### **NEXT MONTH**



#### SHADOWS OF GALLOWSPIRE

#### By Brandon Hodge

The plot of the Whispering Way has been revealed, and now the maniacal death cultists retreat to their foul fortress of Renchurch to complete their terrible work. To save one of Ustalav's noblest rulers, the PCs must face the wasteland realm of Virlych, a land endlessly wracked by the ancient evil magics of the tyrant who fell upon its soil, in order to reach a bastion of the damned. Once there, they'll need all their bravery and might to stand against a host of the most powerful necromancers and unnatural monstrosities ever known. But will skill and daring alone be enough to prevent the Whispering Way cultists from accomplishing their ultimate goal: the re-creation of the Whispering Tyrant, one of the greatest villains Golarion has ever known?

#### CONTINUING THE CAMPAIGN

The fall of the Whispering Way doesn't need to mean the end of your adventures. From wars between the denizens of the night to the resurrection of ancient curses, there's endless potential for further terror just waiting to be revealed.

#### LICHES OF THE INNER SEA

Immortal, ingenious, and deadly, liches number among dragons and demon lords as some of the most feared villains in existence. Discover the secret history of liches and learn of the foul undead lords who plot the doom of the Inner Sea region even today.

#### AND MORE!

Laurel Cylphra stands alone against a prince of the undead in the final installment of F. Wesley Schneider's Pathfinder's Journal. Also, lords of the dead and undead arise to dominate the next entry into the Pathfinder Bestiary.

#### Subscribe to Pathfinder Adventure Path!

Don't miss out on the terrifying conclusion of the Carrion Crown Adventure Path! Venture to paizo.com/pathfinder and subscribe today! Have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, and GameMastery product delivered to your door! Also, download the free Carrion Crown Player's Guide, available now!

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed

- using this License.
  3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
- 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
- 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order,
- or governmental regulation then You may not Use any Open Game Material so affected.

  13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- 15. COPYRIGHT NOTICE
- Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Advanced Bestiary. © 2004, Green Ronin Publishing, LLC, Author: Matthew Sernett. Dire Ghoul Wolf from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.;

Authors: Clark Peterson and Scott Greene.

 $\textbf{Nabasu Demon from the \textit{Tome of Horrors}.} \ \textcircled{c} \ 2002, \ \textbf{Necromancer Games, Inc.; Author:}$ Scott Greene, based on original material by Gary Gygax.

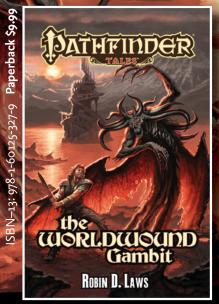
Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors:

Scott Greene and Patrick Lawinger.

Pathfinder Adventure Path #47: Ashes at Dawn. © 2011, Paizo Publishing, LLC; Author: Neil Spicer.

# plore New Horizons

HTINDER Amazing Stories Set in the Pathfinder Campaign Setting



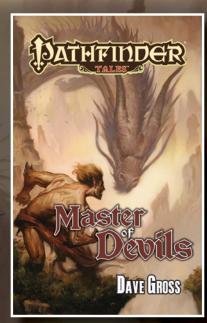
n the foreboding north, the demonic hordes of the magic-twisted hellscape known as the Worldwound encroach upon the southern kingdoms of Golarion. Their latest escalation embroils a preternaturally handsome and coolly charismatic swindler named Gad, who decides to assemble a team of thieves, cutthroats, and con artists to take the fight into the demon lands and strike directly at the fiendish leader responsible for the latest raids—the demon Yath, the Shimmering Putrescence. Can Gad hold his team together long enough to pull off the ultimate con, or will trouble from within his own organization lead to an untimely end for them all?

From gaming legend and popular author Robin D. Laws comes a fantastic new adventure of swords and sorcery, set in the award-winning world of the Pathfinder Roleplaying Game.



n a mysterious errand for the Pathfinder Society, Count Varian Jeggare and his hellspawn bodyguard Radovan journey to the distant land of Tian Xia. When disaster forces him to take shelter in a warrior monastery, "Brother" Jeggare finds himself competing with the monks of the Dragon Temple as he unravels a royal mystery. Meanwhile, Radovan-trapped in the body of a devil-must serve a twisted master by defeating the land's deadliest champions and learning the secret of slaying an immortal foe. Together with an unlikely army of spirits, the two companions must take the lead in an ancient conflict that will carry them all the way to the Gates of Heaven and Hell.

From fan-favorite author Dave Gross comes a new fantastical adventure set in the award-winning world of the Pathfinder Roleplaying Game.



paizo.com







## Find Your Path

Pathfinder Adventure Path is your monthly Pathfinder campaign resource. Each volume explores new locations, unveils new monsters unique to Golarion

and gives Game Masters another entry in a complete campaign. Adventures		ivens new monsters unique to dotarion,
Pathfinder #43 Carrion Crown: The Haunting of Harrowstone	\$19.99	
Pathfinder #44 Carrion Crown: Trial of the Beast	\$19.99	
Pathfinder #45 Carrion Crown: Broken Moon	\$19.99	
Pathfinder #46 Carrion Crown: Wake of the Watcher	\$19.99	AV BURLAN -
Pathfinder #47 Carrion Crown: Ashes at Dawn	\$19.99	
Pathfinder #48 Carrion Crown: Shadows of Gallowspire	\$19.99	
Pathfinder #49 Jade Regent: The Brinewall Legacy	\$19.99	
Pathfinder #50 Jade Regent: Night of Frozen Shadows	\$19.99	
Pathfinder #51 Jade Regent: The Hungry Storm	\$19.99	
Pathfinder #52 Jade Regent: Forest of Spirits	\$19.99	
Pathfinder #53 Jade Regent: Tide of Honor	\$19.99	
Pathfinder #54 Jade Regent: The Empty Throne	\$19.99	
Golarion is the world of Paizo's Pathfinder campaign setting. These evocative	accessories give Game Masters exciting	y new looks into exotic adventuring locale
previously only explored via <i>Pathfinder Adventure Path</i> and the Pathfinder M		
Dalify land Committee Carrier The Land C		
Pathfinder Campaign Setting: The Inner Sea World Guide	\$49.99	
Pathfinder Campaign Setting: Inner Sea Poster Map Folio	\$19.99	
Pathfinder Campaign Setting: Rule of Fear	\$19.99	
Pathfinder Campaign Setting: Rival Guide	\$19.99	
Pathfinder Campaign Setting: Undead Revisited	\$19.99	
Pathfinder Campaign Setting: Dungeons of Golarion	\$19.99	
Pathfinder Campaign Setting: Pathfinder Society Field Guide	\$19.99	
Pathfinder Campaign Setting: Carrion Crown Poster Map Folio	\$15.99	
Pathfinder Campaign Setting: Inner Sea Magic	\$19.99	
Pathfinder Campaign Setting: Lands of the Linnorm Kings	\$19.99	
Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol	.3 \$19.99	
Each Pathfinder Player Companion explores a major theme in the Pathfind options, and organizational overviews to help players flesh out their characteristics.		
campaign intrigue.	ter backgrounds and provide players a	mu Game Masters with new sources for
Pathfinder Player Companion: Inner Sea Primer	\$10.99	
Pathfinder Player Companion: Halflings of Golarion	\$10.99	
Pathfinder Player Companion: Faiths of Purity	\$10.99	
Pathfinder Player Companion: Humans of Golarion	\$10.99	
Pathfinder Player Companion: Faiths of Balance	\$10.99	
Pathfinder Player Companion: Goblins of Golarion	\$10.99	
CAMENASTERY*		
Every good Game Master needs good game accessories, and Paizo's GameN Game experience!	lastery line has exactly what you need t	to enhance your Pathfinder Roleplaying
GameMastery Critical Hit Deck	\$10.99	
GameMastery Critical Fumble Deck	\$10.00	

GameMastery Critical Hit Deck	\$10.99	
GameMastery Critical Fumble Deck	\$10.99	
GameMastery Combat Pad	\$16.95	
GameMastery Condition Cards	\$10.99	
GameMastery Chase Card Deck	\$10.99	
GameMastery Item Cards: Carrion Crown	\$10.99	
GameMastery Flip Mat: Haunted Dungeon	\$12.99	
GameMastery Map Pack: Shrines	\$12.99	

All trademarks are property of Paizo Publishing®, LLC © 2011 Paizo Publishing. Permission granted to photocopy this page.

