

A detailed fantasy illustration serves as the background for the catalog cover. On the left, a massive green dragon with a purple-lined mouth and sharp teeth looms over a rocky outcrop. In the center, a group of adventurers is engaged in combat. One character, a woman with long white hair and a staff, is in a dynamic pose. Another character, a man in brown armor, is also fighting. A small orange fox is perched on the rock. In the background, a waterfall cascades down a rocky cliff, and a bird is seen flying in the sky. The overall scene is set in a lush, mountainous landscape.

paizo[®]
PUBLISHING, LLC
2010 Catalog

PATHFINDER[®]

ROLEPLAYING GAME™

THE PATHFINDER ROLEPLAYING GAME PUTS YOU IN THE ROLE OF A BRAVE ADVENTURER FIGHTING TO SURVIVE IN A FANTASTIC WORLD BESET BY MAGIC AND EVIL!



Take on the role of a canny fighter hacking through enemies with an enchanted sword, a powerful sorceress blessed with magic by the hint of demon blood in her veins, a wise cleric of gods benevolent and malign, a witty rogue ready to defuse even the deadliest of traps, or any of countless other heroes. The only limit is your imagination!

The Pathfinder Roleplaying Game is an evolution of the 3.5 rules set of the world's oldest fantasy roleplaying game, designed using the feedback of tens of thousands of gamers just like you. Pathfinder is a fully supported tabletop RPG, with regularly released adventure modules, sourcebooks on the fantastic world of Golarion, and complete campaigns in the form of Pathfinder Adventure Paths like Kingmaker and The Serpent's Skull!



PATHFINDER

ROLEPLAYING GAME™

ENTER A FANTASTIC WORLD OF ADVENTURE!



PATHFINDER RPG CORE RULEBOOK

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 20 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

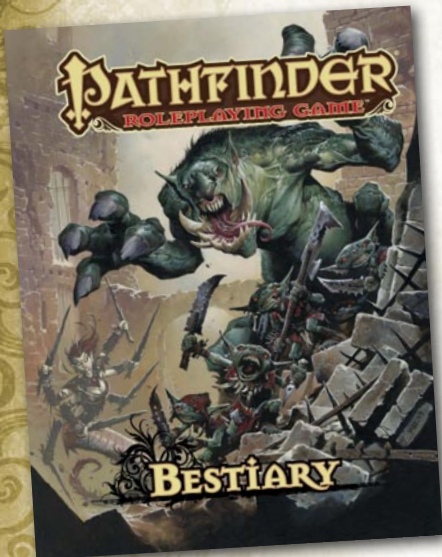
The Pathfinder Roleplaying Game Core Rulebook includes:

- 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!



PATHFINDER RPG BESTIARY

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* sets a new standard for RPG monster books in a way that only Paizo can deliver.





Pathfinder RPG Bestiary

ISBN

978-1-60125-183-1

PZO1112

\$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.



PATHFINDER RPG GAMEMASTERY GUIDE

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.





Pathfinder RPG GameMastery Guide

ISBN

978-1-60125-217-3

PZO1114

\$39.99

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

ROLEPLAYING GAME™

This exhaustive handbook gives players unprecedented options to personalize and improve their characters. From the hero's earliest background experiences to his ambitious plans for the future, the *Advanced Player's Guide* holds the key to unlocking the character within.

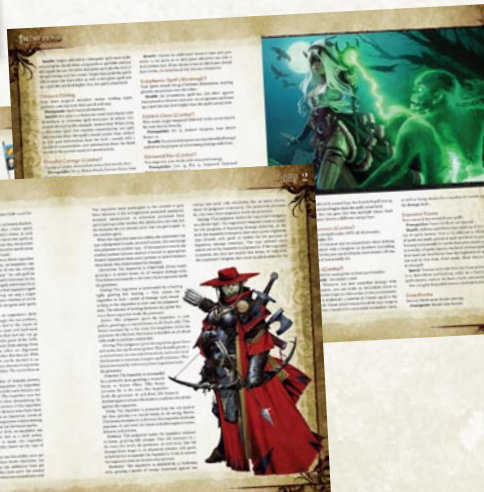


PATHFINDER RPG

ADVANCED PLAYER'S GUIDE

Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic.

This must-have 336-page hardcover companion volume to the Pathfinder RPG *Core Rulebook* gives players the edge they need to make the most of their characters and ensure they survive to defeat the next monster, claim the next treasure, and form legends of their own that will endure the ages!




Pathfinder RPG Advanced Player's Guide

ISBN

978-1-60125-246-3

PZO1115

\$39.99

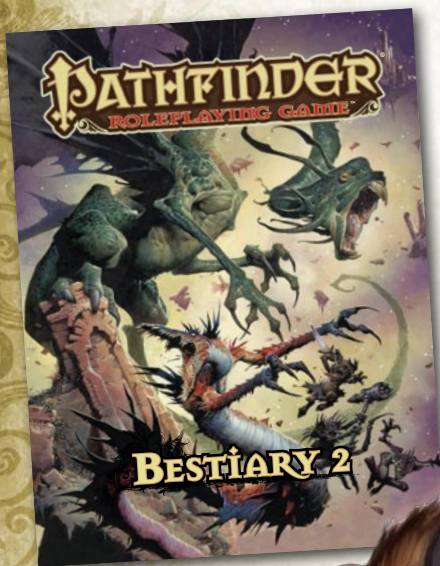
The Pathfinder RPG Advanced Player's Guide includes:

- Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch
- More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell
- Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger
- Hundreds of new spells and magic items, from *phantasmal revenge* to the *Storm King's Cloud Castle*
- A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards
- New prestige classes like the master chymist and the battle herald
- ...and much, much more!

PATHFINDER

ROLEPLAYING GAME™

An army of monsters from myth, legend, and fantasy charge onto tabletops in this indispensable collection of creatures ready for any Pathfinder RPG campaign!



PATHFINDER RPG BESTIARY 2

A good Game Master never has enough monsters, and a good player always has time to kill a few more! This full-color hardcover rulebook for the smash hit Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs. From classic creatures like undead dragons, hippogriffs, and the Jabberwock to denizens of the outer planes like daemons, proteans and the all-new aeons, the *Pathfinder RPG Bestiary 2* is packed from cover-to-cover with exciting surprises and fuel for endless adventures!

Illustrated in gorgeous full color with a brand-new cover from fan-favorite artist Wayne Reynolds, the 320-page *Pathfinder RPG Bestiary 2* is the must-have follow-up volume to the *Pathfinder RPG Bestiary*, and a core supplement for the Pathfinder Roleplaying Game.





Pathfinder RPG Bestiary 2

ISBN

978-1-60125-268-5

PZO1116

\$39.99

The Pathfinder RPG Bestiary 2 includes:

- More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition
- An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference
- Dozens of monstrous variants to modify creatures and keep players on their toes
- Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat
- Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration
- Suggestions for monstrous cohorts
- Plenty of new animal companions and familiars
- ...and much, much more!



PATHFINDER

ROLEPLAYING GAME™

Unlock the magical mysteries of the Pathfinder RPG with this exhaustive guide to the art of magic, an invaluable resource for players and Game Masters alike!



PATHFINDER RPG ULTIMATE MAGIC

This comprehensive 256-page hardcover reference unveils the magical secrets of the Pathfinder rules like never before. Tons of new tricks and techniques for every spellcasting class in the game fill the book, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by canny monks to new mutagens for alchemists, new oracle mysteries, specialized channel energy options for clerics, and more.

Ultimate Magic also introduces the latest Pathfinder RPG base class: the magus. Combining arcane spells with practiced martial skill, the magus incorporates elements of the warrior and wizard to walk a path balanced between two deadly efficient extremes. All this plus more than 100 new spells for all spellcasting classes, an innovative new “words of power” spellcasting system and a complete system for 1-on-1 spell duels.




Pathfinder RPG Ultimate Magic

ISBN

978-1-60125-299-9

PZO1117

\$39.99

Pathfinder RPG Ultimate Magic Includes:

- New player character options for all 14 spellcasting Pathfinder RPG base classes, including alchemist discoveries and bombs, specific bard performances, specialized uses for channel energy, expanded druid domains and rules for vermin companions, new inquisitor archetypes, ki tricks, alternative oracle curses and revelations, new sorcerer bloodlines, additional summoner eidolon abilities and eidolon templates, new witch hexes and patrons, wizardly arcane discoveries, and more!
- The Magus, a brand-new 20-level base class that mixes wizardry with martial skill
- Extensive overviews of new and existing magic subsystems such as condition-based magic, cooperative casting, magical organizations, unpredictable primal magic, counterspelling, binding outsiders, crafting golems, etc.
- Lots of new familiars
- Premade spellbooks suitable for use at all levels of play
- Tons of new feats specifically designed for magic-using characters
- Brand new “words of power” alternative magic system
- More than 100 brand new spells!
- ...and much, much more!

PATHFINDER

ROLEPLAYING GAME™



PATHFINDER RPG 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

\$14.99



GAMEMASTERY COMBAT PAD

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

ISBN 978-1-60125-267-8 (Hobby Only)
 PZOOMS1000-2 \$19.99

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
 PZOOMS1001 \$7.95



PATHFINDER

CAMPAIGN SETTING™

From the cutthroat waterways of the River Kingdoms to the haunted corridors of gothic Ustalav, the Pathfinder Campaign Setting forms the panoramic backdrop for Paizo Publishing's innovative Pathfinder fantasy roleplaying supplements, modules, novels, and Adventure Paths.



PATHFINDER CAMPAIGN SETTING

WORLD GUIDE: THE INNER SEA

Fully revised to match the new Pathfinder RPG rules, this definitive 320-page full-color hardcover volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory.

The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfect for use with the Pathfinder Roleplaying Game!





Pathfinder Campaign Setting World Guide: The Inner Sea
 ISBN 978-1-60125-269-2
 PZO9226 \$49.99

PATHFINDER

CAMPAIGN SETTING™



INNER SEA PRIMER

This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies.



The *Inner Sea Primer* makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

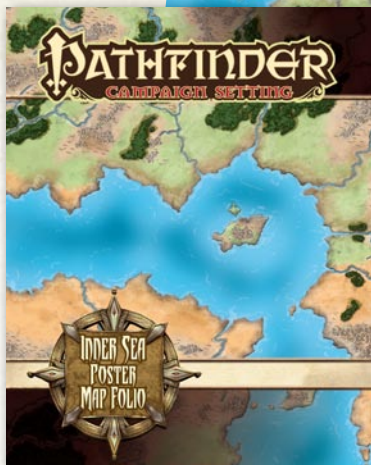
Pathfinder Player Companion: Inner Sea Primer

ISBN

978-1-60125-277-7

PZO9414

\$10.99



INNER SEA POSTER MAP FOLIO

This enormous 32-panel mega-map depicts the Inner Sea region of the Pathfinder world, marking thousands of towns, villages, castles, dungeons, and other intriguing locations drawn from the complete catalogue of Pathfinder offerings to date. All the key sites from all the Adventure Paths, all the Pathfinder Module locations, all the places important to the history and current events of the world are revealed as

never before possible. Printed on durable, high-quality paper, this invaluable world reference will endure campaign after campaign.

Pathfinder Campaign Setting: Inner Sea Poster Map Folio

ISBN 978-1-60125-271-5
PZO9228 \$19.99

PATHFINDER

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CLASSIC TREASURES REVISITED

Ten of the most storied treasures of fantasy gaming get all-new histories, variants, and campaign hooks in this insightful reference volume in the tradition of Paizo's smash hit *Classic Monsters Revisited*. From the head-slicing swipes of the *vorpal sword* to the awesome magical might of the *staff of the magi*, the depthless *bag of holding* to the world-warping *deck of many things*, the investigations within reveal the mysterious creations, cunning uses, magical variations, and untold other secrets of these ultimate treasures.

Classic Treasures Revisited

ISBN

978-1-60125-220-3

PZO9220

\$19.99



MISFIT MONSTERS REDEEMED

With the trepidation of an adventurer exploring a dungeon with a sweating forehead and a 10-foot pole, Paizo proudly presents *Misfit Monsters Redeemed*, an in-depth look at 10 of the lamest, most-hated, and flat out goofiest monsters ever to haunt a fantasy roleplaying campaign. This soon-to-be legendary 64-page full-color volume includes all-new backgrounds, expansions, and tips for monstrous lovable losers like the adherer, delver, dire corby, disenchanter, flail snail, flumph, lava child, lurker above, tojanida and, of course, the insidious wolf-in-sheep's clothing. The gaming world will never be the same again!

Misfit Monsters Redeemed

ISBN

978-1-60125-270-8

PZO9227

\$19.99

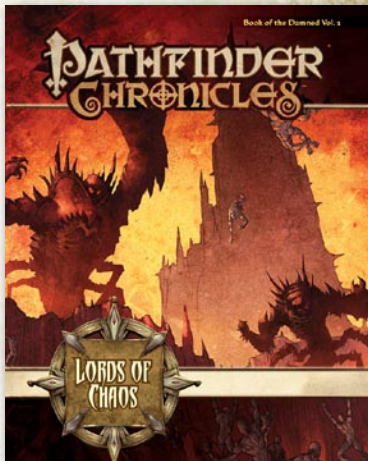
LORDS OF CHAOS

BOOK OF THE DAMNED, VOLUME 2

The howling madness of the Abyss lurches to terrible life in *Lords of Chaos*, a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page guidebook shines an unholy light on the darkest evils ever to befoul the multiverse. Written by Pathfinder Creative Director and noted demon expert James Jacobs, *Lords of Chaos* promises dark delights invaluable to any Pathfinder Roleplaying Game campaign!

Lords of Chaos

ISBN	978-1-60125-250-0
PZO9225 (November 2010)	\$19.99

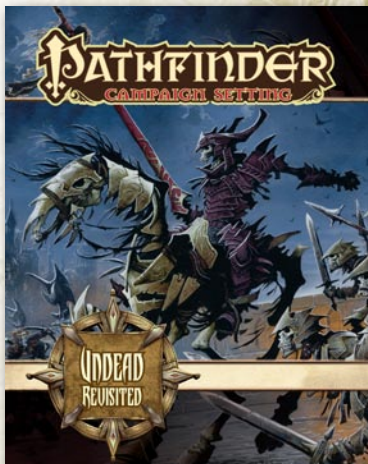


UNDEAD REVISITED

The horrors of unlife stagger from their darkened graves in this wide-ranging resource for fans of the unquiet dead! Learn the secret pasts of the haunted spirits known as bodaks, discover the dark delicacies of devourers, test your arms against the deadly graveknight, or tempt the world's most insidious arcane evil by going face-to-face with a treacherous lich! *Undead Revisited* provides tons of info and fresh new perspectives on 10 of the most vile undead in the Pathfinder world, including murderous morhgs, deadly nightshades, silent shadows, bone-chilling wights, the spectral dead (wraiths, specters, allips, and banshees) as well as the villainous ravener, greatest of undead dragons!

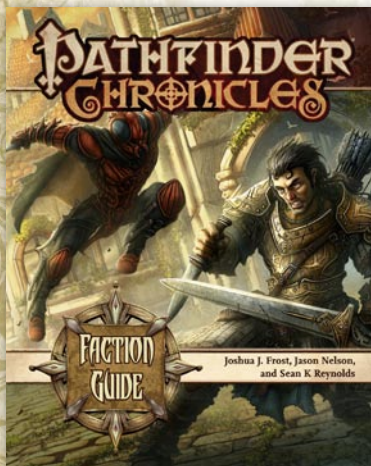
Undead Revisited

ISBN	978-1-60125-303-3
PZO9233 (April 2011)	\$19.99



PATHFINDER

CAMPAIGN SETTING™



FACTION GUIDE

Throw in your lot with one of 24 fully detailed organizations that pull the secret strings of the Pathfinder world with this handy guide to the movers and shakers of Golarion! These secret societies, bardic colleges, wizard academies, military orders, and religious cults have much to offer player characters, with responsibilities and rewards of membership. A new system of faction prestige and boons models a character's ascent from the lowest ranks of an organization to the heights of its powerful rulers. Game Masters will love the additional detail on these groups, many of which make just as fascinating enemies as they do allies.

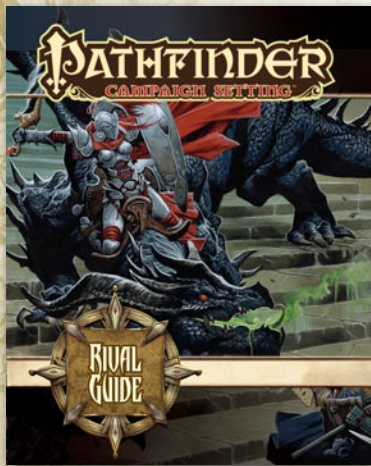
Faction Guide

ISBN

978-1-60125-221-0

PZO9221

\$19.99



RIVAL GUIDE

The most dangerous foes in the world of the Pathfinder RPG are not always monsters. For the player characters are not the only magic-laden "heroes" with hopes and ambition to bring sword and spell into desolate dungeons and crime-ridden cities. This useful reference volume includes ten completely detailed parties of rival adventurers suitable for use as enemies, allies, or anything in between. Presented with a wide range of power-levels and diverse goals, the characters in this richly illustrated book also double as great on-the-spot pregenerated player characters.

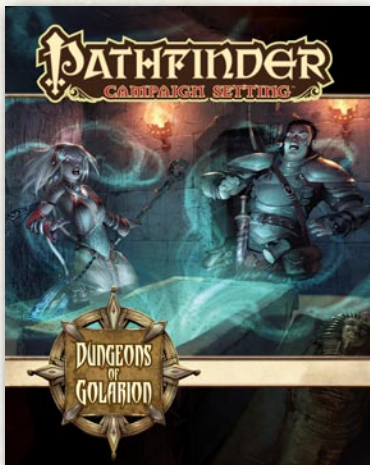
Rival Guide

ISBN

978-1-60125-302-6

PZO9232 (March 2011)

\$19.99



DUNGEONS OF GOLARION

From the deadly heights of Gallowspire to the treacherous depths of the Darklands, *Dungeons of Golarion* presents a wide-ranging overview of six of the most dangerous delves in the Pathfinder world. With rough maps, adventure hooks, encounter charts, and notes on key enemies and treasures, this guidebook provides the framework for GMs to make these fantastic locations their own. Key sites highlighted in this volume include Gallowspire, home of the lich-king known as the Whispering Tyrant, Hollow Mountain, seat of a fallen Runelord, the legendary Red Redoubt of Karamoss outside Absalom, and more!

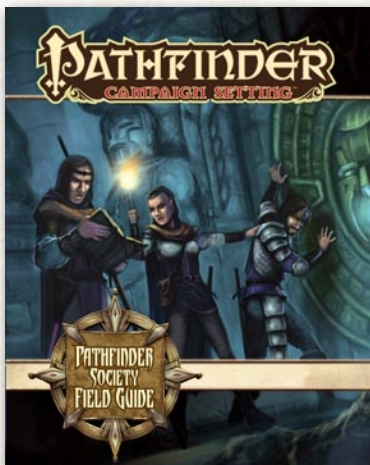
Dungeons of Golarion

ISBN

978-1-60125-304-0

PZO9234 (May 2011)

\$19.99



PATHFINDER SOCIETY FIELD GUIDE

This handy reference contains everything an adventuring agent of the Pathfinder Society needs to survive in the wild and woolly world of Golarion. From tips on information networks and secret orders within the Society itself to new equipment and ways to use your Pathfinder training to unlock special character abilities, the *Pathfinder Society Field Guide* is 100% legal for play in the international Pathfinder Society Organized Play shared world campaign, and is an invaluable reference for players and GMs alike!

Pathfinder Society Field Guide

ISBN

978-1-60125-305-7

PZO9235 (June 2011)

\$19.99

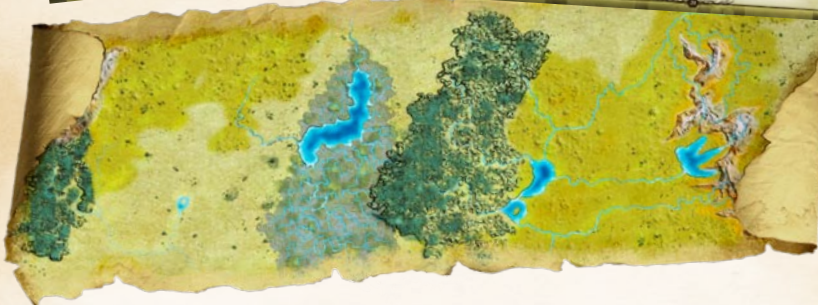
Kingmaker

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



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	PZO9031	978-1-60125-229-6	\$19.99
Kingmaker 2: Rivers Run Red	PZO9032	978-1-60125-233-3	\$19.99
Kingmaker 3: The Varnhold Vanishing	PZO9033	978-1-60125-234-0	\$19.99
Kingmaker 4: Blood for Blood	PZO9034	978-1-60125-251-7	\$19.99
Kingmaker 5: War of the River Kings	PZO9035	978-1-60125-252-4	\$19.99
Kingmaker 6: Sound of a Thousand Screams	PZO9036	978-1-60125-253-1	\$19.99

ASSOCIATED PRODUCTS

Guide to the River Kingdoms	PZO9217	978-1-60125-203-6	\$19.99
Kingmaker Item Cards	PZO3012	978-1-60125-231-9	\$10.99
Kingmaker Poster Map Folio	PZO9224	978-1-60125-249-4	\$15.99

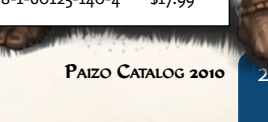
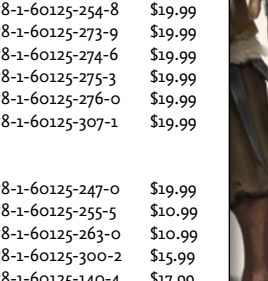
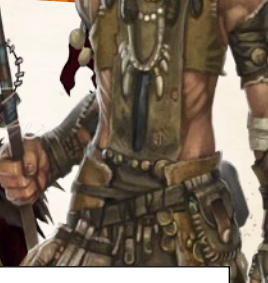
SERPENT'S SKULL

Deep in the southern jungles, a fantastic city of wonders lies ruined and forgotten by the outside world, ripe for plundering and exploration!



To escape the lost city with fabulous treasure (and their lives), the heroes must race the treacherous Red Mantis assassin guild, the mercenary Aspis Consortium, and worse to the ruins. Of course, nothing in the jungle is as easy as it seems. For once they arrive, the heroes discover that the city may be lost, but it is not uninhabited...

The Serpent's Skull Adventure Path takes players from a shipwreck on the dangerous shores of a pirate island to the deep forests of the Mwangi Expanse, and into a lost city where an ancient and powerful race of serpentfolk seeks to resurrect their dead god! This complete Pathfinder RPG campaign 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.)



Serpent's Skull 1: Souls for Smuggler's Shiv
 Serpent's Skull 2: Racing to Ruin
 Serpent's Skull 3: The City of Seven Spears
 Serpent's Skull 4: Vaults of Madness
 Serpent's Skull 5: The Thousand Fangs Below
 Serpent's Skull 6: Sanctum of the Serpent God

PZO9037	978-1-60125-254-8	\$19.99
PZO9038	978-1-60125-273-9	\$19.99
PZO9039	978-1-60125-274-6	\$19.99
PZO9040	978-1-60125-275-3	\$19.99
PZO9041	978-1-60125-276-0	\$19.99
PZO9042	978-1-60125-307-1	\$19.99

ASSOCIATED PRODUCTS

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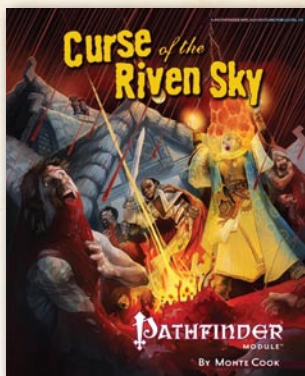
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CURSE OF THE RIVEN SKY

By Monte Cook

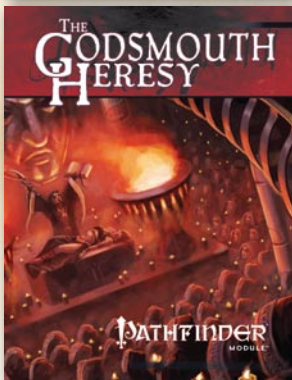
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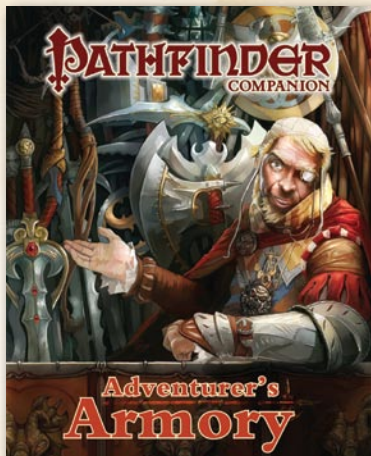
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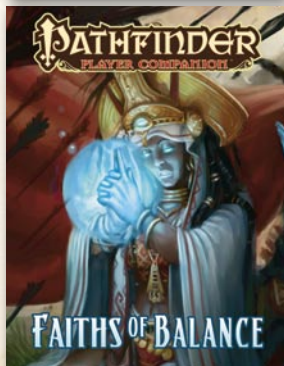


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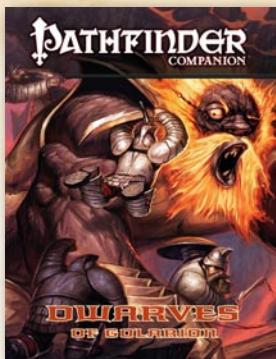


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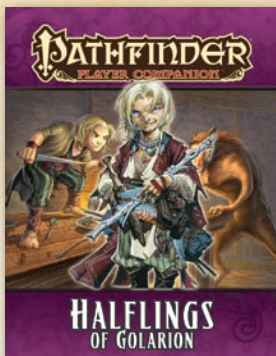
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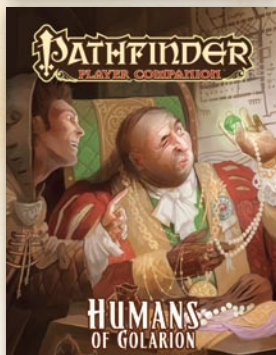
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Orcs of Golarion

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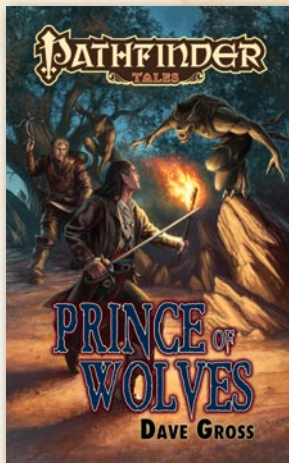
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By Dave Gross

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WINTER WITCH

By Elaine Cunningham

In a village of the frozen north, a child is born possessed by a strange and alien spirit, only to be cast out by her tribe and taken in by the mysterious winter witches of Irrisen, a land locked in permanent magical winter. Farther south, a young mapmaker with a penchant for forgery discovers that his sham treasure maps have begun striking gold.

This is the story of Ellasif, a barbarian shield maiden who will stop at nothing to recover her missing sister, and Decclan, the ne'er-do-well young spellcaster-turned-forgery who wants only to prove himself to the woman he loves. Yet when they finally reach the ice-walled city of Whitethrone, where trolls hold court and wolves roam the streets as men, will it be too late to save the girl from the forces of darkness?

Winter Witch

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PZO8501 (November 2010)

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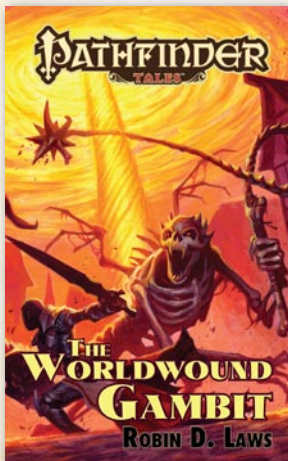
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In the foreboding north, the demonic hordes of the magic-twisted hellscape known as the Worldwound encroach upon the southern kingdoms of Golarion. Their latest escalation embroils a preternaturally handsome and coolly charismatic swindler named Gad, who decides to assemble a team of thieves, cutthroats, and con-men to take the fight into the demon lands and strike directly at the fiendish leader responsible for the latest raids—the demon Yath, the Shimmering Putrescence. Can Gad hold his team together long enough to pull off the ultimate con, or will trouble from within his own organization lead to an untimely end for them all?

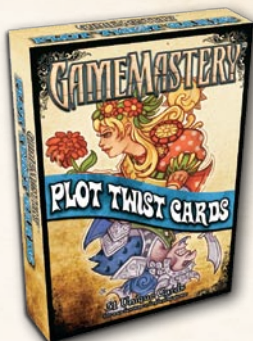
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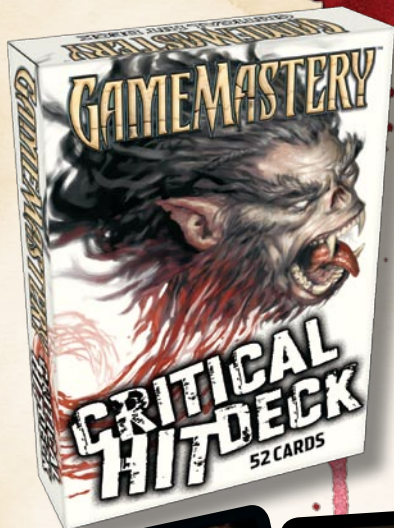
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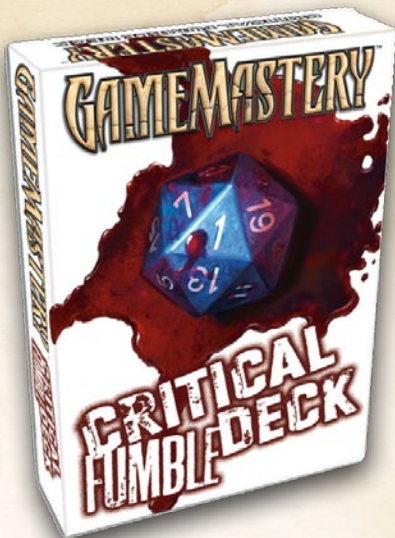
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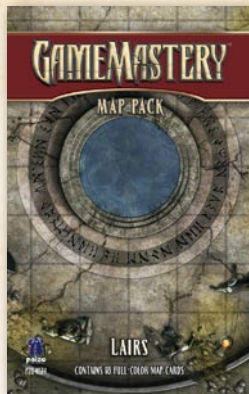
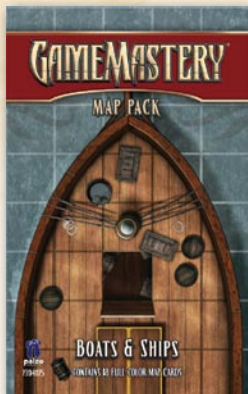
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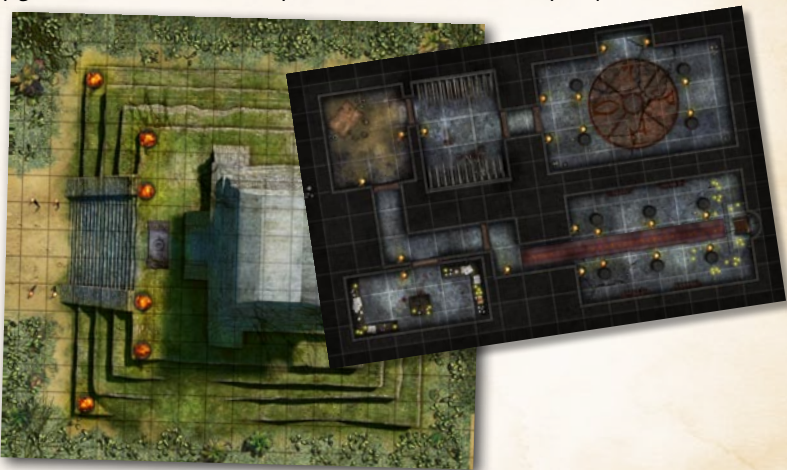


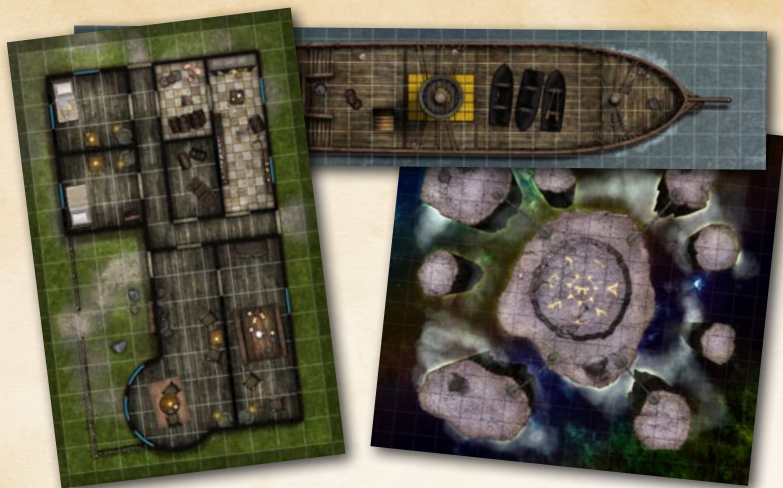
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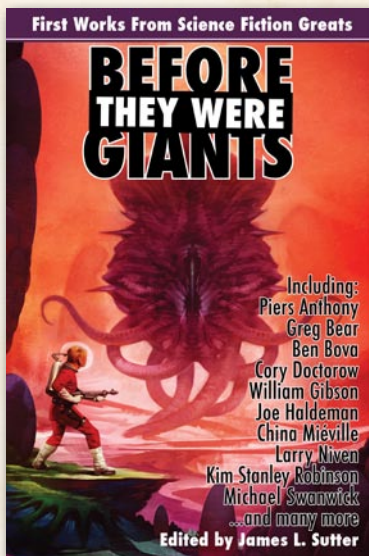
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Before They Were Giants

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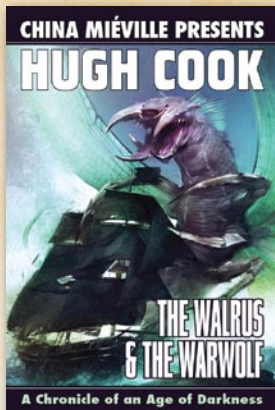
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Before They Were Giants

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The Walrus & The Warwolf

By Hugh Cook

Introduction by China Miéville

A boy of sixteen, swordsmith's apprentice Drake Douay loves nothing more than booze, loose women, and causing endless amounts of trouble. Yet when he's sentenced to death by the merciless ogre king of his homeland, Drake has no choice but to sign on with two warring and ragtag gangs of pirates. Thus begins a life of adventure, treachery, and debauchery as Drake sails a strange world of high magic and forgotten technology. Yet even the monstrous, insectile Swarms of the south are nothing compared to the trouble Drake finds when he returns home to discover that his former master has become the head of a new religion. And killing Drake is its first commandment... (First North American Paperback Edition)

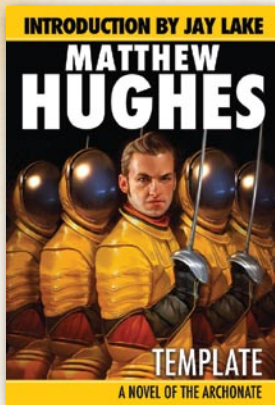
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PZO8026

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Template: A Novel of the Archonate

By Matthew Hughes

Introduction by Jay Lake

When professional duelist Conn Labro escapes indentured servitude as the star player of Horder's Emporium, he abandons the gaming world of Thrais and sets out on an interstellar journey filled with murder, deceit, and self-discovery. His only friend on Thrais, discovered dead and tortured, left him enough money to buy himself out of his contract and a curious encrypted "bearer deed" to a mysterious property on the distant edge of the galactic Spray. With the seductive, secretive showgirl Jenore Mordene at his side and a villainous pleasure cult dogging his every move, Labro sets out to learn the truth behind his bearer deed and more about his own past than he had ever dared bargain for. (First Time in Paperback!)

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Sojan the Swordsman/Under the Warrior Star

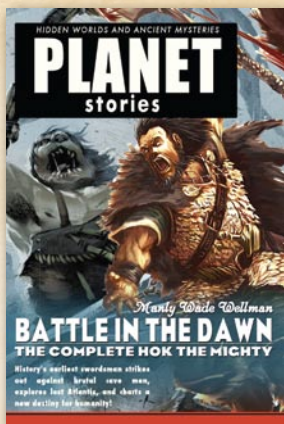
By Michael Moorcock & Joe R. Lansdale

Moorcock's *Sojan the Swordsman* revisits the author's very first published character, the original incarnation of the Eternal Champion! Rewritten and expanded from its original appearance in Moorcock's self-published *Tarzan Adventures* fanzine, this tale of swordplay, airships, and bizarre landscapes sees the hero Sojan and his beloved Princess Noothar encountering strange races of men and even stranger monsters in a fast-paced adventure in the tradition of Edgar Rice Burroughs and Leigh Brackett.

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Sojan the Swordsman & Under the Warrior Star
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Battle in the Dawn:
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Battle in the Dawn: The Complete Hok the Mighty

By Manly Wade Wellman
 Introduction by David Drake

In the 1930s, a very unusual tale appeared in the influential *Amazing Stories* magazine. Unlike the usual yarns of robots and interstellar travel, this “Battle in the Dawn” featured the brutal exploits of Hok, the first hero of humanity, in his struggles against the savage Neanderthals. Written by rising pulpster Manly Wade Wellman (*Who Fears the Devil?*), who would later achieve fame for his American folktales of Silver John and beat out William Faulkner for a prestigious writing award, the story and its brave hero struck a chord with *Amazing’s* readers, and several additional adventures followed, taking Hok through the prehistory of mankind to battle unrelenting cavemen, explore the lost city of Atlantis, discover new technology, and chart a new destiny for humanity. Now, for the first time ever, Planet Stories presents a complete authorized collection of all of Wellman’s rare Hok the Mighty tales, packed with unfinished story fragments and a brand new introduction written by Wellman’s longtime friend, fantasy author David Drake!



Hunt the Space-Witch:
Seven Adventures in Time and Space
 ISBN 978-1-60125-329-3
 PZO8031 \$15.99

Hunt the Space-Witch: Seven Adventures in Time and Space

By Robert Silverberg
 With a New Introduction by the Author

Science fiction legend Robert Silverberg reflects on some of his earliest, least-reprinted tales in this new Planet Stories collection! Between 1956 and 1958, Silverberg contributed dozens of short stories and novellas to the digest pulps, each written in the bombastic, high-adventure style of the original *Planet Stories* magazine. Since then, those tales have re-appeared only rarely (and sometimes never again) in long out-of-print paperback anthologies. This volume, the first of three to come this year, features seven hard-to-find classic Silverberg tales: *Slaves of the Star Giants*, *Spawn of the Deadly Sea*, *The Flame and the Hammer*, *Valley Beyond Time*, *Hunt the Space-Witch*, *The Silent Invaders*, and *Spacerogue!* Never before collected in a single edition, these stories reveal the early action-packed tales of one of speculative fiction’s most important voices!

Other Robert Silverberg Collections Coming Soon:
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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. 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

ISBN
PZO5501

978-1-60125-245-6
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SAVE DOCTOR LUCKY



Doctor Lucky returns in the smash hit sequel, *Save Doctor Lucky!* This hilarious, fast-paced family boardgame turns the tables on the players. This time, they and old Doctor Lucky are aboard a sinking luxury cruise liner, and they've got to rescue the doddering old fool before the entire ship sinks to the bottom of a watery grave!

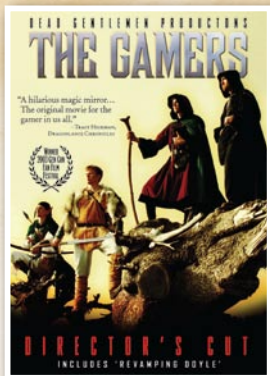
With easy-to-learn game design from gaming legend and Doctor Lucky creator James Ernest, *Save Doctor Lucky* features an innovative four-section board representing the sinking ship. As each deck becomes consumed by the sea, the playing surface shrinks, bringing a faster pace and more challenging game play.

This new deluxe edition of *Save Doctor Lucky* includes a full-color multi-piece game board, a deck of 96 full-color cards, an informative full-color rulebook, and pawns and stands for six players and Doctor Lucky himself. Crazy mayhem and boat-sinking fun for the whole twisted family!

Save Doctor Lucky

ISBN
PZO5502

978-1-60125-290-6
\$29.99

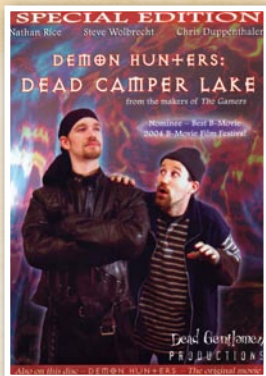


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