

Paizo Com Pathfinder Module The House On Hook Street

The Grand Duchy of Alkenstar has withstood the ravages of the surrounding Mana Wastes for over a century thanks to its industrious citizens and the awesome power of their technological innovations. But when the clockwork guardians meant to protect Alkenstar begin attacking citizens, riots threaten to disrupt the already unstable balance of power within the city.

Combined with a series of unnatural earthquakes in the Karggat Hills and the reactivation of a long-dormant dwarven factory, the sense that something isn't right hangs thick in the air. Can the heroes discover the cause of these strange events and save the citizens of Alkenstar from turning on themselves? Pathfinder Module: Wardens of the Reborn Forge is a deluxe super-adventure for 12th-level characters and includes 64 action-packed pages of adventure and a beautiful two-sided full-color poster map. Players can expect to reach 16th level by the time they complete this epic adventure - if they manage to survive!

Claim the Castle! Fangwood Keep has changed hands innumerable times since its founding decades ago on the border between the warring nations of Molthune and Nirmathas. Over the years, both countries have sacrificed money and soldiers in an effort to control the fortress along the Marideth River valley, both for its tactical location and for its secure defenses.

Recently, however, the battles around Fangwood Keep have dwindled to a trickle as Nirmathas has firmly rooted itself in the surrounding valley, allowing the tide of war to shift elsewhere and peace to settle at last over Fangwood Keep. This respite was shattered by the arrival of a renegade Molthuni commander named Pavo Vos. Obsessed with capturing Fangwood Keep and unraveling the fortress's mysteries, the defecting lieutenant unlawfully used his platoon to

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secure the castle, much to the ire of both the Molthuni and Nirmathi governments. Now the task of bringing Vos to justice and reclaiming Fangwood Keep for Nirmathas lies solely in the PCs' able hands. Fangwood Keep is an adventure of infiltration, investigation, and dungeon exploration for 4th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. This volume also contains a gazetteer of the Marideth River valley and a brand-new monster from the bizarre realm of the fey, both of which can easily be integrated into any campaign setting.

Now is the time to bring down the Ebon Destroyers! Too long have the secretive Vudran cultists known as the Ebon Destroyers gone unpunished for their crimes of murder and assassination. Too long has the Isle of Jalmeray suffered from their deadly machinations. The Thakur of Jalmeray has outlawed the cult, and received in response an ultimatum stating that if he doesn't revoke his edict, he and his family will die before the month is out. The heroes must locate the Ebon Destroyers' hidden temple headquarters, battle the cult leaders, and save the Thakur himself! Cult of the Ebon Destroyers is an adventure for 8th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 Edition of the world's oldest RPG. Inside you'll find intrigue and espionage in the slums and palaces of the city of Niswan and a perilous trek through the dense jungle and rugged hills of southern Jalmeray to the depths of a diabolical shrine.

Something wicked and monstrous is stirring around the rugged Iseri town of Saringallow, where the hated legacy of noble Chelish diabolists runs deep. With the recent disappearance of apprentices, the nearby menace of particularly grotesque goblins, and the unsettling buzzing coming from the old Sarini estate, Mayor Sandra Trinelli only knows one thing: she needs help,

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and fast! The heroes must confront one of these crises or all three if they hope to stem the darkness that looms. Gallows of Madness is a 64-page, highly versatile collection of three adventures for 1st-level characters. Geared toward beginning GMs and players while retaining challenging content for veterans, these adventures can be prepared quickly and run separately or in any order. Bonus content includes new monstrous foes and a gallery of NPCs to help connect the adventures, plus a gorgeous double-sided regional and miniatures-scale tactical map!"

Pathfinder ModuleCradle of Night

Gear Up and Throw Down! When sword and spell just won't be enough to win the day, it's time to power up your game with clockwork gears, lightning coils, and black powder! Guns & Gears, the latest hardcover rulebook for the Pathfinder Roleplaying Game (Second Edition), brings the excitement of firearms and fantasy technology to your tabletop! Unravel the secrets of clockworks with the new inventor class or blow away your opposition as a firearm-wielding gunslinger! In addition to new classes, a plethora of archetypes, backgrounds, vehicles, siege engines, gadgets, and the new automaton ancestry are all ready to expand your game with options for battlefields large and small. Pathfinder RPG: Guns & Gears features:

- * Two new classes: the clever inventor and the sharpshooting gunslinger
- * The brand-new automaton ancestry for players who want to play a customizable construct
- * Firearms of all stripes, from the simple and effective flintlock pistol to versatile gunblades
- * Dozens of new archetypes
- * Scores of new gadgets and vehicles
- * Siege engines and accompanying rules
- * A gazetteer of Golarion revealing how firearms and technology fit into the Age of Lost Omens, including a look at the technology of the continents of Arcadia and Tian Xia and never-before-revealed

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secrets of the rough-and-tumble, gritty city of Alkenstar The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man-could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? *The Dragon's Demand* is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure-if they manage to survive the wrath of a dragon when his demands aren't met!

In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones capable of recovering the ancient magic required to break it. Tracking the course of the

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slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes can survive the slithering to experience it! The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, The Slithering provides a wealth of secrets and dangers!

An urban and dungeon adventure for 1st-level characters. The priests of Pharama in the strange city of Kaer Maga have long sold plots in their ossuary to those rich enough to afford them—a place of honor and stature for one's bones to lie after death. Yet now, this mausoleum has become full, and it is time to break into a new and unexplored wing of the dungeons under Kaer Maga to create more room. To a band of fledgling heroes, eager to make names for themselves, this represents a singular opportunity—a chance to explore a heretofore sealed section of the Godsmouth Ossuary and perhaps make a fair amount of gold on the side. The only catch is that they'll need to survive what strange and ancient mysteries lie within!

South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that

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have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue! Written by: Laura-Shay Adams, Mariam Ahmad, Jahmal Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harving, Gabriel Hicks, TK Johnson, Michelle Jones, Joshua Kim, Travis Lionel, Ron Lundeen, Stephanie Lundeen, Hillary Moon Murphy, Lu Pellazar, Mikhail Rekun, Nate Wright, and Jabari Weathers

The Return of the Runelords Adventure Path continues as the heroes discover a nefarious plot to spread a magical plague through Varisia's greatest cities. As they travel the breadth and width of the land, they not only face cultists eager to transform people into monsters, but the spreading influence of other runelords as their agents stir to life. Will the heroes be able to halt the resurrection of one runelord and the rebirth of

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another, or will they become monstrous minions of the Polymorph Plague themselves? "Runeplague" is a Pathfinder Roleplaying Game adventure for 9th-level characters by Richard Pett. The adventure continues the Return of the Runelords Adventure Path, an exciting continuation of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, a presentation of the monstrous demigod Yamasoth, and rules for magical pools capable of imbuing great powers or curses round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG. When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters. Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work

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with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary.

--Provided by publisher.

Designed for 5th-level characters! Two centuries ago, Delbara Axebringer a mighty

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warrior and dwarven leader slew the necromancer Audalot Karexin, but spared his young apprentice Zohiira, and for 200 years the bitter survivor brooded and plotted her revenge. Now, descendants of the Axebringer clan are vanishing dragged screaming into the darkness by the animated bodies of their own fallen kin. With no great champions left among their family, the Axebringers turn to outside heroes to break their family curse. What mysteries lie sealed within Delbara Axebringer's abandoned ancient fortress? And what challenges block the blighted path winding through the Darklands beneath Golarion's surface? *Down the Blighted Path* is a deluxe adventure for 5th-level characters, and includes 64 action-packed pages of exciting battles, supernatural mysteries, and new monstrous foes, plus a gorgeous double-sided poster map featuring an overview of the dwarven trading post of Davarn and a miniatures-scale battlemap! The author of this adventure, Monica Marlowe, was the winner of the 2015 RPG Superstar contest, in which hundreds of unpublished authors compete for the chance to write a Pathfinder Module, and in addition to her adventure, this book contains a host of new monsters and magic items designed by the contest's runners-up. "

There has never been peace for the Cyntare, a slave-race given to another, the Vayare, as spoils of an ancient war. Using their unique abilities to wield the forces of the Maker, the six of seven found must break the chains of slavery, free others of their kind, and somehow survive the agents of men and creatures arrayed against them. Guardians of

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the Maker, obscure prophecies, and even some among the Vayare aid them in their quest. A giant gladiator, a healer raised by the hated Vayare, an engineering genius, an archer's slave, a war general's brilliant Cupbearer, and a natural leader that is a blend of the others combine to form the nucleus that must ignite the fires of change, to save the world from a fate much worse than slavery, and to bring about the foretold Return to the Maker's Way.

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons! The only limit is your imagination! The Pathfinder Roleplaying Beginner Box includes: a 64-page Hero's Handbook, a 96-page Game Master's Guide, a 16-page Transition Guide to bring your hero to the full Pathfinder Roleplaying Game, a complete set of seven high-impact polyhedral dice, more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon, four pregenerated character sheets to throw you right into the action.

Rag-tag armies of mercenaries from the northern nation of Brevoys have turned their attention south to the region of the River Kingdoms called the "Stolen Land," and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups

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sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This Pathfinder volume also includes a gazetteer of Brevoort and extensive rules for exploring, taming, and holding wildlands in preparation for founding a new nation. The Pathfinder Bestiary section introduces five all-new monsters perfect for Kingmaker adventuring. Award-winning author and gaming icon Jeff Grubb (*Forgotten Realms: Azure Bonds*) brings a lighter side to Pathfinder with the first installment of a new fiction arc for the Pathfinder Journal.

The Beast of Lepidstadt, a savagely cunning flesh golem, has long terrorized the simple folk of the land. Once captured though, rather than destroy the monster, the enlightened council of the city of Lepidstadt insists the obviously thinking creature face a lawful trial. While on the trail of the Whispering Way the heroes are enlisted to guard it against infuriated townsfolk, scholars of the macabre, and the slaves of its mad creator. When a violent attack releases the berserker, its trail leads to the laboratory lair of a mad scientist and his blasphemous creations, crazed conspirators in the maniacal plot of the Whispering Way. A Pathfinder Roleplaying Game adventure for 4th-level

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characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories. This adventure also includes an in-depth look at Pharasma, mysterious goddess of fate, along with details on the Eternal Order of the Palatine Eye, one of Ustalav's most manipulative and mysterious secret societies, plus five terrifying new monsters in the Pathfinder Bestiary, new fiction in the Pathfinder's Journal, and much more!

The adventurers now have their own island and port, but they'll need more than one ship to defend it. They must scour the harbors and docks of the Shackles to recruit more ships and more crews to their flag. But when a rival from their past sends a fleet to attack them, they must defend their island home. And when they sail to his island to get their revenge, the adventurers discover a traitor whose betrayal threatens all of the islands of the Shackles! Continuing the Skull & Shackles Adventure Path, *The Price of Infamy* is a Pathfinder Roleplaying Game adventure for 11th-level characters. This Pathfinder adventure delves into the secrets of the deadly cult of Norgorber, god of thieves and assassins, and presents new rules for battles between whole pirate fleets. New monsters from the depths of the sea and exotic islands fill the Pathfinder Bestiary, while Robin D. Laws (author of the Pathfinder Tales novel *The Worldwound Gambit*) continues his tale of pirates and lost treasures in the Pathfinder's Journal. The Return of the Runelords Adventure Path begins here, in the pine-shaded port town of Roderic's Cove. Grudges and gossip are ever present in small town life, and

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Roderic's Cove is no different. The town has seen its share of troubles in the past with Riddleport pirates and a haunting by the town's founder, and now those tensions are bubbling up again. After a deadly brawl breaks out, the heroes must piece together what troubles the small town. Along the way, they stumble upon something larger than faction squabbles among the townsfolk--an ancient smoldering threat has flared to life. The powerful ancient wizards who once ruled this land are returning! "Secrets of Roderic's Cove" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure begins the Return of the Runelords Adventure Path, an exciting and world-impacting fantasy campaign set in the frontier lands of Varisia. A selection of new monsters, a gazetteer of Roderic's Cove, and an ecology of the sinspawn round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Sales Points * The Pathfinder RPG has been a leading tabletop brand since its launch in 2008. More than 100,000 gamers play in active Pathfinder RPG campaigns. Pathfinder's monthly Adventure Path product enjoys more than 10,000 readers, making it the best-selling monthly print RPG product on the market. * The Return of the Runelords Adventure Path is one of the most important publishing programs of Paizo's

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2018 calendar, with six monthly adventure installments, a Pathfinder Pawns collection of character counters, and tie-ins with Paizo's 80,000-player worldwide Pathfinder Society Organized Play campaign.

Enter the megadungeon! When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse--and delve the dungeon levels far beneath it--to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! "Ruins of Gauntlight" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Abomination Vaults Adventure Path, a three-part, monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance. This adventure also includes an extensive gazetteer of the town of Otari, the heroes' home base, as well as new monsters, new rules, and new artifacts--including the dread Gauntlight itself! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

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A team of local heroes follows clues learned in the Crypt of the Everflame to the rag-tag rustic capital city of Tamran, crown of the woodland realm of Nirmathas. There they discover the work of an insidious cult of the Living God Razmir at work, and must pose as members of the vile organization to battle its malignance from the inside out. Designed for 3rd-level characters specifically for the new Pathfinder Roleplaying Game rules, *Masks of the Living God* spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players.

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

Dreams turn deadly in Old Korvosa! Nightmare-spawned horrors begin stalking

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the district's shiver addicts, sparking a manhunt to bring those responsible to justice. What role does the strange cult known as the Brotherhood of the Spider play in the mysterious deaths, and why has the veil between the dreaming and waking worlds worn so thin? To solve these mysteries and others, the heroes must walk the unseen paths of Bridgefront's occult underworld, and even enter the Dimension of Dreams itself to unravel the web of intrigue around the cult's dangerous machinations. But what happens when the heroes' own dreams turn against them, and can they uncover dark esoteric secrets too terrible to know before it is too late? Designed for use with "Pathfinder RPG: Occult Adventures," "The House on Hook Street "is a 6th-level adventure packed with terrifying thrills! A Clash of Titans T he Whispering Tyrant is free! The time to strike against him is now, before he recovers his full might and his long-dormant armies. Arazni, fallen demigoddess and queen of the dead lands of Geb, presents the heroes with a daring plan. The heroes must enter the dangerous land of Virlych, pass the bizarre profusion of alien plants and mutated wildlife around the Whispering Tyrant's former prison, and disable his arcane protections so that Arazni and the heroes can face the lich in battle. Yet Arazni's undead bodyguard-jailors seek to drag her back to Geb, and the remaining knights of Lastwall perceive both liches as their enemies. The heroes must navigate threats from both the living and the

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dead to stop the Whispering Tyrant from extending his grasp even further! This volume of Pathfinder Adventure Path continues the Tyrant's Grasp Adventure Path and includes: - "Gardens of Gallowspire," a Pathfinder RPG adventure for 11th-level characters, by Crystal Frasier. - An examination of the staggering fecundity and variety of carnivorous plants, by Andrew Mullen. - A series of short missions wherein the PCs confront the Whispering Way's insidious and pervasive attacks on the nation of Lastwall, by Ron Lundeen. - An article on the Whispering Tyrant's witchgates, powerful magic wards that redirect teleportation and harbor powerful and rare guardians, by Christopher Wasko. - A bestiary of fearsome monsters, including a magically animated armory, a daemon that preys upon worry, a cold-weather plant with a taste for blood, a dazzlingly magical but deadly beast, and a gnome wrenched away from the Bleaching into undeath, by Crystal Frasier, Andrew Mullen, Emily Parks, and Rhett Skubis.

Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.

Fury has come to the border town of Arwyll Stead! Life on the fringes of orc-ruled Belkzen has never been easy, but since the last member of the Arwyll family was murdered things have become even more desperate. Orc-blooded terrors are killing the town's defenders and threatening to lay siege, devils fly overhead, and

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the only half-orc who might know the secret of these nightmarish new invaders has been struck mute. Can the PCs manage to both keep the town from erupting into panic and discover what is behind the horrifying rash of infernal attacks? The winning entry of Paizo's 2014 RPG Superstar Contest - in which unpublished authors compete for a chance to write a Pathfinder Module - Daughters of Fury is a 1st-level adventure that includes not only Victoria Jaczko's winning adventure, but also a selection of the best monsters submitted by other contestants.

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box

The northern tracts of shadow-cloaked Nidal have long been a land of independence and defiance, but when a desperate refugee emerges from the earth's depths, the locals reach out for aid. This mysterious arrival desperately seeks help in saving his people--an ancient race that's become a willing thrall to shadow--before they unleash an unfathomable darkness upon the world. Cradle of Night is an adventure for 8th-level characters that leads heroes into the depths of the Darklands, the subterranean wilds of the Pathfinder world. There, adventurers must uncover the history of the elusive caligni race and learn one of

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the greatest mysteries of the Plane of Shadow if they're to have any hope of preventing the rebirth of a shattered god.

The rustic folk of Blackbeach have kept their cursed heritage secret for thousands of years-they are pureblooded scions of Lost Azlant, the sunken continent across the western sea, whose bloodline eventually causes them to transform into sea-folk and obey a strange underwater entity. A local sorcerer trying to cure his people has awakened a terrible evil, locked away in a nearby Azlanti ruin for thousands of years. Now the villagers are rapidly devolving into fishlike monsters and hearing a telepathic call they cannot refuse. Can the heroes save the villagers and stop the ancient abomination before it escapes to avenge itself? An aquatic dungeon adventure for 6th-level Pathfinder Roleplaying Game characters. Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional

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science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

The Age of Ashes Adventure Path begins! When mysterious fires begin to burn atop the towers of a nearby citadel long ago abandoned by an order of Hellknights, a group of local heroes heads out to investigate. What they discover within the ruined castle and in the dungeons below its foundation will not only reveal an unexpected invasion and a long-forgotten magical wonder, but will propel these heroes forward into a continent-spanning conflict against cultists, slavers, and a fiery draconic devastation that could unleash an Age of Ashes upon the world! "Hellknight Hill" is the first Pathfinder Adventure Path volume using the brand new rules for the Second Edition Pathfinder roleplaying game. This adventure is for 1st-level characters, and also includes an extensive

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gazetteer of the heroes' home town of Breechill, a guide for GMs on what to look forward to in this campaign, new magic items, and over half a dozen new monsters! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Dark horror stalks the streets of Carrion Hill, the strangest and most debased city in the star-crossed gothic horror kingdom of Ustalav. Following the once-forgotten instructions of an ancient eldritch ritual, a cabal of villains conjured up a creature of terrible power in the ruined catacombs of the city. Putting a stop to the abomination means dealing with the cabal one by one, from its weakest devotee to its most potent dark master. A dark urban horror adventure for 5th-level Pathfinder Roleplaying Game characters, Carrion Hill brings Lovecraftian horror to the game table and irreparable psychic damage to your player characters.

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