

Next Month

THE MIDNIGHT ISLES

By James Jacobs and Greg A. Vaughan

An audience with the Crusader Queen leads the heroes to a fortress that lies between Golarion and the demonic Abyss. The enigmatic *Nahyndrian crystals* that have been granting demons mythic power are refined here, but the heroes' true goal lies beyond the immense rift housed in the fortress's heart, in the Abyssal realm known as the Midnight Isles. From a hidden mine on a remote island, the minions of Baphomet secretly unearth raw *Nahyndrian crystals*. But before the PCs can assault this operation, they must gain the right to do so from the demonic ruler of this realm, Nocticula. Can the heroes navigate the intrigues of three demon lords to strike a critical blow for the forces of good without losing their souls to darkness?

GAZETTEER OF THE ABYSS

By Mike Shel

Explore the plane of pure evil and chaos in this expansive gazetteer of the Abyss. Learn more about each nigh-infinite realm of the Abyss, and uncover some of their dark and cruel secrets.

ALLUSHINYRRA: THE PORPHYRY CITY

By James Jacobs

Not all Abyssal realms are monstrous and horrific to behold. The islands of the Midnight Isles display a disturbing beauty and unsettling grandeur, and nowhere are these traits more apparent than in the home of the demon lord Nocticula.

AND MORE!

More battles against demons in "Sweet Ichor," the Pathfinder's Journal by Robin D. Laws! Plus Abyssal pests, corrupted oozes, canny half-demons, and the demon lord Nocticula in the Pathfinder Bestiary.

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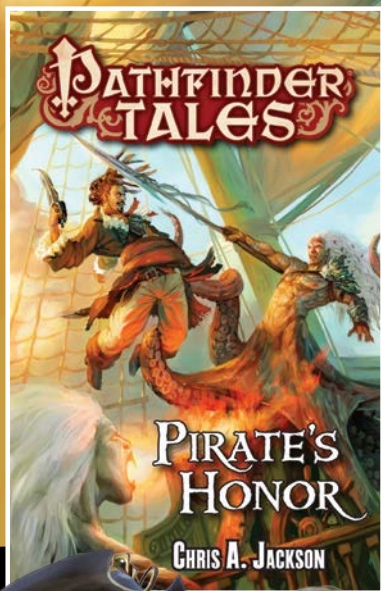
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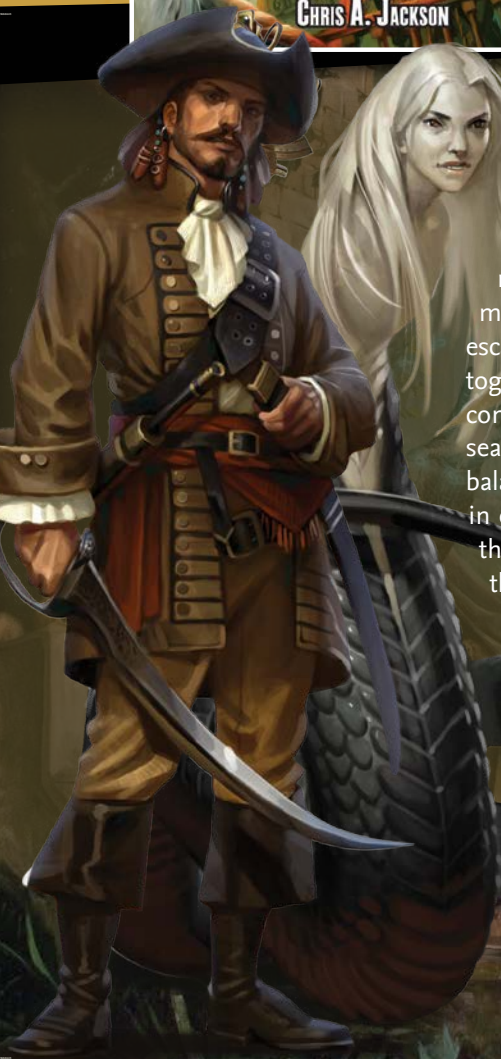
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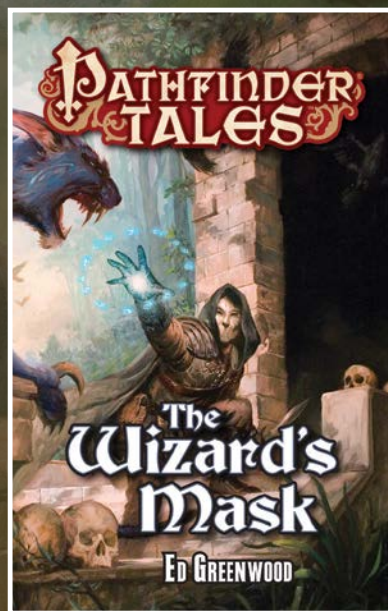
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