### **NEXT MONTH**



#### TIDE OF HONOR

#### by Tito Leati

The seemingly endless journey across Golarion's most merciless wildernesses and through the territories of fierce and ancient beings finally comes to an end as the heroes reach the wondrous nation of Minkai. But here new challenges and unspeakable dangers arise—the heroes must confront not only the ancient mysteries and traditions of the unfamiliar land, but also the minions of the ferocious Five Storms, who have subjugated the empire and once again stalk the PCs' steps. Only by winning the trust of Minkai's people and liberating the prisoners of the oni warlords do the heroes stand any chance of rallying the people of this mystical land and striking back against the Five Storms.

#### Minkai Gazetteer

Discover the ancient realm of Minkai, a land of mysteries and legends held within the grip of the infamous Jade Regent. Learn of the brave people, magnificent cities, and sites of wonder and adventure that permeate a realm of legend forced to the brink of war.

#### Irori

Discover the philosophies and wisdom of Irori, god of knowledge, history, and self-perfection. From hidden monasteries and library vaults, his initiates seek to perfect their bodies and minds, striving for understanding of their place in existence. Learn the ways of these scholars of mind and body and journey the path of perfect knowledge.

#### AND MORE!

Proof that even powerful gangsters aren't safe from ninja attacks, in the next installment of Dave Gross's newest entry into the Pathfinder's Journal. Also, deadly creatures of Tian Xia rampage through the Pathfinder Bestiary.

#### Subscribe to Pathfinder Adventure Path!

The Jade Regent Adventure Path continues! Don't miss a single volume—venture over to paizo.com/pathfinder and subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, and GameMastery product delivered to your door! Also, download the free Jade Regent 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, extension, upgrade, 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.

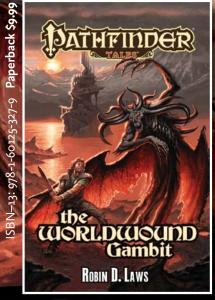
- 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the 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. Pathfinder Adventure Path #52: Forest of Spirits © 2011, Paizo Publishing, LLC; Author: Richard Pett.

# plore New Horizons

HFINDER Amazing Stories Set in the Pathfinder Campaign Setting



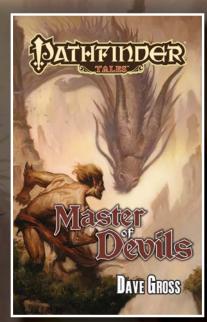
n the foreboding north, the demonic hordes of the magic-twisted hellscape known as the Worldwound encroach upon the southern kingdoms of Golarion. Their latest escalation embroils a preternaturally handsome and coolly charismatic swindler named Gad, who decides to assemble a team of thieves, cutthroats, 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.



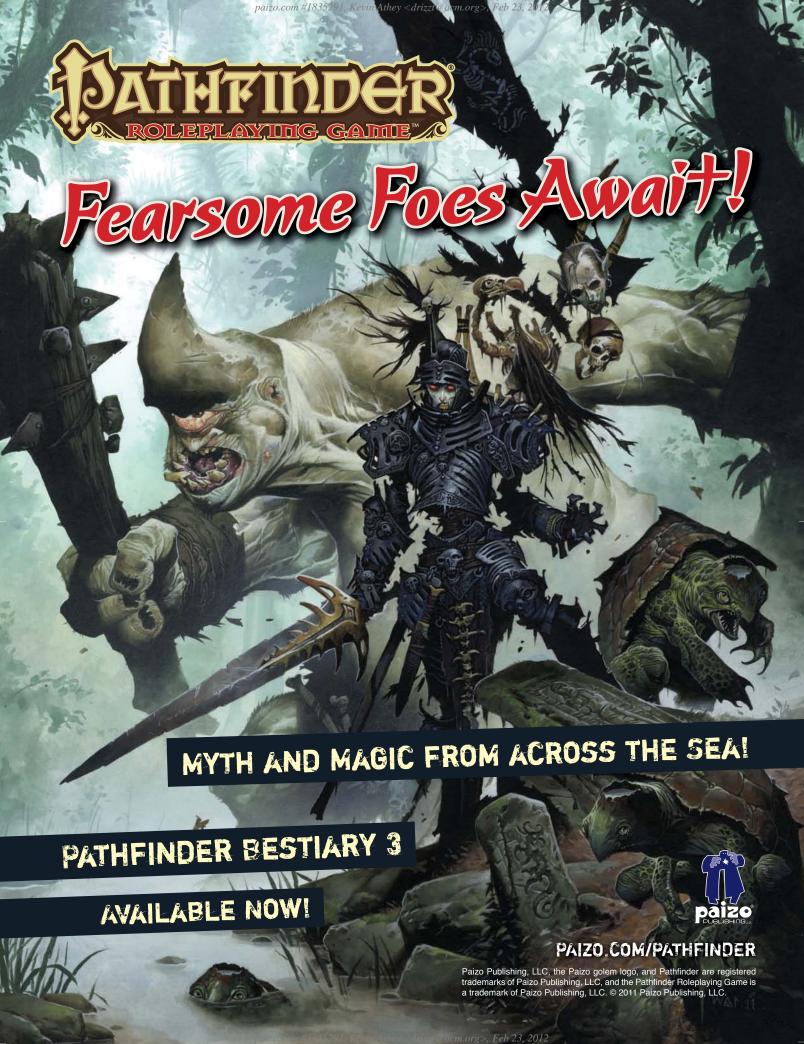
n a mysterious errand for the Pathfinder Society, Count Varian Jeggare and his hellspawn bodyguard Radovan journey to the distant land of Tian Xia. When disaster forces him to take shelter in a warrior monastery, "Brother" Jeggare finds himself competing with the monks of the Dragon Temple as he unravels 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, wealth, and fame await within!

and gives Game Masters another entry in a complete campaign. Adventures, wear	ith, and fame await within:	
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	
Pathfinder #55 Skull & Shackles: The Wormwood Mutiny	\$19.99	
Pathfinder #56 Skull & Shackles: Raiders of the Fever Sea	\$19.99	
Pathfinder #57 Skull & Shackles: Tempest Rising	\$19.99	
Pathfinder #58 Skull & Shackles: Island of Empty Eyes	\$19.99	
Pathfinder #59 Skull & Shackles: The Price of Infamy	\$19.99	
Pathfinder #60 Skull & Shackles: From Hell's Heart	\$19.99	
		=- V.7/
SATHFINDER CAMPAIGN SETTING		
Golarion is the world of Paizo's Pathfinder campaign setting. These evocative access previously only explored via Pathfinder Adventure Path and the Pathfinder Module.		
Pathfinder Campaign Setting: The Inner Sea World Guide	\$40.00	JA THERE
Pathfinder Campaign Setting: Inner Sea World Guide  Pathfinder Campaign Setting: Inner Sea Poster Map Folio	\$49.99	
	\$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 Pathfinder Campaign Setting: Dragon Empires Gazetteer	\$19.99	
	\$19.99	
Pathfinder Campaign Setting: Mythical Monsters Revisited	\$19.99	
Pathfinder Campaign Setting: Jade Regent Poster Map Folio	\$19.99	
Pathfinder Campaign Setting: Distant Worlds	\$19.99	
Pathfinder Campaign Setting: Isles of the Shackles	\$19.99	
Pathfinder Campaign Setting: Giants Revisited	\$19.99	
Pathfinder Campaign Setting: Lost Kingdoms	\$19.99	
PLAYER COMPANION OF PLAYER		
Each Pathfinder Player Companion explores a major theme in the Pathfinder ca options, and organizational overviews to help players flesh out their character be campaign intrigue.		
Pathfinder Player Companion: Inner Sea Primer	\$10.99	
Pathfinder Player Companion: Faiths of Balance	\$10.99	0
Pathfinder Player Companion: Goblins of Golarion	\$10.99	
Pathfinder Player Companion: Faiths of Corruption	\$10.99	
Pathfinder Player Companion: Dragon Empires Primer	\$10.99	
Pathfinder Player Companion: Pirates of the Inner Sea	\$10.99	
CHMEMASTERY.		
Every good Game Master needs good game accessories, and Paizo's GameMaster Game experience!	y line has exactly what you need to enhance your I	Pathfinder Roleplaying
CamaMagtany Critical Hit Dook	\$10.00	
GameMastery Critical Hit Deck	\$10.99	
GameMastery Critical Fumble Deck	\$10.99	
GameMastery Combat Pad	\$16.95	

\$10.99

\$10.99

\$12.99

\$12.99

\$10.99

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

GameMastery Condition Cards

GameMastery Map Pack: Palace

GameMastery Item Cards: Jade Regent

GameMastery Flip-Mat: Pirate Ship

GameMastery Item Cards: Skull & Shackles

