

Hey everybody, it's The-Magic-Sword here for another live write up of a stream, I'm hoping to cover this and the one on the 27th, though we'll have to see how fast I get home for that latter one.

Stream Should be starting in just a few minutes here!

Ok here we go! Maya Coleman (xe/they) introducing the team, Bill Fischer (he/him), Mike Kimmel (he/him), Mark Moreland (he/him), James Jacobs. The list includes both Pathfinder and Starfinder team members. People are sharing their hobbies and what games they're playing, like Mike enjoys Pokemon Cards.

Getting into it now! Sneak Peeks of upcoming adventures, limited questions in this stream.

Pathfinder Vaultlines



Vaultlines is the Darklands, this is the first AP that focuses on the Darklands as a whole—Golarion's Darklands is made up of three layers. The AP see's you visiting all three, and the whole thing is high level. It's one book, 11-20, there's a whole chapter of level 20 toys. This is a whirlwind tour of each level of the darklands, not a slow torch-tracking crawl. They wanted to give GMs as many tools as possible for a Darklands campaign, even if they aren't interested in the adventure. They made room to include more monsters.



This is a fleshwarp, which the Darklands has a long history of. This is on the lower level side for the AP. Vaultlines will be coming out in november.

Moving on to Starfinder! Secrets of the Swarm



The Xandite Collective went looking for their long lost planet, and discovered that the swarm has eradicated life on it, they've been incorporating magical crystals into their DNA and gaining new powers. The Swarm seems to be searching for something. Level 6-10.

There are cool creatures, but they don't have any art to show us. How many playable ancestries do we think are in this book? Chat is guessing. THERE ARE 6. One of them is



Mollusk-like psychic aberrations part of the collective, they have four arms. Name was mentioned but I missed it.

They don't typically do this, but Collective had 7 planets and the opportunity was there. September AP. It sounds like Secrets of the Swarm is a high level AP.

Pathfinder Game Night, the Dragon's Crown. 36 page adventure in a box set, everything you need to sit down and just play, nothing else needed (this was said about the previous box set in the game night line, but it sounds like it's the same). Takes place in the city of Korvosa, imp has stolen a house drake's crown, you need to get the crown back— apparently the two groups have a rivalry in the city. 3 chapters, you can play each in a night, 3 poster maps, Alligators living in the sewers!





Mark is talking about books— Operation Hellmouth is out in a week, the new one is Abomination Vaults!



Ezren and a band of locals who aren't the iconics will be delving into the abomination vaults. This is a new style of cover that better matches current trends in book covers, the dwarf is a bard named Kade (Cade?) the art is on the end papers, and they're seeing if they can do a reversible dust jacket so people can have it match their others.

The author is actually streaming Abomination Vaults (the 5e version) as an actual play. They're pretty sure there's going to be an audiobook, they have plans to do them for all their novels going forward.

The fiction subscription gives you access to the pdf on subscriber day!

Dead God's Hand! FINALLY

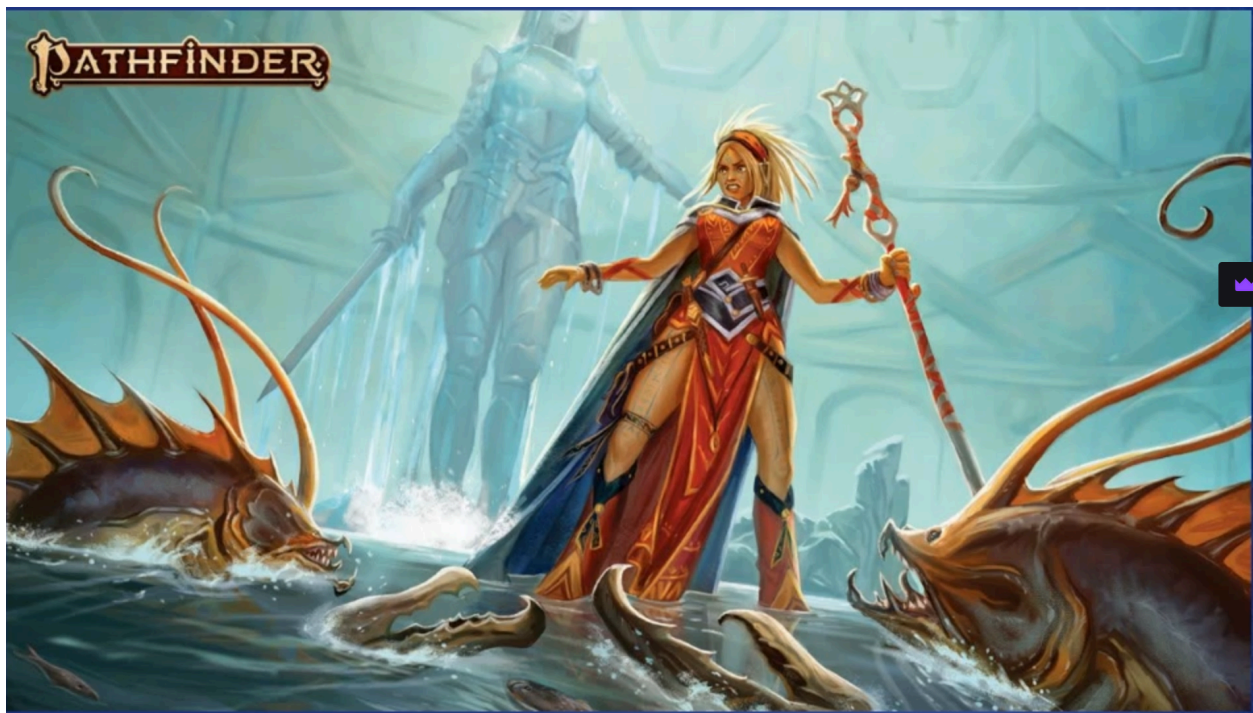


Been in the works forever, originally meant to be a launch title (TMS: actually I think it was a little later, around the time of Absalom city of lost omens, further correction, its apparently even older than that), 170 page adventure, up from 60 pages. Takes place under Absalom, dungeon exploration and ancient secrets about Aroden. More stuff that isn't dungeon crawl they don't want to spoil.





Glassy Green Sword might be memorable to some players.



Will be coming out in September! NOT an AP, just a standalone adventure. This adventure has seen many iterations internally. There's also a flip map multi-pack that's going to come out with this, they don't do those anymore, but they're gonna do it for this anyway since they originally meant to.

Q+A

Will Vaultlines work well for Sky King's Tomb Players? Should work great thematically, not sure if the level range is 100% but its close, it depends on where you end up Sky King's Tomb, if you end at 11 it works perfectly.

Dragons Crown, playable bucket? You'll have to ask the Starfinder team, they do things without hands. "Join us Friday for more Announcements"

Meseneax are the name of the aberration mollusks, they know from birth how long their lifespan is, in terms of natural causes.

Abomination Vaults canon for the AP going forward? They think it's reasonable but they won't decide until it comes up again for either Ezren or Otari, they don't intend to set a hard canonization.

Dead God's Hand, ARODEN WAS MURDERED!? That's one way you can die.

Vaultlines begins already underground, it assumes you are native to the Darklands but you can play people from the surface if you wish. AV would also lead into it pretty well.

Secret of the Swarm will have some new weapons, for more guns, check back in on friday!

All the ancestries for that AP were named in Starfinder Near Space.

Will the AV novel have a rapid power progression like the AP? Ezren is experienced and guides the other characters as they explore the lighthouse, and the others progress to match his power, there's touchpoints where they acknowledge that they're learning new things.

How many hands do the Starfinder ancestries have in total? You will not get numbers that you expect, counting the appendages.

Ok! It looks like that was the stream, hopefully see you, same bat time, same bat place on Friday!