

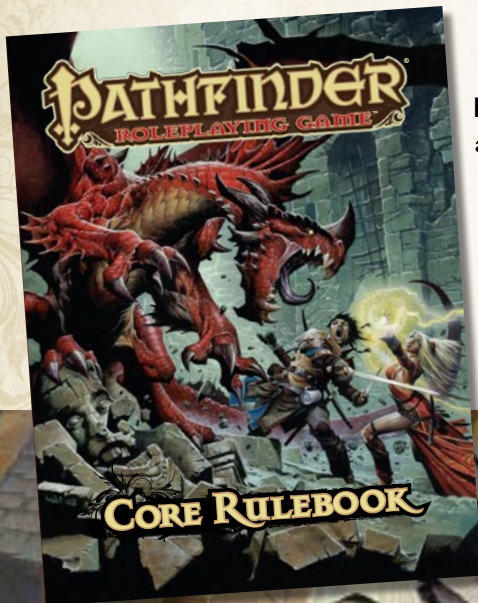
A dramatic illustration of a red dragon breathing fire at two adventurers in a stone dungeon. The dragon is large, scaly, and has its mouth wide open, breathing a stream of fire. The adventurers are a man and a woman, both wearing armor and holding weapons. The man is shouting and holding a sword, while the woman is casting a spell, with a bright yellow energy ball in her hand. The background is a stone wall with a large archway.

paizo[®]
PUBLISHING, LLC
2009 Catalog

PATHFINDER[®]
ROLEPLAYING GAME™

PATHFINDER

ROLEPLAYING GAME



Enter a fantastic world of adventure! The Pathfinder Roleplaying Game puts you in the role of a brave adventurer fighting to survive in a world beset by magic and evil.

Will you cut your way through monster-filled ruins and cities rife with political intrigue to emerge as a famous hero laden with fabulous treasure, or will you fall victim to treacherous traps and fiendish monsters in a forgotten dungeon? Your fate is yours to decide with this 576-page hardcover *Core Rulebook* that provides everything a player needs to set out on a life of adventure and excitement!

This imaginative tabletop game builds upon more than 10 years of system development and an open playtest involving more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium.

Pathfinder Roleplaying Game Core Rulebook
ISBN 978-1-60125-150-3
PZO1110 \$49.99

PATHFINDER

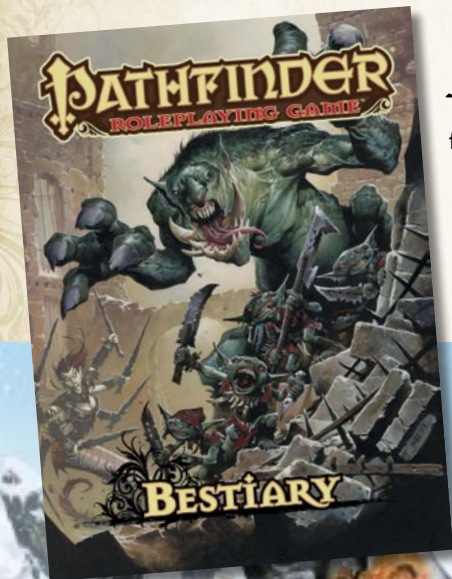
The Pathfinder Roleplaying Game Core Rulebook includes:

- All player and Game Master rules in a single volume
- Complete rules for fantastic player races like elves, dwarves, gnomes, halflings, and half-orcs
- Exciting new options for character classes like fighters, wizards, rogues, clerics, and more
- Streamlined and updated rules for feats and skills that increase options for your hero
- A simple combat system with easy rules for grapples, bull rushes, and other special attacks
- Spellcaster options for magic domains, familiars, bonded items, specialty schools, and more
- Hundreds of revised, new, and updated spells and magical treasures
- Quick-generation guidelines for nonplayer characters
- Expanded rules for curses, diseases, and poisons
- A completely overhauled experience system with options for slow, medium, and fast advancement
- ...and much, much more!



PATHFINDER

ROLEPLAYING GAME



The greatest monsters of fantasy gaming come alive in this hardcover release for Paizo's new Pathfinder Roleplaying Game!

Compatible with the 3.5 fantasy rules but packed with new solutions and options that place it firmly on the cutting edge, the Pathfinder Roleplaying Game is the culmination of the largest open playtest in tabletop RPG history.

This lavishly illustrated, 328-page full-color tome contains new takes on more than 300 of the best-loved, most popular monsters of fantasy ready for instant use in your Pathfinder or 3.5 campaign! From the comedic-but-deadly goblin to the world-killing Tarrasque, the *Pathfinder RPG Bestiary* contains a wide range of foes suitable for battles with characters of all experience levels.

The book's innovative design and presentation—most monsters receive either a full page or two-page spread—makes for an easy reference book that is also fun to read and delightful to flip through and enjoy as a gallery of the industry's strongest fantasy art. With a cover by fan-favorite Wayne Reynolds and new takes on classic monsters from the best of Paizo's in-house and freelance designers and artists, the *Pathfinder RPG Bestiary* will set a new standard for RPG monster books in a way that only Paizo can deliver.

PATHFINDER



Pathfinder RPG Bestiary

ISBN

PZO1112/September

978-1-60125-183-1

\$39.99

PATHFINDER

ROLEPLAYING GAME



This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder Roleplaying Game campaign to the next level.



Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and cadre of regular freelancers, this 320-page hardcover book is filled to bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published products to your personal campaign, and top-to-

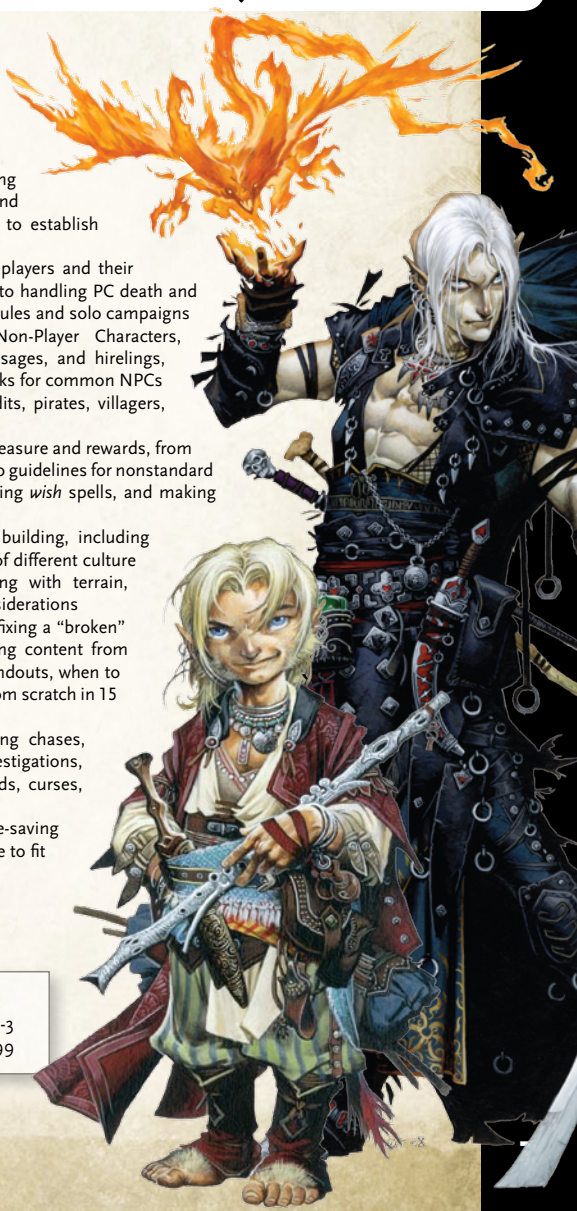
bottom guidelines for building a campaign from scratch. With a cover from fan-favorite artist Wayne Reynolds and lavish full-color interior illustrations, the Pathfinder RPG *GameMastery Guide* is an essential volume for gamers eager to take the next step in their Pathfinder journey.

The Pathfinder RPG GameMastery Guide includes:

- Campaign basics such as choosing a tone, getting players together (and working together), and guidelines to establish exciting narrative techniques
- An extensive chapter on handling players and their characters, from balancing a party to handling PC death and new characters to common house rules and solo campaigns
- Tips for creating memorable Non-Player Characters, guidelines for followers, cohorts, sages, and hirelings, and dozens and dozens of stat blocks for common NPCs such as guardsmen, knights, bandits, pirates, villagers, and nobles
- Mountains of advice for handling treasure and rewards, from extensive lists of sample treasures to guidelines for nonstandard rewards like NPC favors, adjudicating *wish* spells, and making magic items
- Rules and suggestions for world building, including community generation, overviews of different culture and technology paradigms, dealing with terrain, building calendars, and planar considerations
- Advanced GM techniques such as fixing a “broken” game, using accessories, converting content from other systems, using props and handouts, when to “cheat,” and how to prep a game from scratch in 15 minutes
- Additional advanced rules including chases, sanity, hauntings, mysteries and investigations, research, weather, diseases, hazards, curses, poisons, traps, and much more
- As many idea-generating and time-saving charts and tables as we can manage to fit between two covers!
- ...and much, much more!

Pathfinder RPG GameMastery Guide

ISBN 978-1-60125-217-3
PZO1114/March 2010 \$39.99



PATHFINDER

ROLEPLAYING GAME

GM SCREEN



Protect your important notes and die rolls from prying player eyes with the Pathfinder Roleplaying Game *GM Screen*! This beautiful 4-panel screen features stunning artwork from Wayne Reynolds on the player's side, and a huge number of charts and tables on the GM side to speed up play and reduce time spent leafing through rulebooks in search of an obscure modifier or result. From skill check Difficulty Classes to two-weapon fighting modifiers, the Pathfinder Roleplaying

Game *GM Screen* gives you the tools you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover book stock, this durable screen is perfect for travel, convention play, or repeated regular use.

Pathfinder Roleplaying Game *GM Screen*

ISBN 978-1-60125-216-6
PZO1113/September \$14.99

The *GameMastery Combat Pad™* is the ultimate tool for managing combat in your favorite roleplaying game. It is a wet- and dry-erasable board with a steel core, so the included magnets stick right to it! It's portable—about the size of a sheet of paper—so you can take it anywhere you're gaming.

Blue, black, and green magnets help you to quickly and easily track all combatants, and turn indicator and next round magnets help remind you and your players how far the battle has progressed. Delaying and readying guides make it simple to synchronize attacks. There's even a notes section to keep track of spells and effects.

The *GameMastery Combat Pad* contains:

- 1 magnetic wet- and dry-erase board
- 2 combat round indicators
- 8 player character magnets
- 5 non-player character magnets
- 8 enemy magnets
- 2 next round indicators
- 2 active turn indicators

GameMastery Combat Pad

Hobby Only

PZOOMS1000

\$16.95

Where have all your magnets gone? Replenish your dwindling supply of *GameMastery Combat Pad* magnets with the all-new *Extra Magnet Pack!* The *Extra Magnet Pack* makes it possible to orchestrate even larger battles—or simply replace missing magnets.

The *Extra Magnet Pack* contains:

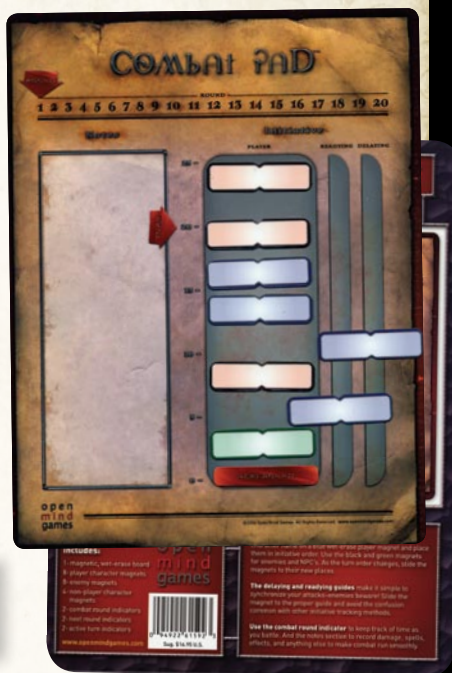
- 8 blue player character magnets
- 8 black enemy magnets
- 4 green non-player character magnets
- 2 round arrows
- 2 turn arrows
- 2 next round magnets

GameMastery Combat Pad: Extra Magnet Pack

Hobby Only

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Where have all your magnets gone? Replenish your dwindling supply of *GameMastery Combat Pad* magnets with the all-new *Extra Magnet Pack!* The *Extra Magnet Pack* makes it possible to orchestrate even larger battles—or simply replace missing magnets.

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- 8 blue player character magnets
- 8 black enemy magnets
- 4 green non-player character magnets
- 2 round arrows
- 2 turn arrows
- 2 next round magnets

GameMastery Combat Pad: Extra Magnet Pack

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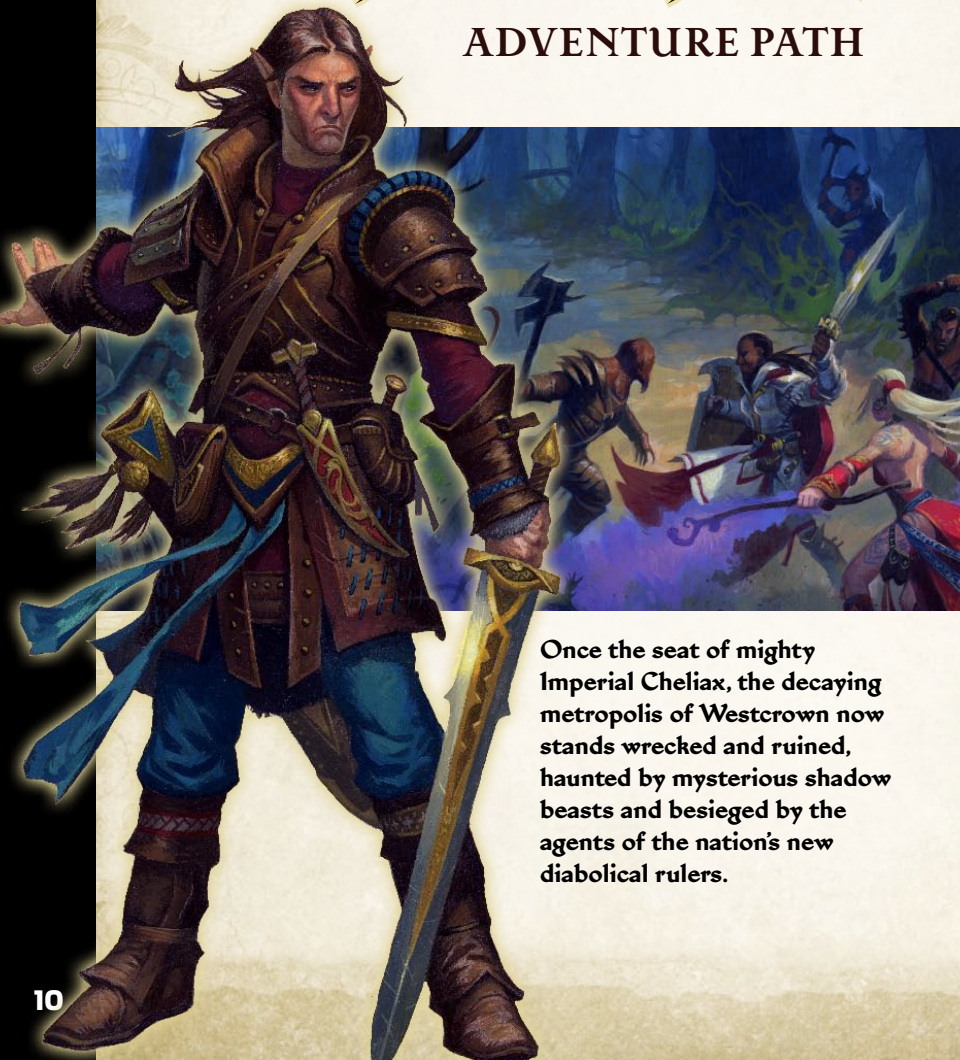
PZOOMS1001

\$7.95



Council of Thieves

ADVENTURE PATH



Once the seat of mighty Imperial Cheliax, the decaying metropolis of Westcrown now stands wrecked and ruined, haunted by mysterious shadow beasts and besieged by the agents of the nation's new diabolical rulers.



Amid this chaos, a growing schism in the city's influential Council of Thieves threatens to tear Westcrown apart unless a new group of heroes rises from the ashes of empire to chart a new destiny for the lost souls of the city.

The first complete campaign specifically designed for use with the new Pathfinder Roleplaying Game rules, Council of Thieves consists of six monthly 96-page full-color volumes. Each volume includes an in-depth Adventure Path scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world's oldest roleplaying game.)

Council of Thieves 1: The Bastards of Erebus	PZO9025	978-1-60125-190-9	\$19.99
Council of Thieves 2: The Sixfold Trial (September)	PZO9026	978-1-60125-196-1	\$19.99
Council of Thieves 3: What Lies in Dust (October)	PZO9027	978-1-60125-197-8	\$19.99
Council of Thieves 4: The Infernal Syndrome (November)	PZO9028	978-1-60125-198-5	\$19.99
Council of Thieves 5: Mother of Flies (December)	PZO9029	978-1-60125-199-2	\$19.99
Council of Thieves 6: The Twice-Damned Prince (January 2010)	PZO9030	978-1-60125-226-5	\$19.99

ASSOCIATED PRODUCTS

Pathfinder Companion: Cheliaz: Empire of Devils	PZO9407	978-1-60125-191-6	\$10.99
Council of Thieves Item Cards	PZO3009	978-1-60125-193-0	\$10.99
Book of the Damned 1: Princes of Darkness (September)	PZO9213	978-1-60125-189-3	\$19.99
Council of Thieves Map Folio (January 2010)	PZO9218	978-1-60125-218-0	\$14.99



PATHFINDER

KINGMAKER

ADVENTURE PATH



The wild and dangerous Stolen Lands lie in the northern reaches of the River Kingdoms, realms ripe for the taking!

PATHFINDER

Yet those who would become rulers of these new lands will soon learn that claiming a kingdom and keeping it are two different beasts. Can the heroes protect their lands from jealous and deadly enemies?

Pathfinder's most ambitious and experimental campaign yet puts the player characters into the role of rulers of their own kingdom in a savage land. Designed specifically for use with the new Pathfinder Roleplaying Game rules, the Kingmaker Adventure Path consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world's oldest roleplaying game.)

Kingmaker 1: Stolen Land (February 2010)	PZO9031	978-1-60125-229-6	\$19.99
Kingmaker 2: River Runs Red (March 2010)	PZO9032	978-1-60125-233-3	\$19.99
Kingmaker 3: The Varnhold Vanishing (April 2010)	PZO9033	978-1-60125-234-0	\$19.99
Kingmaker 4: May 2010			
Kingmaker 5: June 2010			
Kingmaker 6: July 2010			

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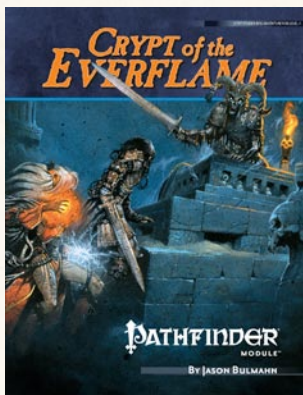
Guide to the River Kingdoms (December)	PZO9217	978-1-60125-203-6	\$19.99
Kingmaker Item Cards (February 2010)	PZO3012	978-1-60125-231-9	\$10.99



Price of Immortality

PATHFINDER MODULES

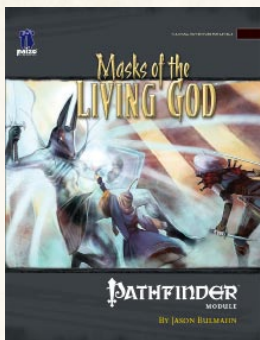
Delve into the treasures of the Living God Razmir, but tread carefully lest you arouse his deadly masked gaze! A new Pathfinder Module adventure series designed for beginning players of the Pathfinder Roleplaying Game! Perfect for new Pathfinder players. (Also suitable for use with the 3.5 edition of the world's oldest roleplaying game.)



CRYPT OF THE EVERFLAME

By *JASON BULMAHN*

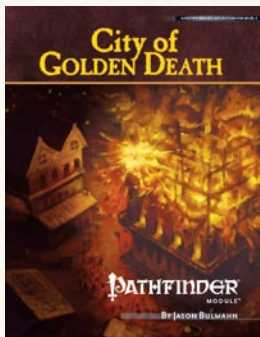
For years uncounted the youth of Kassen have braved the tomb of the town's founder to claim a portion of eternal flame in a coming-of-age ceremony. This year, however, they find only the corpses of fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must face the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people. A 32-page full-color dungeon adventure for 1st-level characters. Use Paizo's pre-printed Flip-Mat: Dungeon to set the scene!



MASKS OF THE LIVING GOD

By *JASON BULMAHN*

The heroes follow clues learned in the Crypt of the Everflame to the rag-tag rustic capital city of Tamran, crown of the woodland realm of Nirmathas. There they discover the work of an insidious cult of the Living God Razmir at work, and must pose as members of the vile organization to battle its malignance from the inside out. A 32-page full-color urban adventure for 3rd-level characters.



CITY OF GOLDEN DEATH

By *JASON BULMAHN*

The chase is on to stop the cult of the Living God Razmir from plundering a fabled city made from priceless treasure, a place full of untold wealth and lurking danger. The heroes must race through the city to stop the cultists from stealing its heart, the fabled jewel of everlasting gold, whose riches would allow them to spread their filthy religion throughout the region and beyond. A 32-page full-color dungeon adventure for 5th-level characters.



Crypt of the Everflame

Flip-Mat: Dungeon

Masks of the Living God (November)

City of Golden Death (March 2010)

PZO9520

PZOSQW30028

PZO9522

PZO9524

978-1-60125-186-2

978-1-60125-187-9

978-1-60125-207-4

978-1-60125-225-8

\$13.99

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\$13.99

PATHFINDER



CARRION HILL

By RICHARD PETT

ISBN 978-1-60125-206-7
PZO9521/September \$10.99

Dark horror stalks the streets of Carrion Hill, the strangest and most debased city in the star-crossed gothic horror kingdom of Ustalav. Following the once-forgotten instructions of an ancient eldritch ritual, a cabal of villains conjured up a creature of terrible power in the ruined catacombs of the city. Putting a stop to the abomination means dealing with the cabal one by one, from its weakest devotee to its most potent dark master.



A 32-page full-color dark urban horror adventure by one of Pathfinder's most popular authors, *Carrion Hill* brings Lovecraftian horror to the game table and irreparable psychic damage to your player characters. Designed for use with the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest roleplaying game. For 5th-level characters.



REALM OF THE FELLNIGHT QUEEN

By NEIL SPICER

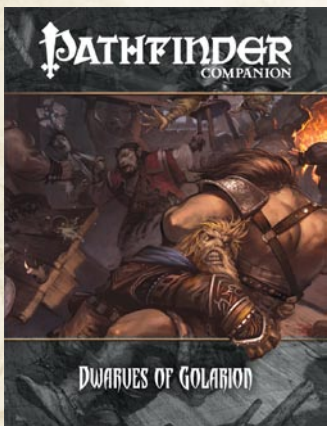
ISBN 978-1-60125-224-1
 PZO9523/January 2010 \$10.99

When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain?

A 32-page full-color wilderness adventure. *Realm of the Fellnight Queen* is the winning submission in Paizo.com's RPG Superstar 2009, a competition involving thousands of gamers from around the world. Designed for use with the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest roleplaying game. For 7th-level characters.

PATHFINDER[®]

COMPANION[™]



Dwarves of Golarion

ISBN 978-1-60125-204-3
PZO9408/October \$10.99

With their dour looks, proud beards, and battered helmets, dwarves are among the most popular heroic races of fantasy. *Dwarves of Golarion* provides several rich resources for dwarf-players and the simply dwarf-curious, from cultural and historical overviews to lists of names and titles, new dwarf equipment, and maps of dwarven enclaves and citadels.

Cheliox: Empire of Devils

ISBN 978-1-60125-191-6
PZO9407 \$10.99

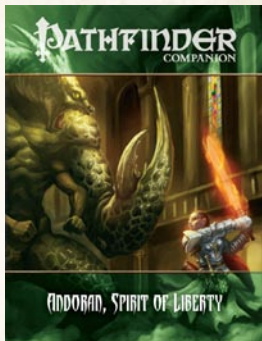
The devil-worshipping Empire of Cheliox still has heroes: crusaders and revolutionaries motivated by glory, honor, greed for the throne, or hatred of what their land has become. This detailed guide gives a player's perspective on the setting of the Council of Thieves Adventure Path with new character options, regional overviews, and more!



Andoran: Spirit of Liberty

ISBN 978-1-60125-205-0
 PZO9409/December \$10.99

From the marble galleries of many-stated Almas to the goblin-haunted forests of Darkmoon Vale, the song of freedom spreads throughout the nation of Andoran. This comprehensive guide to the revolutionary realm provides cultural and historical overviews, a summary of important philosophies and factions, regional traits, and a host of exciting character options.



Adventurer's Armory

ISBN 978-1-60125-222-7
 PZO9410/February 2010 \$10.99

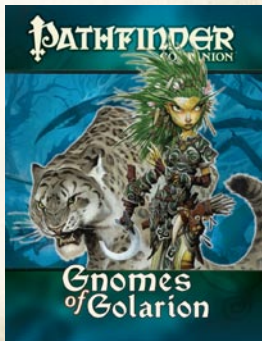
This invaluable Pathfinder Companion blows the lid off the *Core Rulebook* with more than a hundred new items for the discerning adventurer. Everything from new weapons and armor to climbing harnesses, alchemical items, commodities, and animals can be found in the lavishly illustrated *Adventurer's Armory*.



Gnomes of Golarion

ISBN 978-1-60125-223-4
 PZO9411/April 2010 \$10.99

Scions of the immortal fey, the gnomes left their otherworldly homeland behind and rooted themselves to the world of mortals—even if those roots have never been particularly strong. From details on gnomish culture, equipment, and names to rules for the bizarre process known as the Bleaching, *Gnomes of Golarion* has everything you need to grow about gnomes!



PATHFINDER[®] CHRONICLES[™]



From the crumbling spires of the ancient Runelords in distant Varisia to the bustling merchant kingdoms of the Inner Sea, the Pathfinder Chronicles campaign setting forms the panoramic backdrop for Paizo Publishing's innovative Pathfinder fantasy roleplaying supplements, modules, and Adventure Paths.



Pathfinder Chronicles products explore the people and places of Pathfinder's world of Golarion, highlighting areas of interest, providing historical and cultural details, and helping the Game Master bring life to this thrilling new world.

Golarion, the exciting world of the Pathfinder Adventure Paths and Pathfinder Modules, comes alive in this massive 256-page full-color hardcover tome primed up and ready to go for your new campaign! Detailed sections on more than 40 nations—from the frontiers of Varisia



to the devil-tainted cities of Cheliax to the frigid Hold of the Mammoth Lords—provide a full picture of the world of the *Pathfinder Chronicles Campaign Setting*, with new rules, new magic and spells, detailed descriptions of more than twenty gods and their religions, and a gorgeous poster map detailing the entire campaign setting. The *Pathfinder Chronicles* campaign setting provides classic adventuring style and cutting-edge game design perfectly suitable for all fantasy roleplaying games!

Written by Keith Baker, Wolfgang Baur, Jason Bulmahn, Ed Greenwood, Jeff Grubb, James Jacobs, Mike McArtor, Erik Mona, F. Wesley Schneider, and more than twenty additional authors, including mini-essays on world creation from novelist R. A. Salvatore and gaming pioneer Robert J. Kuntz!

Pathfinder Chronicles Campaign Setting

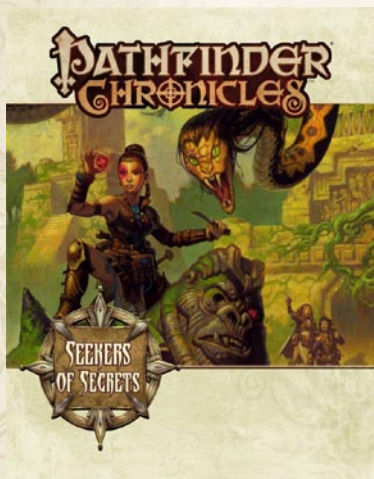
ISBN

978-1-60125-112-1

PZO1111

\$49.99

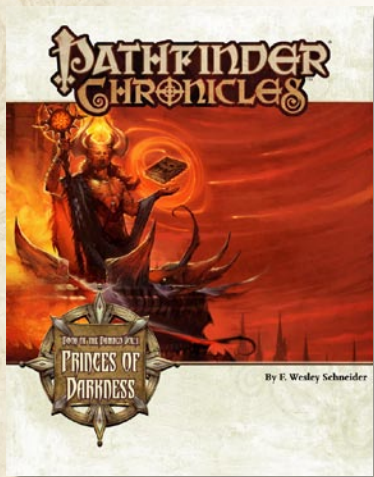




Seekers of Secrets A Guide to the Pathfinder Society

ISBN 978-1-60125-178-7
PZO9211/October \$19.99

The Pathfinder Society is a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive 64-page full-color guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons, allies, or foils. Fully legal for use in Paizo's massive Pathfinder Society Organized Play campaign!



Princes of Darkness Book of the Damned, Volume 1

ISBN 978-1-60125-189-3
PZO9213/October \$19.99

This book takes a look at the sinister, manipulative cruelties of Hell's scions—the devils. How do devils manipulate mortals to serve their evil plans? What eldritch powers can a mortal gain by signing an infernal contract... and what does he give up in the process? What are Hell's plans for the world of Pathfinder? All these questions and more are explored in Volume 1 of the *Book of the Damned*, along with numerous brand-new devils and infernal magic designed to vex and torment your players.

Cities of Golarion

ISBN 978-1-60125-200-5
 PZO9214/November \$19.99

City Map Folio

ISBN 978-1-60125-201-2
 PZO9215/November \$15.99

Six adventure-packed cities of the Pathfinder Chronicles campaign setting come alive in *Cities of Golarion*, a lavishly illustrated 64-page guidebook. Perched on a razor's edge of adventure, the cities in this book make excellent settings for Pathfinder campaigns, and the wealth of detail and ideas for urban adventuring make the book an ideal pick-up for all fantasy gamers. Each city receives a beautiful full-page map, an historical and cultural overview, details on important characters and locations in the community, local encounter tables, and special rules to help players and Game Masters flesh out the realms for their own campaigns.

Cities of Golarion highlights the following exciting locales:

Cassomir—The Most Significant Port in the Eastern Inner Sea Region

Coreontyn—City Between Two Seas

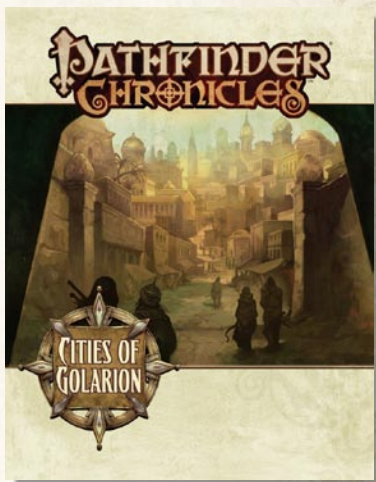
Ilizmagorti—Island Jungle City of Outcasts and Assassins

Nisroch—City of Shadows

Vigil—Last Bastion Against the Orc Hordes

Whitethrone—Frozen City of the Witch Queen

The *City Map Folio* includes huge poster maps of the six locales detailed in *Cities of Golarion*, and can be used in any fantasy RPG campaign.



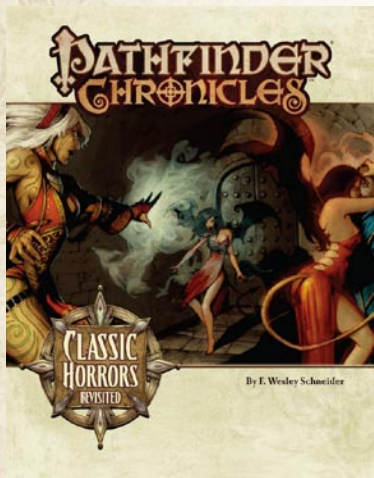


Dungeon Denizens Revisited

ISBN
PZO9210

978-1-60125-172-5
\$19.99

Gamers recognize them on sight: bulettes, cloakers, gelatinous cubes, mimics, otyughs, owlbears, purple worms, ropers, rust monsters, and shambling mounds. Some were created by the experiments of mad wizards, made to guard lonely towers. Others dwell in sewers and dungeons, products of niche evolution amid humanity's forgotten filth. All are fodder for the blades and spells of adventurers. But there's more to each of these beasts than meets the eye. This full-color 64-page book details the motivations, tactics, ecology, and history of these classic monsters, all reimagined for the Pathfinder Chronicles campaign setting while staying true to their roots as iconic elements of the game. All your old enemies are here, and they're just as monstrous as you remember!



Classic Horrors Revisited

ISBN
PZO9216/November

978-1-60125-202-9
\$19.99

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life into the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

Guide to the River Kingdoms

ISBN 978-1-60125-203-6
 PZO9217/December \$19.99

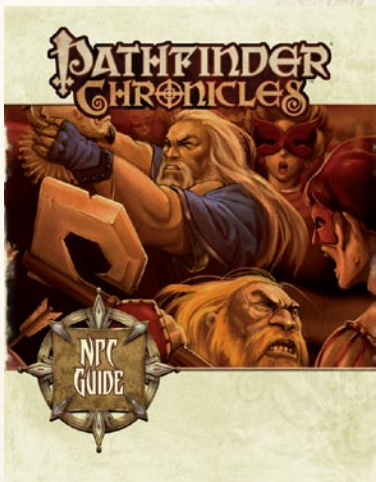
Thieves, brigands, deposed princes, and the truly desperate inhabitants of the Pathfinder Chronicles campaign setting flock to the River Kingdoms, a motley collection of tiny enclaves whose rulers command only so far as their brute strength and mercenary armies can carve out for them. This comprehensive 64-page guidebook presents the first-ever extensive overview of this treacherous land, where any man can become a king so long as he keeps his hand on his sword and his back free of daggers. More than a dozen rogue kingdoms come alive with lavish illustrations and detailed maps in this first look at the setting for the Kingmaker Adventure Path! Features an all-star cast of authors including novelists China Miéville and Elaine Cunningham!



NPC Guide

ISBN 978-1-60125-219-7
 PZO9219/February 2010 \$19.99

The lavishly illustrated *NPC Guide* provides scores of fully realized NPCs with strong ties to the Pathfinder setting, each with statistics, motivations, mannerisms, and a new mechanic for handling favors and NPC-granted boons in the campaign. Additionally, the book contains dozens of quick-and-dirty stat blocks for such campaign staples as Red Mantis assassins, Hellknights, Szarni thugs, Linnorm King marauders, prophets of Kalistrade, and more—one for each nation in the Pathfinder Chronicles campaign setting. As an added bonus, the NPC Guide also includes full statistics and backgrounds for the personal characters of Paizo Publishing staffers such as Erik Mona, Jason Bulmahn, Sean K Reynolds, F. Wesley Schneider, James Jacobs, and more!



Legacy of Fire

ADVENTURE PATH



Long ago, two warring armies of genies fought on the slopes of Pale Mountain, and the world shook under the power of their wishcraft.



Today, the armies are waking, and one potent efreeti warlord is ready to pick up where he left off unless the PCs can stop him! The Legacy of Fire Adventure Path takes the heroes to all corners of the desert land of Katapesh and beyond, with journeys to strange demi-planes and even the fabled City of Brass, home to genies and beings of living fire. Our most outrageous, inventive Adventure Path yet!

The most outrageous, off-the-beaten path Adventure Path to date, Legacy of Fire consists of six monthly 96-page full-color volumes. Each volume includes an in-depth Adventure Path scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Compatible with the 3.5 edition of the world's oldest RPG and usable with the Pathfinder Roleplaying Game.)

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PATHFINDER

Second Darkness

ADVENTURE PATH



A strange shadow lurks in the sky above the city of Riddleport, and the doomsayers take it as a sign of the approaching end of the world.

PATHFINDER



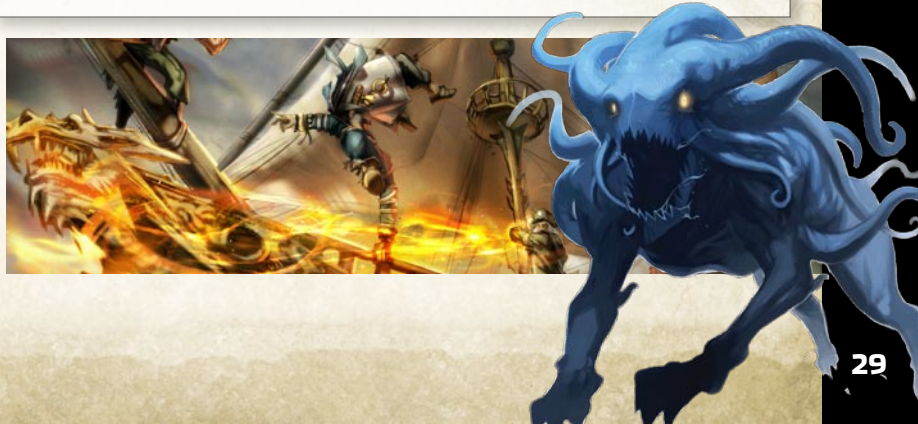
The thing is—they're right. But the source of the menace facing Golarion comes not from the skies above, but the Darklands below. The Second Darkness Adventure Path takes heroes on a sweeping quest that begins in a star-struck city, weaves through ancient elven ruins, and unmasks the terrible secret of the subterranean dark elves!

Pathfinder's darkest Adventure Path to date, Second Darkness consists of six monthly 96-page full-color volumes. Each volume includes an in-depth Adventure Path scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Compatible with the 3.5 edition of the world's oldest RPG and usable with the Pathfinder Roleplaying Game.)

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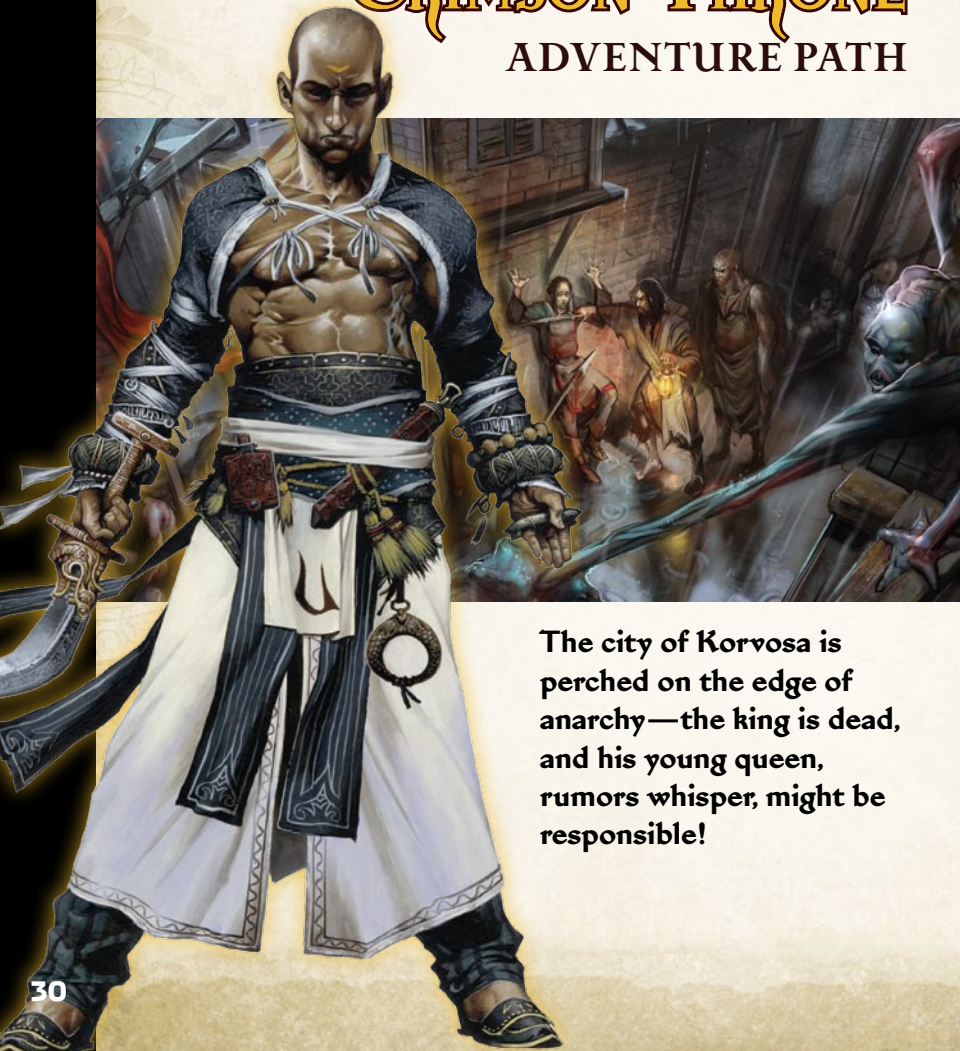
ASSOCIATED PRODUCTS

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CURSE OF THE CRIMSON THRONE

ADVENTURE PATH



The city of Korvosa is perched on the edge of anarchy—the king is dead, and his young queen, rumors whisper, might be responsible!



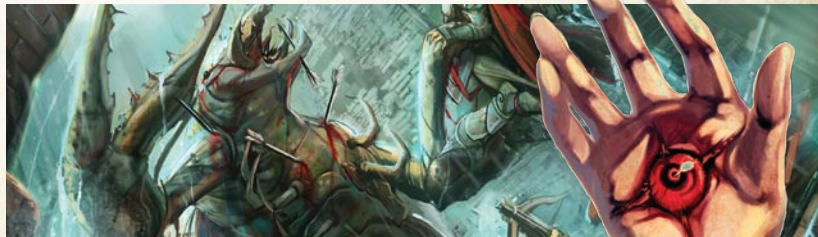
As they attempt to survive a city plunged into chaos, the heroes must combat plagues, barbarians, riots, and worse! When these terrible dangers and more strike the city, only the player characters can fight against this Curse of the Crimson Throne.

An urban campaign of decadence and dark dealings, Curse of the Crimson Throne consists of six monthly 96-page full-color volumes. Each volume includes an in-depth Adventure Path scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Compatible with the 3.5 edition of the world's oldest RPG and usable with the Pathfinder Roleplaying Game.)

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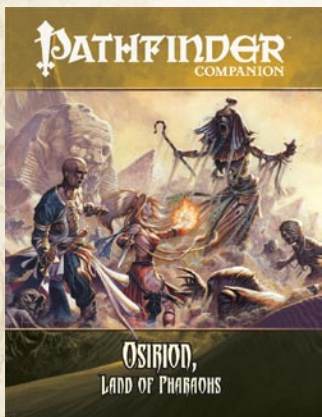
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CAMPAIGN ARC

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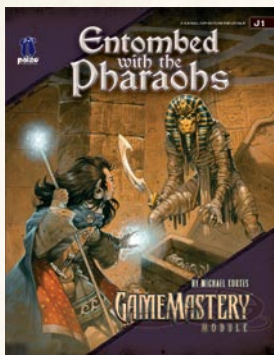
**Pathfinder Companion:
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Covered by shifting desert sands and ruled by a pharaoh who binds the very elements to his will, Osirion is a land of ancient mystery. Inside its weathered pyramids and ruined temples, mummies, curses, and worse horrors guard the opulent tombs of long-dead wizard kings against thieves of all sorts. A complete sourcebook covering Osirion's geography, capital city, cults, religions, and more!

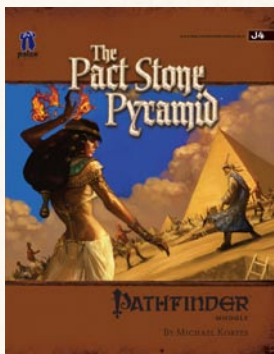




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The deadly pyramid tomb of the Four Pharaohs of Ascension has finally been discovered and the race is on to plunder its priceless treasures. Untold riches await the winner, but the prize might instead include an eternity of undead servitude. A 3.5 adventure for 6th–7th-level characters.



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SECRETS OF DARKMOON VALE

CAMPAIGN ARC

Horror stalks the sleepy woodlands of Darkmoon Vale, beckoning the brave to a life of excitement and adventure. From the treacherous schemes of the Kobold King to a mysterious traveling carnival to a full-on undead invasion, this campaign arc is perfect for characters level 2–6!



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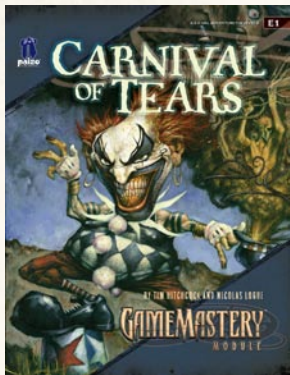


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This comprehensive sourcebook uncovers the horrors of Darkmoon Vale, from ancient dwarven dungeons, to cabals of evil druids, to the forest's dread werewolves. Additional details on the home-base town of Falcon's Hollow, site of the Secrets of Darkmoon Vale adventures, makes this an ideal pick-up for GMs running the campaign arc.

Five children have gone missing from the town of Falcon's Hollow, dragged off into ruins beneath a crumbling dwarven monastery. Only a band of local heroes can prevent their imminent sacrifice to the glory of the evil Kobold King! A 3.5 adventure for 2nd-level characters.

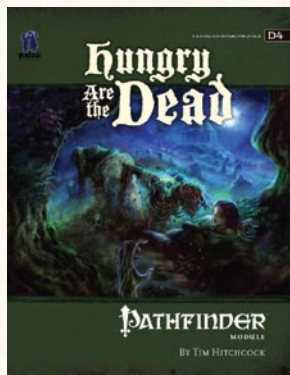


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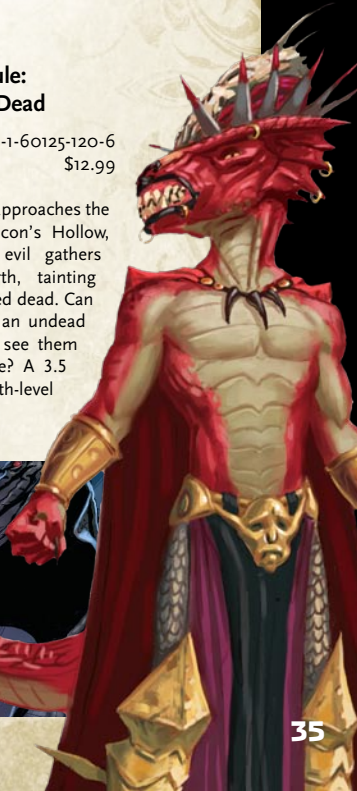
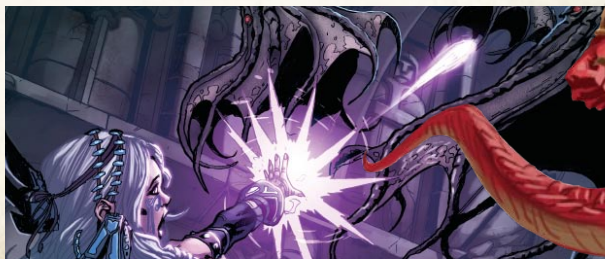


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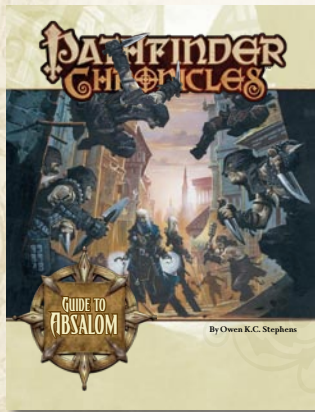
A horde of zombies approaches the logging town of Falcon's Hollow, and a mysterious evil gathers power in the north, tainting wildlife and the buried dead. Can the heroes fend off an undead invasion that could see them all in an early grave? A 3.5 adventure for 6th-level characters.



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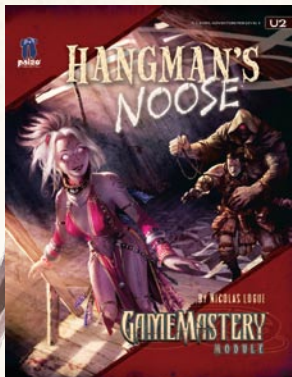
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The largest and most important metropolis in the Pathfinder Chronicles campaign setting comes alive in this comprehensive sourcebook! With neighborhood-by-neighborhood summaries, details on key movers and shakers in the city, and never-before-revealed information on the adventure-rich ruined Siege Castles outside Absalom, this book provides a lifetime of urban adventuring in 64 power-packed pages!



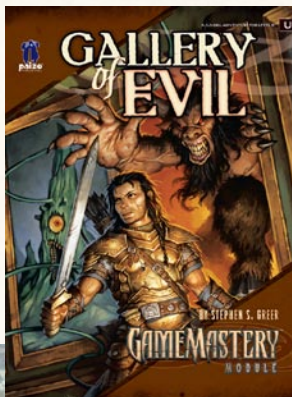


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Ten years to the day after the most horrible injustice in Absalom's history, an implacable spirit returns for vengeance upon those who sent him to the gallows. Unfortunately for the heroes, they are among the jury of the damned, and come dawn they will all hang if they fail to find the true culprit. A 3.5 adventure for 1st-level characters.



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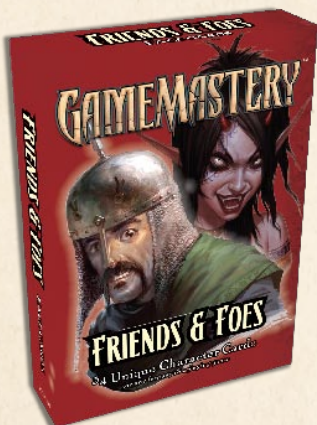
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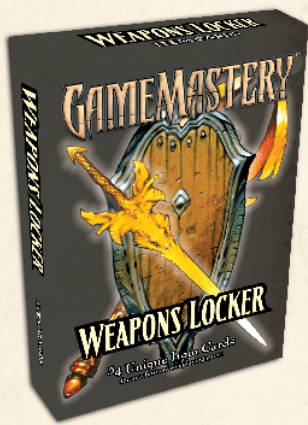
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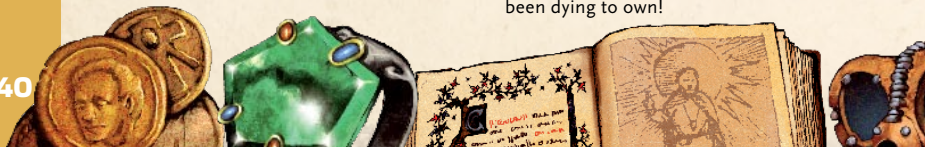


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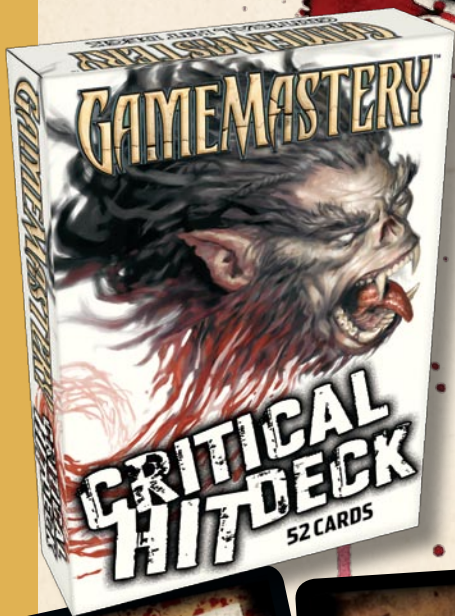


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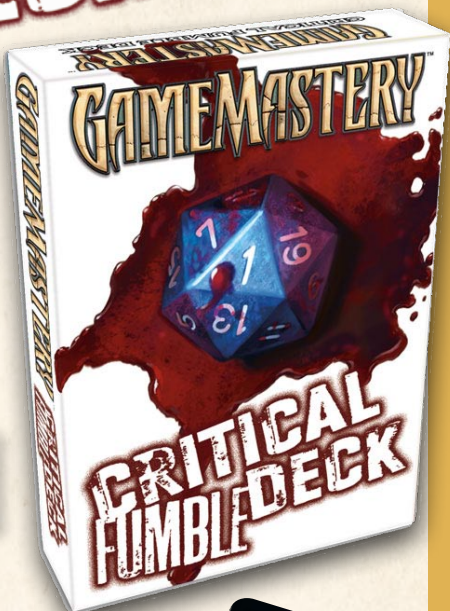
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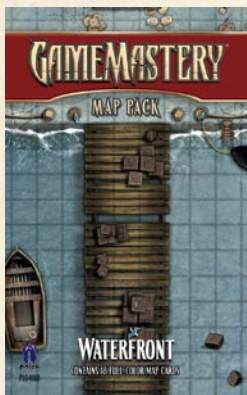
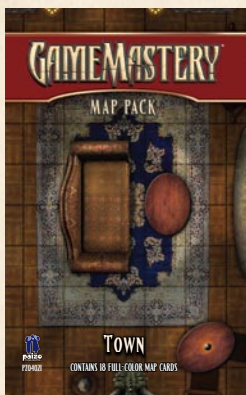
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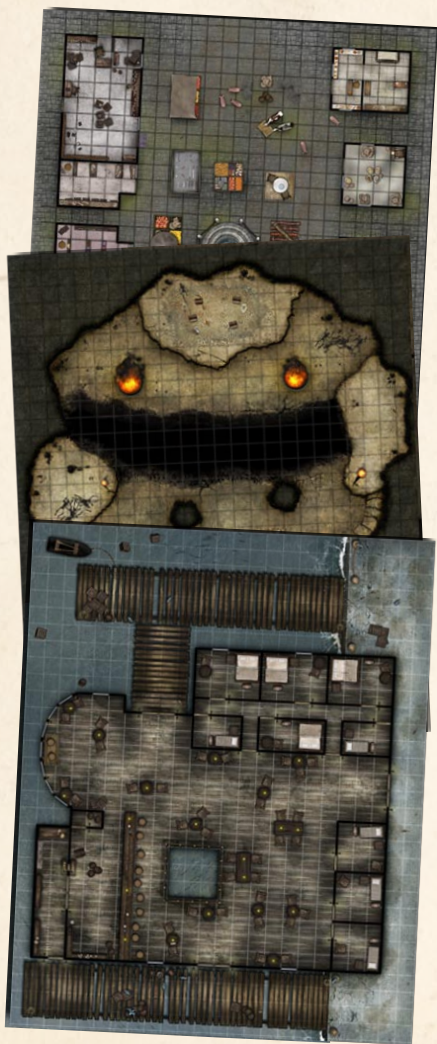
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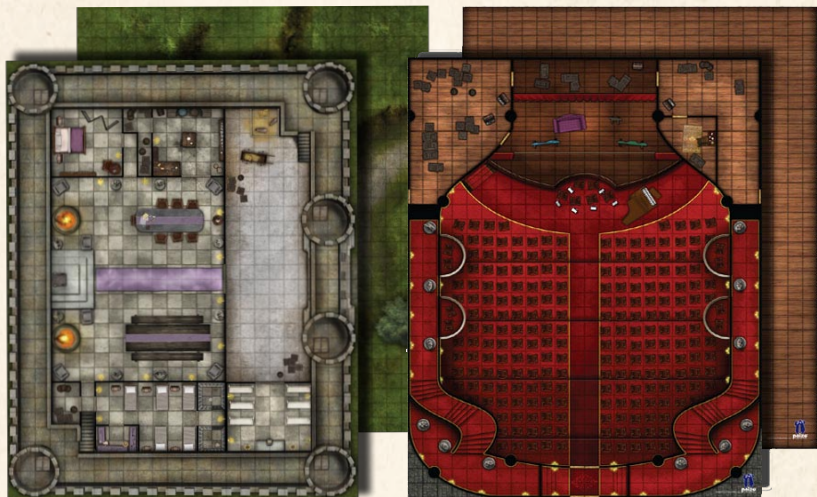
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KILL DOCTOR LUCKY

James Ernest, in association with Paizo Publishing and Titanic Games™, presents an all-new version of the Cheapass Games® classic, *Kill Doctor Lucky*™.

It's a stormy midsummer's evening at the J. Robert Lucky Mansion, ten seconds after midnight, and someone has just shut off the lights. You've hated Doctor Lucky for as long as you can remember, and you've secretly been awaiting this perfect chance to take the old man out. You absolutely can't wait to take a whack at the old man. And, though you don't

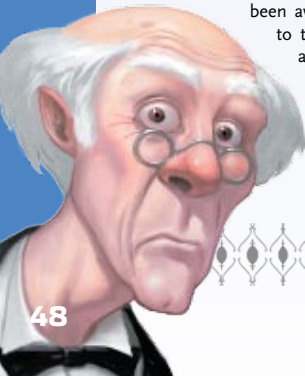
know it, everyone else in the house wants to kill him too.

Kill Doctor Lucky pits 3 to 7 players against each other in a race to see who can kill Doctor Lucky. The trick is that all the other players want to do it first and will stop at nothing to prevent you from having the pleasure. And the old doctor has earned his nickname well: he's got more lives than Rasputin and an uncanny knack for dodging your best traps. But his luck can't last forever. Before the game is over, someone is going to kill Doctor Lucky—wouldn't you rather it were you?

Kill Doctor Lucky

PZOTGL1002

New Edition Releases Winter 2009!





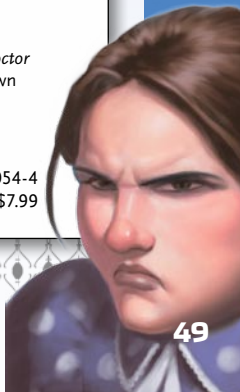
Doctor Lucky bought a dog. His name is Shamrock and he's just as lucky as his master. He also has an annoying habit of making you feel fond of him. And that makes you mad—mad enough to Kill Doctor Lucky... and His Little Dog, Too!

Contains:

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Four Score and Seven Yetis Ago...

On the bloody fields of Pennsylvania in 1863, two great armies collided to decide the fate of a nation. The South rose, and the North responded with fervent mettle.

At the forefront of the battle stood the mighty Yetis, white-furred giants imported from the wilds of Canada to shred the opposing front lines. The great generals strode through the battle lines, engineering the destruction of the opposing forces while powerful mastodons hurled bombs into the fray.

Yetisburg is a fast-paced, two-player card game that pits the South against the North in brutal battle.

Contains:

- Two decks of 55 cards each
- 60 tokens
- One initiative marker
- One rule booklet

Designed by Mike Selinker and Joshua J. Frost

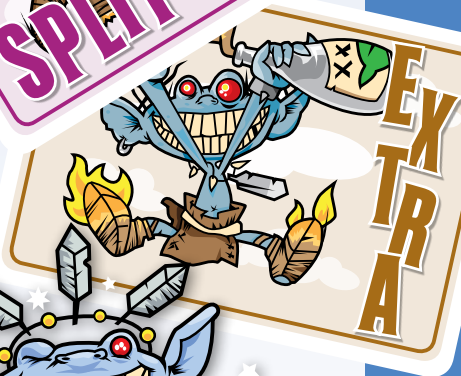
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Goblin-on-Goblin Crime!

To celebrate the 10th anniversary of *Falling*, Titanic Games proudly brings you a re-envisioning of James Ernest's highly popular card game. You're all goblins and you're plummeting toward the ground. Be the last one to hit and you win! *Falling: the Goblin Edition* is a fast-paced, real-time card game for 4 to 8 players, suitable for any audience.

Contains:

- One deck of 55 cards
- One rule booklet

Designed by James Ernest

Falling: the Goblin Edition

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Titanic Games finally brings the hit European game home to English-speaking audiences. Created by Paul Randles, designer of the modern classic board game *Pirate's Cove*, and developed by Mike Selinker and Bruno Faidutti, two of the co-designers of Titanic's *Stonehenge: An Anthology Board Game*, *Key Largo*™ transports players into the Caribbean in 1899.

As the new century dawns, players ply a thriving trade finding treasures in shipwrecks around the island. Before a hurricane hits, players need to search the many shipwrecks and sell the lost treasures to the island denizens for as much cash as possible.

This was designer Paul Randles' final game before passing away in 2003. Titanic Games is proud to make it available in English for the first time, with all-new art and beautiful new pieces.

Contains:

- Full-color board of the island
- 5 wooden boats
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- Money
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Titanic Games presents the world's first Anthology Board Game™. We brought together Richard Borg, James Ernest, Bruno Faidutti, Richard Garfield, and Mike Selinker and gave each of them the same board and pieces. Five unique designers resulted in five unique games:

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- *Arthurian Ghost Knights*, a war game by Richard Borg

Stonehenge: An Anthology Board Game

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The Ship of Ishtar

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Explorer John Kenton returns from a lifetime of wanderings and the wreckage of World War I to discover a mysterious block of Babylonian basalt containing a crystal model of an ancient ship—the *Ship of Ishtar*! The sultry magic of the fabled ship draws Kenton into its dreamworld, where a strange crew plucked from the ages sails in a lushly imagined mystical seascape. At the fore of the ship is Sharane, beautiful, proud, luxurious priestess instilled with the power of Ishtar, goddess of Love, Wrath, and Vengeance. On the prow broods inhuman Klaneth, infused with the essence of Nergal, god of the Underworld. Kenton finds himself in a cosmic struggle of wills between them sixty centuries in the making! Will he claim Sharane and take command the *Ship of Ishtar*, or will its mysterious power take command of him?

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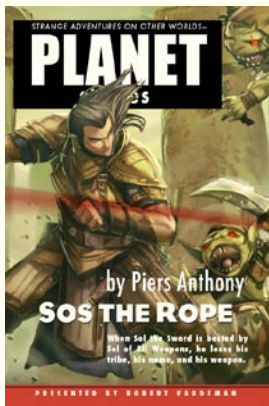
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Alp, a 9th century Turkish war-chieftain, is whisked away from his tribe and his era at the moment of his death, and finds himself in 2332. This future is ruled by humans called the Galactics who preside over a live-action game called Steppe, where the participants can actually die. Against his will, Alp is forced to fight once more. Published for the first time in 16 years, Steppe is a Piers Anthony classic primed for a triumphant return to the modern stage! Introducer Chris Roberson (*Paragaea: A Planetary Romance*, *Iron Jaw and Hummingbird*) provides an introduction to the book and its formative effect on his own successful writing career.

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After the Apocalypse, primitive humans wander the Earth. When one tribe meets another, warriors fight inside a Battle Circle. The loser must become a member of the victorious tribe. Each warrior is named by his weapon. When Sol the Sword is bested by Sol of All Weapons, he loses his tribe, his name, and his weapon. Re-named Sos the Rope, he joins with Sol of All Weapons to try to create something greater than a world of Battle Circles. An early classic from Piers Anthony, creator of the legendary Xanth series, *Sos the Rope* was nominated for the prestigious Hugo Award.

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(Introduction by Mike Resnick)

There's a traveling man that the Carolina mountain folk call Silver John for the silver strings strung on his guitar. In his wanderings, John encounters a parade of benighted forest creatures, mountain spirits, and shapeless horrors from the void of history with only his enduring spirit, playful wit, and the magic of his guitar to preserve him. The Planet Stories edition of *Who Fears the Devil?* collects—for the first time—all of John's adventures published throughout Wellman's life, including two stories about John before he got his silver-stringed guitar that have never previously appeared in a Silver John collection.

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On his 16th birthday churlish Drake Douay finds himself exiled from his homeland amid a treacherous crew of pirates on the open sea. Through battles with sea monsters, mysterious cults, weird technology of a bygone age, and the warring gangs of two pirate lords, Drake explores a world of dark fantasy and betrayal with his keen wit and a sharp sword his only protection from an early death. Never before published in a North American edition, *The Walrus & the Warwolf* blends fierce sword & sorcery action with vivid world-building to create a modern classic of fantasy. Author China Miéville (*Perdido St. Station*, *The Scar*) provides an insightful, amusing introduction to Cook's unforgettable book.

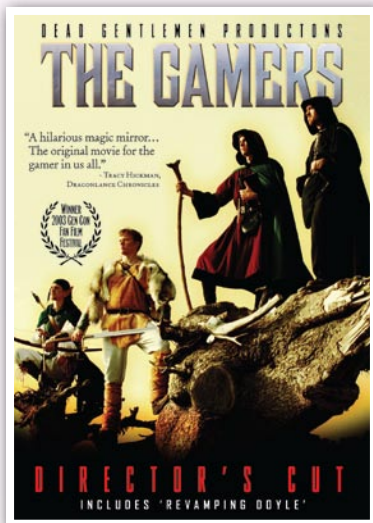
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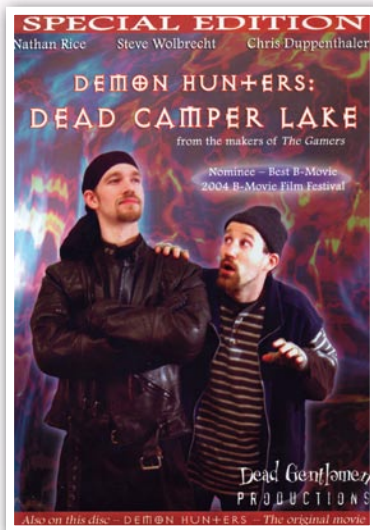
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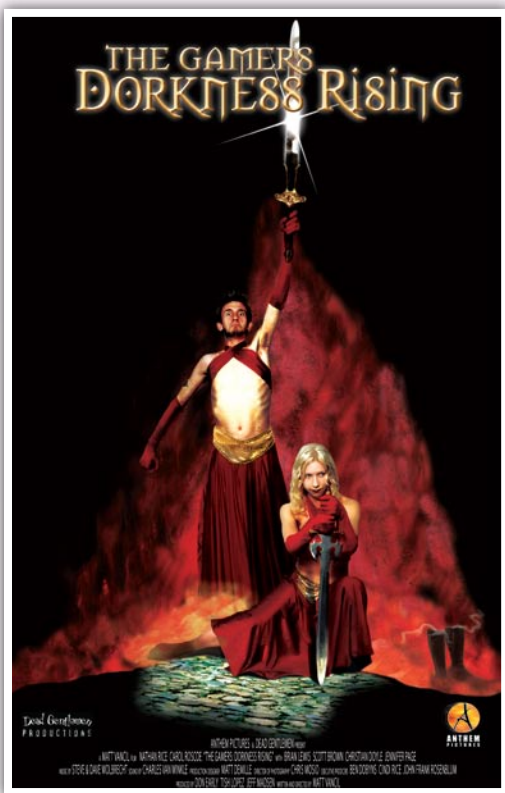
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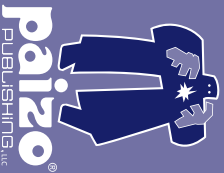
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