



Religions of the Realm

LOST
MAMMOTH
VALLEY

In the far north of Avistan, between the witch-ruled nation of Irrisen and the demon-tainted Sarkoris Scar lies the Realm of the Mammoth Lords—a land inhabited by nomadic groups known as followings. These numerous followings each have their own beliefs, traditions, culture, and religion. Although they have certain commonalities between them, they aren't unified by any means; what's considered sacred to one group might be anathema to another.

While the majority of followings within the Realm of the Mammoth Lords practice animism exclusively, some followings also worship a patron deity, a pair of deities, or a whole pantheon. A rare few followings eschew animism completely, worshipping a web of divinities instead of a web of life. Yet even among these groups, the cultural implications of animism hold strong: respect for all living things; belief in the cyclical, balanced nature of life; and the position of people as an integrated part of the natural world rather than as conquerors, masters, or opponents.

ANIMISM

Animism is a catch-all term for any belief system in which all of creation, including people, places, animals, plants, inanimate objects, and even intangible constructs and creations (such as language) have a distinct spiritual essence. To an animist, all things are alive and deserving of respect. People, then, are a part of the web, like any other being. All of creation is a part of a greater whole, which together forms life and existence. Throughout the Realm of the Mammoth Lords, animism permeates the culture, behavior, and outlook of the people living in that land.

The term “animism” isn't used within the Realm of the Mammoth Lords. Its denizens don't consider animism a religion or a worldview, but rather an accepted reality. Having a “right relationship” with the natural world means honoring the traditions of this outlook and behaving respectfully toward all beings. To the realm's peoples, animism is simple truth.

For more information on animism within the Realm of the Mammoth Lords, see the Broken Tusk Following article in *Pathfinder Adventure Path #175: Broken Tusk Moon*.

DEITIES OF THE REALM

In many followings, the worship of deities occurs alongside their animistic beliefs. Often, deities are considered spirits worthy of respect just like any other; that is, they aren't above the world, but a part of it. In other legends, deities watch over Golarion from another world beyond, though both worlds still follow the same rules. Either way, although the deities can sway the natural world, they themselves are part of the larger web and cycle of existence. Other followings adopt a small number of patron deities—or, in rare cases, just one patron deity—which they believe guide, protect, or watch over their following or an aspect of life their following relies upon.

Whatever their role in a following's belief system, the deities worshipped throughout the Realm of the Mammoth Lords differ than those from southern Avistan and Garund. Numerous deities popular in this region are less well-known, perhaps even unheard of, throughout much of Golarion. Others, such as Sarenrae and Erastil, are popular throughout Golarion but have different depictions within the Realm of the Mammoth Lords, with different appearances, appellations, and even roles than their southern counterparts. Fandarra, for example, is worshipped almost exclusively by giants throughout much of Golarion, but she's one of the most commonly worshipped deities within the Realm of the Mammoth Lords. Similarly, Sarenrae is known as Sister Cinder, and her faith focuses less on her role as the sun goddess and more on her role as goddess of the hearth—the center of life among many nomadic communities.

Details on some of the most prominent deities worshipped within the Realm of the Mammoth Lords are below.

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FANDARRA

Fandarra is primarily worshipped throughout the Realm of the Mammoth Lords as a goddess of life cycles—including fertility, birth, life, and death. Local legends claim Fandarra was birthed from the earth's womb, the legendary cave Atakal, as the first living being. From her, all other life sprang. She gave birth to all people, all animals, and all deities—except for Pharasma, the Judge of Souls, who exists outside of the cycle of life and death. The blood spilled during these labors soaked the soil, making it fertile and causing plants to grow. Blood, death, and pain are nothing to fear. Like life, they're a normal and integral part of the life cycle and should be respected. Fandarra is the Mother of All, also known as the Earth Mother or the Blood Mother, and is one of the most widely

worshipped deities throughout the Realm of the Mammoth Lords.

In addition to her role as a goddess of life cycles and blood, Fandarra is a goddess of knowledge. As elders educate children, so has Fandarra brought her wisdom to the beings of this world.

Outside the Realm of the Mammoth Lords, Fandarra is primarily known as a goddess of giants. Within the Realm, she's depicted as a pregnant Kellid woman with a shaved head crowned by a laurel of flowers. She wears a necklace of knives that she wields against those who would usurp the cycles of life; on her shoulders rests a fur cloak suitable to the region of her worship—usually mammoth, wolf, or bear. She carries an infant in one arm and a juvenile animal in the other. Typically, this animal is a mammoth, although it can vary for followings that prize other animals more.

Fandarra's religious symbol is a crescent moon emerging from a mountain. Her worshippers value balance and the cycles of life, traits which enable her faith to mesh well with the beliefs and traditions of a variety of followings. Her worshippers often gravitate toward positions of leadership or work as doulas, educators, or funerary guides that tend to the deceased. Many of Fandarra's worshippers cherish family, whether of their own blood or adopted through bonds of love; furthermore, many view friends, clanmates, and pets as extended family. Fandarra and her worshippers abhor necromancy, undead, and magic that would alter reality or enslave the minds of others.

FANDARRA, THE BLOOD MOTHER

Other Titles The Earth Mother, Mother of All

Areas of Concern blood, the cycle of life, fertility, knowledge

Alignment N (LG, LN, LE, NG, N, NE)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Nature

Domains death, family, knowledge, nature

Alternate Domains earth

Cleric Spells 1st: *endure* (*Pathfinder Lost Omens Gods & Magic* 107), 3rd: *wall of thorns*, 5th: *blister* (blisters appear to burst blood; *Pathfinder Advanced Player's Guide* 216)

Edicts abide by the cycles of life, aid childbirth, destroy undead

Anathema strive to break the cycle of life (such as by attaining immortality or creating undead), despoil the earth, kill a juvenile creature

Favored Weapon dagger

FANDARRA

BERGELMIR

While some consider Fandarra to be the literal mother of all life, Bergelmir is the Mother of Memories. She's the tender of traditions and history, the keeper of wisdom, and the chronicler of lives and lineages. As the needle and thread that stitches a following together, she unites individuals with shared dreams, traditions, and values. Some view Bergelmir as the Founder of the Following and the creator of the primary way of life in the Realm.

Like Fandarra, Bergelmir is known in most parts of Golarion as a giant goddess, though humans in the Realm of the Mammoth Lords widely worship and respect her too. Within the Realm, Bergelmir is depicted as a bent and wrinkled elderly Kellid woman, grinning and often leaning on her walking staff. Among most followings, she's a storyteller and chronicler of oral histories, songs, rituals, and lineages. Bergelmir's religious symbol is three bolts of lightning, said by many to represent the three wisdoms she imparts: history, ritual, and genealogy.

BERGELMIR, MOTHER OF MEMORIES

Areas of Concern elders, family, genealogy, memories, tradition

Alignment NG (LG, NG, CG, LN)

Divine Font *heal*

Divine Ability Wisdom or Charisma

Divine Skill Society

Domains family, knowledge, repose (*Gods & Magic* 116), vigil (*Gods & Magic* 118)

Cleric Spells 1st: *déjà vu* (*Advanced Player's Guide* 218), 3rd: *hypercognition*, 4th: *modify memory*

Edicts learn the traditions and history of your people, care for the elderly

Anathema destroy historical texts or records, alter or obfuscate oral histories, harm the elderly

Favored Weapon staff

DESNA

Desna is the goddess of dreams, luck, stars, traveling, and navigation. She glides through the skies on butterfly wings and often visits her followers or lost travelers in their dreams. To the residents of the Realm, Desna is primarily a guide. Her stars are an integral part of the nomadic lifestyle, and even the most faithless of travelers soon learns to respect her lessons and pay attention to her stellar waypoints.

Many followings tell myths of a towering place of pilgrimage that vanished during the Age of Darkness. Known as Starmount, the pinnacle of this legendary mountain was nestled amid the stars. From its peak, one could commune with Desna and view distant worlds.

For more information on Desna, see page 20 of *Pathfinder Lost Omens Gods & Magic*.

GOZREH

Gozreh is worshipped within the Realm of the Mammoth Lords as much as outside of it—as a god of nature, water sources, and the weather. Perhaps the greatest regional shift in their faith isn't in content, but in perspective. In greater Golarion, many consider Gozreh a wild and temperamental deity—an untamed force of nature that can't be stopped but might be appeased. These concepts directly contrast traditional Mammoth Lord beliefs, which consider Gozreh a spirit of the water, the wind, and the weather—just as a tree, the earth, or a person has a spirit. Gozreh isn't temperamental or untamed; Gozreh acts as they were meant to, following the natural order of existence. In fact, many within the Realm would consider Gozreh reliable, comforting, and occasionally breathtaking. Together with Ng, god of the seasons, Gozreh is the spirit of the world itself. Life springs from the ebb and flow of Gozreh's aspects.

Within the Realm of the Mammoth Lords, Gozreh is rarely depicted in art as having any physical form; the deity is a spirit whose form is too big to perceive. Rather, Gozreh is the breeze that drifts across nations, the ocean that spans the world, and the air that encompasses it. Gozreh isn't a pair, but a multitude, for every body of water and gust of wind has a slightly different spirit than their kin.

For more information on Gozreh, see page 26 of *Gods & Magic*.

NG

In the Realm of the Mammoth Lords, Gozreh and Ng are often so intertwined that it's rare to speak of one without also invoking the other. Ng is one of the fey gods known collectively as the Eldest; he's also the god of the seasons and the one who determine the life cycles of the natural world. Ng's seasonal changes determine so many aspects of Mammoth Lords' life: their migratory routes, what animals they hunt, what food they gather, what tasks they perform, and more. Ng is the Keeper of Time, and his changes mark the ages.

Ng has two primary forms, dependent upon the other views held by his worshippers. Among animists, Ng is the very spirit of the seasons, a being both intangible and unavoidable. Others know him as the Scout, a wandering spirit in humanoid form who navigates the world with purpose, changing the seasons in his wake and guiding a following on their travels. As a patron deity of a following, Ng is typically worshipped in this latter form and depicted as a hooded Kellid scout with heavy gloves and his face shrouded in shadows.

For more information on Ng, see page 79 of *Gods & Magic*.

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IMMONHIEL

Immonhiel is an angel and patron goddess of medicine, herbs, and healing. Her teachings are widespread throughout the Realm of the Mammoth Lords, even among followings who don't revere the goddess herself. Immonhiel's worship is particularly prevalent among followings who eschew magic, as her balms are entirely natural, using only alterations of the natural world to work miracles.

Immonhiel is a wanderer with no fixed home, much like the people of the Realm. She travels the Material Plane and the celestial realms to heal all those in need. When recovery isn't possible, Immonhiel remains with the dying as long as she can, offering them comfort through their final hours and medicine to ease their pain and sorrow. The Balm-Bringer's followers aim to walk this same selfless path.

Immonhiel is commonly depicted as a regal, elderly woman with dark brown skin, her moss-green hair in a bun or in twin braids framing her face. She wears a leather skirt and vest edged in green or sprouting live flora; she carries a bag at her hip that contains a variety of potions and remedies. Immonhiel's right hand is a prosthetic constructed from pine wood and capable of fine motor skills. Many tales recount how Immonhiel lost her hand, each more outlandish than the last.

IMMONHIEL, BALM-BRINGER

Areas of Concern herbs, medicine, plants, solace

Alignment CG (LG, NG, CG)

Divine Font *heal*

Divine Ability Intelligence or Wisdom

Divine Skill Medicine

Domains creation, healing, nature, repose (*Gods & Magic* 116)

Cleric Spells 1st: *soothe*, 3rd: *cozy cabin* (*Advanced Player's Guide* 217), 5th: *plant form*

Edicts provide aid to the sick and wounded, grow or tend plants with healing properties, comfort the dying

Anathema purposefully spread illness, destroy nature, abandon the wounded or dying

Favored Weapon hatchet

PHARASMA

To many people of northern Avistan, Pharama is known as the Judge of Souls or the Arbiter. She weighs the actions of the dead and passes judgment upon their souls, but the Realm's leaders also pray to Pharama when they need to settle worldly disputes, pass judgment upon followers, or weigh grave matters. She is sometimes depicted as a stoic Kellid woman with brown skin, wavy black hair worn loose, and pale gray eyes.

For more information on Pharama, see page 38 of *Gods & Magic*.

THE PURSUANTS

Within the Realm of the Mammoth Lords, three deities preside over hunting and warfare: the Pursuants. While technically individual deities, the members of this divine triad are considered different spiritual aspects of the same concept and consist of Erastil the Provider, Skode the Hunter, and Gorum the Warrior.

Erastil, the Provider

Erastil, the god of hunting, is known as the Provider. He isn't interested in hunting or battle for their own sakes, but only because such pursuits are necessary to provide sustenance for family and neighbors. He teaches his followers to care for their communities, hunt only what they need, treat their prey with respect, and waste nothing. The Provider is depicted as a healthy Kellid man dressed in simple furs and armed with an axe and bow.

For more information on Erastil, see page 22 of *Gods & Magic*.

Skode, the Hunter

When hunters are driven not only by necessity but also by pride, they turn to the Hunter, Skode. Primarily a giant goddess in other parts of the world, among Mammoth Lord followings Skode is depicted as a strong Kellid woman with facial tattoos, dressed in leathers and wielding spears and a longbow. She urges her followers not just to hunt prey, but to hunt the best and strongest prey. Skode's worship is most popular among young adults, particularly those who seek to fulfill coming-of-age rites, climb to higher standing among their following, woo a paramour, or earn respect from their kin.

Despite Skode's slightly more frivolous and competitive aspects when compared to the Provider, she still requires her followers to respect the animals they hunt and ensure nothing goes to waste. Skode's religious symbol is a sun rising over the horizon.

SKODE, THE HUNTER

Other Titles The Horizon Huntress

Areas of Concern heroism, hunting, pride, tracking

Alignment CG (LG, NG, CG, N, CN)

Divine Font *heal*

Divine Ability Strength or Dexterity

Divine Skill Survival

Domains ambition, confidence, protection, zeal

Cleric Spells 1st: *negate aroma*, 3rd: *haste*, 4th: *weapon storm*

Edicts take the finest or healthiest specimen among any animals you hunt, respect your prey, protect your community, show bravery in the face of danger

Anathema waste the animals you hunt, show cruelty to animals, abandon your community in a time of danger

Favored Weapon longbow

Gorum, the Warrior

Gorum the Warrior is the Pursuant least invoked by most Kellids, though he's no less respected than his fellows. The Warrior is a hunter of people, so his worshippers turn to him when they engage in war or must protect themselves from foes. The Warrior isn't invoked lightly, for few followings encourage such conflict.

The Warrior is depicted as a towering Kellid man with bulging muscles, dressed in heavy hide armor and wearing a smilodon's pelt as a hood and cloak. He wields a longbow and a greatsword.

For more information on Gorum, see page 24 of *Gods & Magic*.

ROVAGUG

To the people of the Realm, Rovagug isn't a monster but a spirit of destruction and calamity. He vents his anger with every quake of the earth, forest fire, and disaster. Although his rage is dangerous and often terrifying, the people of the Realm don't blame or hate Rovagug, for he's a spirit like any other—a natural aspect of the cycle of life. After Rovagug's rages, the world changes and is remade. Old growth clears away, new life sprouts, and the cycle of life continues.

Kellid art portrays the results of Rovagug's actions more often than the god himself. He's the animalistic spirit raging amid the earth as the world quakes, the eyes peering out of the fire that rages rampant through a forest, and the grasping teeth in the waves of a flood.

For more information on Rovagug, see page 40 of *Gods & Magic*.

ROWDROSH

Within the Realm of the Mammoth Lords, animals often hold as much importance as people, for both have spirits and are a part of the natural world. Most followings consider animals equal members of the community and treat these beings with respect. Of all the spirits and gods of animals, most people of the Realm feel kinship with Rowdrosh.

The empyreal lord Rowdrosh is to animals what Bergelmir is to people—a guide and caretaker who binds members of a community together with common goals and feelings of kinship. It was Rowdrosh who convinced the first animals to join in groups bound not just by survival, but by companionship. Rowdrosh lived among the packs and herds, eventually settling among a herd of sheep and partially adopting their form. He was the first to domesticate an animal, and with patience and his blessing, countless people have followed in his footsteps since, taming dogs, oxen, sheep, mammoths, and far wilder creatures throughout the ages. Rowdrosh teaches people to watch over those in their charge—

whether a literal herd or members of a following—and to treat animals with the kindness, care, and patience they would afford their own kin. Rowdrosh's influence in shaping the modern following is undeniable, even among those groups that don't pay homage to him.

Rowdrosh is a shapeshifter capable of transforming into countless animal forms, but artistic depictions of the Herdsman are surprisingly consistent. He's shown as a strong Kellid man with brown skin and thick black hair covering his head, chest, and shoulders. His head sports two curving horns made of moonstone, and he wields a wooden crook. Rowdrosh supposedly travels the lands in the guise of a herd animal from time to time, to test the care that each following offers to their animal members.

ROWDROSH, THE HERDSMAN

Areas of Concern animal husbandry, herd animals, shepherds

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Nature

Domains family, nature, protection, travel

Cleric Spells 1st: *magic fang*, 2nd: *speak with animals*, 5th: *animal form*

Edicts aid your community, protect those you have authority over, treat animals with respect

Anathema abandon your community, neglect those in your care, torment animals

Favored Weapon staff

SARENRAE

Although Sarenrae is worshipped within the Realm of the Mammoth Lords in her most common guise—that of the Dawnflower, goddess of healing, redemption, honesty, and the sun—she's more commonly known as Sister Cinder, goddess of the hearth. Though this role might seem modest to outsiders, the hearth and the fire it contains are key to survival for the Realm's followings. The hearth is a community's center, a place of gathering, companionship, and cooking. The hearth brings warmth, which provides comfort and shelter, keeps the cold at bay, and spares lives when the weather turns frigid. The hearth brings light, allowing people to function in the dark and keep predators at bay. In her role as Sister Cinder, Sarenrae is, quite literally, life. Those without her blessings die.

Sister Cinder is depicted as a Kellid woman with fiery red hair who carries a lamp, lantern, or torch in one hand. She's rarely depicted alone; instead, other deities, spirits, or followers surround her. As the hearth is the center of a camp, so too is Sister Cinder the center of community, as people and spirits alike flock

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to her warmth. When roused to defend herself or her followers, Sister Cinder sprouts wings of flame and wields fire as a weapon.

For more information on Sarenrae, see page 42 of *Gods & Magic*.

TANAGAAR

Much like Rowdrosh, Tanagaar the Aurulent Eye is an empyreal lord and owl spirit that holds great importance to the people of the Realm. Since the Age of Darkness, Tanagaar has kept vigil over the Realm with luminous gold eyes that pierce the darkness. In the time since,

his worship has diminished but retains a foothold, for the night remains dark and dangerous, and Tanagaar himself remains an inspiration to many followings.

Tanagaar is first and foremost a protector god who patrols the night and battles evil. He watches over all people and animals, regardless of their veneration (or lack thereof) for him, so long as they're good souls. He teaches his worshippers to remain alert for trouble, watch over those under their protection, and fight in defense of those in need. He holds a particular disdain for demons and all creatures that stalk and kill under cover of night. Tanagaar's worshippers often take on the roles of community leaders, lookouts, guards, hunters, and scouts; with how they place value on their communities, they often make for stalwart allies.

Tanagaar resembles a massive owl with gold eyes and grey and black plumage. His cold iron talons never catch the moonlight, and both his beak and talons are strong enough to tear demons to shreds—a trait which has earned his faith a resurgence in the wake of the dangers of the Worldwound. Sometimes, Tanagaar's depictions have him appear in the guise of a tall and muscular Kellid hunter with shoulder-length black hair and a gray beard. Even in this form, his golden eyes remain owl-like, betraying his identity.

For more information on Tanagaar, see page 128 of *Gods & Magic*.

SARKORIAN GODS

Long ago, when the Worldwound tore open and disgorged demons into Sarkoris, the local Sarkorians were forced to fight or flee. Those few that survived sought refuge in Mendev and the Realm of the Mammoth Lords. In time, the countless gods of these Sarkorians intermingled with local traditions. Today, numerous followings include Sarkorian gods among the divinities and spirits they worship. Most have small

influence, but some, including the Stag Mother of the Forest of Stones (protector of the environment, children, and women) and Sturovenen (god of leadership), have gained a further reach.

The most prominent Sarkorian deity within the Realm of the Mammoth Lords is Algenweis, Princess of the Rime and patron goddess of artisans, quality craftsmanship, the preservation of historical sites, and winter. Despite being the daughter of a demon lord, Algenweis is good-hearted.



SISTER CINDER

This adventure features numerous other Sarkorian gods—primarily Idovik, the boar god of death, undead, and corrupting magic. Others include Kagia, Luwaka, Esonu, Gosiak, Dowanu, and Fonalu.

AVATAR

The spell *avatar* (Core Rulebook 318) transforms the caster into a living manifestation of their chosen divinity or patron deity. The forms and powers granted by this spell vary, as each divinity grants a unique avatar to their followers. Eight new avatars are detailed below, each associated with a specific deity presented in this chapter. When casting the *avatar* spell, a worshipper of the listed deity gains the specified additional abilities.

- **Algenweis** Speed 70 feet, *air walk*, immune to difficult terrain and greater difficult terrain; **Melee** ♦ icicle (agile, reach 15 feet), **Damage** 4d6+6 piercing plus 2d6 cold; **Ranged** ♦ blizzard blast (range 120 feet), **Damage** 6d6 cold
- **Bergelmir** Speed 60 feet, *air walk*; **Melee** ♦ staff (reach 15 feet, two-handed d8), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ resonating wisdom (nonlethal, range 120 feet), **Damage** 6d6+3 mental
- **Fandarra** Speed 70 feet, immune to immobilized, ignore difficult terrain and greater difficult terrain; **Melee** ♦ dagger (agile, finesse, reach 15 feet, thrown 40 feet, versatile P), **Damage** 6d6+6 piercing; **Ranged** ♦ life blast (range 60 feet, versatile positive), **Damage** 6d6+3 negative
- **Immonhiel** Speed 50 feet, fly Speed 70 feet; **Melee** ♦ hatchet (agile, reach 15 feet, sweep, thrown 40 feet), **Damage** 6d6+6 slashing; **Ranged** ♦ harmful vapors (range 60 feet), **Damage** 5d6 poison plus 1d6 poison splash damage. The caster is immune to this splash damage.
- **Ng** Speed 70 feet, *air walk*, immune to immobilized, ignore difficult and greater difficult terrain; **Melee** ♦ gauntlet (agile, free-hand, reach 15 feet), **Damage** 6d4+6 bludgeoning; **Ranged** ♦ seasonal blast (range 120 feet, versatile cold, fire, or slashing), **Damage** 6d6+3 bludgeoning
- **Rowdrosh** Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ♦ crook (reach 15 feet, trip, two-handed d8), **Damage** 6d6+6 bludgeoning plus Grab; **Ranged** ♦ sheep stampede (range 120 feet), **Damage** 6d6+3 bludgeoning
- **Skode** Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ spear (reach 15 feet, thrown 40 feet), **Damage** 6d6+6 piercing; **Ranged**

♦ longbow (deadly 3d10, range increment 150 feet), **Damage** 6d8+3 piercing

- **Tanagaar** Speed 50 feet, fly Speed 70 feet, immune to immobilized; **Melee** ♦ beak (reach 15 feet), **Damage** 6d8+6 piercing; **Melee** ♦ talons (agile, cold iron, finesse, reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ♦ hurled pinion (agile, cold iron, range 120 feet), **Damage** 6d6+3 piercing



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