

## NEXT MONTH

## THE BRINEWALL LEGACY

By James Jacobs

Journey back to Sandpoint, the setting of the first *Pathfinder Adventure Path*. When the maniacal Licktoad Goblins of Brinestump Marsh get hold of a crate of fireworks, adventurers are needed to handle the explosive and annoying situation. But in vanquishing the pyromaniac pests, the heroes uncover a secret that has been hidden in the marsh for nearly a quarter of a century—a secret that sends them north to the mysterious ruins of Brinewall Castle, where a powerful legacy waits to be rediscovered. The fate of a nation on the far side of the world falls into the heroes' hands, setting the stage for an adventure to the very ends of the world—and beyond.

## THE SANDPOINT HINTERLANDS

Whether just a stop during an adventure or the setting for an entire campaign, the lands around the quiet town of Sandpoint hold nearly endless possibilities for adventure. Discover the secrets of Sandpoint and its surroundings in this expansive gazetteer.

## ECOLOGY OF THE ONI

The spirits of otherworldly evils, oni craft terrifying physical bodies for themselves in order to work their insidious agendas upon the unsuspecting mortal world. Learn about the powers and plots of these fiends and their role in the Jade Regent Adventure Path.

## AND MORE!

There's murder in Minkai as Varian Jeggare and his bodyguard Radovan explore the secrets of the East in Dave Gross's new *Pathfinder's Journal*. Also, denizens of Varisia and Tien Xia face off in the *Pathfinder Bestiary*.

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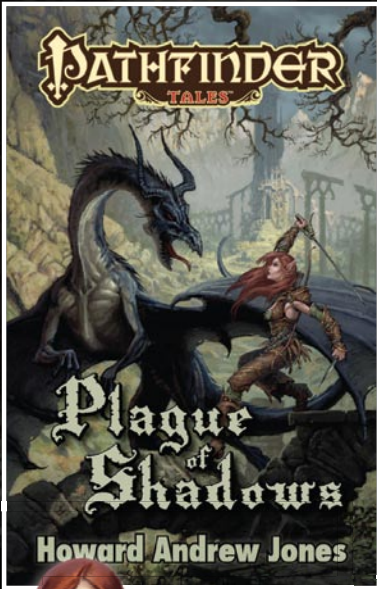
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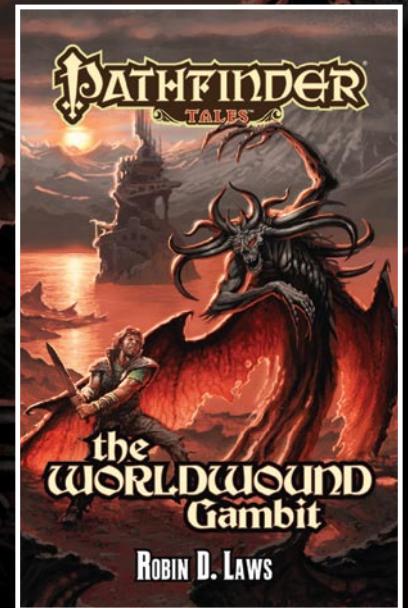
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