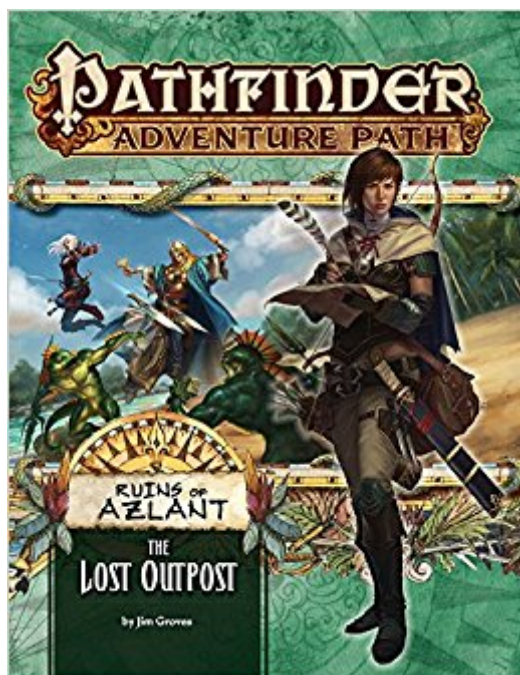


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# Pathfinder Adventure Path: The Lost Outpost (Ruins Of Azlant 1 Of 6)



## Synopsis

Trouble in Paradise The Ruins of Azlant Adventure Path begins with the adventurers standing on the deck of a ship ready to make landfall at their new home. However, dread settles in as they notice that the colony is empty and abandoned. Tasked with uncovering the whereabouts of the prior group of colonists, the adventurers go ashore and explore the deserted settlement. Uncovering strange evidence leads the adventurers across the island, where they encounter two survivors who can give them clues as to the fate of the rest of the first wave of settlers. Can the adventurers survive long enough to discover what truly befell the fledgling colony? This volume of Pathfinder Adventure Path launches the Ruins of Azlant Adventure Path

[paizo.com/pathfinder/adventurePath/ruinsOfAzlant](http://paizo.com/pathfinder/adventurePath/ruinsOfAzlant) and includes: "The Lost Outpost," a Pathfinder adventure for 1st-level characters, by Jim Groves. A detailed look at some of the other colonists who make up the colony of Talmandor's Bounty and the roles they play in the campaign, by Jim Groves. A deep dive into the bizarre and alien ecology of the alghollthus-the family of creatures that includes the devious aboleths, by Greg A. Vaughan. A bestiary of new monsters found in the shattered continent, by Jim Groves, Isabelle Lee, and Luis Loza. 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.

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