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## About This Content

### Pathfinder Adventure Path #122: Into the Shattered Continent (Ruins of Azlant 2 of 6)

by Robert Brookes

#### Island Intrigue

After working to secure their settlement on a surviving fragment of the lost continent of Azlant, the adventurers aid the colony by exploring the rest of the island to search for resources and look for potential dangers. Soon they learn of a sea hag whose attempts to revive the powerful oracular powers of the Azlanti threaten the island's inhabitants. But an even greater peril confronts them as they begin to notice that some people in the settlement are acting strangely—a haunting echo of the clues left behind after the original settlers vanished. Sinister forces are at work in the colony, and the adventurers must uncover a menacing threat to the settlement before they become the next victims of a vile plot.

*This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes:*

- "Into the Shattered Continent," a Pathfinder RPG adventure for 4th-level characters, by Robert Brookes.

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- A gazetteer providing a look at some of the history, interesting denizens, and points of interest in the region where this story unfolds, by Adam Daigle.
  - A collection of rare magical treasures from ancient Azlant, by Ron Lundeen.
  - A bestiary full of monsters that inhabit the islands, by Ayla Arthur, Robert Brookes, Lucas J.W. Johnson, Robin Loutzenhiser, and Mark Moreland.

*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 February 23, 2018. Designed for Fantasy Grounds version 3.3.4 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 - Ruins of Azlant AP 2: Into the Shattered Continent (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 20 Mar, 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



**COMBAT TRACKER**

Name	Init	HP	Temp	Wind
Phase Spider	5	32		

**Map: Dungeons (Player)**

**Phase Spider**

Large monstrosity, unaligned

Armor Class **13** (natural armor)

HP Points **32** (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	15	DEX	15	CON	12	INT	6	WIS	10	CHA	6
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Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge **3** XP **700**

**TRAITS**

**Ethereal Jaunt**  
As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**Spider Climb**  
The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker**

**01. Large Chamber**

A large, oddly shaped, and particularly foul-smelling chamber is accessed by a single corridor and holds the scattered skeletal remains of some unfortunate person, their rusted and lattered possessions spread across the floor, mixed with a layer of cobweb-covered rubble and rock. This chamber is the lair of a phase spider that will seemingly appear from nowhere (actually, the ethereal plane) to attack the PCs.

Encounter: Large Chamber

**01. Large Chamber**

CR **3** XP **700**

Token #	Name
1	Phase Spider

Placement:

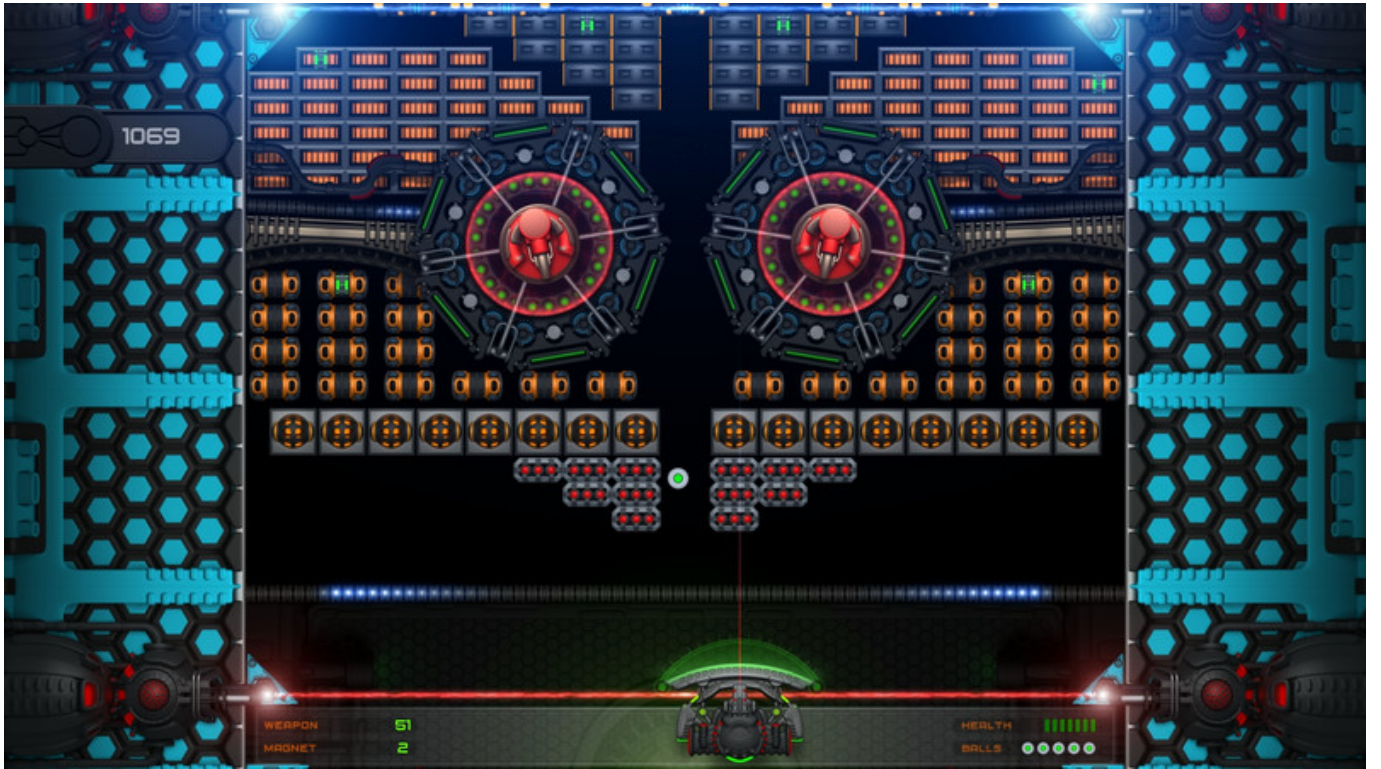
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1 2 3 4 5 6 7 8 9 10 11 12

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