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About This Content

Starfinder Adventure Path: Temple of the Twelve (Dead Suns 2 of 6)

By John Compton

Welcome to the Jungle

Now members of the Starfinder Society and piloting their very own ship, the heroes head to the planet Castrovel, home of some of the best universities in the Pact Worlds, to research the clues they found on the mysterious asteroid called the Drift Rock. On Castrovel, the adventurers' findings point them toward an ancient elven temple-city called the Temple of the Twelve, lost deep within Castrovel's teeming wilderness. But in addition to the dangerous flora and fauna of the jungle, the heroes must contend with two other factions—the exiled Corpse Fleet of Eox and the Cult of the Devourer—who are also interested in the asteroid's secrets and have their own plans for the ancient alien technology behind it, if they can find it first!

This volume of Starfinder Adventure Path continues the Dead Suns Adventure Path and includes:

- "Temple of the Twelve," a Starfinder adventure for 3rd-level characters, by John Compton.
- A gazetteer of the wild planet of Castrovel, by John Compton and James L. Sutter.

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- Details on the destructive Cult of the Devourer, including a new mystic connection and new cult gear, by Owen K.C. Stephens.
 - An archive of strange new alien creatures, by John Compton, Jason Keeley, and Robert G. McCreary.
 - Statistics and deck plans for a new starship, by John Compton, plus details on a moon whose planet disappeared into a black hole in the Codex of Worlds, by Jason Keeley.

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 January 19, 2018. 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 and the Starfinder Ruleset.



Title: Fantasy Grounds - Starfinder RPG - Dead Suns AP 2: Temple of the Twelve (SFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 9 Feb, 2018

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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

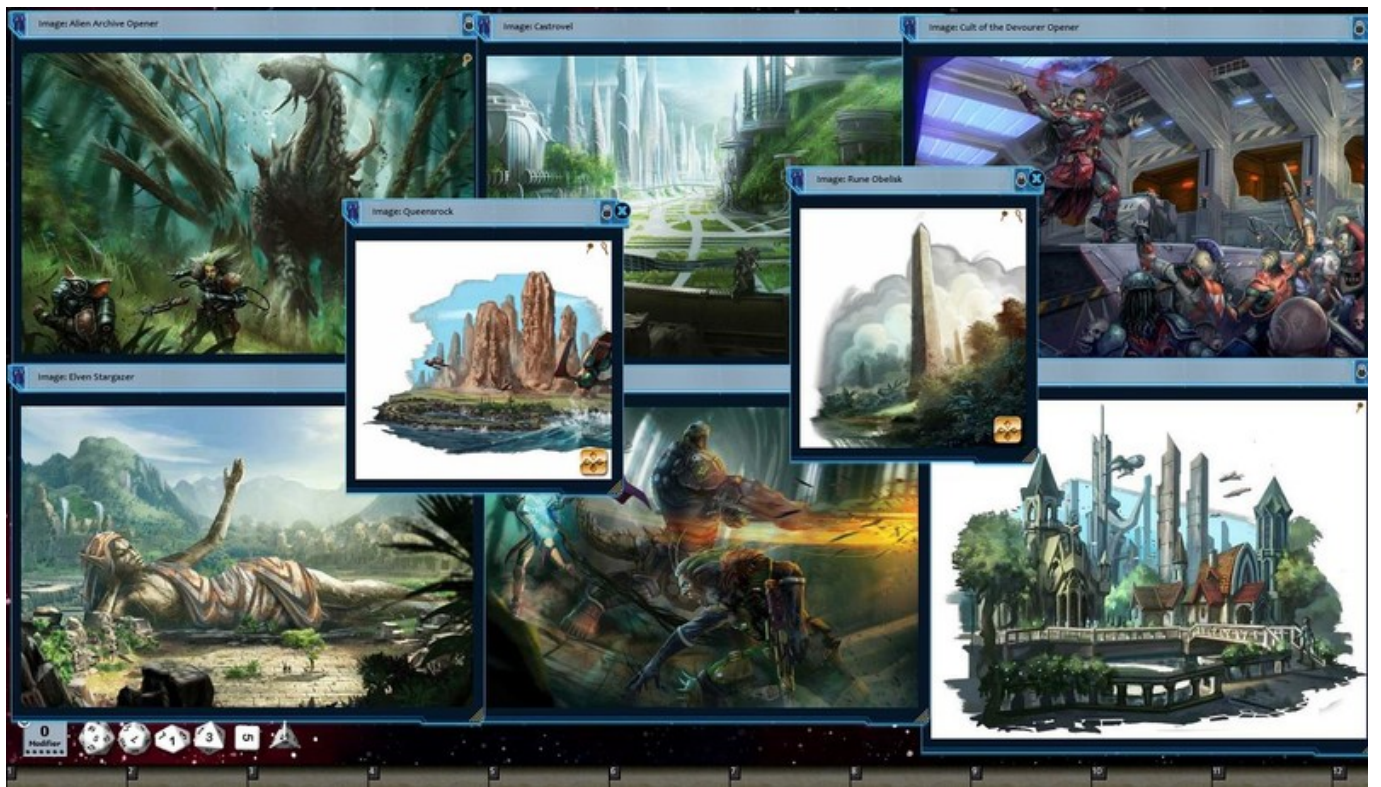
Network: Broadband Internet connection

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



3.03.06. B. The Stargazer

...on their stellar observations, and tattoo their greatest discoveries into their skin as a living testament to their astronomical accomplishments. To the explorer Hakusem Za the immense statue depicted not an astronomer marveling the heavens but a sickly elf wasting away from an unknown disease, leading him to dub it the "Plague Warden." In fact, markings that cover the elfen figure's skin do not indicate but rather stars, much like the skin of the elfen monks that frequented here.

Having confirmed that the PCs are pursuing the Devourer of Tahomen dispatched several of his cultists under the direction of the shiren Salsak to kill or delay the PCs. The team fell afoul of predators that are drawn to the Stargazer to exploit the relative lack of cover to snatch up prey. One of the cultists fell to a pair of karkis that still warily patrol the area (see Event 3.03.06.01) and the cult's movement also proved an ambush point for the PCs.

Sky Fisher

HUGE ABERRATION

Salabel con here, there are positions M

STATISTICS

Str	14	Des	18	Con	8	Int	10	Wis	8	Cha	1
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Abilities
Acrobatics +11, Stealth +11

Skills
Acrobatics +11, Stealth +11

Languages
Castrovelian (can't speak), telepathy 60 ft.

Other Abil.

ECOLOGY

Environment any sky (Castrovel)

Organization solitary

SPECIAL ABILITIES

- Aerial Camouflage (Su)
- Darkvision (Ex)
- Fisher Poison
- Levoo (Ex)

COMBAT TRACKER

Name	Init	HP	SP	RP	Temp	Stab
Sky Fisher	14	25	0	0		
Salsak	13	45	0	0		
(Effects (Humanoid traits))						
Dex	12	12	0	0		
Zyzzyk	10	14	0	0		
Slag	9	16	0	0		
Vermillion	5	13	0	0		

3.03.06.01. Encounter: Shattered Outbuildings

CR 3 XP 1600

Fishes: 1 Name: Sky Fisher

Placement:

A.02. Appendix 2: The Cult

The Cult of the Devourer is one of the most feared and reviled organizations in the Pact Worlds, and clear evidence of its ravages can be found on the fringes of inhabited space throughout the galaxy. The cult has been around for eons, though individual cells rarely last more than a few decades, and its devotees wage a nonstop war to destroy all existence in the name of their god, the Devourer. In most cases, the cult can be thought of like a hurricane on a low-tech world - it comes with little warning, damages or destroys everything in its furious path, and then weakens and breaks apart for no apparent reason.

Image: Cult of the Devourer Opener

Nevertheless, the Cult of the Devourer is more than just a mere storm. It is a widespread interstellar and interspecies organization plotting the downfall of all civilization as part of a broader plan to end existence itself. Although the cult is made up largely of anarchists, its efforts are surprisingly well-coordinated and carefully considered. Only by understanding the underlying motives and rough organization of the cult's various cells, divine agents, and sects can the true threat of the Cult of the Devourer be understood clearly.

Appendix:

- Appendix: Cult Organization
- Appendix: Devourer Cult Mystics
- Appendix: Devourer Cult Gear

WEAPONS

Name	Level	Price	Damage	Critical	Range	Capacity	Usage	Charges	Bulk	Special
Heavy - Disintegrator - Two-Handed										
Disintegrator cannon, decimator	11	29500	3d10 A	Corrode 2d6	40 ft.	40 charges	4	3	-	-
Disintegrator cannon, eradicator	20	765000	5d20 A	Corrode 4d6	40 ft.	80 charges	8	3	-	-
Disintegrator cannon, executioner	16	220000	5d10 A	Corrode 3d6	40 ft.	80 charges	8	3	-	-
Disintegrator cannon, liquidator	6	4800	1d20 A	Corrode 1d6	40 ft.	40 charges	4	3	-	-
Long Arms - Disintegrator - Two-Handed										
Disintegrator rifle, decimator	11	29000	3d10 A	Corrode 2d6	30 ft.	40 charges	4	2	-	-
Disintegrator rifle, eradicator	20	745000	5d20 A	Corrode 4d6	30 ft.	80 charges	8	2	-	-
Disintegrator rifle, executioner	16	210000	5d10 A	Corrode 3d6	30 ft.	80 charges	8	2	-	-
Disintegrator rifle, liquidator	6	4340	1d20 A	Corrode 1d6	30 ft.	40 charges	4	2	-	-
Melee, Advanced - Unategorized - One-Handed										
Painclaw, demonic	11	25000	2d8 S & P	Bleed 1d6	-	40 charges	1	1	1	Injection (see text), un
Painclaw, draconic	19	560000	6d8 S & P	Bleed 2d6	-	40 charges	1	1	1	Injection (see text), un
Painclaw, ghoulish	3	1250	1d8 S & P	-	-	40 charges	1	1	1	Injection (see text), un
Small Arms - Disintegrator - One-Handed										
Disintegrator pistol, decimator	11	28000	1d20 A	-	20 ft.	20 charges	2	L	-	-
Disintegrator pistol, eradicator	20	745000	3d20 A	Corrode 2d6	30 ft.	40 charges	4	L	-	-
Disintegrator pistol, executioner	16	200000	2d20 A	Corrode 1d6	25 ft.	40 charges	4	L	-	-
Disintegrator pistol, liquidator	6	4500	1d10 A	-	15 ft.	20 charges	2	L	-	-

NEW SPELLS

School	Class	Summary
mutation	Mystic	You gain razor-sharp teeth and thus a bite attack.
necromancy	Mystic	Cause a recently-deceased creature to attack a random target or target of your choice.

ARMOR

Name	Level	Price	Con.Slots	Bulk
Upgrade				
Grim Tophies (Magic)	1	125	1	-
Weapon Spikes			1	Varies

6 / 9

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