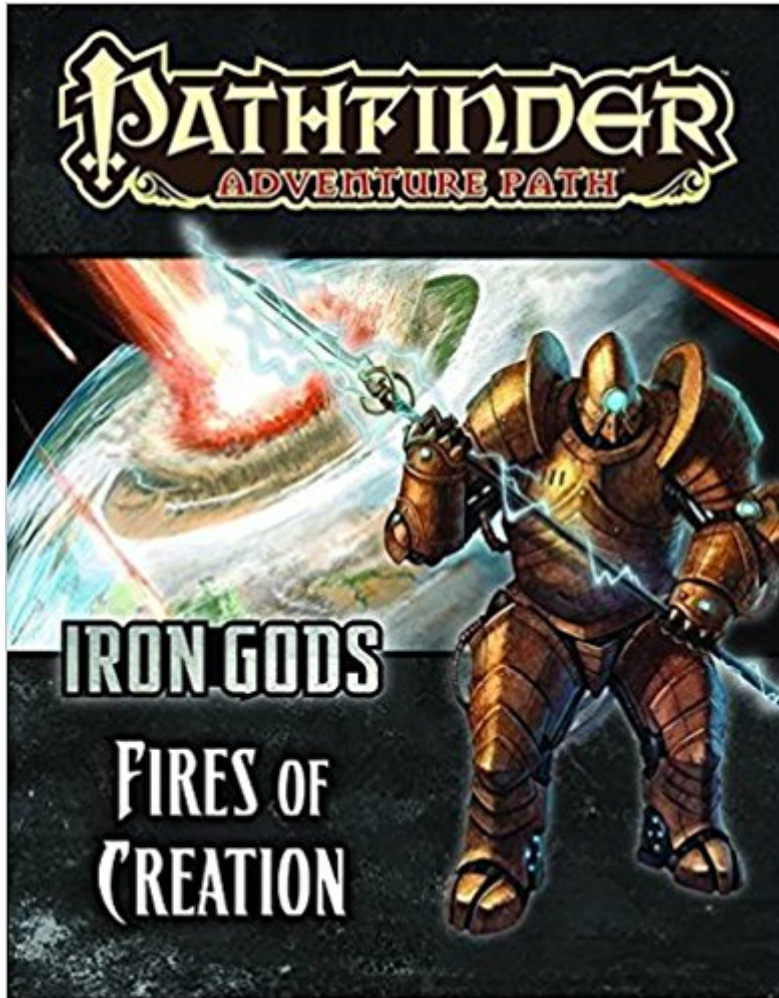


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# Pathfinder Adventure Path: Iron Gods Part 1 - Fires Of Creation



## Synopsis

In the brand-new Iron Gods Adventure Path, the heroes explore one of Golarion's most exotic and unusual realms – the land of Numeria – where savage barbarism clashes with the wonders and horrors of superscience. A strange, violet bonfire burns atop the town of Torch's central hill, its flames hot enough to allow smiths to work with the hardest of exotic metals harvested from the enormous crashed starship at Numeria's heart. When the fire is suddenly extinguished, the heroes must delve into a previously unknown set of caves below the town that lead to a strange buried metallic ruin. Will the heroes survive the technological dungeon, or will they fall in a hail of robotic foes and laser fire? The first volume in the Iron Gods Adventure Path, Fires of Creation is a Pathfinder Roleplaying Game adventure for 1st-level characters that, for the first time ever, blends elements of science fiction and fantasy to create a unique campaign experience.

## Book Information

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Average Customer Review: 4.8 out of 5 stars – See all reviews (4 customer reviews)

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## Customer Reviews

Came in perfect condition and was as I expected. This is an excellent adventure to run if you want to add a little technological spice to your fantasy adventures. The maps are laid out well and included all relevant points of interest. There is a nice ecology section on the Android race and a neat little story from the perspective of someone traveling to the land of the adventure, Numeria. This has been a setting I have been looking forward to for a long time.

Pros: This book is extremely well written and organized. Vibrant and clear pictures fill the book with as much eye candy any DM might want. Fantastic blend of syfy and fantasy! Great story that allows

the players to choose what they do and where they go, without making it feel like you're on a railroad path!! I love the addition of Androids as a playable race! One of my PCs is having a fantastic time trying to learn about herself while hiding her identity from the Technic League and her party mates.

**Cons:**Not everything you need. For the first time, in my experience, an adventure path does not supply you with all of the charts and tables you would need to run the campaign. This is a very very small con as even a cursory Google search will reveal the charts you need. I am used to AP books suggesting further books to enhance the AP itself but never have I seen one required like this.

**Overview:**Overall, this has been one of my favorite adventure paths so far. You have to be open to the the syfy/fantasy blend and those who believe they should not mix should steer clear of this AP. Those who are open to the idea will have a fantastically fun time! This is a 'must' addition to any DM who likes to run AP for Pathfinder friends and families.

**Time Keeper**

Just started running this last month. It's a pretty good module, but a little light on the plot, especially if you are used to some of Paizo's early AP which are pretty heavily plotted.

just what I need to get a group started into Pathfinder

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