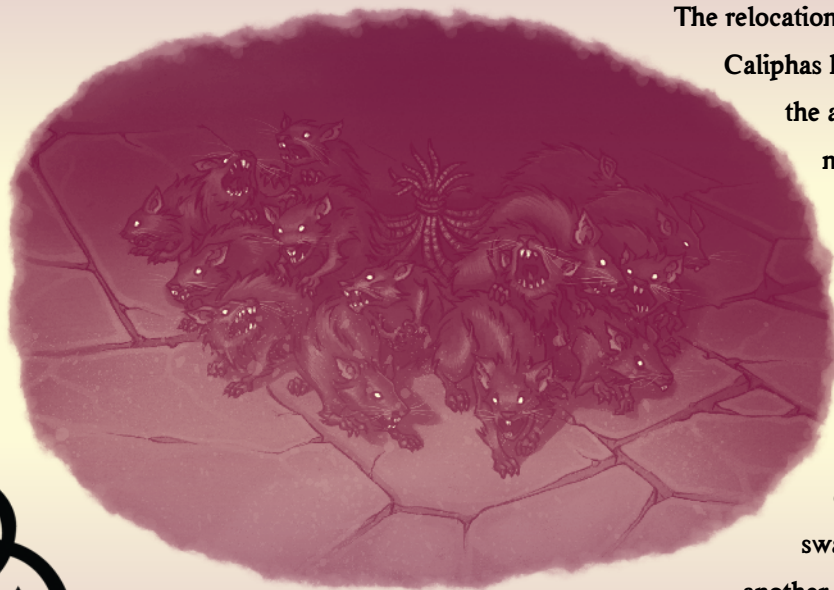




## Curse of the Nosferatu

Before there were vampires, there were nosferatu. Bound more closely to the base creatures of the dark than modern vampires, nosferatu are the withered inheritors of a primeval strain of the vampiric curse, one that cruelly grants immortal life but not immortal youth. Lacking the seductiveness of those known today merely as vampires, these twisted masterminds are a dying breed, repulsive to both the living and their younger brethren. Yet what they lack in charm, nosferatu make up for in their insidious mental powers and mastery over those things that swarm in shadows. Thus, from crumbling fortresses, these ancient nobles nurse centuries-old bitterness, not just against the living, but against their own vampiric kin.



## The Ratkings of Caliphas

The relocation of Ustalav's capital from Ardis to Caliphas has brought unprecedented growth to the already cramped port city, but that's not all. Overcrowding, unsanitary living conditions, and poverty have led to a sharp increase in both crime and disease in the city's poorer quarters, as well as tales of strange things lurking in the sewers. Perhaps the oddest stories are of grotesque menaces locally called ratkings, hopelessly entangled swarms of squealing rats stuck to one another by sewage and capable of reducing a human to bones in moments.



# Who stalks the Undead?

A killer stalks the streets of Caliphass, a murderer whose victims are already dead. Something is preying upon the ancient vampire clans of Ustalav's capital, a mysterious foe who threatens the centuries-old truce tenuously held by generations of both the living and the undead. Into this madness enter the heroes, closing in on the death cultists of the Whispering Way. What role do the deadly necromancers have in the undead murders plaguing Caliphass? What secret grudge exists between the cult and the rulers of the night? And will the heroes be able to save the capital without sacrificing their very souls?

This volume of *Pathfinder Adventure Path* includes:

- "Ashes at Dawn," a Pathfinder RPG adventure for 11th-level characters, by Neil Spicer.
- A gazetteer of fog-haunted Caliphass, the mysterious and deadly capital of Ustalav, by F. Wesley Schneider.
- A terrifying look into the blasphemous church of Urgathoa, goddess of gluttony, disease, and the undead, by Sean K Reynolds.
- Laurel Cylphra's attempt to steal a soul stealer in the Pathfinder's Journal, by F. Wesley Schneider.
- Six new monsters by Crystal Frasier, Patrick Renie, and Sean K Reynolds.



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