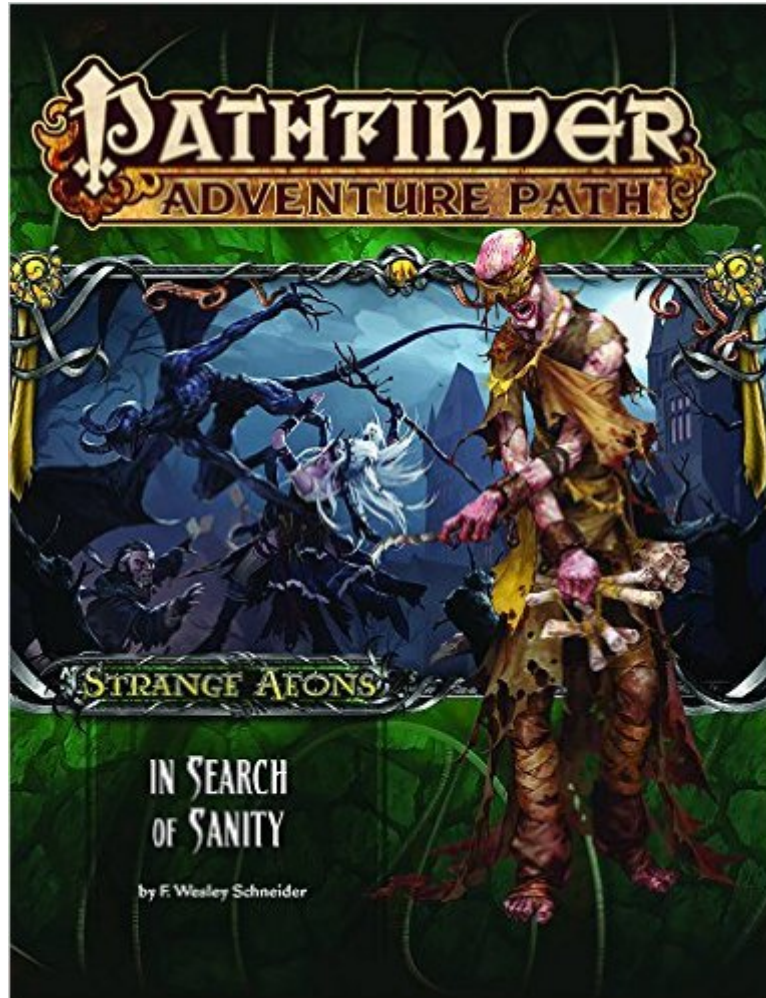


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# Pathfinder Adventure Path: Strange Aeons 1 Of 6 - In Search Of Sanity



## Synopsis

The adventurers awaken within the walls of the eerie Briarstone Asylum, their minds wracked and memories missing. As they work together to recover their missing time, they soon learn that the cause of their eerie amnesia is but a symptom of a much greater cosmic menace. As they struggle to retain their sanity, the heroes must ally with other asylum residents and fight against the monstrosities that have taken over the asylum and plunged it into nightmare. Can the adventurers defeat the terror that stalks the halls and free themselves from their prison of madness?

Search of Sanity • is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off the Strange Aeons Adventure Path, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos. Several new monsters, details on the Mythos, and the first 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

Looks good...I'll be in preparation to run this AP throughout its publication run, but it's already a fun read. The Pathfinder treatment of the Elder Things is a blast, and starting the game as the heart of a mystery is a new twist!

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