

### SINTE ABOMINATION

School	Evocation
<b>LEVEL</b>	Cleric 5 (Parasoma)
<b>Components</b>	V, S, F (a holy symbol) [Dr]
<b>Casting Time</b>	1 standard action
<b>Range</b>	personal
<b>Effect/Target</b>	you
<b>Duration</b>	1 round/level

Drawing upon positive energy, you emulate some of the powers of a paladin smiting undead. Choose one undead creature. Your melee attacks against that undead add your Wisdom bonus to hit and add your caster level to damage. Your attack bypasses the undead creature's damage reduction. These bonuses do not stack with the bonuses from a paladin's smite.

### QUESTS

Quest	Result	Avg. CR
Deductions: Beast could not have killed Karle	2	
Deductions: Beast has darkness	3	
Deductions: Beast has no carmin scars	3	
Deductions: Beast was crying	3	
Deductions: Someone stole six bodies	3	
Deductions: The Face of Morast	3	
Deductions: The Papers in the Cellar	3	
Deductions: The Vial in the Cellar	3	
Deductions: Thing not climbs	3	
Deductions: Thing not enters by force	3	
Deductions: Vorktag's scars	3	
Evidence: Using speak with dead on the head of	3	
Evidence: Beast brought Elia's body back and	3	

### INTERMILL

Intermill	Output	Avg. CR
1 dried	3	
1 wolf	3	
1 dissipalanger	3	
1 dried	3	
1 embear	3	
1 shambling mound	3	
1 troll	3	
1 night	3	
1 will-o'-wisp	3	
1 wervin	3	
1 yeth hound	3	
1 assassin vine	3	
1 barghest	3	
1 dire wolf	3	
1 dissipalanger	3	
1 dried	3	
1 embear	3	
1 shambling mound	3	
1 troll	3	
1 night	3	
1 will-o'-wisp	3	
1 wervin	3	
1 yeth hound	3	
1 assassin vine	3	
1 barghest	3	
1 dire wolf	3	
1 dissipalanger	3	
1 dried	3	
1 embear	3	
1 shambling mound	3	
1 troll	3	
1 night	3	
1 will-o'-wisp	3	
1 wervin	3	
1 yeth hound	3	

### ENCOUNTERS

1.02 The Feaster in Watery Shadows
1.06 Courthouse Guards
2.03.8 Manticores
2.03.C All Vorath Spawns
2.03.C Bear Trap
2.03.C Broken Children
2.03.C Brother Swamp
2.03.D Ghosts
2.05.07 Vorktag
2.05.E01 Flesh Golem Hound
2.05.E02 Mongoose
2.05.E04 Mongoerms
2.05.E06 Grine
2.05.E06 Ungut Dust Trap
2.05.E09 Snaggle Homunculi
2.05.E30 Top of the Tower
2.05.E13 Cadaver Pool
2.06.06 Townfolk's Group
3.01 Trollhounds
3.02 Gateway

### ENCOUNTERS (RANDOM)

1 assassin vine
1 barghest
1 dire wolf
1 dissipalanger
1 dried
1 embear
1 shambling mound
1 troll
1 night
1 will-o'-wisp
1 wervin
1 yeth hound
1 assassin vine
1 barghest
1 dire wolf
1 dissipalanger
1 dried
1 embear
1 shambling mound
1 troll
1 night
1 will-o'-wisp
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1 dissipalanger
1 dried
1 embear
1 shambling mound
1 troll
1 night
1 will-o'-wisp
1 wervin
1 yeth hound

### PARCELS

2 Phase Spider's Bog
2.8 The manticores' nest
3.01 Holy Water
3.03 The Fallen Man's Gear
3.03 Children's Skeletons
3.03 The Cellar
3.02 Storage
3.05 Leading Bay
3.06 Grine's Butchery
3.06 Strongbox
3.07 Vorktag's Study
3.08 Hidden Treasure
3.09 Tower of Curios
3.10 Top of the Tower
3.11 Yellow Musk Creepers

### FOREWORD

#### INTRODUCTION

Cover  
Credits

#### VERSIONING AND LEGAL

Module Versioning  
Conversion Notes  
OPEN GAME LICENSE version 1.0a

#### ADVENTURE INTRODUCTION

Foreword  
Adventure Background  
Adventure Summary

#### ADVENTURE

#### PART ONE: JOURNEY TO LEPIDSTADT

Introduction  
The Crooked Kin  
Alene's Fate (CR 5)  
Lepidstadt  
Dr. Montagne Crowl  
Judge Embreth Daramid  
Information on the Trial  
The Barister  
Meeting the Beast

#### PART TWO: THE BEAST ON TRIAL

Introduction  
The Theft at Lepidstadt University  
The Swamps of Morast  
B Abandoned Boneyard  
The Children of Herngstag  
C Herngstag and Brother Swarms  
C1 The Chapel  
C2 Karm's House  
C3 The Fallen Man  
C4 The Hermit's Tangle  
C5 The Rotting Scarecrow



Lepidstadt (GM)

**Lepidstadt**

- Near Lepidstadt (GM)
- Near Lepidstadt (Player)

**LEPIDSTADT**

- N small city
- Corruption +1; Crime +1; Economy +1; Law -1; Lore +3; Society +4
- Qualities academic, prosperous, rumormongering citizens, tourist attraction
- Dwiger 5

**Demographics**

- Government council
- Population 9,780 (9,600 humans, 80 dwarves, 50 elves, 30 gnomes, 20 other)

**Notable NPCs**

- The Beast of Lepidstadt (N flesh golem barbarian 6)
- Dean of Lepidstadt University Acland Vascari (LN male expert 5)
- Former Count Alphonse Caromac (N male human alchemist 13)

**Marketplace**

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## About This Content

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

*By* **Richard Pett**

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

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

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

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

Pathfinder Adventure Path is Paizo Inc's monthly full-color adventure. It contains an in-depth Adventure Path scenario, stats for about a half-dozen new monsters, and several support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

*This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:*

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Released on November 04, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

**Requires:** This content requires an active license or subscription for Fantasy Grounds to download and use.

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Title: Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 2: Trial of the Beast (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 16 Nov, 2017

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

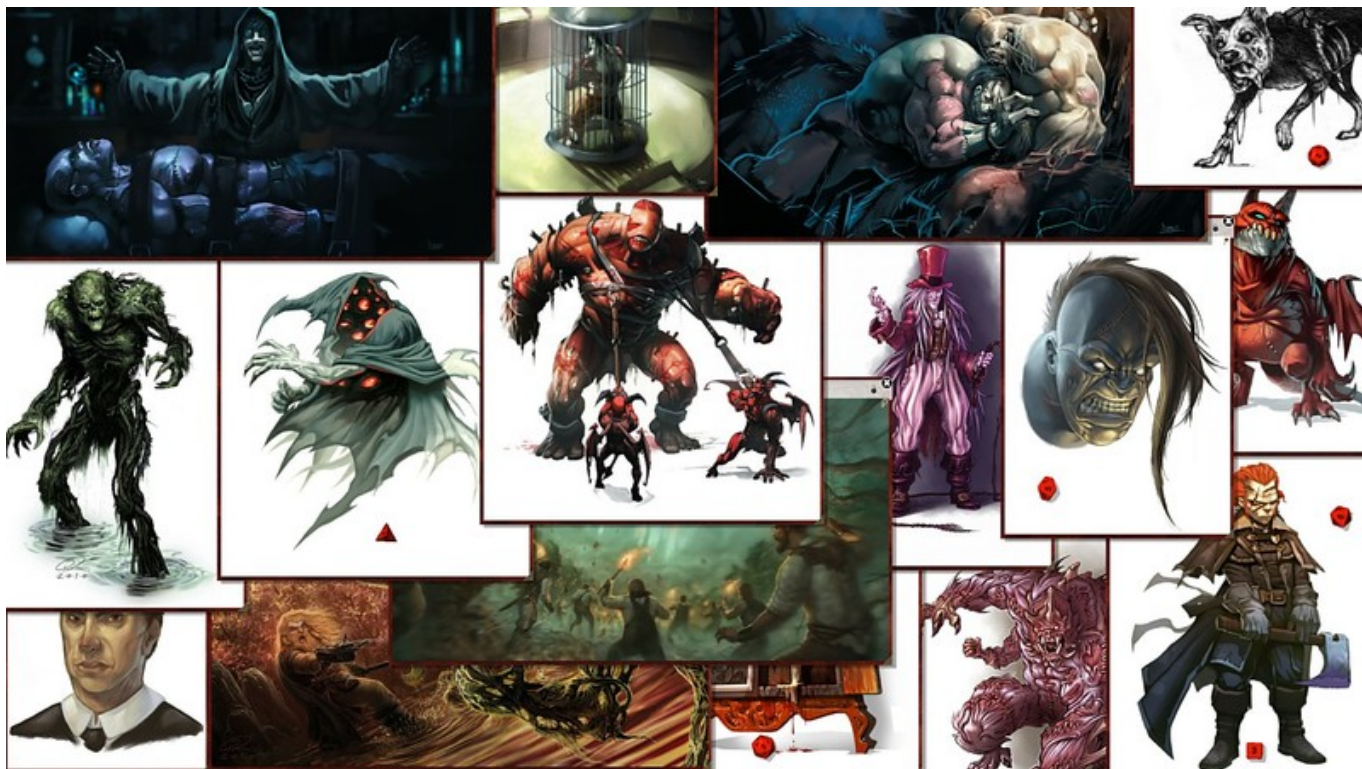
**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English







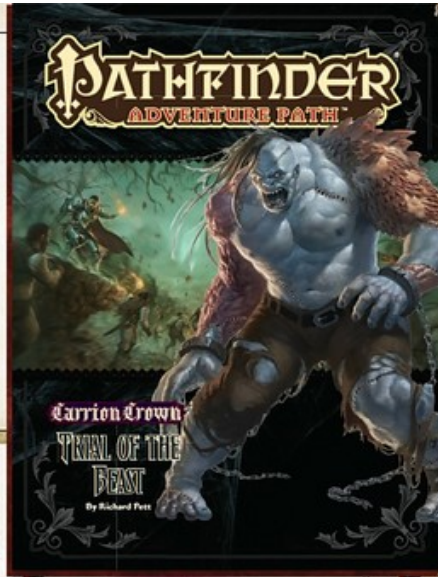


Art: Sinking Swamp Manor

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

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

A typical priest earns a meager living tending to women in labor, speaking words at funerals, or even digging graves or building tombs for wealthy patrons. Adventurers' priests tend to entomb tombs for the rich, and they are the only ones to accept the undead as a necessary part of



Prince, the Order's first station.

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

Art: Palatine Eye's Member

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While similar to the bones and bones of the goddesses Pharamia and Phasma, these winged rodents are commonly associated with Ungathos and are blamed for the spread of maladies from rabies to vampirism. Superstitions hold that the sick may be cured if they eat the hair of the bats that spread ailments to them, making various parts of these night hunters common ingredients in folk medicine.



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