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The adventure follows the story of the heroes on their way to uncover the secrets of the slithering. The setting is a town called Kibwe at the edge of the Mwangi Expanse. This town is inhabited by humans and long-lived non-human races who have their own form of society and law. Using magic, tempers and perseverance, the heroes (or are they? One is!) work through the night until dawn, to find a cure to save their home. Included in this product: CONTENT - 18 Encounter Locations HANDOUTS - 15 Image-links to the map images from the book and handouts from the book More to come. Erik Weekes' Slithering adventures are coming in the near future. I'm really excited about the character generation options, and how fun my re-conversions for the game are with all the new images and image links and whatnot, but I'm much more excited about the content as a whole. We'll be running the adventure at GenCon this year (could you tell? ;D), and I'll be happy to talk about it, or just give out link-to-order links as I do with most of my products. If you'd like to take a peek, you can check out the big chapter 1 in my collection here, and the first few encounters here. About This Game: The game is set in the fictional land of Italia, which features a vibrant port city similar to that of Port Royal. The story follows a group of new students who join a school called the Imperial Academies of Pleasure, which is secretly the training ground for agents of the Department of Investigation and the Crimson Division of the U.S. Army. The students are led into danger by Dervane Fox, a.k.a. Abhi Sabak, a fellow agent from the M.S.D., who was once part of a S.A.I.G. team before he was cut out of his government organization and left to die. The game includes: CONTENT - 12 Encounter Locations. These are marked as optional encounters, and have a scenario narrative as well as optional encounters, as well as an optional "secret" location. HANDOUTS - 9 Image-links to the maps and handouts from the book. About This Game: The adventure is set in a world where the

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Fantasy Grounds - Pathfinder RPG 2 - Pathfinder Adventure: The Slithering Features Key:

Hundreds of options on how your adventure can play out
A rich, flexible world with ...

In this beautifully illustrated adventure you play an apprentice acolyte of the School of Investigation, who has found the strange and beautiful pet slithering of Strath"rath. Of the school's nine other official pupils, only this one seeks to enter into the world above! But who can be sure what the truth of this place may be and how much you will have changed before you walk on the road that leads to acceptance of its offerings?

A surreal land teeming with life and gone mad, Strath"rath is gone whole, and if a foolish governor of a town set up in the hills doesn't fix it up, a brutal civil war will come! Blending the magic items, monsters and bizarre wonders found in the classic Monsters Under the Mountain and Iceworld, this book offers an immersive experience in the often-embarrassing past of this forgotten part of Faerun.

Interested? This GM Screen was generated using the Fantasy Grounds GameMaster.

Product Key features:

- Hundreds of options on how your adventure can play out
- A rich, flexible world with ...

This is the best of the Icelands from Realms of Adventure, a collection of maps, monster statblocks, magic items and more from the Pathfinder module Iceworld, found in the ancient lands of Iceland! This GM Screen was generated using the Fantasy Grounds GameMaster.

Cover Page: