

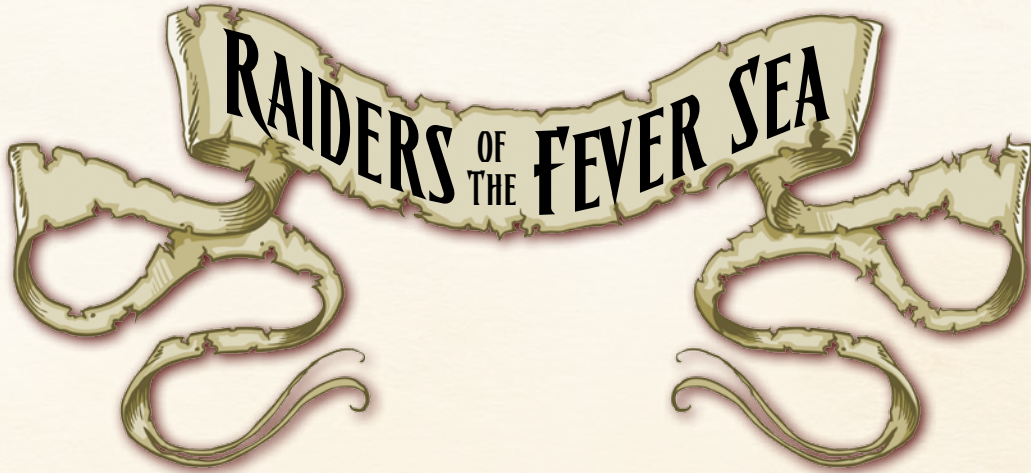


PATHFINDER[®]

ADVENTURE PATH[™]



ADVENTURE PATH • PART 2 OF 6





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PRESS-GANGED!

There's an extra long article in this volume all about the seas and oceans of Golarion. Adam Daigle did a fantastic job writing up this gazetteer of our campaign setting's undersea goings-on, and Patrick Renie, James Sutter, and I tagged in (mostly for reasons of enthusiasm) to blow it out to the super size you'll find here. But here's something our masthead won't tell you: that oceans article was written entirely by Paizo staff members.

That's right: As of next month, Adam Daigle—a familiar name to longtime readers as the author of dozens of the finest articles to be featured in these pages, our Pathfinder Campaign Setting line, and the RPG community at large—joins the Paizo staff as our newest developer. Specifically, Adam is signing on to the Adventure Path crew, taking over a good number of my responsibilities in wrangling everything that isn't the month's adventure. (All those

quotes, introductions, previews, monsters, and disparate articles need to come from somewhere, and soon, they're going to partially be Adam's responsibility.) Adam brings an experienced hand and a taste largely in line with those of us who have been helming the Adventure Path line for nearly 60 volumes, and we welcome the fresh ideas and inspiration he promises to bring to the table. We're also more than ready to beat any lingering insanity (and hope) out of him.

But I know what you're thinking. "Rob and Wes do such a great job of putting Pathfinder together month after month, and Chris and Judy and Sutter are the best editors around, and Andrew and Sarah make the whole thing look fantastic, so what's with changing up the mix?" Well, we're doing some shuffling around here at the Paizo offices. It seems like we can't churn out enough new Pathfinder options and

adventures to sate our ravenous readership, and our attempts to do so have definitely gotten us into trouble in recent months—for example, that’s why you probably didn’t see a new Adventure Path volume in December or March, and will probably get two coming up in July and August. In the hope of avoiding some of these famine and feast situations, we’ve brought on a totally reliable pro like Adam to help out on the Adventure Path. We’re also shifting around some familiar faces. Starting in August, James Jacobs will be returning to develop Adventure Paths full time (and might even jump in a few volumes early to help finish off the Skull & Shackles Adventure Path). As for Rob, he’s been doing a fantastic job, so he’s not going anywhere. Rather, as soon as he finishes his efforts on Skull & Shackles, he’s going to be time traveling to early 2013 to get started on the next, still-top-secret Adventure Path—expect something totally unexpected on this at PaizoCon in July. So, for the first time ever (intentionally) we’re going to have two volumes, and in fact two Adventure Paths, in development at the same time. This, along with Adam’s addition, should help shield Pathfinder Adventure Path from the somewhat volatile release schedule subscribers have seen over the past few years.

As for what that means for the rest of us—well, not too much. The same art and editing crew that consistently blow our expectations out of the water are staying right where they are. Sutter’s going to keep heading up the Pathfinder’s Journal along with all our other Pathfinder Tales fiction endeavors (just wait until you see the tie-ins he has planned for the Shattered Star Adventure Path). And me, well, Adam’s going to be my minion for a while as I show him the ropes about how to keep all the articles and other key parts of the Adventure Path running while Rob and James do their little adventure thing—not to mention how to keep those jackals (I mean beautiful butterflies [I mean jackals]) in line. From there, I’m going to be taking a bit of a step back from the grind of the Adventure Path to helm a team handling an ambitious revision to the Pathfinder Player Companion line (more on that soon), as well as splitting oversight of the Pathfinder Campaign Setting line with James, along with all the of the usual daily firefighting I do—you’d never know from my job title how much wetwork is involved. It’s exciting, but oh boy, this Daigle guy has no idea what he’s getting himself into.

So that’s the impromptu state of the union as far as Pathfinder Adventure Path is concerned. A lot of readers have expressed concern on paizo.com about some of our release schedule issues and whether that boded ill for the Adventure Paths or Paizo as a whole. In truth, quite the contrary, but things have been so “Go! Go! Go!” around here that we’re finally getting some extra help, which should translate to more Pathfinder RPG options and adventures, more reliably, in the near future. So thanks to everyone for sticking with us through some of these rough

ON THE COVER

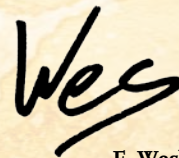
Isabella “Inkskin” Locke, the captain of the *Thresher*, shows some skin that’s pretty important to this month’s Adventure Path installment, “Raiders of the Fever Sea.” Her most unusual map—and how the PCs plan to take it with them—has the potential to influence the spread of the PCs’ reputations and their rise as true Free Captains of the Shackles.

patches, and be reassured that not only are we working nearly around the clock to iron them out, but we’ll always do our best to keep our readers in the know about anything that might hold up the enjoyment of their games. Though, if you haven’t noticed any delays or issues or whatever have you, um... there’s nothing to see here, move along.

Speaking of which, while we’re on the topic of schedules and what to expect in Pathfinder Adventure Path’s pages, there is one addendum to our regularly scheduled programming: Sean K Reynolds’s deity article on Torag will not be seen in this volume, so we can bring you the aforementioned deluxe oceans overview. Worry not, though, with Besmara’s write-up last time around and details on Norgorber’s faith coming in *Pathfinder Adventure Path* #59, this series will still be providing you with your typical dose of divinity. Keep an eye out, though, as Torag’s on deck, and as stubborn as dwarves can be, he won’t be content to wait for long.

SHIP ENVY

I kind of have a thing for using props in the games I run—using music, making handouts, having elaborate maps, and generally really indulging the arts-and-crafts side of being a GM. Well, Mr. McCreary blew my recent efforts out of the water a few weeks back when he started running his Skull & Shackles game here at the office: He made a boat. Not a life-sized sailing ship, but a full miniatures-scale ship—and it looks fantastic! It’s currently smuggled away on top of the highest shelf in James’s office so no clumsy, sticky-fingered looky-loos can mess with it. So, barring calamity or an unexpected shipwreck, next month we’ll have Rob tell everybody about how his game is going and how you can have a pirate ship for your own Skull & Shackles campaign more easily than you think. But more on that next month.



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