

NEXT MONTH

RAIDERS OF THE FEVER SEA

by Greg A. Vaughan

Now masters of their own ship, the PCs can become pirates in their own right, but they must first rename and refit their stolen ship. To be considered equals by the pirates of the Shackles, they'll have to prove themselves worthy of the name. When they discover a treasure map tattooed on a defeated pirate rival, the adventurers go in search of buried treasure—if they can find it, they'll have enough plunder to name themselves true Free Captains!

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lurk under familiar waterways and in the distant deep. An entire hidden world of danger swims beneath the surface of the seas!

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Discover the perils of bargaining with the savage cyclops warriors of Butcher's Rock in the second chapter of Robin D. Laws' *Pathfinder's Journal*, "The Treasures of Far Thallai." Also, sea monsters and pirate-made menaces bubble up in the *Pathfinder Bestiary*.

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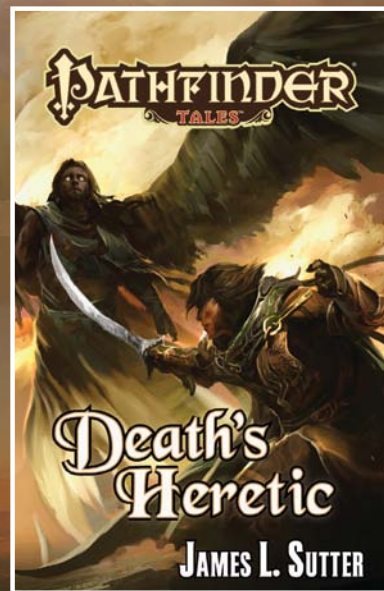
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A warrior haunted by his past, Salim is a problem-solver for a church he hates, bound by the death goddess to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul stolen from the afterlife. The only clue is a magical ransom note offering to trade the merchant's spirit for his dose of the fabled potion. But who could steal a soul from the boneyard of Death herself? Enter Salim, whose unique skills should make solving this mystery a cinch. There's only one problem: The investigation is being financed by the dead merchant's stubborn and aristocratic daughter—and she wants to go with him. Together, the two must embark on a tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems.



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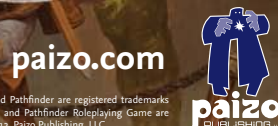
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To an experienced thief like Krunzle the Quick, the merchant nation of Druma is full of treasures just waiting to be liberated. Yet when the fast-talking scoundrel gets caught stealing from one of the most powerful prophets of Kalistrade, the only option is to undertake a dangerous mission to recover the merchantlord's runaway daughter—and the magical artifact she took with her. Armed with an arsenal of decidedly unhelpful magical items and chaperoned by an intelligent snake necklace happy to choke him into submission, Krunzle must venture far from the cities of the merchant utopia and into a series of adventures that will make him a rich man—or a corpse.

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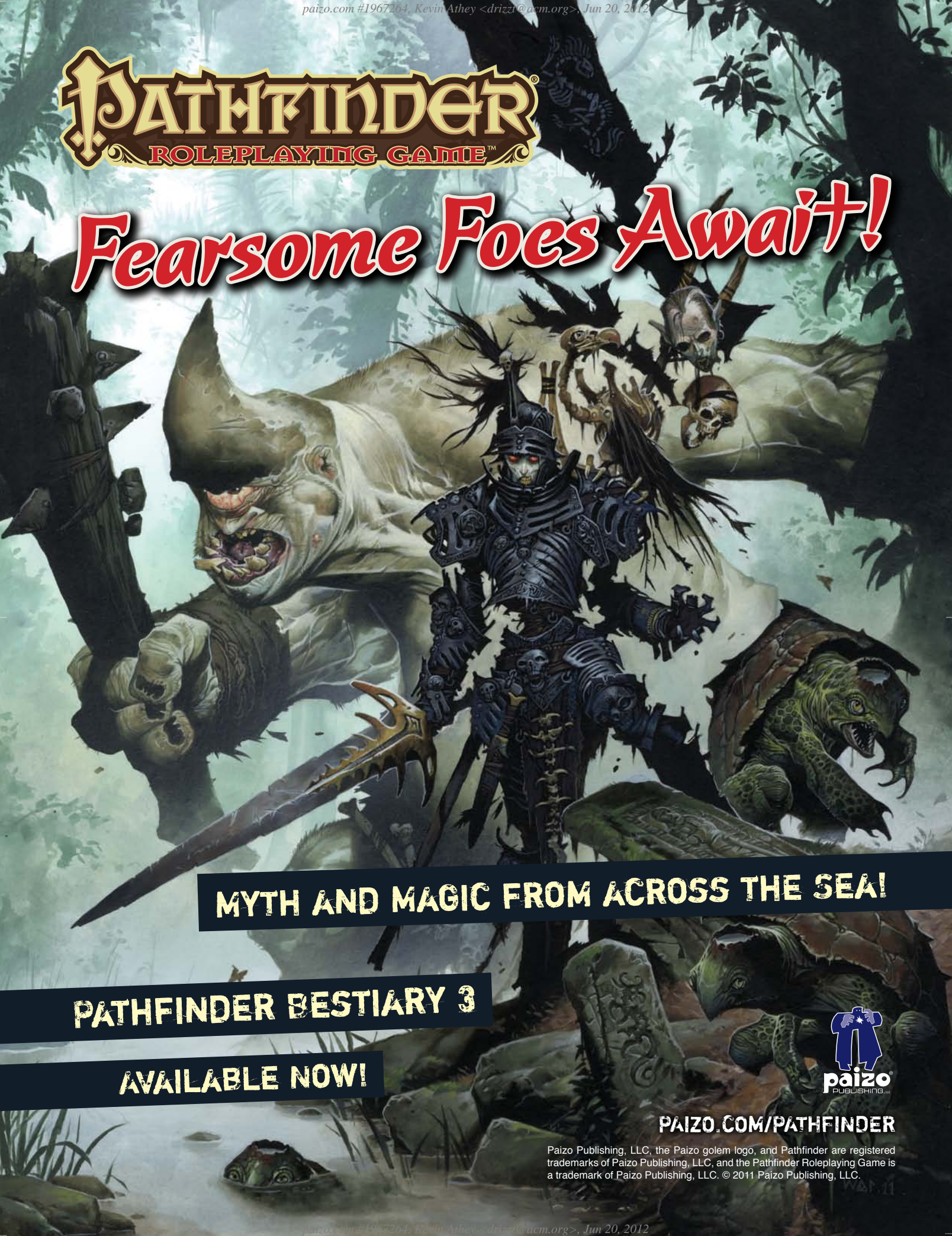


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