

SECOND EDITION

PATHFINDER®



EXTINCTION COURSE

PLAYER'S GUIDE

By Ron Lundeen

PATHFINDER

AUTHOR
Ron Lundeen

DESIGN LEADS
Stephen Radney-MacFarland and Mark Seifter

EDITING LEADS
Avi Kool and Lu Pellazar

EDITORS
Avi Kool and Lu Pellazar

ARTISTS
Miguel Regodón Harkness and Artur Nakhodkin

ART DIRECTION
Sonja Morris and Sarah E. Robinson

CREATIVE DIRECTOR
James Jacobs

PUBLISHER
Erik Mona



EXTINCTION CURSE

Extinction Curse Player's Guide

Coming Together 3

Character Tips 3

Alignment	4
Ancestries	4
Classes	4
Languages	4
Skills	4

Backgrounds 4

Circus Tricks 6

Gazetteer 6

Aeon Towers	6
Isle of Erran	7
Isle of Kortos	7



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

Extinction Curse Player's Guide

An evil hungers beneath the earth. This ancient enemy seeks to undo Aroden's work from millennia ago and bring desolation to the Isle of Kortos. The heroes destined to confront this enemy have humble beginnings, working as members of a novice circus troupe on the Isle of Erran, just off the north coast of the Isle of Kortos. These humble heroes are fated for much more than the circus, however, and with skill and luck might save the entire region from the *extinction curse*!

Coming Together

The Extinction Curse Adventure Path begins near the small town of Abberton on the Isle of Erran. Abberton has little to recommend it to anyone but its insular inhabitants. Its once-thriving farms produce fewer and fewer crops, and its ranchers have smaller herds than in prior generations. The town's sheriff has disappeared, and some of its most prominent citizens are gone—no doubt seeking greener pastures elsewhere, the townspeople mutter. If the people of Abberton are in need of anything, it's a spectacle to distract them from their daily woes—a spectacle like a traveling circus.

The Circus of Wayward Wonders has arrived and can provide just the exhibition the town needs. The newly formed circus is built on the high hopes of its members. Many are former employees of the Celestial Menagerie, a circus in the nearby port city of Escadar. The manager of the Celestial Menagerie, a cruel catfolk named Mistress Dusklight, is abusive to her employees and downright sadistic to the many animals she exhibits. Her shows are always wondrous to behold, and she brings in significant funds operating one of Escadar's most celebrated attractions. But the public face Mistress Dusklight displays to the crowds is a thin veneer over her callous and self-serving nature. Some of Mistress Dusklight's employees—perhaps including the heroes—decided they'd had enough of her tyranny and slipped away to form their own circus. These refugees from the Celestial Menagerie founded the traveling Circus of Wayward Wonders.

After a few seasons to acquire equipment, train, and practice their shows, the Circus of Wayward Wonders is ready for its first big public show, hosted by the town of Abberton.

Character Tips

Your characters are all members of the Circus of Wayward Wonders. Not every character needs to be a circus performer seeking to dazzle crowds in the big top. After all, even a small traveling circus needs many roustabouts, animal tenders, mechanics, healers, chefs, and others. Nevertheless, each character should

ADVENTURES IN THE STARSTONE ISLES

In many ways, the Extinction Curse Adventure Path is a counterpoint to the upcoming Agents of Edgewatch Adventure Path. Extinction Curse takes place around the Isle of Erran and the Isle of Kortos (and some startlingly far-flung locales), but it doesn't focus on Absalom at all. In fact, heroes in Extinction Curse might never actually set foot in the metropolis, except perhaps for quick vignettes if the heroes need to shop for expensive gear or acquire powerful magic.

The Agents of Edgewatch Adventure Path is, in many ways, the opposite: its action takes place within Absalom right from the beginning, and the surrounding settlements don't play much into its unfolding events. The two Adventure Paths also contrast in some key character assumptions: heroes in Extinction Curse are more likely chaotic, while those in Agents of Edgewatch are probably lawful.

The upcoming *Absalom, City of Lost Omens* is useful for learning about the city itself, but the book contains information and adventure hooks for the surrounding area as well, so it makes a good resource for Extinction Curse.

consider the Circus of Wayward Wonders to be home, and the other circus members to be friends or even family. This circus is destined to see greater successes as the Extinction Curse Adventure Path unfolds, and that's primarily because the heroes care about the circus and are personally invested in making sure it succeeds. Many members of the Circus of Wayward Wonders simply don't have anywhere else to go; the thought of settling down seems unbearably stifling to their restless blood, and they can't return to their former employment with the Celestial Menagerie without expecting beatings or worse. It's perfectly fine to have a hero with no close ties to anyone else in the world beyond the other heroes or other members of their circus.

The Extinction Curse Adventure Path has its fair share of traditional adventuring elements: the heroes will navigate deadly dungeons, interact with colorful NPCs in engaging social encounters, acquire legendary treasures, and solve millennia-old mysteries. Yet all of this is framed by the heroes' role within the traveling circus. The heroes won't be in any one place for long, and they're far likelier to make their living in rustic settlements rather than big cities. The chance to perform in Absalom, the City at the Center of the World, is enough to motivate any aspiring performer, but the Extinction Curse Adventure Path instead focuses on many of the communities scattered around

the Isle of Erran and the Isle of Kortos, rather than Absalom itself.

ALIGNMENT

There isn't any restriction on character alignments in the Extinction Curse Adventure Path. The heroes are more likely to be chaotic than lawful, as the life of an itinerant circus performer tends to draw people who chafe at society's rigid rules. But lawful heroes also have their place, as the circus requires rigorous training and day-to-day dedication. Some circus members are morally flexible or even selfish, although most like helping others and providing an enjoyable spectacle to strangers. The most important elements of the characters' outlook are that they must be willing to work together and be invested in protecting the Circus of Wayward Wonders. Any alignment choice can work with this outlook.

ANCESTRIES

Circuses draw an exceptionally eclectic array of performers. Further, many circuses employ those who are marginalized or considered unemployable elsewhere. This is particularly true of the Circus of Wayward Wonders, whose members consciously left behind the tyranny of Mistress Duskligh's Celestial Menagerie. Any ancestry makes a good fit for the Extinction Curse Adventure Path, even those who aren't generally found in the Inner Sea region.

CLASSES

Members of any class will have plenty of moments to shine in the Extinction Curse Adventure Path, but keep in mind that at least some of the heroes—and perhaps all of them—make their living by performing exciting or dangerous spectacles in a traveling circus. Bards and rogues fit into this lifestyle, but the showy wonders that alchemists, sorcerers, and wizards provide are truly magical. Barbarians, fighters, and monks display athletic prowess sure to please a crowd. Many circuses include animal acts, and the Circus of Wayward Wonders is no exception; classes such as druids and rangers are therefore a natural fit. Such characters also fit well into one of this Adventure Path's themes: inexorable environmental deterioration. The heroes will learn that Abberton isn't the only community suffering from ecological decline. Considering that the heroes will take on the dangers of being adventurers as well as circus performers, they are likely to need the valuable aid that champions and clerics can provide.

LANGUAGES

Although Common is likely to be sufficient for most heroes, certain other languages might prove useful

to know. Draconic, Elven, and Undercommon make good language selections, as each has some use during the Adventure Path.

SKILLS

The heroes will perform best if their party contains a well-rounded selection of skills and feats. Although Performance is a key skill for many entertainers, circus stars can entertain in a variety of ways. Other heroes may instead focus on Acrobatics or Athletics to perform physical stunts, or on social skills such as Deception or Diplomacy to woo crowds. The best Lore skill to acquire is Circus Lore, as this skill covers knowledge about how to run a circus as well as folklore about legendary circus acts. As the heroes will encounter myriad creatures and adventure in a wide variety of terrains, Lore choices for many monster types and terrain types are likely to be useful as well.

Backgrounds

The following backgrounds are particularly suitable to characters in the Extinction Curse Adventure Path, although heroes can select any background they want—people come to the circus from all walks of life, after all. Among the backgrounds presented in the *Pathfinder Core Rulebook*, the most suitable choices are Acrobat, Animal Whisperer, Charlatan, Entertainer, Fortune Teller, Laborer, Street Urchin, and Tinkerer.

AERIALIST

BACKGROUND

Experienced with trapezes, aerial silks, and hoops, your skill is in performing death-defying stunts high above the ground. The Celestial Menagerie skimped on safety devices such as nets and quality ropes, so you also learned to take a fall better than most. After a harrowing near-death experience involving a cracked trapeze bar, you decided to take your expertise elsewhere.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Acrobatics skill and the Rope Lore skill. You gain the Cat Fall skill feat.

ANIMAL WRANGLER

BACKGROUND

You have a long history of working with large circus animals for the Celestial Menagerie, such as performing in an animal act, jostling animals back into their cages, or even sweeping dung out of squalid pens. Mistress Duskligh's ongoing mistreatment of her animals compelled you to quit, and you now strive to ensure animals aren't abused.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in your choice of the Athletics or Nature skills. You gain a skill feat: Titan Wrestler if you chose Athletics, or Train Animal if you chose Nature. You are also trained in a Lore skill related to a particular kind of common animal (such as Equine Lore, Feline Lore, or Pachyderm Lore).

BARKER

BACKGROUND

You're skilled at shouting to catch and keep the attention of passersby. A few well-timed and forcefully spoken words not only get people to notice you but also engage them to respond to you. You may have previously worked as a crier or in a more formal barker capacity with Mistress Dusklight's Celestial Menagerie. Either way, your ability to bully a crowd is impressive.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Crowd Lore skill. You gain the Group Coercion skill feat.

BLOW-IN

BACKGROUND

You never expected to join a circus, but you were looking for a good place to lie low for reasons of your own. The Circus of Wayward Wonders came together with several different workers and performers a few months ago. Many came from a circus in Escadar called the Celestial Menagerie, but not all of them. It was easy to slip in among the roustabouts. Although you'd planned to move on quickly, the circus folk have adopted you as one of their own, and they don't ask questions about your past.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in your choice of the Deception or Thievery skills. You gain a skill feat: Lengthy Diversion if you chose Deception, or Subtle Theft if you chose Thievery. You are also trained in the Underworld Lore skill.

BUTCHER

BACKGROUND

You've spent uncounted hours walking up and down crowded and noisy circus stands, inventing innovative means to sell refreshments, food, and novelties at inflated prices. (You might know very little about slaughtering animals; "butcher" is a circus slang term for a vendor.) The Celestial Menagerie constantly pushed you to figure out how to sell increasingly shoddy toys to children and how to conceal the taste of spoiled treats that should have been discarded days earlier. You peddled disappointment and hated it, so you left to seek a new line of work—although you're not yet willing to leave the circus life altogether.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Mercantile Lore skill. You gain the Read Lips skill feat.

CIRCUS BORN

BACKGROUND

The itinerant life of a traveling circus performer is nothing new to you; you were born and raised in the circus. You've seen more acts than you can count and grew up hearing the tall tales of circus performers while gathered around their campfires. You've experienced the thrill of captivating



a crowd ever since you were young. You may have tried a few times to settle down, but the lure of the open road and the glamor of the big top always called you back.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Circus Lore skill. You gain the Experienced Professional skill feat.

CLOWN

BACKGROUND

Although you've spent time in greasepaint and colorful clothing to amuse crowds, your skills with buffoonery and physical comedy are exceptional whether or not you're in costume. In the employ of Mistress Dusklight's Celestial Menagerie, you spent too many routines distracting an audience from an ill-timed accident or evidence of abused animals or performers. You've had enough of that, and the Celestial Menagerie isn't your home any longer.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Clown Lore skill. You gain the Virtuoso Performer (comedy) skill feat.

MYSTIC SEER

BACKGROUND

You delight crowds by reading minds, telling futures, and contacting spirits. Although much of your work is misdirection and showmanship, your cons have inadvertently awakened a genuine awareness of magic in your mind. This new sense is both thrilling and frightening, and you hope that you can hone it further in the Circus of Wayward Wonders.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Arcana skill and the Scam Lore skill. You gain the Arcane Sense skill feat.

RIGGER

BACKGROUND

You've worked as a roustabout to erect tents and set up rigging for acrobatic performances; you've sometimes even aided aerialists and acrobats in their death-defying training. Even though your work is often done before the crowds arrive, you know your skills contribute to the success and safety of the circus. Mistress Dusklight treats her roustabouts as little more than slaves, and you've resolved to join a company where your expertise is appreciated.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Circus Lore skill. You gain the Combat Climber skill feat.

Circus Tricks

Every performer in a circus knows at least one crowd-pleasing act. Called "tricks" in circus parlance, these are routines performed in one of the three rings in the big top. As many as three tricks can take place at the

same time, though each performer focuses on performing their individual trick as successfully as possible. Tricks come in a nearly limitless variety. Audiences come to circuses expecting standard tricks like taming big cats, bareback horseback riding, walking a tightrope, juggling fire, or exhibiting colorful illusions, but they are impressed by novel tricks as easily as old standbys.

The GM has rules for creating tricks and putting them together into a circus performance, presented in the "Life in the Circus" article in *Pathfinder Adventure Path #151: The Show Must Go On*. If your character wants to participate in a circus, you'll need to create a signature trick for your character to perform (tricks created and performed by the heroes are called "signature tricks"). Not every hero in the Extinction Curse Adventure Path needs to have a trick; characters who are riggers or roustabouts probably don't perform. However, at least some heroes should create a signature trick, and there's nothing wrong with every hero having one.

Several NPCs have exciting and innovative tricks of their own, and discovering more performers to expand the Circus of Wayward Wonders—and to give your characters new options to rebuild or expand their own tricks—is part of later adventures in the Extinction Curse Adventure Path.

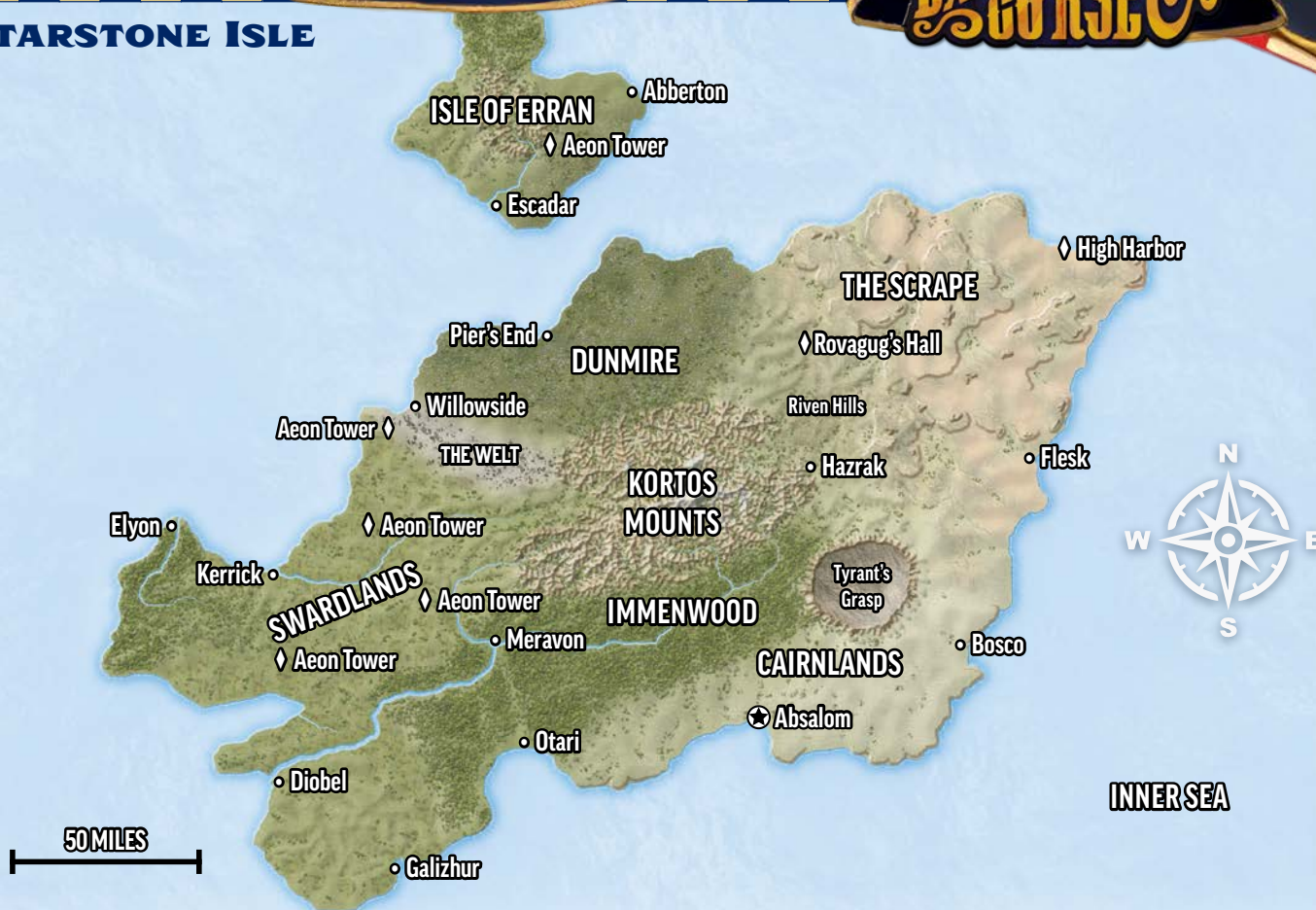
Gazetteer

The Circus of Wayward Wonders is currently performing on the Isle of Erran. Most members of the circus hope to earn enough prestige and coin to bring their circus to the Isle of Kortos instead, as the larger island has more settlements and a greater opportunity for fame. Absalom sits on the south coast of the Isle of Kortos, and many in the circus hope to one day perform in Absalom at the highly anticipated Radiant Festival. Key settlements and landmarks on the Isle of Erran and the Isle of Kortos are as follows.

AEON TOWERS

Five mudbrick towers stand on the Starstone Isles: four on the western half of the Isle of Kortos and one on the Isle of Erran. Common wisdom holds that Aroden constructed the towers to bear the *aeon orbs*, beacons of light that orbit the top of each tower just as an *aeon stone* orbits around its owner's head. Aroden didn't create the *aeon orbs*—he stole them from a vast vault in the Darklands shortly after raising the Starstone Isles from the sea five millennia ago. The *aeon orbs* have imbued the land with incredible bounty for thousands of years, though rumors say their power has been slowly fading since Aroden's death a century ago. The towers are all situated far from modern settlements, so the wonders and dangers they contain are mysteries ripe for investigation.

STARSTONE ISLE



ISLE OF ERRAN

The following settlements on the Isle of Erran will be of interest during the Extinction Curse Adventure Path.

Abberton: This small, declining community of farmers, ranchers, and crafters values its independence from Escadar on the other side of the island. Although a hermitage to Gozreh has stood outside of town for generations, most of Abberton's residents attend the church of Abadar in town. Townspeople debate whether their community got its name as a shortening of "Abadartown" or from the name of the founding family—the Abbers—whose descendant, Jae Abber, serves as mayor today.

Escadar: The largest city on the Isle of Erran and the second-largest city in the Starstone Isles, Escadar primarily functions as the headquarters of Absalom's navy. A lively, bustling town of sailors, soldiers, and smugglers, Escadar holds many secrets of its own beneath its cobbled streets. The city is administered from Conclave Square, a collection of closely constructed buildings where Aroden's priests once handled the island's civic matters. Mistress Dusklight's Celestial Menagerie is currently one of Escadar's premiere entertainment attractions.

ISLE OF KORTOS

The following settlements on the Isle of Kortos will be of interest during the Extinction Curse Adventure Path.

Absalom: The City at the Center of the World is one of the largest metropolises on Golarion. Its ancient streets and lofty buildings teem with people from all over the world.

Kerrick: This farming community, which is located on Kortos's northwest coast, is the key economic center of the breadbasket known as the Swardlands. The Swardlands contains many small communities, such as the logging town of Turpin Rowe, the farm town of Matten Cleave, and the village of Ferny with its peaceful, doglike shoony people. Yet the people of Kerrick tie them all together, working hard to broker and distribute the crops that come in from across the region.

Willowside: In recent years, this old, reclusive town on the north coast of the Isle of Kortos has suffered greatly as a desolation called the Welt has spread from the swamps of the Dunmire to encompass the town. Food is scarce in Willowside, and newcomers report having disturbing dreams, but the people of the town are honest and friendly.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Extinction Curse Player's Guide © 2020, Paizo Inc.; Author: Ron Lundeen.

PAIZO INC.

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson

Director of Game Design • Jason Bulmahn

Managing Developers • Adam Daigle and Amanda Hamon

Organized Play Lead Developer • Linda Zayas-Palmer

Developers • James Case, Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, Michael Sayre, and Jason Tondro

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Starfinder Society Developer • Thurston Hillman

Designers • Logan Bonner, Lyz Liddell, and Mark Seifter

Managing Editor • Judy Bauer

Editors • Leo Glass, Patrick Hurley, Avi Kool, Kieran Newton, and Lu Pellazar

Art Directors • Kent Hamilton and Sonja Morris

Senior Graphic Designers • Emily Crowell and Adam Vick

Production Artist • Tony Barnett

Franchise Manager • Mark Moreland

Paizo CEO • Lisa Stevens

Chief Creative Officer • Erik Mona

Chief Financial Officer • John Parrish

Chief Operations Officer • Jeffrey Alvarez

Chief Technical Officer • Vic Wertz

Program Manager • Glenn Elliott

Project Coordinator • Michael Nzazi

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Vice President of Marketing & Licensing • Jim Butler

Public Relations Manager • Aaron Shanks

Social Media Producer • Payton Smith

Customer Service & Community Manager • Sara Marie

Operations Manager • Will Chase

Organized Play Manager • Tonya Woldridge

Accountant • William Jorenby

Data Entry Clerk • B. Scott Keim

Director of Technology • Raimi Kong

Web Content Manager • Maryssa Lagervall

Senior Software Developer • Gary Teter

Webstore Coordinator • Katina Davis

Customer Service Team • Joan Hong, Virginia Jordan, Samantha Phelan, and Diego Valdez

Warehouse Team • Laura Wilkes Carey, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Extinction Curse Player's Guide © 2020, Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Extinction Curse, the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.