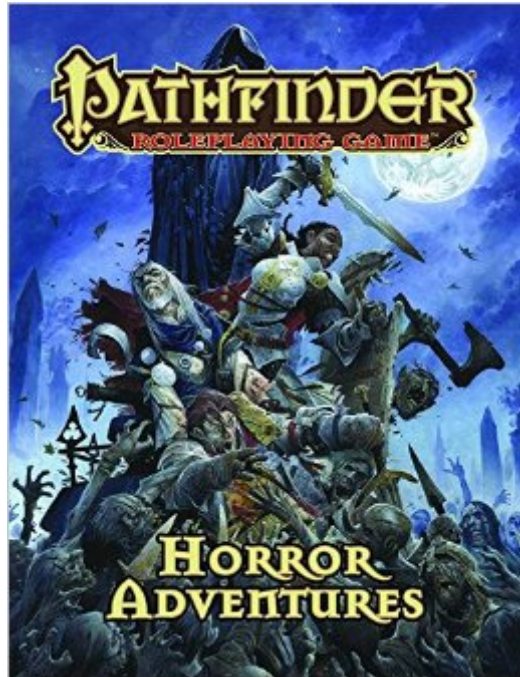


The book was found

Pathfinder Roleplaying Game: Horror Adventures



Synopsis

There are things that dwell in the dark places of the world, deep beneath the ground, in long-abandoned crypts, or in musty attics; terrible things that can destroy your body and shatter your mind. Few sane individuals would ever think to seek out such nightmares, but those that are drawn into the darkness often find it infecting them, corrupting them in ways both subtle and gross. Some think that those who die facing off against such horrors are the lucky ones, for the survivors are forever scarred by their experiences. *Horror Adventures* gives you everything you need to bring these nightmares to your game. This terrifying 256-page hardcover book will take your game into the darkest reaches, where the dead hunger for the living, alien gods brood in dreams, and madness and death lurk around every corner. There are rules for players and GMs alike, giving heroes a fighting chance against the darkness that threatens to swallow them whole. Characters can take far more than a few hit points of damage, when their very sanity is called into question from witnessing horrors too terrible to comprehend. To face such nightmares, the heroes can take new feats, utilize powerful spells, and even acquire holy relics to aid them. They will need every edge they can get if they plan to survive the secrets of this book. *Horror Adventures* includes:

- Corruptions that can turn your character into a monster, from a blood-drinking vampire to a savage werewolf. The only cost is your very soul!
- Character options to help heroes face the forces of darkness, including horror-themed archetypes, feats, spells, and more!
- Rules for sanity and madness, giving you all the tools you need to drive your characters to the brink and beyond.
- Tips and tools for running a scary game, along with expanded rules for curses, diseases, haunts, and fleshwarping to bring your nightmares to life.
- New templates to turn your monsters into truly terrifying foes, from creatures made from living wax to the stalker that cannot be stopped!

and much, much more!

Book Information

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Best Sellers Rank: #5,981 in Books (See Top 100 in Books) #1 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #958 in Books > Teens

Customer Reviews

Having recently had a chance to play and review another Pathfinder product that had a focus on making actual heroes, I find it fascinating to now delve into a book focused on monsters. Not hobgoblin, enemy fodder types of monsters, but the kind that have psychological weight to them as well. From start to finish, I found this to be an excellent tool for GMs, though perhaps less handy for the actual players. Just to put this out there, but horror themed RPGs are pretty much my go-to. I sunk numerous hours into Ravenloft campaigns in the past, and even my original worlds have almost always had some significant horror themes baked into them. Just about all of the players on Kingdoms of the Lost have noted that my zones on that MUD tend to have at least a whiff of horror to them. Why? Because to me they are simply more rewarding. Of course there is physical danger to a character when characters are wandering the landscape and fighting monsters and looking for traps. However, by its very definition, horror tries to tap into something more than just physical danger, and tends to up the ante for characters, yielding even greater risks and rewards while potentially adding new facets to any adventure. The quick overview of materials is simply that your game masters should enjoy some of the cool ideas such as the different kinds of corruptions and monsters. You have the normal items, feats and spells for players as well, so they add some more customization to the character kits, but what really shines here is the depth of some of the more unique monsters within the book. It helps that in terms of the quality of the book, everything is excellent from the hard cover and snug binding to the excellent and even sometimes slightly disturbing illustrations the the span of its 256 pages.

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