

NEXT MONTH

IRON GODS BEGINS!

Dive into the land of barbarians and super-science, and explore the wastelands of Numeria with the first adventure in the new Iron Gods Adventure Path—a campaign that pits PCs against some of the most fantastic and outlandish foes and locations yet!

FIRES OF CREATION

By Neil Spicer

The town of Torch is in trouble—the source of its livelihood has been extinguished, and one of the settlement's beloved leaders has gone missing. Strangers have been spotted in town, and odd headaches have recently begun to plague the settlement's citizens. Could these mysteries have something to do with the remarkable and unusual metal cave recently discovered under Torch's looming Black Hill? Are these events merely the tip of the proverbial iceberg of a deadly new threat to the savage land of Numeria—a threat from beyond the stars themselves?

TORCH GAZETTEER

By Neil Spicer

A violet flame burns atop Black Hill in the city of Torch, which the locals use to forge wonders with skymetal. Find out

more about the people and places that make up the strange Numerian city of Torch.

ECOLOGY OF THE ANDROID

By Russ Taylor

Find out more about the artificial beings that call Numeria home. Learn about the differences between androids and humans, and see how they interact in a land of magic, technology, and peril.

AND MORE!

In the Pathfinder's Journal by Amber E. Scott, a barbarian-turned-Pathfinder encounters friends and foes upon returning home to Numeria. Plus, a selection of alien animals, deadly robots, and more in the Pathfinder Bestiary!

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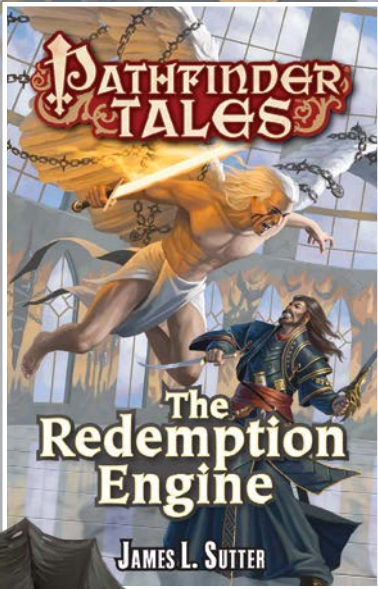
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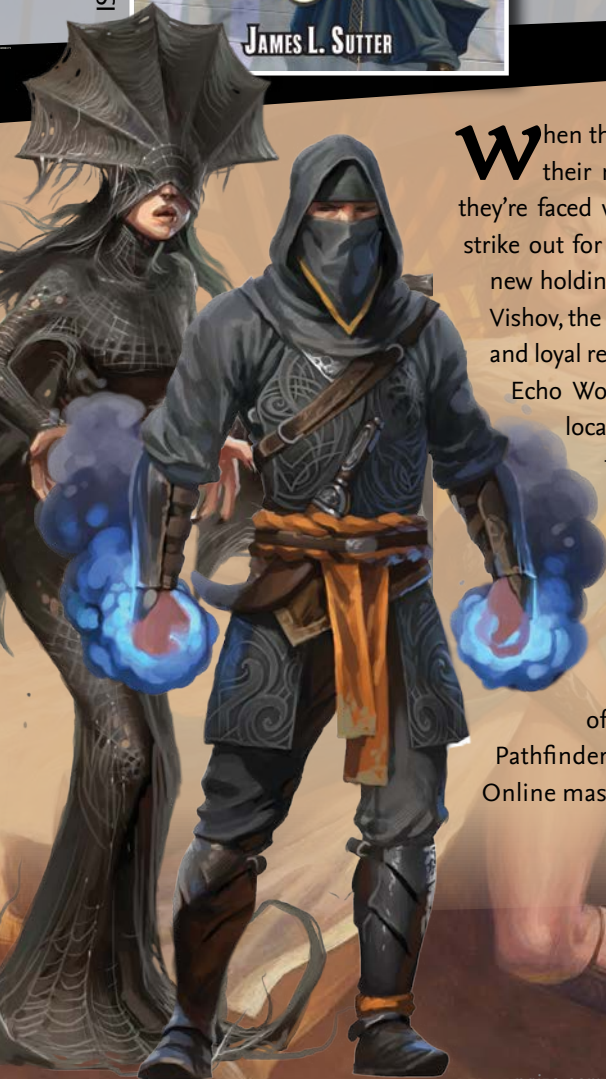
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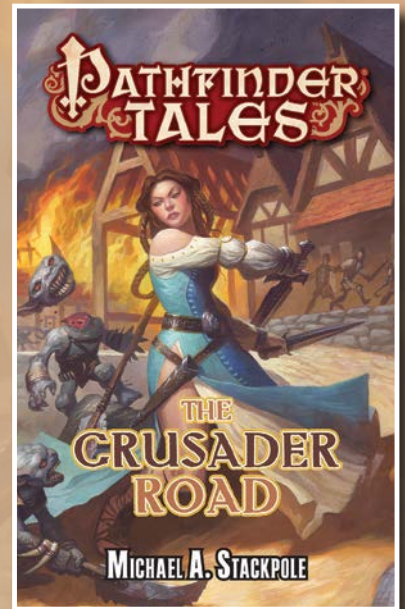
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