

Desecration

Credits

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6000 Pack

 **PATHFINDER[®]**

ROLEPLAYING GAME COMPATIBLE

Introduction

6-Pack adventures is a new venture for Postmortem Studios into the field of adventure support and writing, 6-Packs will turn up for various different open systems but they all share the same design goal, to create an adventure that can be picked up and played in an evening with everything already done for you. A sort of 'takeaway' convenient, short adventure that you can slot into your regular gaming space, run as a demo or at a con without any real preparation.

6-Pack Adventures

6-Pack Adventures are 'pick-up and play' adventures. They have pregenerated characters, battle-mats, tokens, all that just need to be printed out or, in the case of the print version - have the cover taken off to use as the mat and the tokens cut out.

Longevity is added by including reusable monster stats, a nice battle-map that you can use again if you want, tokens and the possibility of spinning your own adventures off the material present in the book.

This is a first outing for 6-Pack and, as such, feedback and suggestions are greatly appreciated and you can contact me at the address below.

Postmortem Studios

Postmortem Studios is the personal publishing imprint of James 'Grim' Desborough, Origins Award winning author of *The Munchkin's Guide to Powergaming*.

Postmortem Studios publishes primarily in PDF format through the usual PDF outlets such as www.rpgnow.com, but is also available in print either via the sites or through www.leisuregames.co.uk. Postmortem Studios is a full time enterprise and is always looking for assistance from freelance artists, editors and writers.

You can contact Postmortem studios at:
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