

THE HUNGRY STORM

by Jason Nelson

Traveling at the head of a caravan they've built up scratch over the course of the previous adventures, the intrepid heroes must navigate Golarion's frozen northern continent, the so-called "Crown of the World," to reach the distant and legendary land of Minkai on the other side of the planet. Along their journey, they learn that a monstrous entity is manipulating the blizzards and storms of the north. Unless this new menace is defeated, the heroes may find themselves but the latest victims of the Hungry Storm.

CROWN OF THE WORLD GAZETTEER

Tread the paths of killing ice and burning snow. Learn what mysteries lie beyond the edge of the world and what relentless creatures call that bleak wilderness home. Discover the terrible majesty and unbelievable secrets of a realm that tries to claim all that enters its frigid boundaries. Beyond the strange peoples and legendary locations that dot one of Golarion's deadliest wilds, learn new ways to deal with the dangers of the frozen North,

prepare yourself to lay siege to the Crown of the World with arctic gear, and learn the secrets that might mean the difference between life and an icy tomb.

AND MORE!

Radovan and Jeggare follow a trail of horrific murders to a house of geishas, and uncover yet more disturbing secrets and strange clues about both the methods of the killer and the nature of their comrades in the next installment of "Husks," Dave Gross's newest entry into the Pathfinder's Journal. Also, the hearty and horrific inhabitants of the frozen north unleash all manner of icy dooms in the Pathfinder Bestiary.

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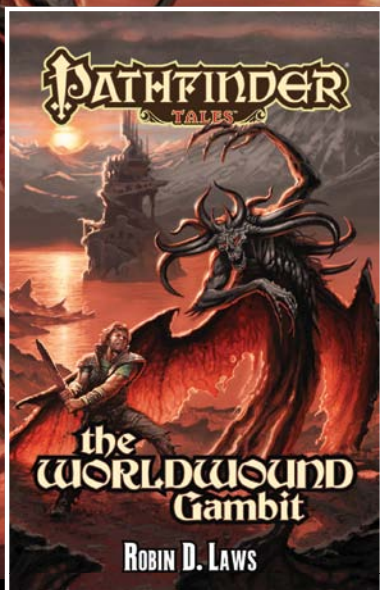
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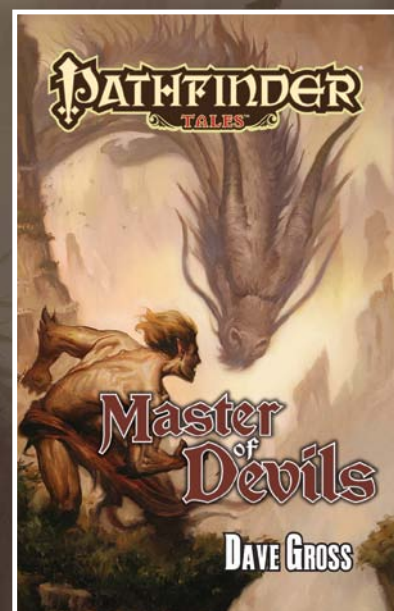
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