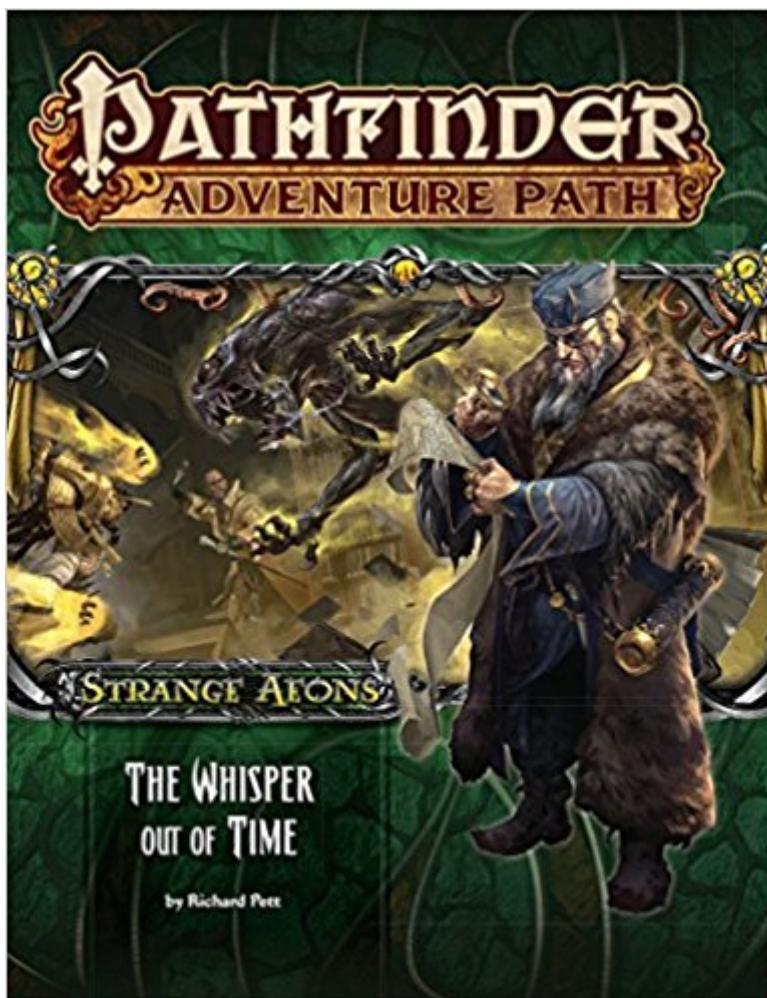


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Pathfinder Adventure Path: Strange Aeons 4 Of 6: The Whisper Out Of Time



Synopsis

With their memories once again intact, the adventurers continue their pursuit of Count Lowls after hearing that he's set course for a lost city in a remote part of Casmaron called the Parchlands. On the race to find the wayward count before he does something terrible, the adventurers must first visit Cassomir where they believe he is meeting with an old associate, but find only danger in his absence. Then, they travel to Katheer, capital city of Qadira, to track down a blasphemous tome in a hidden library in order to find details of the count's destination. Finally with the information in hand, they venture to the slave-trading city of Okeno for the final piece of the puzzle and where they meet a mysterious and alien ally. The race is on to stop their crazed nemesis and learn more about his loathsome plans before they stumble onto something too large to tackle! "The Whisper Out of Time" is a Pathfinder Roleplaying Game adventure for 10th-level characters. The adventure continues the Strange Aeons Adventure Path, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos. A selection of new monsters, an ecology of the yithian, a gazetteer of the city of Okeno, and the next installment of a new Pathfinder Journal round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Book Information

Series: Pathfinder Adventure Path

Paperback: 96 pages

Publisher: Paizo Inc.; Brdg edition (January 3, 2017)

Language: English

ISBN-10: 1601259085

ISBN-13: 978-1601259080

Product Dimensions: 8.2 x 0.2 x 10.7 inches

Shipping Weight: 11 ounces (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars 1 customer review

Best Sellers Rank: #410,910 in Books (See Top 100 in Books) #180 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #35591 in Books > Teens

Customer Reviews

The AP has a good mix between Cthulhu Mythos and Pathfinder atmosphere. The "Ecology of the Yithian" section is very nice. The Bestiary section is good too. You probably want to have Pathfinder Chronicles: Cities of Golarion and Pathfinder Campaign Setting: Qadira, Jewel of the East (both decent books) if your players decide to visit some other locations in Cassomir and Katheer, and if you don't want to pretend the encounter locations exist in a vacuum. One bad thing, the CR of the opponents in the last part of the AP are strangely under-tuned. A level 12 party can take on the whole fortress at once pretty easily. Very odd...

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