant of King Tytarian and his family, the heroes learn about Storm Tyrant's plans to invade Belkzen and lead an army of giants and orcs to conquer the nations of Avistan and gain valuable intelligence about Storm Tyrant's flying sky castle and his top generals. Shadow of the Storm Tyrant Written by Tito Leati Published July 2015 Heroes emerge from a fire giant dungeon in a volcano's caldera where Storm Tyrant's stolen cloud castle flows high above. As the castle takes off into the sky, the heroes must storm the castle and defeat the guardians of Storm Tyrant and elite giant allies. Finally, they must face Storm Tyrant himself and his dominated red dragon to put an end to his megalomaniacal push for power. Will the heroes defeat volstus the grand tyrole, or will all Avistan bend his knee to the mighty warlord and his gigantic armies? Player's Giants Guides Giantslayer Player's Guide Written by Adam Daigle and Rob McCreary Released January 2015 The Giantslayer Player's Guide gives players all the spoiler-free information, inspiration and new rules they will need to create characters prepared to delve into the adventures and intrigue of the Delay Giants Adventure Path. Within, players of this campaign will find everything they need to create character backgrounds tied to personalities and events crucial to Pathfinder Adventure Path's exploration of some of the many ancient tombs and dangerous sites in the Mindspin Mountains, along with new campaign-specific moves to give daring adventurers the edge they will have to take on the strange and deadly threats facing on their quest. Sourcebooks Belkzen, Hold of the Orc Hordes Written by Tyler Beck et al. Released February 25, 2015 Orcs is the scourge of civilization, the raiders that come in the night, innocent for treasure and the simple joy of killing. Their brutality extends even to their own kind, with tribes fighting for supremacy and only the strongest individuals surviving to adulthood. But despite their terrifying image, orcs maintain a community of their own that has carved out the legendary Team of Belkzen. Within this chaotic region, warlords are vying for supremacy, adventurers plundering ruins long lost to orc barbarism, and the daring orcs who imagine a better life struggle for change. Accessories Giantslayer Poster Map Folio Cartography by Rob Lazzaretti and Ben Wootten Released July 2015 Evil Giants plague the treacherous Mindspin Mountains, and only your playing characters stand in the way of their conquest! Three massive, lavishly illustrated poster cards set the stage for the popular Giantslayer Adventure Path, creating a must-have collection for it or any mountainous campaign. Maps include the border town of Trunau, a large view of the Mindspin Mountain region, and a giant player-oriented map of a frost-giant village, presented as an isometric drawing of the settlement's defense and layout. Miniatures Giantslayer Adventure Path Pawn Collection Released October 2015 Key monsters and NPCs from Giantslayer Adventure Path come to life on your tabletop with the Giantslayer Pawn Collection, featuring more than 100 creature pawns to use with Pathfinder Role Play or any tabletop RPG! Printed on sturdy cardboard, each pawn presents a beautiful full-color image of a monster or NPC from the Giantslayer campaign, driving the spectrum of larger-than-life enemies from the oafish hill giant to the mighty storm giant, plus orcs, trolls, and dozens of unique creatures and characters. Each carton of pawn slots into a size-appropriate plastic base from Pathfinder Pawns Bestiary Box, making them easy to mix with traditional metal or plastic miniatures. With tons of different images, the Giantslayer Pawn Collection brings enemies and allies from all six adventures on the Giantslayer Adventure Path to life. Our narrative begins in the brave and independent city of Trunau, on the edge of civilization, and on the edge of the Mindspin Mountains. When everyone else fled the invading hordes of orcs, this brave city survived their onslaught. Tonight is the celebration of the coming age of one of the city's inhabitants. Can she be a future hero, or will she fall victim to the next inevitable orc raid? Why are you here, on this night, in this country, where few live and even fewer ever visit? You better make up your mind soon, because there's a storm coming. You want to turn it aside its anger? or will all Avistan bow down in allegiance to a new tyrant? The Giantslayer Adventure Path begins in the besieged town of Trunau, a stubbornly independent town in the orc-owned country of Belkzen. The adventure begins on the eve of a Hopeknife important ceremony held for local youth as they get older. Drag Land Civilization Areas of Interest The Giantslayer Adventure Path Pawn Collection, released on September 30, 2015, features more than 100 numbered chipboard pawns printed with full color illustrations, all representing NPCs and creatures encountered under the Giantslayer Adventure Path. Key monsters and NPCs from Giantslayer Adventure Path come to life on your tabletop with the Giantslayer Pawn Collection, featuring more than 100 creature pawns to use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardboard, each pawn presents a beautiful full color image of a monster or an NPC from the Giantslayer campaign, including orcs, dragons, giants of all types, and dozens of unique peasants also suitable to represent the player characters. The Giantslayer Pawn Collection, along with creatures from Pathfinder Pawns: Bestiary Box collections, provides peasants for almost every Giantslayer meeting. Each carton of pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections, making peasants easy to mix with traditional metal or plastic miniatures. With tons of different images, the Giantslayer Pawn Collection brings enemies and allies from all six adventures on the Giantslayer Adventure Path to life. List of Content Small (and Less) Medium Large Alpha River DrakeBramblelightCyclopsDragon, Young Red (2)DybellosEtenaFire Giant CaptainGiant, Ash (2)Giant, CaveGiant, FrostGiant, HillGiant, Battle (2)Giant, StoneGiant, TombGluttons (2)GregganorGrenseldekGrenseldek's BodyguardGutterrunch GorbHell Hound, Nessian Warhound (4)HuragHyrokkinKragmuldrKrella enMama DungMargrundaMarrow (2)MorogNakurrhOgre (2)OnephxiaQuivixiaRohkniirSkirgaard Peer (3)SkirkatlaTemple Priest (3)Toad, Glacier (2)TrollTroll, RockTytarianUlkratUratashUsth 's GuardianVed (3) Huge Huge Giant Giant Giant Giant Giant

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