An illustration book designed to enhance any horror-themed game but especially for use with Legendary Games’ line of Gothic Adventure Path Plug-Ins. Gothic Visions contains full-page and half-page print-ready illustrations from every Gothic Adventure Path product for use as visual aids when running our adventures or using our products in conjunction with campaigns of your own design.

Make Your Game Legendary!
An Old School Halloween Present

So Halloween was coming around and the guys at Legendary Games wanted to do a little something for the fans.

Everybody knows I’m old school. Like, First Edition old school. Heck, it’s in the slogan of my original company, Necromancer Games: “Third Edition Rules, First Edition Feel.” I love it. There is just something great about classic gaming. For me it’s not just nostalgia, it’s a connection to the roots of the game we all love. And I really like mixing old school with a modern twist.

I wanted to go grognard with our little present. But what to do? So I got to thinking and I also got to talking with Jason and Neil and the other Legendary Games guys and I had an idea. I realized something I loved from the old days had been missing for a long time: the art booklets from the classic modules. You know the ones—the amazing Trampier art from Tomb of Horrors, from Hidden Shrine of Tomoachan, Ghost Tower of Inverness and Expedition to the Barrier Peaks. Those were formative modules for me, and a key part was the art booklets. Those have pretty much disappeared in our modern game. I wanted to find a way to bring them back, or at least bring back a modern version of them. If you don’t know about this stuff, do yourself a favor and go get a dose of the history of our game from The Acaeum (www.acaeum.com).

This was my solution. An old school inspired present to you, the Legendary Games fans. This booklet is an updated, modern spin on the old art booklets you used to find in the classic modules. Except we are giving it away for free for Halloween!

Please accept this gift from us in the “spirit” it was intended—and given that the content is from all our Gothic Adventure Path line, I do mean spirit. As in evil spirit with a save or die attack. Now that’s old school. Will saves, everyone!

Happy Halloween!

Clark Peterson

Clark Peterson
Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo’s *Pathfinder Roleplaying Game*. When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

**Special Electronic Features**
We’ve hyperlinked this product internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

**Hey, What’s With the Names?**
You will see us use phrases such as “Gothic Campaign” instead of title of a recent Adventure Path. Or you may see us use the names “The Professor” or “The Professor’s Daughter” or “Immortal Principality” instead of the proper names of specific characters or places from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these “replacement phrases” for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy these constructs in your “Gothic Adventure Path,” deadly minions of the “lich-king” and his sinister cultists.
Treasury of the Macabre

by Jason Nelson

with the Legendary Games Design Team

Elder Talisman
Electroshock Glove

Ghost Shackles

Treasury of the Macabre

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Rod of the Moon

Treasury of the Macabre
Spinelash
Gothic Heroes
Pregenerated Characters

by Neil Spicer
with the Legendary Games Design Team

Ysabot Vaskel
Changeling Witch
Agrimar Vaskel
Half-Orc Paladin of the Goddess of Valor
Dominnia Vorsaife
Aasimar Summoner
Eilinica Ziorec
Human (Varis.) Cleric of the Goddess of Dreams
Ereviss Cierdel
Elf Bard (Detective)
Jevalk Ardain
Dhampir Inquisitor
Merenso Kull
Half-Elf Ranger (Skirmisher)
Xiuj Hak Leyng
Human (Tia) Alchemist

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Persimmon
Familiar

Gothic Heroes
Pregenerated Characters

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Theodric

Eidolon
The Murmuring Fountain

by Jason Nelson & Clark Peterson

with the Legendary Games Design Team

Eronel, Ghost Raven
The Murmuring Fountain

Antrellus the Mad
the Fiddler’s Lament

by Greg A. Vaughan
with the Legendary Games Design Team

Rebec Malevolenti
Tomes of Ancient Knowledge

by Jason Nelson & Clinton J. Boomer
with the Legendary Games Design Team

Sarkulis Shards
All Flesh & Form by Flame Made Ash
Construct Codex

by Jason Nelson
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Bloodthirsty Manikin

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Dirge Organ

Tomes of Ancient Knowledge
Gothic Gargoyle

Crowflight Carriage

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Living Crematory
Stained Glass Knight

Construct Codex

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Morgech, Executor
Morgech, Ravager
Clark Peterson, founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, The Wizard's Amulet. Clark produced a number of key third party products for Third Edition, from the famed Creature Collection and Relics and Rituals with Sword and Sorcery Studios, to the indispensable Tome of Horrors series. He wrote a large number of classic “First Edition Feel” adventures, from to The Tomb of Abysthor and Bard's Gate to Rappan Athuk, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on The Wurst of Grimtooth's Traps and the honor of bringing Judges Guild's Wilderlands of High Fantasy and City State of the Invincible Overlord to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic “old school” heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

Jason Nelson, started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon (“Practical Magic” and “Man Forever”) and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

Neil Spicer won Paizo Publishing's second annual design contest for RPG Superstar in 2009, going on to write the acclaimed Pathfinder adventure module, Realm of the Fellnight Queen. After joining Paizo's talented pool of freelancers, he followed that success with consistent contributions to their Pathfinder Adventure Paths, penning the Kingmaker adventure, Blood for Blood; the Serpent's Skull adventure, Sanctum of the Serpent God; and the gothic vampire adventure Ashes at Dawn for the Carrion Crown Adventure Path. He also co-authored material to enhance the Pathfinder Campaign Setting in Paizo's Guide to the River Kingdoms and recently-released Rival Guide. Neil returned to RPG Superstar in 2011 as a guest judge, helping select that year’s Top 32 competitors while offering unrivaled encouragement and feedback through every round of the contest. Prior to writing for Paizo, Neil wrote a variety of d20 products for third-party publishers and co-authored a softcover supplement called the Future Player's Companion for d20 Future through The Game Mechanics and Green Ronin Publishing. He joins Legendary Games with an interest in creating new, innovative products for the Pathfinder Roleplaying Game and looks forward to doing so alongside a dream team of industry veterans and rising superstars.

Timothy K. Wickham, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound “puppy” and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table.

Colby Stevenson is a freelance illustrator who resides deep within the forests of Connecticut. His attraction to dark worlds and the diabolic creatures that reside in them has dragged him into the realm of RPGs headfirst! Completing numerous private commissions for avid Pathfinder gamers, Warcraft fans and everything in-between, he soon moved onto Paizo Publishing's web fiction illustrating such stories as Lord of Penance and Guns of Alkenstar. Colby has now found himself locked within the dank, dungeons of Legendary Games conjuring up images and nightmares for the gaming world to feed upon. When not drawing dragons, succubi or elves, Colby can be found working on Music/Audio Production or reciting quotes from such films as Aliens and Star Wars.

Jason Juta is a freelance illustrator working mainly in the fantasy and historical publishing fields. His notable clients include Wizards of the Coast, Fantasy Flight Games, Paizo Publishing, Alderac Entertainment and Catalyst Game Labs. He has worked on properties ranging from Star Wars, Dungeons and Dragons, and Shadowrun to Lord of the Rings, Pathfinder, and Warhammer 40,000.

Hugo Solis, also known as Butterfrog, found his love of RPGs in 1990 when he miraculously encountered the Dark Sun boxed set at his local game store—no mean feat in Guadalajara, México! Hugo resides in Mexico with his patient wife, who is his toughest art critic, and their two Schnauzers. He followed the dark and bloody career of a GM and eighteen years later began illustrating character artwork for the fans on the Paizo Boards. Shortly thereafter he created the award winning Wayfinder fanzine with Liz Courts as a way to bring the Paizo fan community to a whole new level. Hugo now does freelance...
Robert Lazzaretti started as an intern at Game Designers Workshop where he basically took on illustrating all of the maps because no one else in the art department really enjoyed drawing them. After working on Dangerous Journeys, Traveller, Twilight 2000 and Challenge Magazine for a couple of years, he was hired by TSR to join the Cartography Department. Almost immediately, he was put to the task of designing maps for the new Planescape setting. Rob has created maps for almost every Role playing game world over the past 18 years.

Greg A. Vaughan cut his professional adventure-design teeth writing in Dungeon Magazine for Paizo Publishing with his first adventure Tammeraut’s Fate. Since then he has continued to write for Paizo, being featured in every one of their Pathfinder Adventure Paths to date, as well as doing work for Wizards of the Coast, Green Ronin, Sinister Adventures, and assisting in the creation of Frog God Games with Bill Webb of Necromancer Games fame. He now joins the all-star cadre of Legendary Games put together by Clark Peterson—legendary himself as the other half of Necromancer Games.

Clinton J. Boomer, known to his friends as ‘Booms,’ resides in the quaint, leafy idyllic paradise of Macomb, Illinois, where he attended 4th grade through college. He began writing before the time of his own recollection, predominantly dictating stories to his ever-patient mother about fire-monsters and ice-monsters throwing children into garbage cans. He began gaming with the 1993 release of Planescape, which shaped his Jr. High years, was first published professionally in the Ennie Award-winning Pathfinder Chronicles Campaign Setting from Paizo Publishing after placing in the Final Four of Paizo’s inaugural RPG Superstar! competition, and currently devotes a full 99.9% of his waking hours to thinking about fantasy-adventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic adventure in general or ninjas, more specifically. Boomer is a full 99.9% of his waking hours to thinking about fantasy-adventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic

illustration and cartography for many companies including Paizo Publishing, 4 Winds Fantasy, Open Design, Rite Publishing, SKR Games, among others, and is now pleased to join the Legendary Games team of all-stars, while secretly hoping they won’t find out the big mistake they are making...

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Special Edition Release

Gothic Visions

by Timothy K. Wickham
with the Legendary Games Artists

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