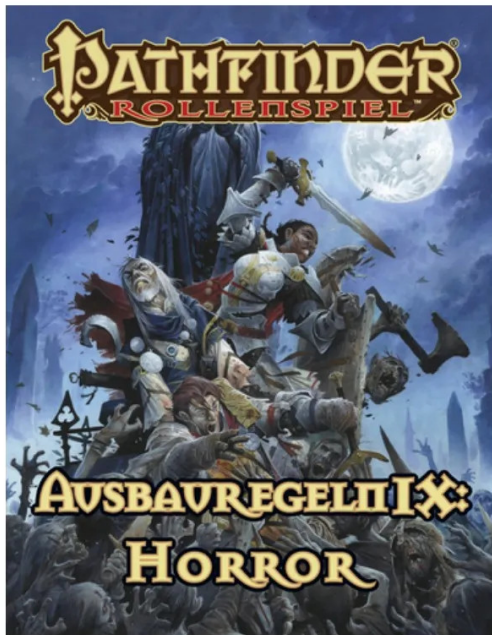


Item no.: 337392

**US50030T - Pathfinder - Expansion Rules IX: Horror, paperback, 256 pages (DE edition)**



**13,04 EUR**

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shipping weight: 0.40 kg  
Manufacturer: Ulisses Spiele

## Product Description

Pathfinder - expansion rules IX: Horror, paperback (DE), 256 pages

Terrible things lurk in the dark corners of the world, whether in forgotten tombs or in dusty attics. These horrific things are capable of tearing the body apart and shattering the mind. Few would voluntarily look for such nightmares, but those who are drawn into the dark are often infected by them and corrupted in a subtle and repugnant way at the same time. Some believe that those are the happier those who die fighting such horrors, the survivors are forever scarred!

This volume gives you everything you need to bring these nightmares to life. It contains secrets on how to lead your campaign into the darkest realms of fantasy, where the dead hunger for the living, strange gods wait in dreams, and death and madness lurk around every corner. In addition, there are rules for players and game masters, how brave fighters can face a darkness that is able to devour them with body, mind and soul. To prepare for such horrors, the heroes can choose new talents, learn powerful spells and even find sacred relics - because they will need every little advantage to survive ...

The expansion rules IX: Horror contain:

- Corruptions that can turn your character into a powerful monster, maybe a blood-sucking vampire or a ferocious werewolf. The price for this is only his soul ...
- Character options such as archetypes, talents and spells that fit the theme of horror and horror, and giving heroes the means to face the forces of darkness.
- A detailed sanity and insanity system that GM can use to drive characters to the edge of insanity - and beyond ...
- Tips and tools for running truly terrifying campaigns Comprehensive overview of the various sub-genres of horror and how they can be used in Pathfinder campaigns.
- Extended rules for curses, diseases, environments, flesh forms, ghostly apparitions and deadly traps!
- New templates, to turn monsters into truly terrible opponents, be they unstoppable stalkers or creatures made of living wax!
- And as always: Much more!

Warning!Not suitable for children under 36 months.

## Specifications

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