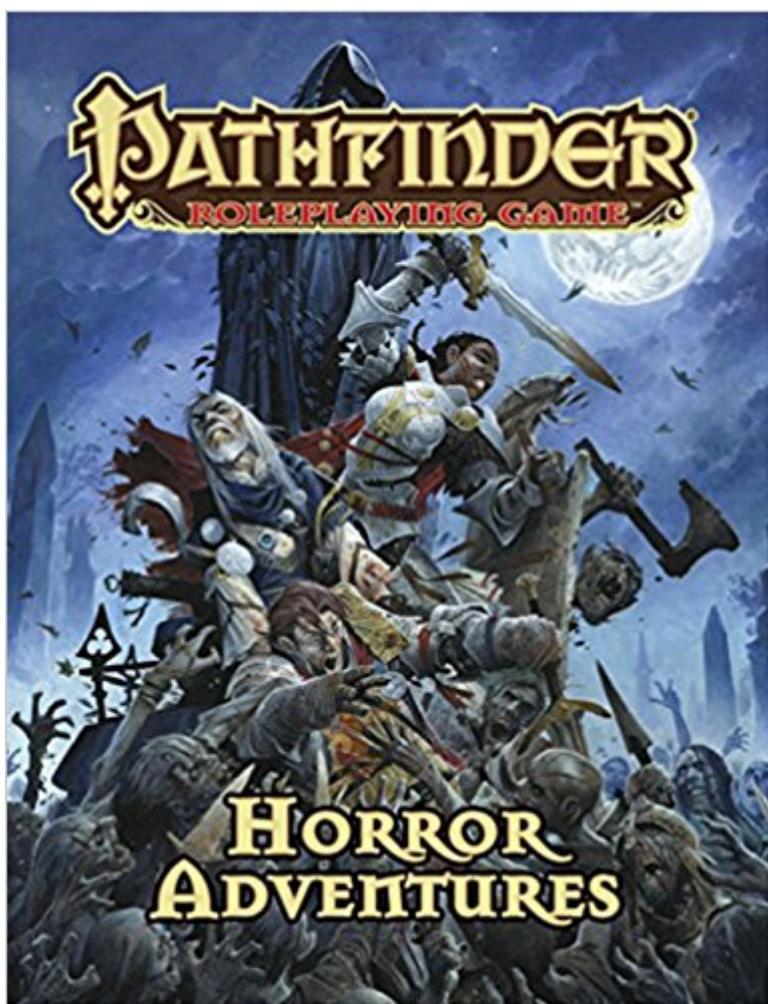


The book was found

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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Customer Reviews

Buhlman & Co. has done it again! The quality and concepts in this book are excellent and easy to use, though using horror in any kind of sword & sorcery campaign is tricky to pull off- why be scared of a spooky monster when you can fireball it in the face? This is a welcome replacement to the 3.5 Heroes of Horror for the Pathfinder franchise.

I love the concept of horror games since I played 2nd edition Ravenloft. I have not had a chance to use it yet, but I intend on using it with the Strange Aeons adventure path. I am eager to compare it to the other horror mechanics I have used.

Great guide to introduce detailed horror into the Pathfinder line. It has a touch and feel like the Ravenloft line that DND left behind until Curse of Strahd was released this year. If your a fan of Ravenloft and play Pathfinder this is a must have tome!

Purchases for a madness based campaign I was planning, plenty of good rules and suggestions. Only wish the bestiary chapter was a bit longer, but besides that it has been a tremendous help.

A great read...I really enjoy the Corruption rules and can't wait to incorporate them into my game! Another quality purchase from the game company.

It left me wanting more, but also gave me plenty of tools to fill in my own world using. Worth the buy, but expect to have to do a lot of your own work to really make use of the new systems it outlines.

Books is great condition, and has that amazing crackle when you open a book for the 1st time. Also the book its self have some gruesome and intense new ruling and ideas.

This book is everything I wanted it to be and the shipping was fantastic.

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