RESEARCH PATHFINDER FOR HORROR GENRE FICTION
J. Morgan Rowe-Morris

ABSTRACT

This guide is intended to help researchers interested in doing scholarly research on either works within the horror genre, or on issues relating to the genre itself. It should also be of use to fans of the genre seeking a more scholarly understanding of the genre as well as to teachers and librarians seeking to develop an understanding of the genre. This document should be useful for research in any time period from the publication of the Castle of Otranto in 1764, generally agreed to have been the first horror novel (Fonseca and Pulliman, 17), to the present day, but does have a focus on more recent works.

KEYWORDS
horror; horror fiction; genre fiction; literature

FULL TEXT:

Horror Adventures (for the Pathfinder Roleplaying Game) was released at GenCon 2016. Following on the heels of its sister book, Occult Adventures, Horror Adventures provides guidance to GMs and players on how bringing the tone, feel, and conventions of various horror genres to the tabletop. Horror Adventures is a 256-page, full-color hardcover, and retails for about $45. Horror Adventures itself emphasizes the importance of ensuring that all players know (in very broad strokes) what sort of horror their characters might face, so that the players are all comfortable with what might unfold. Similarly, if a player is simply not comfortable with, or not interested in, concepts like bodily mutilation, spiritual corruption, gore, torture, and so forth, then the player should probably give Horror Adventures a pass. Horror Adventures is the newest hardback for the Pathfinder RPG. We review Horror Adventures to see if it can bring a fright to your gaming table. Horror Adventures is a book to remind us that there are fates worse than death for your PCs. A PC who nobly sacrifices her life in battle is no big deal when compared to evil possession or loss of sanity. In fact, the opening chapter of Horror Adventures gives both advice and options for running your Pathfinder RPG with a horror flavor. One should not just drop an insane or ghoulish PC into a campaign, and the book opens with 2 of the 254 pages of the Horror Adventures hardcover judiciously setting the stage. Science fiction is the one genre, more than any other, that marries character and plot with exploration of ideas. If you're looking for an interesting tale that will make you think about our world differently, give Pathfinder a try. ...more. flag 15 likes · Like · see review. View all 3 comments. Orson Scott Card's Pathfinder is a fantastic science fiction/fantasy adventure story that slowly unfurls in such a way as to make it difficult to describe without ruining the pleasure a reader would derive from reading it all themselves. I'll try to avoid spoilers, but aim to do better than the vague jacket copy, reproduced verbatim at the top of the book's Goodreads record.