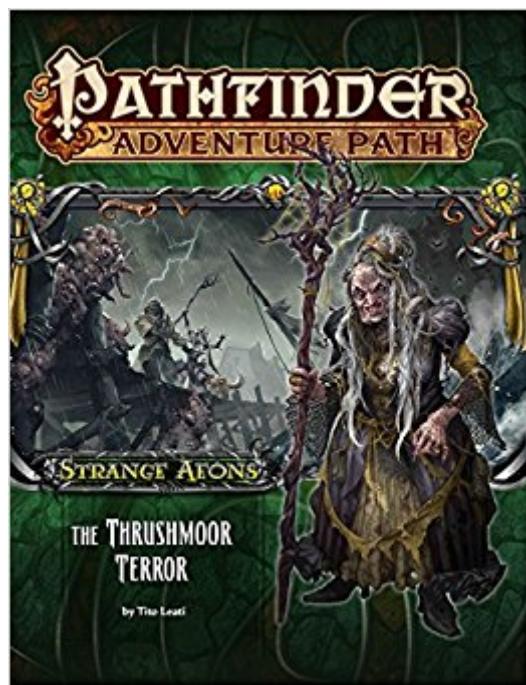


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Pathfinder Adventure Path: Strange Aeons Part 2 - The Thrushmoor Terror



Synopsis

After escaping from the waking nightmare of Briarstone Asylum, the former captives venture to the dismal town of Thrushmoor to unravel the enigma of their lost memories. Upon arrival, the adventurers discover that the town's leadership has either fled town or gone missing, and a rash of kidnappings and rumors of the Briarstone Witch spread terror through the people of Thrushmoor. As the adventurers investigate the unsettling mysteries, they uncover a secretive cult who plans to use Thrushmoor's ancient monuments to grow their strength and power. Will the adventurers discover the secret to their affliction and find an answer in an uninviting town, or will they fall victim to the ruthless cult that wants to slay the people of Thrushmoor as a sacrifice?

“The Thrushmoor Terror” is a Pathfinder Roleplaying Game adventure for 4th-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, a gazetteer of the town of Thrushmoor, details on the Great Old One Hastur, and the next installment of a new Pathfinder’s 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

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Customer Reviews

My group can't wait to get through the rest of this Adventure Path. Just finished book 2, can't wait for book 3 to get here!

Loved it.

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