

## NEXT MONTH

### FROM HELL'S HEART

By Jason Nelson

With an enemy fleet intent on conquering the Shackles looming on the horizon, the adventurers must launch their own fleet of pirates and buccaneers to defend against the invaders, culminating in an epic naval battle against the forces of Cheliax in the middle of the terrifying Eye of Abendego. Will the adventurers defeat the invading navy and save the Shackles from becoming just another Chelish colony? Or will the independence of the Free Captains be eradicated forever?

### CONTINUING THE CAMPAIGN

The Skull & Shackles Adventure Path now draws to a close, but that's no reason to swallow the anchor and remain at port. From searching for lost and legendary caches of treasure to facing ancient horrors risen from the sea and defying foul gods, the Shackles can provide many more adventures for your campaign before it sails off into the sunset.

### SEA MONSTERS

More than just sea serpents, killer whales, and sinister fish people, the most notorious sea monsters of Golarion find their way out of the depths and into your game.

### AND MORE!

A final showdown and legendary loot in Robin D. Laws's *Pathfinder's Journal*, "The Treasure of Far Thallai." Also, undersea nightmares to threaten even the hardiest of sailors.

### SUBSCRIBE TO PATHFINDER ADVENTURE PATH!

The Skull & Shackles Adventure Path concludes! Don't miss out on the exciting climax—hoist sails and head over to [paizo.com/pathfinder](http://paizo.com/pathfinder) to subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, Pathfinder Tales, and GameMastery product delivered to your door! Also, download the free *Skull & Shackles 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, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**The Book of Fiends** © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

**Dead Man's Chest** © 2005 Necromancer Games, Inc.; Authors: Lance Hawvermale, Rob Mason, Robert Hunter, Patrick Goulah, Greg Ragland, Matt McGee, Chris Bernhardt, Casey W. Christofferson, Chad Coulter, Skeeter Green, and Travis Hawvermale, with additional contributions by Erica Balsley, Lindsey Barrentine, Jay Decker, Rachel Mazon, and Nadine Oatmeyer.

**Brykolakas from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

**Daemon, Derghodaemon from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Pathfinder Adventure Path #59: The Price of Infamy** © 2012, Paizo Publishing, LLC; Author: Tim Hitchcock.



# Explore New Horizons

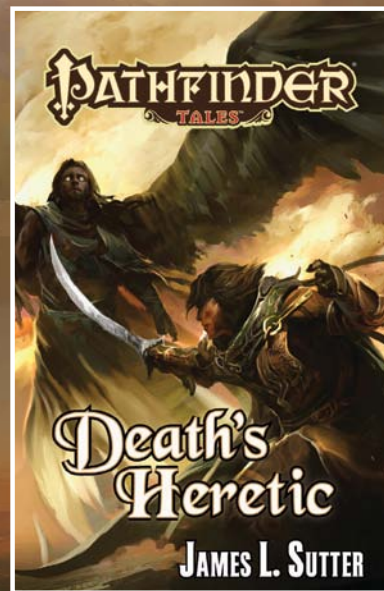
## PATHFINDER TALES™

Amazing Stories  
Set in the Pathfinder  
Campaign Setting



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.

From noted author and game designer James L. Sutter comes an epic mystery of murder and immortality, set in the award-winning world of the Pathfinder Roleplaying Game.



ISBN-13: 978-1-60125-369-9 Paperback \$9.99

ISBN-13: 978-1-60125-388-0 Paperback \$9.99



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 merchant lord'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.

From veteran author Hugh Matthews comes a rollicking tale of captive trolls, dwarven revolutionaries, and serpentine magic, set in the award-winning world of the Pathfinder Roleplaying Game.



paizo.com  
Paizo Publishing, LLC, the golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC. Pathfinder Tales and Pathfinder Roleplaying Game are trademarks of Paizo Publishing, LLC. © 2012, Paizo Publishing, LLC.



# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME™

# Lord Over Your Hoard

# ULTIMATE EQUIPMENT

400 PAGES • THOUSANDS OF ITEMS • \$44.99

AUGUST 2012



Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2012 Paizo Publishing, LLC.

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!

Pathfinder Adventure Path #49: The Brinewall Legacy (Jade Regent 1 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #50: Night of Frozen Shadows (Jade Regent 2 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #51: The Hungry Storm (Jade Regent 3 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #52: Forest of Spirits (Jade Regent 4 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #53: Tide of Honor (Jade Regent 5 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #54: The Empty Throne (Jade Regent 6 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #55: The Wormwood Mutiny (Skull & Shackles 1 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #56: Raiders of the Fever Sea (Skull & Shackles 2 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #57: Tempest Rising (Skull & Shackles 3 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #58: Island of Empty Eyes (Skull & Shackles 4 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #59: The Price of Infamy (Skull & Shackles 5 of 6)	\$19.99	<input type="checkbox"/>
Pathfinder Adventure Path #60: From Hell's Heart (Skull & Shackles 6 of 6)	\$19.99	<input type="checkbox"/>



Golarion is the world of Paizo's Pathfinder campaign setting. These evocative accessories give Game Masters exciting new looks into exotic adventuring locales, previously only explored via Pathfinder Adventure Paths and the Pathfinder Modules. Don't miss out on a single one—it's your world now.

Pathfinder Campaign Setting: The Inner Sea World Guide	\$49.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Inner Sea Poster Map Folio	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Lands of the Linnorm Kings	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Mythical Monsters Revisited	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Jade Regent Poster Map Folio	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Distant Worlds	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Isles of the Shackles	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Giants Revisited	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Lost Kingdoms	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Skull & Shackles Poster Map Folio	\$19.99	<input type="checkbox"/>
Pathfinder Campaign Setting: Magnimar, City of Monuments	\$19.99	<input type="checkbox"/>



Each Pathfinder Player Companion explores a major theme in the Pathfinder campaign setting, with expanded regional gazetteers, new player character options, and organizational overviews to help players flesh out their character backgrounds and provide players and Game Masters with new sources for campaign intrigue.

Pathfinder Player Companion: Inner Sea Primer	\$10.99	<input type="checkbox"/>
Pathfinder Player Companion: Dragon Empires Primer	\$10.99	<input type="checkbox"/>
Pathfinder Player Companion: Pirates of the Inner Sea	\$10.99	<input type="checkbox"/>
Pathfinder Player Companion: Blood of Fiends	\$10.99	<input type="checkbox"/>
Pathfinder Player Companion: Blood of Angels	\$10.99	<input type="checkbox"/>
Pathfinder Player Companion: Varisia, Birthplace of Legends	\$10.99	<input type="checkbox"/>



Every good Game Master needs good accessories, and Paizo's GameMastery line has exactly what you need to enhance your Pathfinder Roleplaying Game experience!

GameMastery Combat Pad	\$19.99	<input type="checkbox"/>
GameMastery Condition Cards	\$10.99	<input type="checkbox"/>
GameMastery Item Cards: Skull & Shackles	\$10.99	<input type="checkbox"/>
GameMastery Flip-Mat: Pirate Ship	\$12.99	<input type="checkbox"/>
GameMastery Map Pack: Ship's Cabins	\$12.99	<input type="checkbox"/>
GameMastery Flip-Mat: Urban Tavern	\$12.99	<input type="checkbox"/>
GameMastery Map Pack: Lost Island	\$12.99	<input type="checkbox"/>
GameMastery Flip-Mat: Town Square	\$12.99	<input type="checkbox"/>



**THE BEST-SELLING FANTASY GAME IS  
NOW THE ULTIMATE FANTASY COMIC!**



**INCLUDES EXCLUSIVE  
PLAYABLE GAMING  
MAPS, BONUS  
CHARACTER GUIDES  
AND MORE!**

# **PATHFINDER<sup>®</sup>**

**THE SAGA BEGINS IN AUGUST!**

**WRITTEN BY JIM ZUB ART BY ANDREW HUERTA**



**FOR MORE INFORMATION, VISIT US ONLINE AT [WWW.DYNAMITE.NET](http://WWW.DYNAMITE.NET)**

PATHFINDER is a registered trademark of Paizo. © 2012 Paizo Publishing, LLC. Dynamite, Dynamite Entertainment and the Dynamite Entertainment colophon are ® and © 2012 DFI. All Rights Reserved.