NEXT MONTH

THE LOST OUTPOST

By Jim Groves

The Ruins of Azlant Adventure Path begins with the adventurers on a ship deep in the Arcadian Ocean, ready to make landfall at their new home of Talmandor's Bounty. However, dread settles in as they realize the colony has been abandoned. Can they survive long enough to discover what happened to the previous colonists?

PEOPLE OF TALMANDOR'S BOUNTY

Get to know the dramatis personae of the Ruins of Azlant Adventure Path with this in-depth account of the adventurers' fellow settlers in the Andoren outpost of Talmandor's Bounty. This extensive rogue's gallery includes an overview of the crew of the Peregrine, full statistics and background information on the most prominent named members of the expedition, and generic settlers and armed soldiers, providing Game Masters with everything they need to bring the characters of the isolated colony to life!

ECOLOGY OF THE ALGHOLLTHU

By Greg A. Vaughan

Since long before the advent of humanity on Golarion, the scheming alghollthu have ruled the world from the shadows deep beneath the ocean floor. From the insidious veiled masters, who infiltrate the upper echelons of surface-dwelling civilizations, to the arcane mastermind aboleths, this aquatic race has manipulated the culture, politics, and evolution of countless lesser beings. Explore the culture, history, and schemes of one of the Pathfinder Roleplaying Game's most iconic monsters!

SUBSCRIBE TO PATHFINDER ADVENTURE PATH

The Ruins of Azlant Adventure Path begins! Don't miss out on a single exciting volume—head over to paizo.com/pathfinder and subscribe today to have Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, Pathfinder Tales, and Pathfinder Accessories products delivered to your door!

OPEN GAME LICENSE Version 1.0a

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

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.

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

Ontent.

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,

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.

Atomic 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.

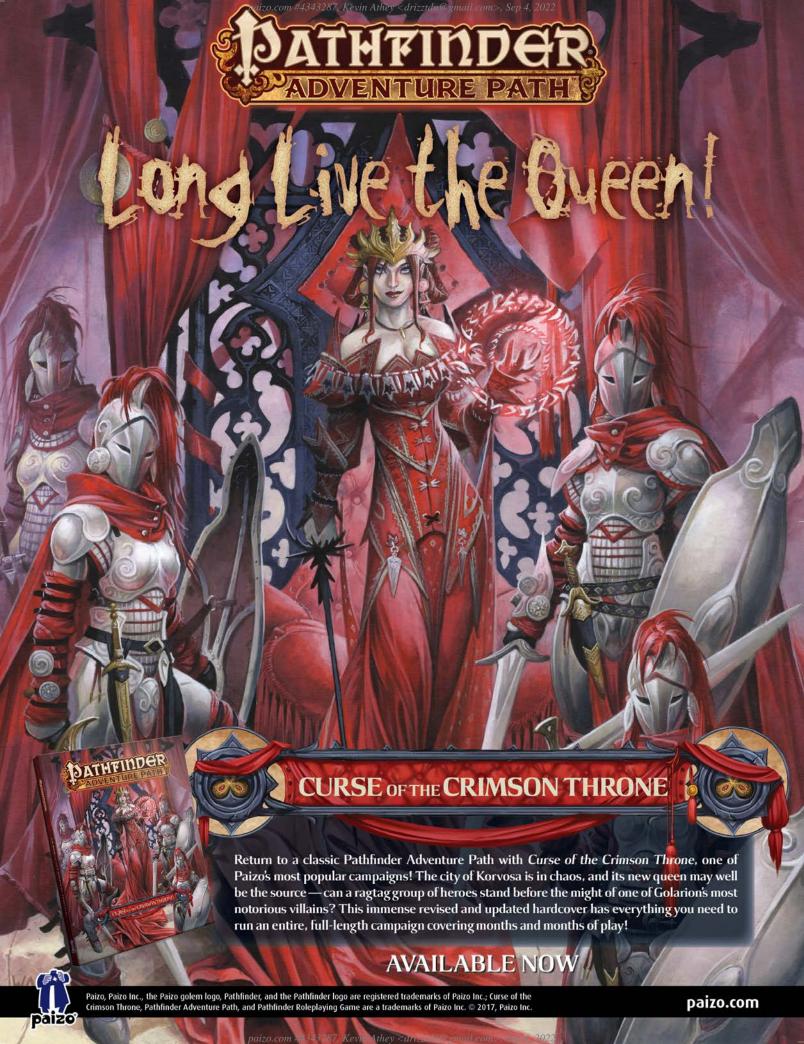
Greene, based on original material by Gary Gygax.

Genie, Marid 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.

Pech 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.

Sandman 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 Roger Musson.

Pathfinder Adventure Path #120: Vault of the Onyx Citadel © 2017, Paizo Inc.; Authors: Larry Wilhelm, with Paris Crenshaw, Crystal Frasier, Tim Hitchcock, Kalervo Oikarinen, and Greg A. Vaughan.



THEINDE SATIANG BESTIARY 600 THE GREATEST FOES OF FANTASY ALIGN TO LAY WASTE TO HEROES EVERYWHERE. THIS NEW HARDCOVER INCLUDES ARCHFIENDS, GREAT OLD ONES, HORSEMEN OF THE APOCALYPSE—AND A FEW GOOD GUYS. **ABLE MARCH 2017** Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc. paizo.com/pathfinder



NEVER SETTLE FIRELESSER EVILL

VILLATITI CODEX

More than 150 of the toughest and nastiest villains jump from dark alleys and haunted nightmares to menace your heroes in this indispensible, time-saving hardcover! Twenty vile organizations stand ready to win the day for evil, but only if your player characters let them!

AVAILABLE NOW!



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

paizo.com/pathfinder



IT'S ALL ABOUT WHO YOU KNOW

ADVIETHURIER'S GUIDE

Don't face the darkness alone! Join the ranks of incredible adventuring societies and unlock their secrets with the Adventurer's Guide, the latest hardcover rulebook for the Pathfinder Roleplaying Game! Inside you'll find eighteen organizations—enigmatic Cypher Mages, ironclad Gray Maidens, merciless Hellknights, Pathfinder Society explorers, and Red Mantis assassins—ready to share their exclusive abilities with worthy adventurers! With tons of new archetypes, prestige classes, signature gear, spells, and more, heroes can unlock extraordinary paths to all manner of secret fighting arts and esoteric mysteries!

Available Now!

