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This text is a Dungeons and Dragons adventure that harkens back to classic first-edition adventure, Ravenloft. It expands on the original adventure, introduces some never-before-seen threats, and features a new encounter format designed to make running the adventure easier for the Dungeon Master.

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. * An epic adventure for characters levels 1 - 15, the Elemental Evil(tm) story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. * Includes new elemental spells and the element-touched genasi as a new playable race. * Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters(tm) in-store play program. * Adventure design and development by Sasquatch Game Studio LLC.

The reader's decisions will determine whether Jeren Sureblade, a paladin, can enter Castle Ravenloft and defeat Count Strahd von Zarovich, the Prince of Vampires.

Fall In, Soldier! Plunder and Glory Await! In Midgard's Seven Cities, war is embraced and celebrated as nowhere else. The armies of its republics march every spring, looking for conquest, plunder, and glory. Warriors come to the cities to take their coin as mercenaries, and many have seized a lord's title. The oracle who keeps a god in chains, the merchant-assassins of Capleon and the minotaurs and centaurs of Valera--the people of the Seven Cities don't dream small! Will you rise in the ranks from foot soldier to legend? Or do you seek something even greater than the dreams of a broken empire? This 33-page collection of materials provides players with a regional overview of the Seven Cities and its border states, plus a wide range of new powers and options for any Pathfinder RPG campaign, including: New archetypes for Fighters, Druids, and Wizards New spells and magic items including Ballista of Force, Librarian's Robe, and Trident of Nethus New sorcerous bloodlines for Hagblooded and Minotaur 50 new traits and 16 new feats including Blood of the Sea, Dark Dreamer, and Swordborn An overview of the region, with its world-famous libraries, corsair fleets, and scheming rulers Pick up the Player's Guide to the Seven Cities today, and get ready to go campaigning!

Freedom is out of the question for practitioners of the Institute, and any supporters otherwise are dealt with violently. A system Sylvie Sirx neither refutes, nor endorses—born from an enviable family, talented in her skills, and entirely too content with her position, her path has always been a straight one... until now. Her qualifications backfire when an elder from the north descends upon her home for a Choosing. He calls upon the Drowned Tower's most sought after practitioners for a simple job that ends in blood, and then Sylvie's blissful world erupts. She finds herself in the company of the Elementalist, Jacques Dace, an insufferable but deadly enthusiast of personal reform. Together, they're swept into a spiral of powerful magic and ancient grudges. Where truth bends, stones whisper secrets of the past, and their home lies at the heart of what could very well be Ferus Terria's next recorded war. And for once, she is forced to choose a side, learning for herself what it means to master fate.

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