



# 2011-2012 CATALOG



# PATHFINDER<sup>®</sup>

## 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!**



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 *Carrión Crown and Skull & Shackles!*





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!



**PATHFINDER**  
ROLEPLAYING GAME

# THE ADVENTURE BEGINS!

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons!



## THE PATHFINDER RPG BEGINNER BOX INCLUDES:

- 64-page *Hero's Handbook*, detailing character creation, spells, equipment, and general rules for playing the game
- 96-page *Game Master's Guide* packed with adventures, monsters, magical treasures, and advice on how to narrate the game and control the challenges faced by the heroes
- A complete set of 7 polyhedral dice
- More than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon
- Four pregenerated character sheets to throw you right into the action
- Four blank character sheets to record the statistics and deeds of your custom-made hero
- A durable, reusable, double-sided Flip-Mat™ surface that works with any kind of marker

The Pathfinder Roleplaying Game *Beginner Box* is packed with everything you need to get started with the Pathfinder Roleplaying Game, an imaginative tabletop fantasy adventure game for 2–5 players. Scores of monsters, challenges, and tips give gamers the tools to create their own worlds and adventures, providing countless hours of gaming excitement. With streamlined rules and a focus on action-packed heroic adventure, this deluxe boxed set is the ideal introduction to the world of the Pathfinder Roleplaying Game, and the best starting point for a lifetime of pulse-pounding adventure!

### PATHFINDER RPG BEGINNER BOX

ISBN

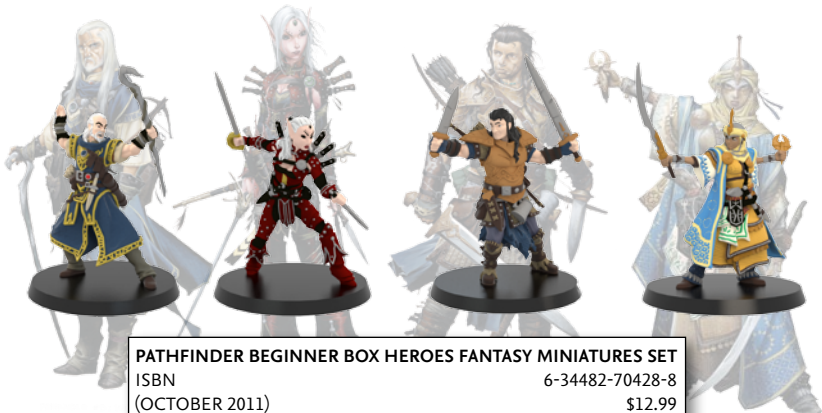
PZO1119 (OCTOBER 2011)

978-1-60125-372-9

\$34.99

## PATHFINDER BEGINNER BOX HEROES FANTASY MINIATURES SET

Face a world beset by magic and evil with this adventuring party of iconic fantasy heroes! Representing the four character classes in the new Pathfinder RPG *Beginner Box*, these high-quality preprinted miniatures bring exciting new dimensions to your fantasy gaming!



### PATHFINDER BEGINNER BOX HEROES FANTASY MINIATURES SET

ISBN

(OCTOBER 2011)

6-34482-70428-8

\$12.99

## 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 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

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

## 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 mystical monks to new mutagens for alchemists, new oracle mysteries, bardic masterpieces, and archetypes for all spellcasting classes.

*Ultimate Magic* also introduces a new Pathfinder RPG base class: the magus, a master of both arcane magic and martial prowess. All this plus more than 100 new spells for all spellcasting classes, lots of new familiars, an innovative new "words of power" spellcasting system, premade spellbooks, spell duels, and more!



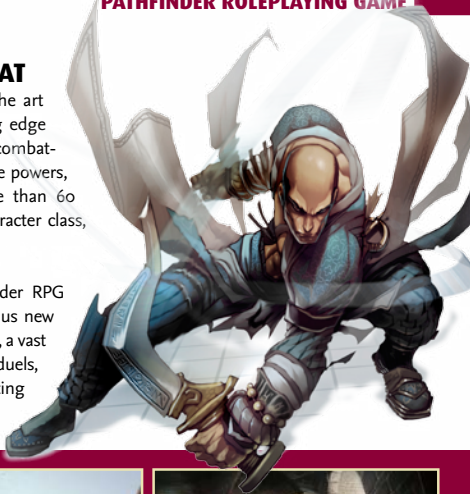
PATHFINDER RPG ULTIMATE MAGIC  
ISBN 978-1-60125-299-9  
PZO1117 \$39.99



## PATHFINDER RPG ULTIMATE COMBAT

This comprehensive 256-page hardcover guide to the art of martial battle puts your character on the cutting edge of combat! Tons of new tricks and techniques for combat-oriented character classes include new barbarian rage powers, new cavalier orders, new rogue talents, and more than 60 new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics.

*Ultimate Combat* also introduces three new Pathfinder RPG classes: the ninja, samurai, and gunslinger. All this plus new armor and weapons, a complete treatment of firearms, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game!



### PATHFINDER RPG ULTIMATE COMBAT

ISBN  
PZO1118

978-1-60125-359-0  
\$39.99

# PATHFINDER

ROLEPLAYING GAME

The latest indispensable volume of monsters for use with the Pathfinder RPG serves as a companion to the *Core Rulebook* and *Bestiary*.

## PATHFINDER RPG BESTIARY 3

Unleash a world of monsters! *Bestiary 3* presents hundreds of new creatures for use in the Pathfinder Roleplaying Game. Within this collection of creatures you'll find grave knights and savage cyclopes, kappa and colossal kaiju, clockwork killers, mysterious sphinxes, imperial dragons, and so much more! Yet not all these monsters need to be foes, as fleet-footed sleipnirs, cunning vanaras, whimsical faerie dragons and more companions from myth and modern fantasy join heroes on the path to legend. In addition, new rules for customizing and advancing monsters and an expanded glossary of creature abilities ensure that you'll be prepared to challenge your players wherever adventure takes them!

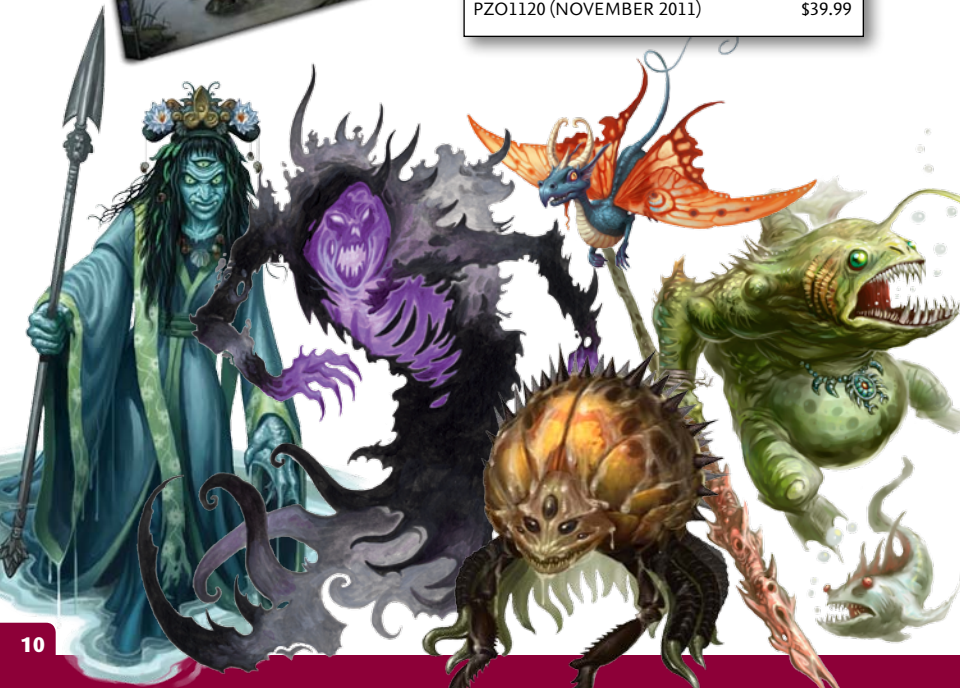
### PATHFINDER RPG BESTIARY 3

ISBN

978-1-60125-378-1

PZO1120 (NOVEMBER 2011)

\$39.99





## PATHFINDER RPG BESTIARY 2

Go beyond goblins with an army of fantasy's most fearsome foes! *Bestiary 2* presents more than 300 creatures for use in the Pathfinder Roleplaying Game, including undead dragons and mischievous gremlins, shrieking banshees and unstoppable titans, the infamous jabberwock, and so much more! Not all these monsters are enemies, as new breeds of otherworldly guardians, living shadows, and vampires all might take up adventure's call as player characters or familiars. Extensive appendices and monster lists add utility to this indispensable companion to the Pathfinder RPG *Bestiary*.

### PATHFINDER RPG BESTIARY 2

ISBN 978-1-60125-268-5  
PZO1116 \$39.99



## PATHFINDER RPG BESTIARY

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

### PATHFINDER RPG BESTIARY

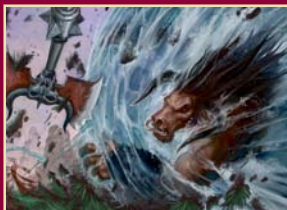
ISBN 978-1-60125-183-1  
PZO1112 \$39.99

This exhaustive, best-selling 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: the alchemist, cavalier, inquisitor, oracle, summoner, and witch. 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 to the Pathfinder RPG *Core Rulebook* contains hundreds of archetypes, feats, spells, and customization options that give 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

From customizing your elf or dwarf with new options to taking on the role of a goblin or kobold to creating new races unique to your campaign, the *Advanced Race Guide* gives players the tools to explore a vast menagerie of character options!

## PATHFINDER RPG ADVANCED RACE GUIDE

This definitive 256-page sourcebook provides tons of new character options for all seven “core” player character races, from archetypes that allow elf characters to explore their connection to nature and magic to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan or a gnome explore her connection to the First World or delve deep into her weird obsessions. Meaty sections on a dozen additional races like drow and hobgoblins offer additional options for popular PC choices, covering every single appropriate race released to date for the Pathfinder RPG.

Lastly, the *Advanced Race Guide* includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.



**PATHFINDER RPG ADVANCED RACE GUIDE**  
 ISBN 978-1-60125-390-3  
 PZO1121 (APRIL 2012) \$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 RPG campaign to the next level.

## PATHFINDER RPG GAMEMASTERY GUIDE

Containing the accumulated knowledge and best practices of Paizo's award-winning creative staff and a cadre of the best independent game designers in the RPG field, this 320-page hardcover is filled with bursting with encounter charts, idea lists, encounter design advice, tips for using and adapting published adventures to your personal campaign, and top-to-bottom guidelines for building a campaign from scratch. A huge gallery of NPC stat blocks depicting common encounters like city guards, highwaymen, and cultists rounds out this resource for gamers looking to take the next step in their Pathfinder journey.



PATHFINDER RPG GAMEMASTERY GUIDE  
ISBN 978-1-60125-217-3  
PZO1114 \$39.99

## 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 RPG GM SCREEN

ISBN

978-1-60125-216-6

PZO1113

\$14.99

# 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 INNER SEA WORLD GUIDE

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 INNER SEA WORLD GUIDE

ISBN

978-1-60125-269-2

PZO9226

\$49.99

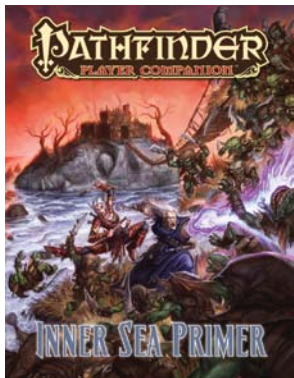


## INNER SEA PRIMER

This guidebook 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 reference maps on the book's inside covers reveal the world in colorful detail!

### INNER SEA PRIMER

ISBN	978-1-60125-277-7
PZO9414	\$10.99

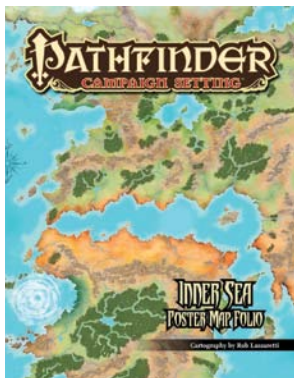


## INNER SEA POSTER MAP FOLIO

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.

### INNER SEA POSTER MAP FOLIO

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



# PATHFINDER

CAMPAIGN SETTING

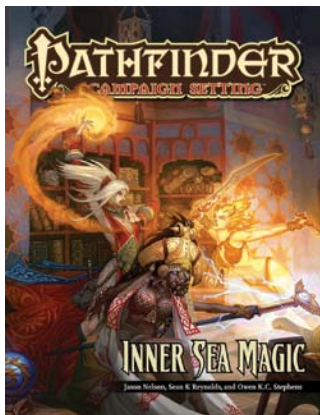


## PATHFINDER SOCIETY FIELD GUIDE

This handy reference contains everything an adventuring agent of the Pathfinder Society needs to survive in the wild and wooly 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 \$19.99



## INNER SEA MAGIC

This guide to the magical secrets and traditions of the Pathfinder campaign setting reveals new details on some of the most powerful and influential magical societies in the world. The book includes a who's-who of powerful spellcasters from throughout the Inner Sea region, details on magic schools, rules for specialized or variant magic, a full system for unpredictable primal magic, the secrets of shadowcasting and the traditions of Thassilonian sin magic and Varisia's magical tattoos.

### INNER SEA MAGIC

ISBN 978-1-60125-360-6  
PZO9237 (AUGUST 2011) \$19.99

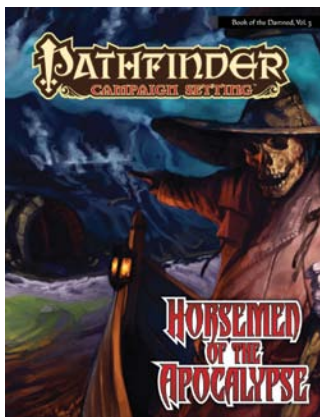


## LANDS OF THE LINNORM KINGS

This gazetteer explores the legendary Lands of the Linnorm Kings, a northern realm of larger-than-life adventure where Viking kings earn the right to rule by defeating enormous, primeval dragons—linnorms. Numerous adventure sites within this book include troll-haunted ruins, links to the eerie realm of the fey, and even a sample linnorm hunt. Rules on weregild (fees for hostages or slain enemies), effigies (mundane and magical ways to strike fear into your enemies), and reputation in this ferocious land are explored, as are several new monsters and pre-built enemy NPCs.

### LANDS OF THE LINNORM KINGS

ISBN	978-1-60125-365-1
PZO9238 (SEPTEMBER 2011)	\$19.99



## HORSEMEN OF THE APOCALYPSE

### Book of the Damned, Volume 3

Devils seek to corrupt your faith and mind, and demons look to twist your body and destroy your home. But the fiends known as daemons seek something altogether more fundamental from mortals—they seek life itself. Evil without the distraction of binding law or capricious chaos, they look with hungry eyes for fresh souls to consume. Personifying the worst ways a person can die, daemons constitute the third arm of major fiendish races, hailing from the nightmare realm of Abaddon, where they are led by four legendary figures—the so-called Horsemen of the Apocalypse.

### HORSEMEN OF THE APOCALYPSE

ISBN	978-1-60125-373-6
PZO9239 (OCTOBER 2011)	\$19.99

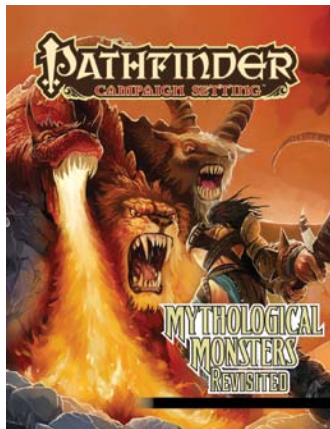


## DRAGON EMPIRES GAZETTEER

This wide-ranging overview of distant Tian Xia, land of the Dragon Empires, reveals the “other side of the world” for the very first time, presenting details on more than two dozen regions inspired by the mythology of Asia. Tian Xia is a realm where honorable samurai, devious ninja, martial artistry, strange spirits, and imperial dragons rule. Includes five new player character races, more than a dozen brand-new deities, several new factions, and the challenges faced by a land recovering from the recent fall of a continental empire.

### DRAGON EMPIRES GAZETTEER

ISBN 978-1-60125-379-8  
PZO9240 (NOVEMBER 2011) \$19.99

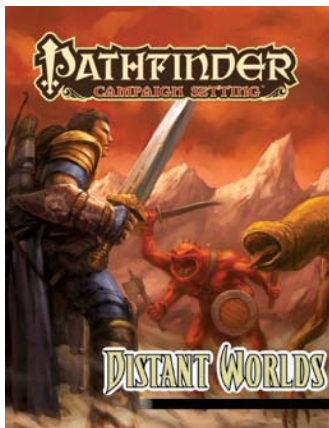


## MYTHICAL MONSTERS REVISITED

This 64-page book takes a detailed look at ten of the most well-known and well-feared monsters from mythology. Within these pages you'll find entries on creatures from the old world to the new, including the chimera, couatl, griffon, harpy, hydra, kraken, medusa, phoenix, sphinx, and wendigo. With each monster getting a chapter of their own, details about history, ecology, lairs, variants, and even their real-world roots provide all the information you'll need to bolster these classic monsters in your game.

### MYTHICAL MONSTERS REVISITED

ISBN 978-1-60125-384-2  
PZO9241 (DECEMBER 2011) \$19.99

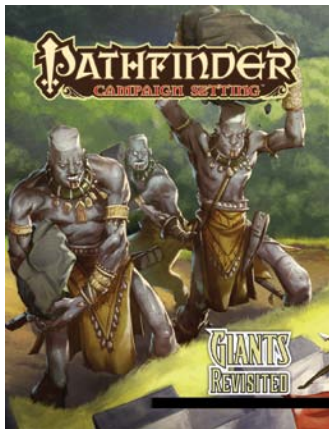


## DISTANT WORLDS

This 64-page softcover explores the solar system of the Pathfinder campaign setting. Along with extensive gazetteers and maps of each of the numerous planets of this system (including the war-torn Red Planet of Akiton, the undead world of Eox, the primeval Green Planet of Castrovel, gas giants, asteroids, moons, and more), this book includes guidelines for traveling from world to world and exploring the dark depths of outer space. Rules for several new monsters, alien races, and magic round out the otherworldly offerings.

### DISTANT WORLDS

ISBN	978-1-60125-403-0
PZO9243 (FEBRUARY 2012)	\$19.99



## GIANTS REVISITED

This sourcebook explores the societies, ecologies, mythologies, and secrets of ten of the most memorable races of giant-kind, including hill giants, stone giants, frost giants, fire giants, cloud giants, storm giants, rune giants, marsh giants, taiga giants, and cyclopes. Each chapter includes full statistics for a sample leader or jarl as well as new rules like feats, spells, and magical items crafted not just by these towering monsters, but by those who seek to fight against them.

### GIANTS REVISITED

ISBN	978-1-60125-412-2
PZO9245 (APRIL 2012)	\$19.99



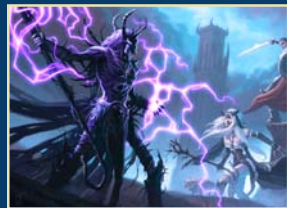
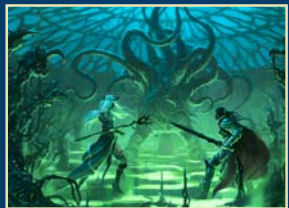
## Carrion Crown

From the whispering shadows of haunted Ustalav an ancient evil rises to grip the world in a new age of horror!



Amid the mists of this land of dark superstition and dread secrets stand both those who would defy the return of evil and those who would seek its terrible favor. Can the heroes discern their allies from their enemies in time to save a tortured realm from a tyrant's return?

Pathfinder's darkest and most frightening campaign ever sets the heroes against the agents of Golarion's most notorious villain, the Whispering Tyrant, in a terrifying trek across a land of lurking horror and ancient mysteries. Designed specifically for use with the Pathfinder Roleplaying Game rules, the Carrion Crown 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.)



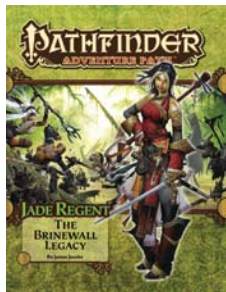
- Carrion Crown 1: The Haunting of Harrowstone**  
**Carrion Crown 2: Trial of the Beast**  
**Carrion Crown 3: Broken Moon**  
**Carrion Crown 4: Wake of the Watcher**  
**Carrion Crown 5: Ashes at Dawn**  
**Carrion Crown 6: Shadows of Gallowspire**

- |         |                   |         |
|---------|-------------------|---------|
| PZO9043 | 978-1-60125-308-8 | \$19.99 |
| PZO9044 | 978-1-60125-309-5 | \$19.99 |
| PZO9045 | 978-1-60125-310-1 | \$19.99 |
| PZO9046 | 978-1-60125-311-8 | \$19.99 |
| PZO9047 | 978-1-60125-312-5 | \$19.99 |
| PZO9048 | 978-1-60125-313-2 | \$19.99 |

**ASSOCIATED PRODUCTS**

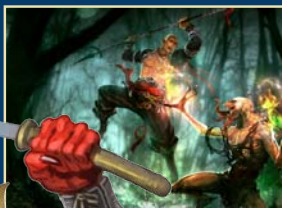
- Rule of Fear: A Guide to Ustalav**  
**Carrion Crown Item Cards**  
**Carrion Crown Poster Map Folio**  
**Classic Horrors Revisited**  
**Undead Revisited**

- |         |                   |         |
|---------|-------------------|---------|
| PZO9231 | 978-1-60125-301-9 | \$19.99 |
| PZO3017 | 978-1-60125-321-7 | \$10.99 |
| PZO9236 | 978-1-60125-306-4 | \$15.99 |
| PZO9216 | 978-1-60125-202-9 | \$19.99 |
| PZO9233 | 978-1-60125-303-3 | \$19.99 |



## JADE REGENT

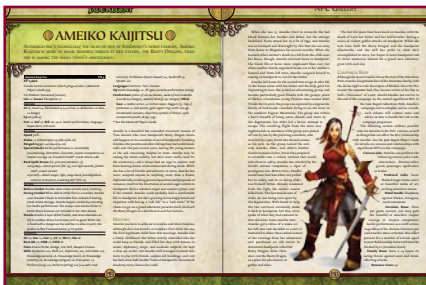
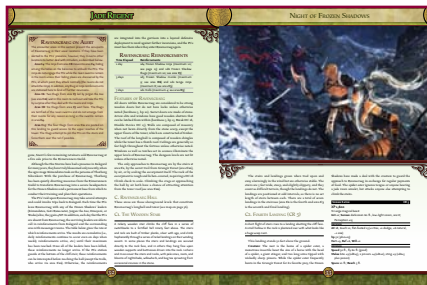
When a decades-old secret is exposed, an unassuming local tavern-owner and a close friend of the heroes discovers her birthright is to rule the distant land of Minkai—one of the ancient Dragon Empires of Tian Xia!



Yet the current ruler of this empire, the mysterious and increasingly cruel Jade Regent, has no intention of giving up his hold over the throne. In order to save Minkai from a would-be tyrant, the heroes must not only escort their friend from Varisia to Tian Xia, braving the frozen horrors of the Crown of the World, but must aid her in gaining the trust and support of a nation on the edge of anarchy.

The Jade Regent Adventure Path ventures farther into uncharted territory than any in Pathfinder's history, revealing adventure in the land of the Dragon Empires for the very first time! 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.)

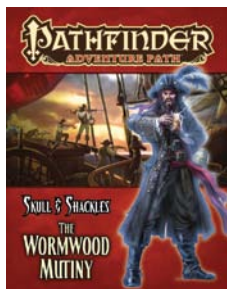




<b>Jade Regent 1: The Brinewall Legacy</b> (August 2011)	PZO9049	978-1-60125-361-3	\$19.99
<b>Jade Regent 2: Night of Frozen Shadows</b> (September 2011)	PZO9050	978-1-60125-366-8	\$19.99
<b>Jade Regent 3: The Hungry Storm</b> (October 2011)	PZO9051	978-1-60125-374-3	\$19.99
<b>Jade Regent 4: Forest of Spirits</b> (November 2011)	PZO9052	978-1-60125-380-4	\$19.99
<b>Jade Regent 5: Tide of Honor</b> (December 2011)	PZO9053	978-1-60125-385-9	\$19.99
<b>Jade Regent 6: The Empty Throne</b> (January 2012)	PZO9054	978-1-60125-400-9	\$19.99

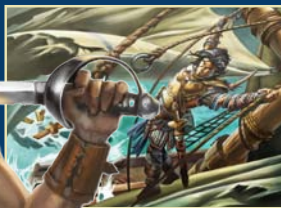
**ASSOCIATED PRODUCTS**

<b>Dragon Empires Gazetteer</b> (November 2011)	PZO9240	978-1-60125-379-8	\$19.99
<b>Dragon Empires Primer</b> (December 2011)	PZO9421	978-1-60125-386-6	\$10.99
<b>Jade Regent Item Cards</b> (October 2011)	PZO3020	978-1-60125-364-4	\$10.99
<b>Jade Regent Poster Map Folio</b> (January 2012)	PZO9242	978-1-60125-399-6	\$15.99
<b>Master of Devils</b> (novel, August 2011)	PZO8505	978-1-60125-357-6	\$9.99



## SKULL & SHACKLES

Waking up on a pirate ship at sea and press-ganged into joining its nefarious crew, the player characters must stage a mutiny and claim a ship for themselves.



Sailing through the Shackles, the PCs climb the ranks from simple sailors to powerful pirate lords, engaging in acts of piracy, digging for buried treasure, exploring monster-filled islands, and competing in a race through the treacherous winds and currents of the Eye of Abendego. But when a new peril threatens the autonomy of the Shackles, the PCs must rise to defend the pirate isles from an enemy fleet or face a watery grave.

The Skull & Shackles Adventure Path takes players from the lowest scallywags on a pirate crew to the malicious heights of piratical power in this dark and savage adventure path! 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.)



<b>Skull &amp; Shackles 1: The Wormwood Mutiny</b> (February 2012)	PZO9055	978-1-60125-404-7	\$19.99
<b>Skull &amp; Shackles 2: Raiders of the Fever Sea</b> (March 2012)	PZO9056	978-1-60125-409-2	\$19.99
<b>Skull &amp; Shackles 3: Tempest Rising</b> (April 2012)	PZO9057	978-1-60125-413-9	\$19.99
<b>Skull &amp; Shackles 4: Island of Empty Eyes</b> (May 2012)	PZO9058	978-1-60125-416-0	\$19.99
<b>Skull &amp; Shackles 5: The Price of Infamy</b> (June 2012)	PZO9059	978-1-60125-421-4	\$19.99
<b>Skull &amp; Shackles 6: From Hell's Heart</b> (July 2012)	PZO9060	978-1-60125-422-1	\$19.99

#### ASSOCIATED PRODUCTS

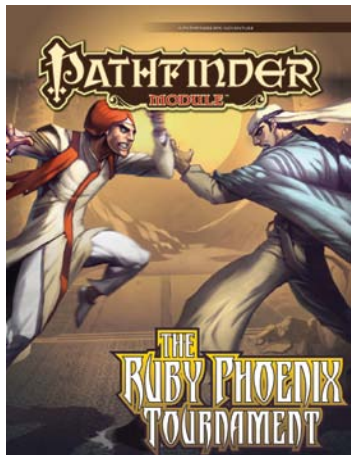
<b>Isles of the Shackles</b> (March 2012)	PZO9244	978-1-60125-408-5	\$19.99
<b>Pirates of the Inner Sea</b> (February 2012)	PZO9422	978-1-60125-405-4	\$10.99
<b>Skull &amp; Shackles Item Cards Deck</b> (March 2012)	PZO3022	978-1-60125-407-8	\$10.99
<b>Skull &amp; Shackles Poster Map Folio</b> (June 2012)	PZO9247	978-1-60125-420-7	\$15.99

# PATHFINDER<sup>®</sup>

MODULE<sup>™</sup>

Pathfinder Modules present short, challenging adventures designed to cover 2–4 game sessions. Whether used as one-shot adventures, woven into a rich campaign of the Game Master's design, or played in conjunction with Paizo's Pathfinder Society worldwide organized play campaign, these beautifully illustrated full-color softcover adventures work perfectly with the Pathfinder Roleplaying Game or earlier editions of the world's oldest roleplaying game.

Designed by some of the most talented and best-respected adventure writers in the business and embellished with Paizo's award-winning, gorgeous cartography, Pathfinder Modules pack a huge punch into a small and affordable package.



## THE RUBY PHOENIX TOURNAMENT

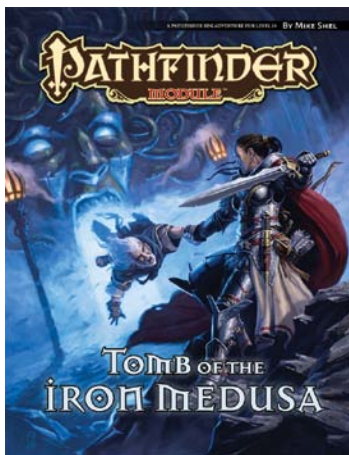
By Tim Hitchcock

Once every ten years, the cosmopolitan city of Goka on the eastern coastline of Tian Xia hosts the Ruby Phoenix Tournament on an island in the city's harbor. Infamous for its strange spectacles and exciting mix of fighting styles, the contest draws combatants from all over the world. Its winner gets his choice of a single item from the legendary treasury of an ancient spellcaster. But this year, not all who have come to compete do so out of respect for the traditions of battle or even out of greed for the reward. They seek instead nothing so much as red revenge! A fighting tournament adventure for 11th-level characters.

### THE RUBY PHOENIX TOURNAMENT

ISBN 978-1-60125-381-1  
PZO9534 (November 2011) \$13.99





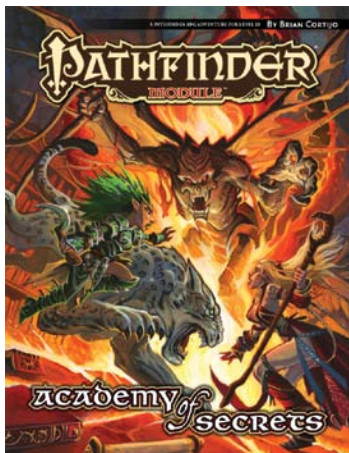
## TOMB OF THE IRON MEDUSA

By Mike Shel

Hidden in the remote southern range of the World's Edge Mountains lies a mysterious necropolis known in legend as the Tomb of the Iron Medusa. When the last heir of the dungeon's long-dead noble builders hires the heroes to explore the forlorn and deadly site in search of evidence that may clear his family name, they soon find themselves in over their heads. For the Tomb of the Iron Medusa does not give up its secrets lightly, and the dangerous truths that lie within its ancient, trap-laden crypts may have been hidden for very good reasons indeed. A 14th-level dungeon adventure.

### TOMB OF THE IRON MEDUSA

ISBN 978-1-60125-318-7  
PZO9530 \$13.99



## ACADEMY OF SECRETS

By Brian Cortijo

Every year the Acadamae—Korvosa's prestigious school of the arcane arts—opens its gates to the city to host the Breaching Festival, where the most skilled infiltrators are invited to enter the magically guarded Hall of Wards or die trying. While the Breaching Festival has not seen a champion in over 150 years, this year's festival promises to be the deadliest trial the school has ever known. Should the heroes reign victorious, the secrets they may uncover promise more than gold and glory—they may rock the very foundation of the Acadamae, and even the entire city! A 13th-level dungeon adventure.

### ACADEMY OF SECRETS

ISBN 978-1-60125-343-9  
PZO9531 \$13.99

# PATHFINDER

MODULE™



## FEAST OF RAVENMOOR

By Brandon Hodge

Hidden away in the remote uplands of Varisia, the remote village of Ravenmoor has never been eager to attract visitors. Its citizens have their own ways, their own traditions, their own methods of celebrating the turn of seasons. But when a tax collector vanishes on a trip into the remote town, Ravenmoor suddenly becomes a spotlight of attention. What strange surprises await those chosen to investigate the disappearance, and does the vanishing have anything to do with Ravenmoor's upcoming seasonal feast? Why are the locals so hesitant to welcome visitors into this mysterious hamlet? A horror/mystery adventure for 3rd-level characters.

### FEAST OF RAVENMOOR

ISBN

978-1-60125-367-5

PZO9533

\$13.99





## THE HARROWING

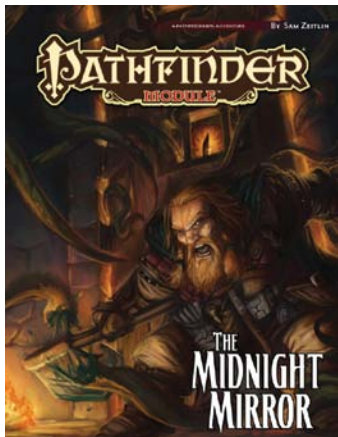
By Crystal Fraiser

Fearing her collection of stories would be lost when she died, the long-dead bard Sonnorae created a demiplane within her fortune-telling harrow deck to contain them. But not all stories have happy endings, and the storykin who inhabit the Harrowed Realm have their own motivations and plots for power or even escape into the real world. When the PCs find themselves drawn into the Harrowed Realm in search of a disappeared scholar, they must use all their wits and steel to navigate the landscape and politics of this strange wonderland and make it home again. A weird demiplane adventure for 9th-level characters.

### THE HARROWING

ISBN  
PZO9532

978-1-60125-355-2  
\$13.99



## THE MIDNIGHT MIRROR

By Sam Zeitlin

In shadow-haunted Nidal, the denizens of the Plane of Shadow intermingle with the common man. Now people are disappearing, and it falls to the PCs to stop the terror. Faced with terrible shadow creatures, an unruly mob of scared citizens, and an unpredictable creature of light, can the heroes undo a greedy and uncaring noble's self-serving mistake? The winner of 2011's RPG Superstar design contest, *The Midnight Mirror* is a horror and investigative adventure for 4th-level characters.

### THE MIDNIGHT MIRROR

ISBN  
PZO9535

978-1-60125-401-6  
\$13.99

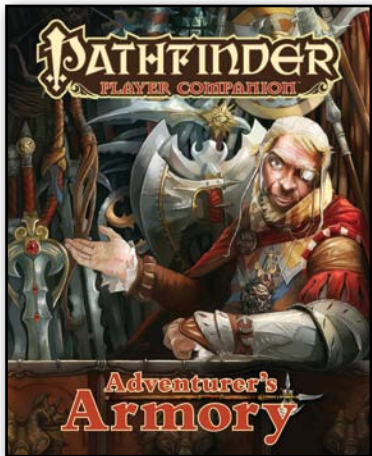
**Cult of the Ebon Destroyers** (8th level)  
**Tomb of the Iron Medusa** (14th level)  
**Academy of Secrets** (13th level)  
**The Harrowing** (9th level)  
**Harrow Deck**  
**Feast of Ravenmoor** (3rd level)  
**The Ruby Phoenix Tournament** (11th level)  
**The Midnight Mirror** (4th level)

PZO9529 978-1-60125-317-0 \$13.99  
 PZO9530 978-1-60125-318-7 \$13.99  
 PZO9531 978-1-60125-343-9 \$13.99  
 PZO9532 978-1-60125-355-2 \$13.99  
 PZO9200 978-1-60125-124-4 \$15.99  
 PZO9533 978-1-60125-367-5 \$13.99  
 PZO9534 978-1-60125-381-1 \$13.99  
 PZO9535 978-1-60125-401-6 \$13.99

# PATHFINDER

PLAYER COMPANION™

Pathfinder Player Companions are 32-page softcover sourcebooks specifically written for players of the Pathfinder RPG. From new character creation options, adventuring gear, spells, and player-focused information on the lands and folk of Golarion, Pathfinder Player Companions give players everything they need to survive and thrive!



## ADVENTURER'S ARMORY

Whether your character's in the market for an exotic weapon, a new pet, or an unusual alchemical item to help in exploring old tombs, this book has it covered. *Adventurer's Armory* is the go-to sourcebook for supplementing your character's gear; all of the items are nonmagical and most of them are priced low enough that even 1st-level heroes can afford them! Choose from new weapons and armor, alchemical items, skill aids and class-specific items, poisons and black market goods, adventurer favorites like bladed boots and spring-loaded wrist sheaths, and more!

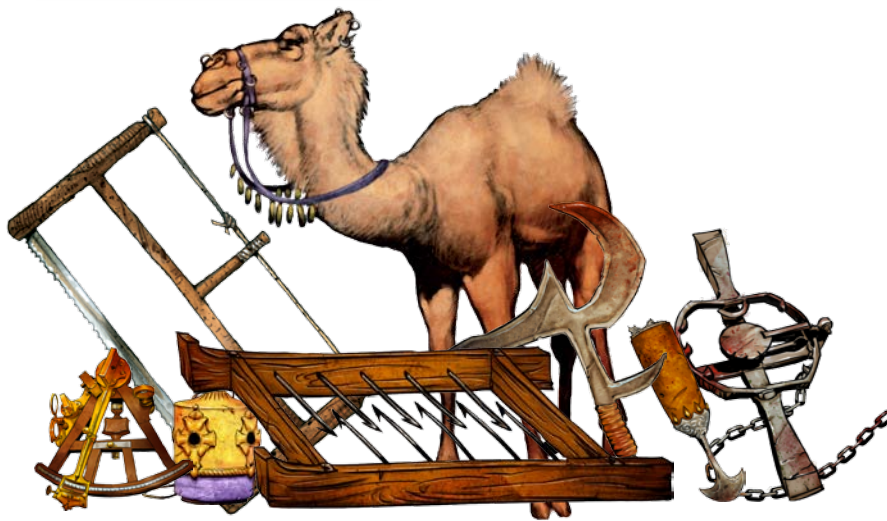
### ADVENTURER'S ARMORY

ISBN

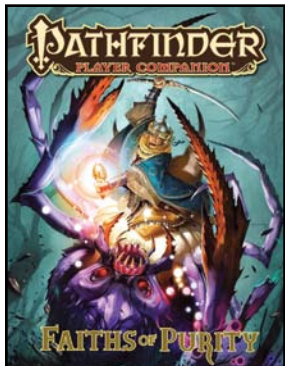
978-1-60125-222-7

PZO9410

\$10.99





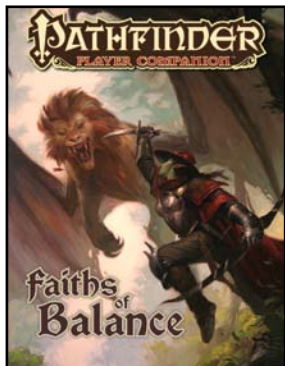


## FAITHS OF PURITY

This handy guide to the good gods of the Pathfinder world covers everything a worshiper needs to know to properly venerate his deity, from the god's background and history to the religion's sacred rituals, taboos, and organizations. New religion-specific character traits and equipment give a player's-eye view to the value of being on the side of righteousness.

### FAITHS OF PURITY

ISBN	978-1-60125-314-9
PZO9416	\$10.99

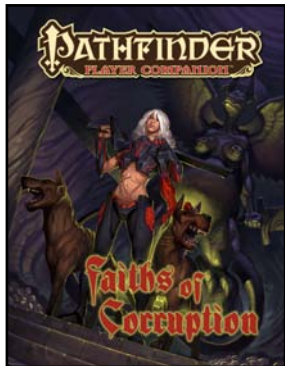


## FAITHS OF BALANCE

Between good and evil dwell some of the most interesting and involved gods of the Pathfinder world, from stern Abadar, god of cities, to vengeful Calistria, goddess of lust and revenge. This player-focused guide provides details on the history, dogma, and religious practices of those who follow deities who walk between darkness and light.

### FAITHS OF BALANCE

ISBN	978-1-60125-316-3
PZO9418	\$10.99

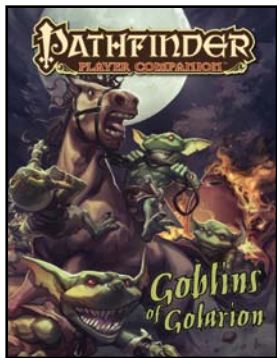


## FAITHS OF CORRUPTION

Learn the hideous secrets and vile rituals of Golarion's most evil cults, from the lord of all devils Asmodeus to the apocalyptic monstrosity of Rovagug. *Faiths of Corruption* presents a player-friendly overview of the evil-aligned religions and faiths of the Pathfinder campaign setting, along with new rules and information to help players customize pious characters in both flavor and mechanics.

### FAITHS OF CORRUPTION

ISBN	978-1-60125-375-0
PZO9420	\$10.99

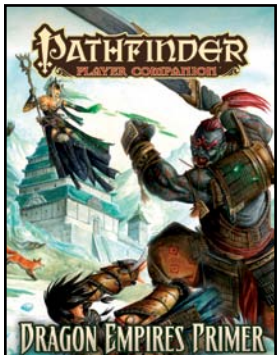


## GOBLINS OF GOLARION

Unleash the homicidal hijinks of Golarion's most maniacal menaces with this guide to all things goblin. Infamous for their unpredictable attacks, catchy raiding songs, and fear of horses, goblins blend mischief and murderousness like no other monsters. Now you can join in the quirky carnage with everything you need to know about goblins, whether you plan to do battle against their unpredictable tribes, or lead them as a goblin hero!

### GOBLINS OF GOLARION

ISBN 978-1-60125-362-0  
PZO9419 \$10.99

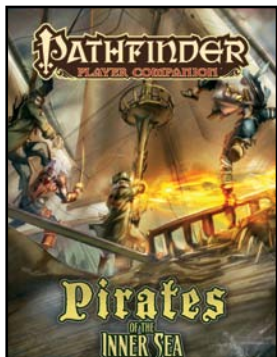


## DRAGON EMPIRES PRIMER

Enter the mystical land of Tian Xia—the Dragon Empires—a new realm for players to explore. Player-friendly descriptions of more than two-dozen nations, new traits for each, details on five new character races (the birdlike tengu, the shapechanging foxlike kitsune, the shadow-wreathed wayang, the reptilian nagaji, and the spirit-bound samsaran), notes on local religions, new Asia-inspired archetypes, feats and martial arts styles, magic items, spells, and a system to track honor and dishonor provide numerous exciting character options.

### DRAGON EMPIRES PRIMER

ISBN 978-1-60125-386-6  
PZO9421 (DECEMBER 2011) \$10.99

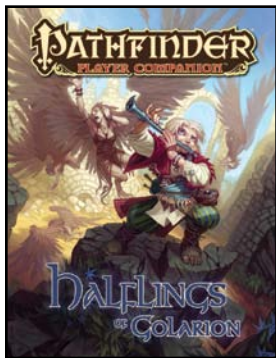


## PIRATES OF THE INNER SEA

Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region. Pirate-themed archetypes, new spells and magic and feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book! (Perfect for use with the Skull & Shackles Adventure Path!)

### PIRATES OF THE INNER SEA

ISBN 978-1-60125-405-4  
PZO9422 (FEBRUARY 2012) \$10.99

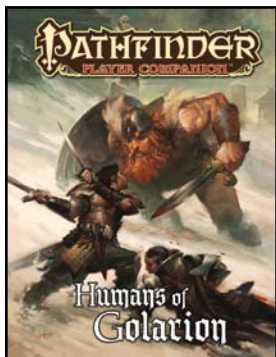


## HALFLINGS OF GOLARION

At once hard working and lackadaisical, comfortable at home but willing to leave in an instant if the right opportunity comes along, halflings are a study in contrasts. And now, at long last, their secrets, culture, beliefs, and lore can be revealed! *Halflings of Golarion* provides players everything they need to play halfling characters, bringing a race that all too often slips into the background front and center!

### HALFLINGS OF GOLARION

ISBN	978-1-60125-278-4
PZO9415	\$10.99



## HUMANS OF GOLARION

Humans guide the destiny of the Pathfinder world as adventurers, politicians, criminals, and kings. Now, for the first time, the Pathfinder Player Companion delves into the history, culture, and ambitions of Golarion's humans, from the near-extinct Azlanti and the decadent Taldans to the proud, primitive Kellids and Mwangi. New human-focused character traits and rules for near-human gillmen and half-breeds round out this definitive guide.

### HUMANS OF GOLARION

ISBN	978-1-60125-315-6
PZO9417	\$10.99



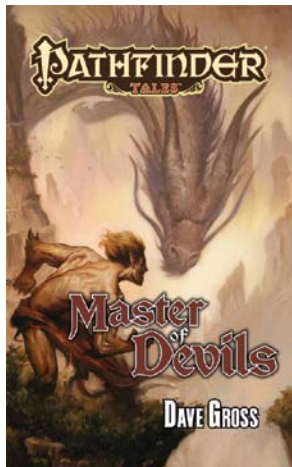
## ORCS OF GOLARION

Orcs are among the oldest enemies of civilization, their howling hordes beaten back time and again by the forces of light. Yet in addition to being depraved raiders, orcs are also a civilization unto themselves, with a war-torn history stretching back before the Age of Darkness. This guide contains everything you need to know about playing (or vanquishing) one of these savage warriors, as well as the outcast half-orc spawn who straddle the line between the worlds of order and chaos.

### ORCS OF GOLARION

ISBN	978-1-60125-256-2
PZO9413	\$10.99

Draw your sword and charge forth into a world of adventure with Pathfinder Tales, official novels that further explore the fascinating world of the Pathfinder Roleplaying Game. Within the pages of these mass-market paperback novels, the fantastical world of Golarion comes to life as never before, exploding with wild tales of sword and sorcery from the genre's master storytellers.



## MASTER OF DEVILS

On a mysterious errand for the Pathfinder Society, Count Varian Jeggare and his hellspawn bodyguard Radovan journey to the distant land of Tian Xia, on the far side of the world. When disaster forces him to take shelter in a warrior monastery, “Brother” Jeggare finds himself competing with the temple’s disciples as he unravels a royal mystery. Meanwhile, Radovan—trapped in the body of a devil and held hostage by the legendary Quivering Palm attack—must serve a twisted master by defeating the land’s deadliest champions and learning the secret of slaying an immortal foe. Together the two companions must take the lead in an ancient conflict that will carry them through an exotic land, all the way to the Gates of Heaven and Hell and a final confrontation with the nefarious Master of Devils!

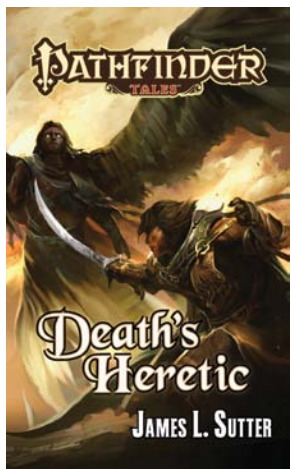
**MASTER OF DEVILS** By Dave Gross

ISBN

978-1-60125-357-6

PZO8505

\$9.99



## DEATH'S HERETIC

In the desert nation of Thuvia, a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant’s successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter occult investigator Salim Ghadafar, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There’s only one problem: The investigation is being financed by the dead merchant’s stubborn and aristocratic daughter. And she wants to go with him.

**DEATH'S HERETIC** By James L. Sutter

ISBN

978-1-60125-369-9

PZO8506 (NOVEMBER 2011)

\$9.99



## SONG OF THE SERPENT

To an experienced thief like Krunzle the Quick, the merchant nation of Druma is full of treasures just waiting to be liberated. Yet when the fast-talking scoundrel gets caught stealing from one of the most powerful prophets of Kalistrade, the only option is to undertake a dangerous mission to recover the merchant-lord's runaway daughter—and the magical artifact she took with her. Armed with an arsenal of decidedly unhelpful magical items and chaperoned by an intelligent snake necklace happy to choke him into submission, Krunzle must venture far from the cities of the merchant utopia and into a series of adventures that will make him a rich man—or a corpse.

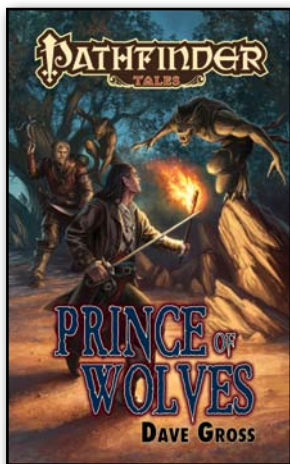
**SONG OF THE SERPENT** By Hugh Matthews  
 ISBN 978-1-60125-388-0  
 PZO8507 (FEBRUARY 2012) \$9.99



## CITY OF THE FALLEN SKY

Once a student of alchemy with the dark scholars of the Technic League, Alaeon fled their arcane order when his conscience got the better of him, taking with him a few strange devices of unknown function. Now in hiding in a distant city, he's happy to use his skills creating minor potions and wonders—at least until the back-alley rescue of an adventurer named Jaya lands him in trouble with a powerful crime lord. In order to keep their heads, Alaeon and Jaya must travel across wide seas and steaming jungles in search of a wrecked flying city and the magical artifacts that can buy their freedom. Yet the Technic League hasn't forgotten Alaeon's betrayal, and an assassin armed with alien weaponry is hot on their trail...

**CITY OF THE FALLEN SKY** By Tim Pratt  
 ISBN 978-1-60125-418-4  
 PZO8508 (MAY 2012) \$9.99



## PRINCE OF WOLVES

By Dave Gross

For half-elven Pathfinder Varian Jeggare and his devil-blooded bodyguard Radovan, things are rarely as they seem. Yet not even the notorious crime-solving duo is prepared for what they find when a search for a missing Pathfinder takes them into the gothic and mist-shrouded mountains of Ustalav. Beset on all sides by noble intrigue, mysterious locals, and the deadly creatures of the night, Varian and Radovan must use both sword and spell to track the strange rumors to their source and uncover a secret of unimaginable proportions, aided in their quest by a pack of sinister werewolves and a mysterious mute priestess. But it'll take more than merely solving the mystery to finish this job. For shadowy figures have taken note of the pair's investigations, and the forces of darkness are set on making sure neither man gets out of Ustalav alive...

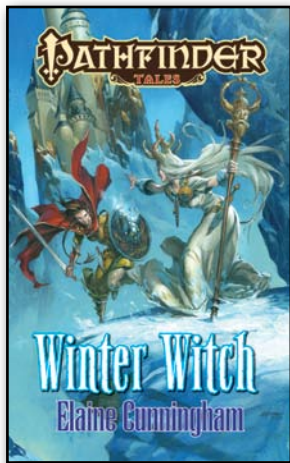
### PRINCE OF WOLVES

ISBN

978-1-60125-287-6

PZO8502

\$9.99



## 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 Declan, 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?

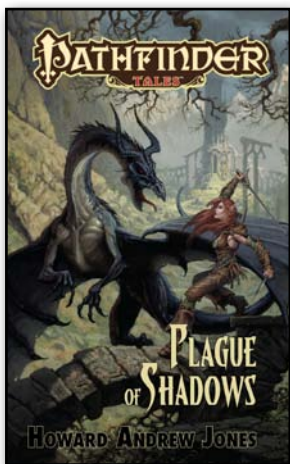
### WINTER WITCH

ISBN

978-1-60125-286-9

PZO8501

\$9.99



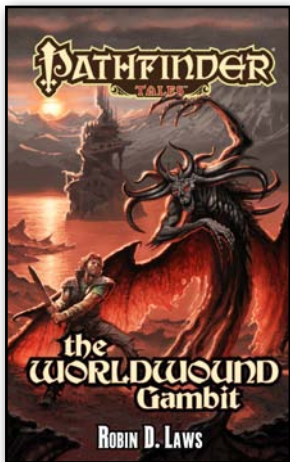
## PLAGUE OF SHADOWS

By Howard Andrew Jones

The race is on to free Lord Stelan from the grip of a wasting curse, and only his old half-elf mercenary companion Elyana has the wisdom—and swordcraft—to solve the mystery of his tormentor and free her old friend before three days have passed and the illness takes its course. When the villain turns out to be another of their former companions, the half-elf sets out with a team of adventurers across the revolution-wracked nation of Galt and the treacherous Five Kings Mountains to discover the key to Stelan's salvation in a lost valley warped by weird magical energies and inhabited by terrible nightmare beasts.

### PLAGUE OF SHADOWS

ISBN	978-1-60125-291-3
PZO8503	\$9.99



## THE WORLDWOUND GAMBIT

By Robin D. Laws

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?

### THE WORLDWOUND GAMBIT

ISBN	978-1-60125-327-9
PZO8504	\$9.99



## DIVINE YOUR FUTURE! LOSE YOUR SHIRT! ALL IN ONE BOX!

The *Harrow* deck has long been a sacred tool of Varisian fortune-tellers in the Pathfinder campaign setting. In skilled hands, the *Harrow* deck can predict crop results, divine the gender of your unborn child, or give hints about your immediate future. In unskilled hands, the *Harrow* deck is a sacrilegious gambling game—a cutthroat diversion for ruffians in every port to lose their hard-earned fortunes.

This beautiful accessory can be used to add fortune-telling depth to any fantasy campaign, and is especially useful in conjunction with the Carrion Crown Adventure Path and the Pathfinder Module *The Harrowing*, which include tips on incorporating the *Harrow* deck into play.

*Harrow* is also a standalone card game designed by Jason Bulmahn and Mike Selinker for use inside or outside the Pathfinder campaign setting. *Harrow* is lavishly illustrated by Kyle Hunter, the artist behind *Downer: Wandering Monster*, the Paizo Comics compilation of Hunter's original *Downer* comics from *DUNGEON*® magazine.

### HARROW DECK

ISBN

978-1-60125-124-4

PZO9200

\$15.99



## PATHFINDER DICE

Paizo Publishing and Q-Workshop are proud to present 100% official Pathfinder Dice! Each masterfully crafted set contains a beautiful special design, with different varieties for each of Paizo's popular Adventure Path campaigns!



### KINGMAKER

Cast in forest green with woodland designs etched in silver, these dice will help you seize and defend your kingdom!

#### KINGMAKER DICE

ISBN 978-1-60125-346-0 (HOBBY ONLY)  
QWSSPAT34 \$12.00

### LEGACY OF FIRE

Cast in yellow and adorned with red desert-themed designs and numbers, these dice are the answer to all of your wishes.

#### LEGACY OF FIRE DICE

ISBN 978-1-60125-328-6 (HOBBY ONLY)  
QWSSPAT31 \$12.00



### SECOND DARKNESS

Cast in deep blue and adorned with spiderwebs and dark elf glyphs, these dice are sure to bring light to your benighted quest.



#### SECOND DARKNESS DICE

ISBN 978-1-60125-171-8 (HOBBY ONLY)  
QWSSPAT24 \$12.00

<b>Council of Thieves Dice</b>	978-1-60125-345-3 (HOBBY ONLY)	QWSSPAT04	\$12.00
<b>Curse of the Crimson Throne Dice</b>	978-1-60125-156-5 (HOBBY ONLY)	QWSSPAT23	\$12.00
<b>Rise of the Runelords Dice</b>	978-1-60125-154-1 (HOBBY ONLY)	QWSSPAT18	\$12.00

# GAMEMASTERY®

## MASTER YOUR GAME!

GameMastery cards, maps, and accessories give you the tools you need to take control of your game, whether you're running a campaign as a Game Master or on the other side of the screen as a player. Selected and developed by Paizo's award-winning game design staff, GameMastery products combine the best art and production values with table-tested time-savers and idea generators that bring a vorpal edge to your campaigns!

Many GameMastery products contain few or no game rules, making them appropriate for use in any fantasy roleplaying game.



## 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

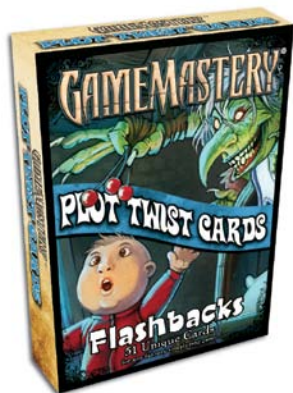
### GAMEMASTERY COMBAT PAD: EXTRA MAGNET PACK

(HOBBY ONLY)  
PZOOMS1001 \$7.95



## CARDS

Paizo's GameMastery Cards provide GMs with the tools they need to run more organized and exciting games. Item Cards and Face Cards feature a beautiful full-color illustration of an item or character on one side, with a text description and room for notes on the opposite side. Additional decks summarize key rules, simulate thrilling chases, or add new dimensions to RPG play.

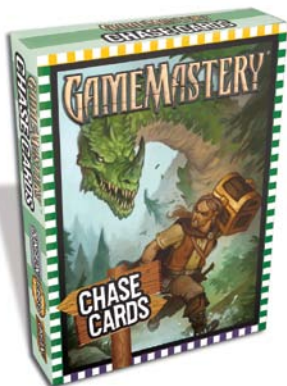


### PLOT TWIST CARDS: FLASHBACKS

The past is what you make it with GameMastery Plot Twist Cards: *Flashbacks!* Select a Plot Twist card and reveal secret talents and remembered lessons drawn from a character's past. Each of the deck's 51 cards presents a different event or life lesson that the GM and players, working together, can weave into the game's narrative, as well as related rules effects. With Plot Twist Cards: *Flashbacks*, everyone can help tell the story and bring their characters' pasts into the present.

#### PLOT TWIST CARDS: FLASHBACKS

ISBN 978-1-60125-383-5  
PZO3021 (DECEMBER 2011) \$10.99

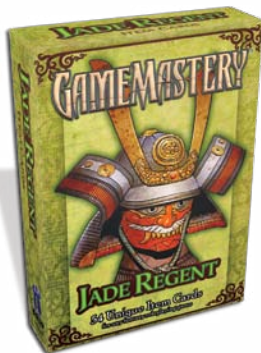
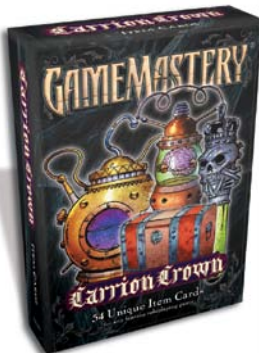


### CHASE CARDS

Whether you're on the run or in hot pursuit, *Chase Cards* make hectic sprints about more than just movement speeds. This beautifully illustrated deck of 51 full-color cards gives you a new way to run chases and races in your Pathfinder Roleplaying Game adventures. Each card presents an obstacle in one of three classic adventure settings—a bustling city, a tangled forest, or a deadly dungeon—challenging heroes to overcome or fall behind. Get in the race with *Chase Cards* and don't get left in the dust!

#### CHASE CARDS

ISBN 978-1-60125-325-5  
PZO3018 (SEPTEMBER 2011) \$10.99

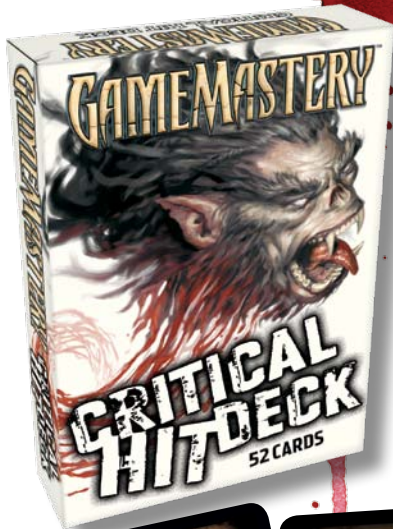


Chase Cards Deck (September 2011)	PZO3018	978-1-60125-325-5	\$10.99
Condition Cards Deck	PZO3016	978-1-60125-285-2	\$10.99
Face Cards: Friends & Foes Deck	PZO3010	978-1-60125-210-4	\$10.99
Face Cards: Enemies Deck	PZO3013	978-1-60125-235-7	\$10.99
Face Cards: Urban NPCs Deck	PZO3019	978-1-60125-344-6	\$10.99
Item Cards: Essentials Double Deck	PZO3005	978-1-60125-121-3	\$19.99
Item Cards: Adventure Gear Deck	PZO5004-2	978-1-60125-347-7	\$10.99
Item Cards: Adventure Gear 2 Deck	PZO5007	978-1-60125-070-4	\$9.99
Item Cards: Hero's Hoard Booster Pack	PZO5001-S	978-0-9776778-4-9	\$3.49
Item Cards: Hero's Hoard Display Box	PZO5001-D	978-0-9776778-5-6	\$41.88
Item Cards: Relics of War Booster Pack	PZO5002-S	978-0-9776778-7-0	\$3.49
Item Cards: Relics of War Display Box	PZO5002-D	978-0-9776778-8-7	\$41.88
Item Cards: Dragon's Trove Double Deck	PZO5003	978-1-60125-033-9	\$19.99
Item Cards: Elements of Power Deck	PZO5005	978-1-60125-061-2	\$9.99
Item Cards: Wondrous Treasure Deck	PZO3007	978-1-60125-146-6	\$9.99
Item Cards: Weapons Locker Deck	PZO3011	978-1-60125-212-8	\$10.99
Item Cards: Rise of the Runelords Deck	PZO5006	978-1-60125-069-8	\$9.99
Item Cards: Curse of the Crimson Throne Deck	PZO5008	978-1-60125-103-9	\$9.99
Item Cards: Second Darkness Deck	PZO9203	978-1-60125-126-8	\$9.99
Item Cards: Legacy of Fire Deck	PZO3008	978-1-60125-176-3	\$10.99
Item Cards: Council of Thieves Deck	PZO3009	978-1-60125-193-0	\$10.99
Item Cards: Kingmaker Deck	PZO3012	978-1-60125-231-9	\$10.99
Item Cards: Serpent's Skull Deck	PZO3015	978-1-60125-263-0	\$10.99
Item Cards: Carrion Crown Deck	PZO3017	978-1-60125-321-7	\$10.99
Item Cards: Jade Regent Deck (October 2011)	PZO3020	978-1-60125-364-4	\$10.99
Item Cards: Skull & Shackles Deck (March 2012)	PZO3022	978-1-60125-407-8	\$10.99
Plot Twist Cards Deck	PZO3014	978-1-60125-262-3	\$10.99
Plot Twist Cards: Flashbacks Deck (December 2011)	PZO3021	978-1-60125-383-5	\$10.99

# CRITICAL HIT DECK

## TIRED OF THE SAME OLD DOUBLE DAMAGE?

Wouldn't you rather chop your opponent's head off in one clean swing or put an arrow through his heart? Paizo presents the GameMastery Critical Hit Deck! Rolled a critical hit? Draw a card and apply the result! Each one of the 52 critical hit cards has four different results based on weapon type, all compatible with the Pathfinder RPG and the 3.5 edition of the world's oldest fantasy roleplaying game. Chop off a limb, slice through a tendon, poke out an eye—crushing your enemy has never been this fun!



### GAMEMASTERY CRITICAL HIT DECK

ISBN

978-1-60125-195-4

PZO3001-2

\$10.99



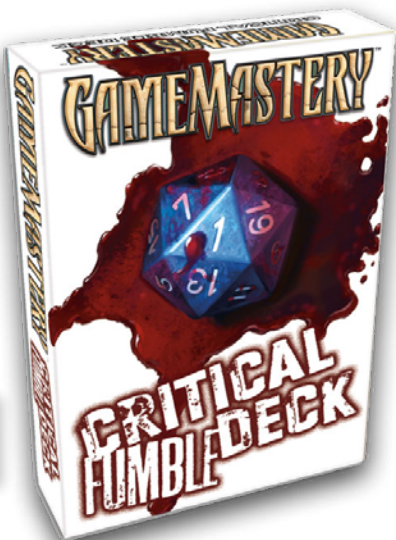
# CRITICAL FUMBLE DECK

## ADD A LITTLE MAYHEM TO YOUR GAME

The GameMastery *Critical Fumble Deck* is the sequel to the popular GameMastery *Critical Hit Deck* and is designed to balance out the system, allowing both minor and major mishaps to occur during combat. The *Critical Fumble Deck* consists of 52 full-color standard-sized cards, ready to use out of the box with the enclosed rules. The gory, often comical cards in this set are compatible with the Pathfinder RPG and the 3.5 edition of the world's oldest roleplaying game.

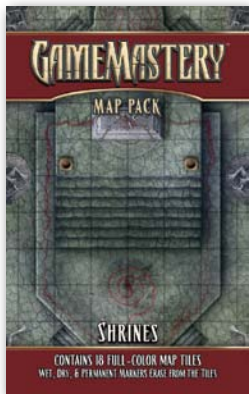
### GAMEMASTERY CRITICAL FUMBLE DECK

ISBN 978-1-60125-236-4  
PZO3004-2 \$10.99



## MAP PACKS

Got a big fight coming up in the local tavern or an ambush in the middle of the forest? GameMastery Map Packs give you 18 full-color, miniatures-scaled 5 in. x 8 in. map tiles that can be arranged to create a multitude of exciting encounters. Every good Game Master knows: you can never have too many maps!





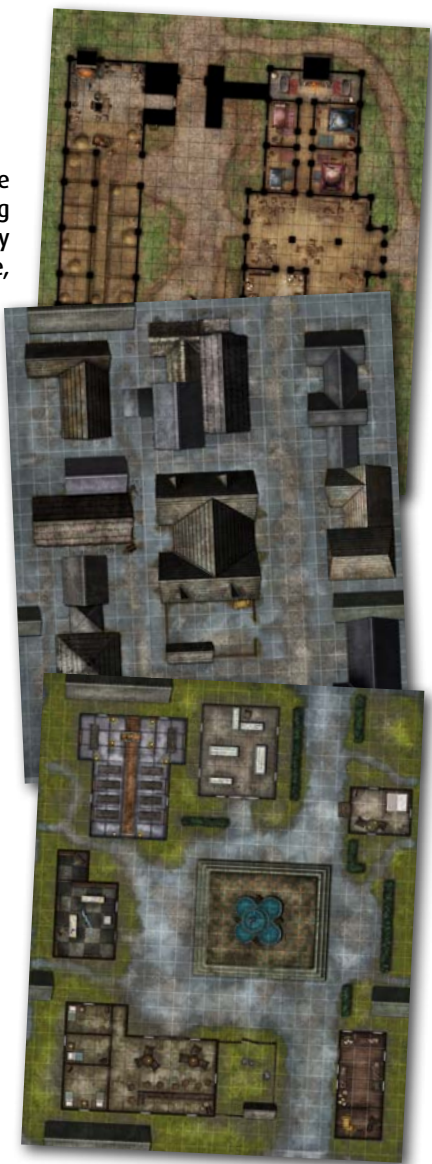


Map Pack: City	PZO4006	978-1-60125-023-0	\$12.95
Map Pack: Campsites	PZO4007	978-1-60125-024-7	\$12.95
Map Pack: Sewers	PZO4008	978-1-60125-032-2	\$12.99
Map Pack: Temples	PZO4009	978-1-60125-058-2	\$12.99
Map Pack: Inns	PZO4010	978-1-60125-064-3	\$12.99
Map Pack: Tournament	PZO4011	978-1-60125-065-0	\$12.99
Map Pack: Ruins	PZO4012	978-1-60125-066-7	\$12.99
Map Pack: Slums	PZO4013	978-1-60125-067-4	\$12.99
Map Pack: Caverns	PZO4014	978-1-60125-068-1	\$12.99
Map Pack: Caravan	PZO4015	978-1-60125-114-5	\$12.99
Map Pack: Elven City	PZO4016	978-1-60125-132-9	\$12.99
Map Pack: Ancient Forest	PZO4017	978-1-60125-134-3	\$12.99
Map Pack: Waterfront	PZO4018	978-1-60125-162-6	\$12.99
Map Pack: Farmstead	PZO4019	978-1-60125-164-0	\$12.99
Map Pack: Wizard's Tower	PZO4020	978-1-60125-181-7	\$12.99
Map Pack: Town	PZO4021	978-1-60125-192-3	\$12.99
Map Pack: Extradimensional Spaces	PZO4022	978-1-60125-209-8	\$12.99
Map Pack: Jungle	PZO4023	978-1-60125-213-5	\$12.99
Map Pack: Lairs	PZO4024	978-1-60125-228-9	\$12.99
Map Pack: Boats & Ships	PZO4025	978-1-60125-230-2	\$12.99
Map Pack: Swallowed Whole	PZO4026	978-1-60125-260-9	\$12.99
Map Pack: Hellscares	PZO4027	978-1-60125-261-6	\$12.99
Map Pack: Shops	PZO4028	978-1-60125-283-8	\$12.99
Map Pack: Ambush Sites	PZO4029	978-1-60125-284-5	\$12.99
Map Pack: Dungeon Sites	PZO4030	978-1-60125-320-0	\$12.99
Map Pack: Crypts	PZO4031	978-1-60125-323-1	\$12.99
Map Pack: Magic Academy	PZO4032	978-1-60125-326-2	\$12.99
Map Pack: Shrines	PZO4033	978-1-60125-363-7	\$12.99
Map Pack: Mines (October 2011)	PZO4034	978-1-60125-376-7	\$12.99
Map Pack: Palace (December 2011)	PZO4035	978-1-60125-387-3	\$12.99
Map Pack: Ship's Cabins (February 2012)	PZO4036	978-1-60125-406-1	\$12.99
Map Pack: Lost Island (April 2012)	PZO4037	978-1-60125-414-6	\$12.99

## FLIP-MATS™

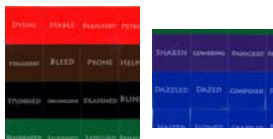
On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Portable, durable, and affordable, GameMastery Flip-Mats measure 24 in. x 30 in. unfolded, and 8 in. x 10 in. folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker.

Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy clean-up are just a Flip away?





<b>Flip-Mat: Basic</b>	PZOSQW30024	978-1-60125-155-8	\$12.99
<b>Flip-Mat: Mountain Pass</b>	PZOSQW30018	978-1-60125-096-4	\$12.99
<b>Flip-Mat: River Crossing</b>	PZOSQW30019	978-1-60125-097-1	\$12.99
<b>Flip-Mat: Cathedral</b>	PZOSQW30020	978-1-60125-098-8	\$12.99
<b>Flip-Mat: Keep</b>	PZOSQW30021	978-1-60125-113-8	\$12.99
<b>Flip-Mat: Darklands</b>	PZOSQW30022	978-1-60125-123-7	\$12.99
<b>Flip-Mat: Desert</b>	PZOSQW30023	978-1-60125-133-6	\$12.99
<b>Flip-Mat: Theater</b>	PZOSQW30025	978-1-60125-158-9	\$12.99
<b>Flip-Mat: Dragon's Lair</b>	PZOSQW30026	978-1-60125-163-3	\$12.99
<b>Flip-Mat: Waterfront Tavern</b>	PZOSQW30027	978-1-60125-175-6	\$12.99
<b>Flip-Mat: Dungeon</b>	PZOSQW30028	978-1-60125-187-9	\$12.99
<b>Flip-Mat: Arena</b>	PZOSQW30029	978-1-60125-208-1	\$12.99
<b>Flip-Mat: Pathfinder Lodge</b>	PZOSQW30030	978-1-60125-211-1	\$12.99
<b>Flip-Mat: Bandit Outpost</b>	PZOSQW30031	978-1-60125-227-2	\$12.99
<b>Flip-Mat: Swamp</b>	PZOSQW30032	978-1-60125-232-6	\$12.99
<b>Flip-Mat: Prison</b>	PZOSQW30033	978-1-60125-259-3	\$12.99
<b>Flip-Mat: Pirate Island</b>	PZOSQW30034	978-1-60125-265-4	\$12.99
<b>Flip-Mat: Forest</b>	PZOSQW30035	978-1-60125-281-4	\$12.99
<b>Flip-Mat: City Streets</b>	PZOSQW30036	978-1-60125-282-1	\$12.99
<b>Flip-Mat: Village Square</b>	PZOSQW30037	978-1-60125-319-4	\$12.99
<b>Flip-Mat: Necropolis</b>	PZOSQW30038	978-1-60125-322-4	\$12.99
<b>Flip-Mat: Country Inn</b>	PZOSQW30039	978-1-60125-324-8	\$12.99
<b>Flip-Mat: Haunted Dungeon</b>	PZOSQW30040	978-1-60125-356-9	\$12.99
<b>Flip-Mat: Monastery</b> (September 2011)	PZOSQW30041	978-1-60125-368-2	\$12.99
<b>Flip-Mat: Warehouse</b> (November 2011)	PZOSQW30042	978-1-60125-382-8	\$12.99
<b>Flip-Mat: Pirate Ship</b> (January 2012)	PZOSQW30043	978-1-60125-402-3	\$12.99
<b>Flip-Mat: Urban Tavern</b> (March 2012)	PZOSQW30044	978-1-60125-411-5	\$12.99
<b>Flip-Mat: Watch Station</b> (May 2012)	PZOSQW30045	978-1-60125-417-7	\$12.99



## GAMEMASTERY PATHFINDER RPG CONDITION TOKENS

Have trouble keeping track of which conditions are on your character? Grab a set of Pathfinder RPG *Condition Tokens* and put an end to the confusion. These 1"-square laser-etched acrylic tokens fit neatly under all standard gaming miniatures. Each set includes the following 28 double-sided tokens, 2 of each:

Dying/Stable, Paralyzed/Petrified, Staggered/  
Bleed, Prone/Helpless, Stunned/Unconscious,  
Deafened/Blinded, Nauseated/Sickened,  
Fatigued/Exhausted, Shaken/Cowering,  
Panicked/Frightened, Dazzled/Dazed, Confused/  
Disabled, Hasted/Slowed, Grappled/Pinned.

### GAMEMASTERY PATHFINDER RPG CONDITION TOKENS

ISBN 978-1-60125-295-1  
PZOLTK0004 \$19.99 (HOBBY ONLY)

## GAMEMASTERY FIGURE FLIGHT STAND PACK

Take your characters to new heights of adventure with this set of 2 clear acrylic multi-part stands designed to represent flying or levitating creatures in any tabletop RPG! Each stand is 60mm tall, with a special cutout designed to accept 25–30mm/1-inch round bases. The bottom platform of each stand can double as a die tray to show the current elevation of each creature, or as a place for another figure standing in the same space.



**GAMEMASTERY FIGURE FLIGHT STAND PACK**  
ISBN 978-1-60125-294-4  
PZOLTK0003 \$5.99 (HOBBY ONLY)



## GAMEMASTERY INVISIBLE CHARACTER PACK

Keep track of invisible characters with this set of clear acrylic silhouettes designed to work with standard gaming miniatures. With 10 different designs representing a variety of characters and creatures, you'll have enough to handle an entire adventuring party—and maybe some enemies, too! Set includes halfling, gnome, dwarf, demonkin, dragonkin, rogue, ranger, fighter, cleric, and wizard.

**GAMEMASTERY INVISIBLE CHARACTER PACK**  
ISBN 978-1-60125-292-0  
PZOLTK0001 \$9.99 (HOBBY ONLY)



## GAMEMASTERY TORCH BEARER PACK

Who's got the torch? Keep track of your party's light sources with this set of 3 multi-part clear acrylic markers. Each stand snugly fits a standard 25mm or 1-inch round miniature base.

**GAMEMASTERY TORCH BEARER PACK**  
ISBN 978-1-60125-293-7  
PZOLTK0002 \$4.99 (HOBBY ONLY)



## GAMEMASTERY CAMPAIGN COINS

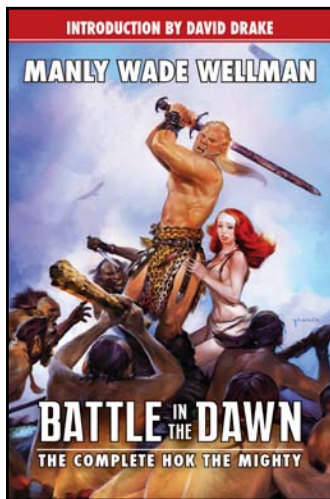
Add real change to your game with GameMastery Campaign Coins—actual minted coins perfect for use with any fantasy roleplaying game!

Campaign Coins offer a high-quality “real-feel” fantasy game monetary system with actual metal coins representing the different metals and denominations commonly found in popular gaming systems. So much more immersive than conventional “pen & paper”

recording of your hard-earned loot, Campaign Coins create more opportunities for creative roleplaying as you actually hand over cash at your local tavern, bribe a town guard to look the other way, or pay passage to the next exotic port!

GameMastery Campaign Coins come in a wide variety of shapes, sizes, and denominations, from copper pocket change to high-value trade bars. Start gathering your hoard today!

Copper (1, 2, 5)	PZOKCGGENC1	978-1-60125-237-1	\$11.99
Copper (10, 50, 100)	PZOKCGGENC2	978-1-60125-238-8	\$11.99
Silver (1, 2, 5)	PZOKCGGENS1	978-1-60125-239-5	\$11.99
Silver (10, 50, 100)	PZOKCGGENS2	978-1-60125-240-1	\$11.99
Gold (1, 2, 5)	PZOKCGGENG1	978-1-60125-241-8	\$11.99
Gold (10, 50, 100)	PZOKCGGENG2	978-1-60125-242-5	\$11.99
Platinum (1, 2, 5)	PZOKCGGENP1	978-1-60125-243-2	\$11.99
Platinum (10, 50, 100)	PZOKCGGENP2	978-1-60125-244-9	\$11.99
Trade Bars (1, 2, 5)	PZOKCGTBG1	978-1-60125-296-8	\$12.99
Trade Bars (10, 20, 50)	PZOKCGTBG2	978-1-60125-297-5	\$13.99
Trade Bars (100, 500, 1000)	PZOKCGTBG3	978-1-60125-298-2	\$14.99



## **BATTLE IN THE DAWN: THE COMPLETE HOK THE MIGHTY**

BY MANLY WADE WELLMAN  
INTRODUCTION BY DAVID DRAKE

In the 1930s, the influential *Amazing Stories* magazine 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, Hok struck a chord with *Amazing's* readers, and several additional tales followed, taking Hok through the prehistory of mankind to battle savage cavemen, explore the lost city of Atlantis, discover new technology, and chart a new destiny for humanity. For the first time ever, this complete authorized collection of all of Hok's tales rises from prehistory to enthrall a new generation of readers!

### **BATTLE IN THE DAWN: THE COMPLETE HOK THE MIGHTY**

ISBN	978-1-60125-289-0
PZO8030	\$15.99



## **HUNT THE SPACE-WITCH: SEVEN ADVENTURES IN TIME AND SPACE**

BY ROBERT SILVERBERG  
WITH A NEW INTRODUCTION BY THE AUTHOR

Between 1956 and 1958, science fiction legend Robert 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. *Hunt the Space-Witch* 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!*

### **HUNT THE SPACE-WITCH: SEVEN ADVENTURES IN TIME AND SPACE**

ISBN	978-1-60125-329-3
PZO8031	\$15.99



## THE PLANET KILLERS: THREE NOVELS OF THE SPACEWAYS

BY ROBERT SILVERBERG

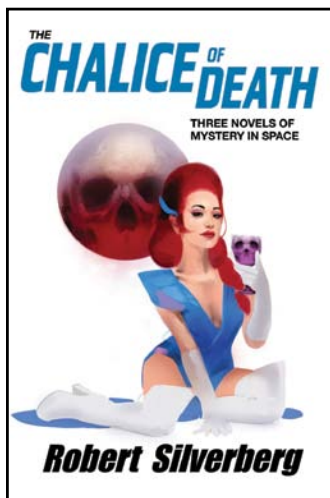
WITH A NEW INTRODUCTION BY THE AUTHOR

Three classic science fiction novels from Grand Master Robert Silverberg return to print for the first time in more than 40 years! These never-reprinted tales originally appeared in the influential Ace Double novel series, and represent a future multiple Hugo and Nebula Award-winning author bridging the explosive science fiction adventures of the early pulps with more introspective themes of the new wave that swept sci-fi in the 1960s. Includes three full-length novels: *The Planet Killers*, *The Plot Against Earth*, and *One of Our Asteroids is Missing*, classic tales of interstellar mystery and espionage thick with exciting science fiction action, marvelous big ideas, and tight, imaginative plots.

THE PLANET KILLERS:

THREE NOVELS OF THE SPACEWAYS

ISBN 978-1-60125-366-1  
PZO8032 (SEPTEMBER 2011) \$15.99



## THE CHALICE OF DEATH: THREE NOVELS OF MYSTERY IN SPACE

BY ROBERT SILVERBERG

WITH A NEW INTRODUCTION BY THE AUTHOR

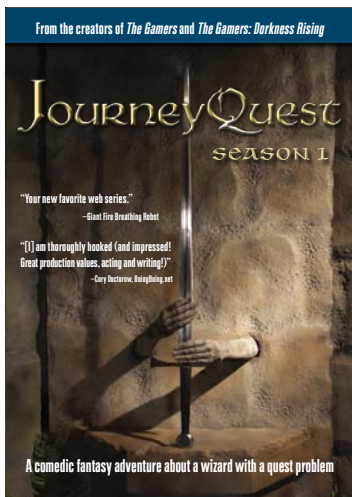
Three complete novels of mystery in space explode back into print for the first time in decades in this thrilling new collection! These extremely scarce tales originally appeared in the legendary Ace Double novel series, and represent some of the earliest book-length classics from a future multiple Hugo and Nebula Award-winning author. Includes *The Chalice of Death*, *Starhaven*, and *Shadow on the Stars*, three novel-length tales of lost planets, pirate satellites, and experiments in time that helped to establish Robert Silverberg as a leading name in science fiction!

THE CHALICE OF DEATH:

THREE NOVELS OF MYSTERY IN SPACE

ISBN 978-1-60125-377-4  
PZO8033 (November 2011) \$15.99

# JourneyQuest



## A NEW QUEST BEGINS!

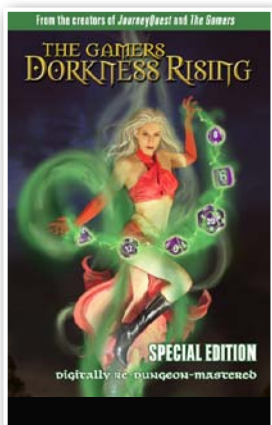
A tale of severely reluctant heroism from the creators of *The Gamers* and *The Gamers 2: Dorkness Rising!* Perf, a wizard of questionable competence, has had enough of this quest. He only wants two things: to win the heart of the elfmaid Nara, and to go home. He can't do the latter until his party finds and destroys an ancient, evil artifact—the legendary Sword of Fighting—and he can't do the former because Nara hates him. Despite his attempts to flee, Perf can't shake his love for Nara, a band of revenge-seeking Orcs, or the Sword of Fighting, which has plans of its own for Perf. His quest isn't ending anytime soon. Onward! This DVD includes seven episodes of the hit web series plus special features, commentaries, outtakes, and more!



JOURNEYQUEST: SEASON 1 DVD  
(HOBBY ONLY)  
PZOZEJQ003

\$19.99



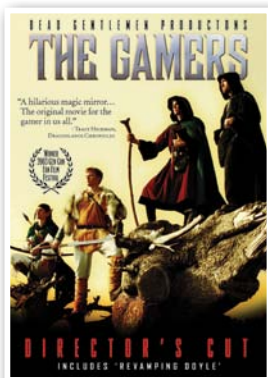


## THE GAMERS RETURN!

Struggling writer Lodge isn't asking for much: he wants his gaming group to finish playtesting his table-top adventure, rather than killing, looting, and debauching his fantasy world. Desperate to save the integrity of his story from the whims of his players' crazy characters—a horny bard, wild sorceress, and cryptic monk—Lodge allows Joanna, Cass's ex-girlfriend, to join the game. With Joanna's help, the group's characters trek deep into the fantasy game world to retrieve the Mask of Death from the evil necromancer Mort Kemnon. Will their choices in the game save their friendships in real life . . . or will Mort Kemnon triumph unopposed?

**THE GAMERS: DORKNESS RISING**  
**SPECIAL EDITION DVD**  
 (HOBBY ONLY)  
 PZOZOEDR001

\$19.99

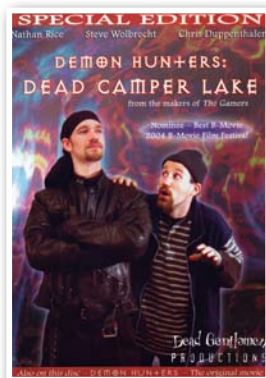


## THE SMASH HIT OF GAMING IS BACK!

The most successful gamer-themed film ever produced returns in a revamped, revised and reissued collector's edition! *The Gamers: Director's Cut* DVD features remastered video, sound and tons of added features!

**THE GAMERS: DIRECTOR'S CUT DVD**  
 (HOBBY ONLY)  
 PZODED100

\$19.95



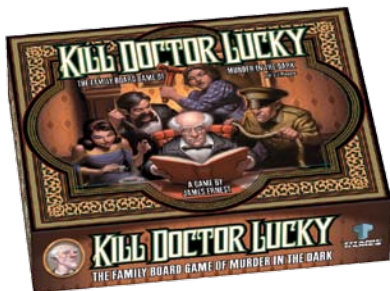
## A DEADLY DEMON RETURNS!

When a demon murders Chris's girlfriend and destroys half of his sleepy college campus, Chris finds himself immersed in a world of supernatural terrors populated by time-traveling gunslingers, coniferous bounty hunters, and the very demon who killed his friends.

**DEMON HUNTERS: DEAD CAMPER LAKE DVD**  
 (HOBBY ONLY)  
 PZODED006

\$19.99

# KILL DOCTOR LUCKY™



*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 978-1-60125-245-6  
PZO5501 \$29.99

# SAVE DOCTOR LUCKY™



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 a 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 978-1-60125-290-6  
PZO5502 \$29.99

## CURRENT TITLES AND BACKLIST

### PATHFINDER ROLEPLAYING GAME

Beginner Box	PZO1119	978-1-60125-372-9	\$34.99
Core Rulebook	PZO1110	978-1-60125-150-3	\$49.99
Bestiary	PZO1112	978-1-60125-183-1	\$39.99
GM Screen	PZO1113	978-1-60125-216-6	\$14.99
GameMastery Guide	PZO1114	978-1-60125-217-3	\$39.99
Advanced Player's Guide	PZO1115	978-1-60125-246-3	\$39.99
Bestiary 2	PZO1116	978-1-60125-268-5	\$39.99
Ultimate Magic	PZO1117	978-1-60125-299-9	\$39.99
Ultimate Combat	PZO1118	978-1-60125-359-0	\$39.99
Bestiary 3	PZO1120	978-1-60125-378-1	\$39.99
Advanced Race Guide	PZO1121	978-1-60125-390-3	\$39.99

### PATHFINDER CAMPAIGN SETTING

Inner Sea World Guide	PZO9226	978-1-60125-269-2	\$49.99
The Inner Sea Poster Map Folio	PZO9228	978-1-60125-271-5	\$19.99
Harrow Deck	PZO9200	978-1-60125-124-4	\$15.99
Rise of the Runelords Map Folio	PZO3003	978-1-60125-094-0	\$14.99
Guide to Korvosa	PZO1106	978-1-60125-078-0	\$17.99
Guide to Darkmoon Vale	PZO1108	978-1-60125-100-8	\$17.99
Curse of the Crimson Throne Map Folio	PZO3006	978-1-60125-116-9	\$14.99
Gods & Magic	PZO9202	978-1-60125-139-8	\$17.99
Into the Darklands	PZO9204	978-1-60125-140-4	\$17.99
Guide to Absalom	PZO9205	978-1-60125-141-1	\$17.99
Second Darkness Map Folio	PZO9206	978-1-60125-157-2	\$14.99
Dragons Revisited	PZO9207	978-1-60125-165-7	\$19.99
Dark Markets (A Guide to Katapesh)	PZO9208	978-1-60125-166-4	\$19.99
The Great Beyond (A Guide to the Multiverse)	PZO9209	978-1-60125-167-1	\$19.99
Dungeon Denizens Revisited	PZO9210	978-1-60125-172-5	\$19.99
Seekers of Secrets (A Guide to the Pathfinder Society)	PZO9211	978-1-60125-178-7	\$19.99
Legacy of Fire Map Folio	PZO9212	978-1-60125-184-8	\$14.99
Book of the Damned 1: Princes of Darkness	PZO9213	978-1-60125-189-3	\$19.99
Cities of Golarion	PZO9214	978-1-60125-200-5	\$19.99
City Map Folio	PZO9215	978-1-60125-201-2	\$15.99
Classic Horrors Revisited	PZO9216	978-1-60125-202-9	\$19.99
Guide to the River Kingdoms	PZO9217	978-1-60125-203-6	\$19.99
Council of Thieves Map Folio	PZO9218	978-1-60125-218-0	\$14.99
Classic Treasures Revisited	PZO9220	978-1-60125-220-3	\$19.99
Faction Guide	PZO9221	978-1-60125-221-0	\$19.99
Mwanga Expanse	PZO9222	978-1-60125-247-0	\$19.99
City of Strangers	PZO9223	978-1-60125-248-7	\$19.99
Kingmaker Poster Map Folio	PZO9224	978-1-60125-249-4	\$15.99
Book of the Damned 2: Lords of Chaos	PZO9225	978-1-60125-250-0	\$19.99
Misfit Monsters Redeemed	PZO9227	978-1-60125-270-8	\$19.99
Lost Cities of Golarion	PZO9229	978-1-60125-272-2	\$19.99
Serpent's Skull Poster Map Folio	PZO9230	978-1-60125-300-2	\$15.99
Rule of Fear (A Guide to Ustalav)	PZO9231	978-1-60125-301-9	\$19.99
Rival Guide	PZO9232	978-1-60125-302-6	\$19.99
Undead Revisited	PZO9233	978-1-60125-303-3	\$19.99
Dungeons of Golarion	PZO9234	978-1-60125-304-0	\$19.99
Pathfinder Society Field Guide	PZO9235	978-1-60125-305-7	\$19.99
Carrion Crown Poster Map Folio	PZO9236	978-1-60125-306-4	\$15.99
Inner Sea Magic	PZO9237	978-1-60125-360-6	\$19.99
Lands of the Linnorm Kings	PZO9238	978-1-60125-365-1	\$19.99
Book of the Damned 3: Horsemen of the Apocalypse	PZO9239	978-1-60125-373-6	\$19.99
Dragon Empires Gazetteer	PZO9240	978-1-60125-379-8	\$19.99
Mythic Monsters Revisited	PZO9241	978-1-60125-384-2	\$19.99
Jade Regent Poster Map Folio	PZO9242	978-1-60125-399-6	\$19.99
Distant Worlds	PZO9243	978-1-60125-403-0	\$19.99
Isles of the Shackles	PZO9244	978-1-60125-408-5	\$19.99
Giants Revisited	PZO9245	978-1-60125-412-2	\$19.99
Lost Kingdoms	PZO9246	978-1-60125-415-3	\$19.99
Skull & Shackles Poster Map Folio	PZO9247	978-1-60125-420-7	\$15.99

### PATHFINDER ADVENTURE PATH

Second Darkness 1 "Shadow in the Sky"	PZO9013	978-1-60125-115-2	\$19.99
Second Darkness 2 "Children of the Void"	PZO9014	978-1-60125-127-5	\$19.99

Second Darkness 3 "The Armageddon Echo"	PZO9015	978-1-60125-128-2	\$19.99
Second Darkness 4 "Endless Night"	PZO9016	978-1-60125-129-9	\$19.99
Second Darkness 5 "A Memory of Darkness"	PZO9017	978-1-60125-130-5	\$19.99
Second Darkness 6 "Descent into Midnight"	PZO9018	978-1-60125-131-2	\$19.99
Legacy of Fire 1 "Howl of the Carrion King"	PZO9019	978-1-60125-159-6	\$19.99
Legacy of Fire 2 "House of the Beast"	PZO9020	978-1-60125-160-2	\$19.99
Legacy of Fire 3 "The Jackal's Price"	PZO9021	978-1-60125-161-9	\$19.99
Legacy of Fire 4 "The End of Eternity"	PZO9022	978-1-60125-173-2	\$19.99
Legacy of Fire 5 "The Impossible Eye"	PZO9023	978-1-60125-179-4	\$19.99
Legacy of Fire 6 "The Final Wish"	PZO9024	978-1-60125-185-5	\$19.99
Council of Thieves 1 "The Bastards of Erebus"	PZO9025	978-1-60125-190-9	\$19.99
Council of Thieves 2 "The Sixfold Trial"	PZO9026	978-1-60125-196-1	\$19.99
Council of Thieves 3 "What Lies in Dust"	PZO9027	978-1-60125-197-8	\$19.99
Council of Thieves 4 "The Infernal Syndrome"	PZO9028	978-1-60125-198-5	\$19.99
Council of Thieves 5 "Mother of Flies"	PZO9029	978-1-60125-199-2	\$19.99
Council of Thieves 6 "The Twice-Damned Prince"	PZO9030	978-1-60125-226-5	\$19.99
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
The Serpent's Skull 1 "Souls for Smuggler's Shiv"	PZO9037	978-1-60125-254-8	\$19.99
The Serpent's Skull 2 "Racing to Ruin"	PZO9038	978-1-60125-273-9	\$19.99
The Serpent's Skull 3 "The City of Seven Spears"	PZO9039	978-1-60125-274-6	\$19.99
The Serpent's Skull 4 "Vaults of Madness"	PZO9040	978-1-60125-275-3	\$19.99
The Serpent's Skull 5 "The Thousand Fangs Below"	PZO9041	978-1-60125-276-0	\$19.99
The Serpent's Skull 6 "Sanctum of the Serpent God"	PZO9042	978-1-60125-307-1	\$19.99
Carrion Crown 1 "The Haunting of Harrowstone"	PZO9043	978-1-60125-308-8	\$19.99
Carrion Crown 2 "Trial of the Beast"	PZO9044	978-1-60125-309-5	\$19.99
Carrion Crown 3 "Broken Moon"	PZO9045	978-1-60125-310-1	\$19.99
Carrion Crown 4 "Wake of the Watcher"	PZO9046	978-1-60125-311-8	\$19.99
Carrion Crown 5 "Ashes at Dawn"	PZO9047	978-1-60125-312-5	\$19.99
Carrion Crown 6 "Shadows of Gallowspire"	PZO9048	978-1-60125-313-2	\$19.99
Jade Regent 1 "The Brinewall Legacy"	PZO9049	978-1-60125-361-3	\$19.99
Jade Regent 2 "Night of Frozen Shadows"	PZO9050	978-1-60125-366-8	\$19.99
Jade Regent 3 "The Hungry Storm"	PZO9051	978-1-60125-374-3	\$19.99
Jade Regent 4 "Forest of Spirits"	PZO9052	978-1-60125-380-4	\$19.99
Jade Regent 5 "Tide of Honor"	PZO9053	978-1-60125-385-9	\$19.99
Jade Regent 6 "The Empty Throne"	PZO9054	978-1-60125-400-9	\$19.99
Skull & Shackles 1 "The Wormwood Mutiny"	PZO9055	978-1-60125-404-7	\$19.99
Skull & Shackles 2 "Raiders of the Fever Sea"	PZO9056	978-1-60125-409-2	\$19.99
Skull & Shackles 3 "Tempest Rising"	PZO9057	978-1-60125-413-9	\$19.99
Skull & Shackles 4 "Island of Empty Eyes"	PZO9058	978-1-60125-416-0	\$19.99
Skull & Shackles 5 "The Price of Infamy"	PZO9059	978-1-60125-421-4	\$19.99
Skull & Shackles 6 "From Hell's Heart"	PZO9060	978-1-60125-422-1	\$19.99

## PATHFINDER PLAYER COMPANION

Second Darkness Player's Guide	PZO9401	978-1-60125-142-8	\$9.99
Osirion, Land of Pharaohs	PZO9403	978-1-60125-144-2	\$9.99
Legacy of Fire Player's Guide	PZO9404	978-1-60125-168-8	\$10.99
Taldor, Echoes of Glory	PZO9405	978-1-60125-169-5	\$10.99
Qadira, Gateway to the East	PZO9406	978-1-60125-180-0	\$10.99
Andoran, Spirit of Liberty	PZO9409	978-1-60125-205-0	\$10.99
Adventurer's Army	PZO9410	978-1-60125-222-7	\$10.99
Sargava	PZO9412	978-1-60125-255-5	\$10.99
Orcs of Golarion	PZO9413	978-1-60125-256-2	\$10.99
Inner Sea Primer	PZO9414	978-1-60125-277-7	\$10.99
Halfings of Golarion	PZO9415	978-1-60125-278-4	\$10.99
Faiths of Purity	PZO9416	978-1-60125-314-9	\$10.99
Humans of Golarion	PZO9417	978-1-60125-315-6	\$10.99
Faiths of Balance	PZO9418	978-1-60125-316-3	\$10.99
Goblins of Golarion	PZO9419	978-1-60125-362-0	\$10.99
Faiths of Corruption	PZO9420	978-1-60125-375-0	\$10.99
Dragon Empires Primer	PZO9421	978-1-60125-386-6	\$10.99
Pirates of the Inner Sea	PZO9422	978-1-60125-405-4	\$10.99

## PATHFINDER MODULES

D1: Crown of the Kobold King	PZO9501	978-1-60125-048-3	\$12.99
W1: Conquest of Bloodsworn Vale	PZO9502	978-1-60125-049-0	\$12.99

D2: Seven Swords of Sin  
 U1: Gallery of Evil  
 J1: Entombed with the Pharaohs  
 E1: Carnival of Tears  
 TC1: Into the Haunted Forest  
 J2: Guardians of Dragonfall  
 U2: Hangman's Noose  
 J3: Crucible of Chaos  
 W2: River into Darkness  
 D3: The Demon Within  
 W3: Flight of the Red Raven  
 LB1: Tower of the Last Baron  
 LB2: Treasure of Chimera Cove  
 D4: Hungry are the Dead  
 J4: The Pact Stone Pyramid  
 S1: Clash of the Kingslayers  
 E2: Blood of Dragonscar  
 J5: Beyond the Vault of Souls  
 Crypt of the Everflame  
 Carrion Hill  
 Masks of the Living God  
 Realm of the Fellnight Queen  
 City of Golden Death  
 From Shore to Sea  
 Curse of the Riven Sky  
 The Witchwar Legacy  
 The Godsmouth Heresy  
 Cult of the Ebon Destroyers  
 Tomb of the Iron Medusa  
 Academy of Secrets  
 The Harrowing  
 The Feast of Ravenmoor  
 The Ruby Phoenix Tournament  
 The Midnight Mirror

## PATHFINDER TALES

Prince of Wolves  
 Winter Witch  
 Plague of Shadows  
 The Worldwound Gambit  
 Master of Devils  
 Death's Heretic  
 Song of the Serpent  
 City of the Fallen Sky

## GAMEMASTERY CARDS & ACCESSORIES

GameMastery Combat Pad  
 Critical Hit Deck  
 Critical Fumble Deck  
 Plot Twist Cards  
 Condition Cards  
 Chase Cards  
 Plot Twist Cards: Flashbacks Deck  
 Face Cards: Friends & Foes Deck  
 Face Cards: Enemies Deck  
 Face Cards: Urban NPCs Deck  
 Item Cards: Essentials Double Deck  
 Item Cards: Adventure Gear Deck  
 Item Cards: Adventure Gear 2 Deck  
 Item Cards: Dragon's Trove Double Deck  
 Item Cards: Elements of Power Deck  
 Item Cards: Rise of the Runelords Deck  
 Item Cards: Curse of the Crimson Throne Deck  
 Item Cards: Second Darkness Deck  
 Item Cards: Wondrous Treasure Deck  
 Item Cards: Legacy of Fire Deck  
 Item Cards: Council of Thieves Deck  
 Item Cards: Weapons Locker Deck  
 Item Cards: Kingmaker Deck  
 Item Cards: The Serpent's Skull Deck

PZO9503 978-1-60125-050-6 \$12.99  
 PZO9504 978-1-60125-051-3 \$12.99  
 PZO9505 978-1-60125-052-0 \$12.99  
 PZO9506 978-1-60125-055-1 \$12.99  
 PZO9500-TC1 978-1-60125-108-4 \$5.00  
 PZO9507 978-1-60125-056-8 \$12.99  
 PZO9508 978-1-60125-073-5 \$12.99  
 PZO9509 978-1-60125-074-2 \$12.99  
 PZO9510 978-1-60125-075-9 \$12.99  
 PZO9511 978-1-60125-076-6 \$12.99  
 PZO9512 978-1-60125-101-5 \$12.99  
 PZO9513 978-1-60125-102-2 \$12.99  
 PZO9514 978-1-60125-119-0 \$12.99  
 PZO9515 978-1-60125-120-6 \$12.99  
 PZO9516 978-1-60125-145-9 \$12.99  
 PZO9517 978-1-60125-125-1 \$12.99  
 PZO9518 978-1-60125-170-1 \$13.99  
 PZO9519 978-1-60125-174-9 \$13.99  
 PZO9520 978-1-60125-186-2 \$13.99  
 PZO9521 978-1-60125-206-7 \$13.99  
 PZO9522 978-1-60125-207-4 \$13.99  
 PZO9523 978-1-60125-224-1 \$13.99  
 PZO9524 978-1-60125-225-8 \$13.99  
 PZO9525 978-1-60125-257-9 \$13.99  
 PZO9526 978-1-60125-258-6 \$13.99  
 PZO9527 978-1-60125-279-1 \$13.99  
 PZO9528 978-1-60125-280-7 \$13.99  
 PZO9529 978-1-60125-317-0 \$13.99  
 PZO9530 978-1-60125-318-7 \$13.99  
 PZO9531 978-1-60125-343-9 \$13.99  
 PZO9532 978-1-60125-355-2 \$13.99  
 PZO9533 978-1-60125-367-5 \$13.99  
 PZO9534 978-1-60125-381-1 \$13.99  
 PZO9535 978-1-60125-401-6 \$13.99

PZO8502 978-1-60125-287-6 \$9.99  
 PZO8501 978-1-60125-286-9 \$9.99  
 PZO8503 978-1-60125-291-3 \$9.99  
 PZO8504 978-1-60125-327-9 \$9.99  
 PZO8505 978-1-60125-357-6 \$9.99  
 PZO8506 978-1-60125-369-9 \$9.99  
 PZO8507 978-1-60125-388-0 \$9.99  
 PZO8508 978-1-60125-418-4 \$9.99

PZOOMS1000-2 978-1-60125-267-8 \$19.99  
 PZO3001-2 978-1-60125-195-4 \$10.99  
 PZO3004-2 978-1-60125-236-4 \$10.99  
 PZO3014 978-1-60125-262-3 \$10.99  
 PZO3016 978-1-60125-285-2 \$10.99  
 PZO3018 978-1-60125-325-5 \$10.99  
 PZO3021 978-1-60125-383-5 \$10.99  
 PZO3010 978-1-60125-210-4 \$10.99  
 PZO3013 978-1-60125-235-7 \$10.99  
 PZO3019 978-1-60125-344-6 \$10.99  
 PZO3005 978-1-60125-121-3 \$19.99  
 PZO5004-2 978-1-60125-347-7 \$10.99  
 PZO5007 978-1-60125-070-4 \$9.99  
 PZO5003 978-1-60125-033-9 \$19.99  
 PZO5005 978-1-60125-061-2 \$9.99  
 PZO5006 978-1-60125-069-8 \$9.99  
 PZO5008 978-1-60125-103-9 \$9.99  
 PZO9203 978-1-60125-126-8 \$9.99  
 PZO3007 978-1-60125-146-6 \$9.99  
 PZO3008 978-1-60125-176-3 \$10.99  
 PZO3009 978-1-60125-193-0 \$10.99  
 PZO3011 978-1-60125-212-8 \$10.99  
 PZO3012 978-1-60125-231-9 \$10.99  
 PZO3015 978-1-60125-263-0 \$10.99

Item Cards: Carrion Crown Deck  
 Item Cards: Jade Regent Deck  
 Item Cards: Skull & Shackles Deck  
 Pathfinder Dice: Rise of the Runelords  
 Pathfinder Dice: Curse of the Crimson Throne  
 Pathfinder Dice: Second Darkness  
 Pathfinder Dice: Legacy of Fire  
 Pathfinder Dice: Kingmaker  
 Pathfinder Dice: Council of Thieves  
 Campaign Coins: Copper (1, 2, 5)  
 Campaign Coins: Copper (10, 50, 100)  
 Campaign Coins: Silver (1, 2, 5)  
 Campaign Coins: Silver (10, 50, 100)  
 Campaign Coins: Gold (1, 2, 5)  
 Campaign Coins: Gold (10, 50, 100)  
 Campaign Coins: Platinum (1, 2, 5)  
 Campaign Coins: Platinum (10, 50, 100)  
 Campaign Coins: Trade Bars (1, 2, 5)  
 Campaign Coins: Trade Bars (10, 20, 50)  
 Campaign Coins: Trade Bars (100, 500, 1,000)  
 Invisible Character Pack  
 Torch Bearer Pack  
 Figure Flight Stands  
 Pathfinder RPG Condition Tokens

## GAMEMASTERY FLIP-MATS

Flip-Mat: Mountain Pass  
 Flip-Mat: River Crossing  
 Flip-Mat: Cathedral  
 Flip-Mat: Keep  
 Flip-Mat: Darklands  
 Flip-Mat: Desert  
 Flip-Mat: Basic  
 Flip-Mat: Theater  
 Flip-Mat: Dragon's Lair  
 Flip-Mat: Waterfront Tavern  
 Flip-Mat: Dungeon  
 Flip-Mat: Arena  
 Flip-Mat: Pathfinder Lodge  
 Flip-Mat: Bandit Outpost  
 Flip-Mat: Swamp  
 Flip-Mat: Prison  
 Flip-Mat: Pirate Island  
 Flip-Mat: Forest  
 Flip-Mat: City Streets  
 Flip-Mat: Village Square  
 Flip-Mat: Necropolis  
 Flip-Mat: Country Inn  
 Flip-Mat: Haunted Dungeon  
 Flip-Mat: Monastery  
 Flip-Mat: Warehouse  
 Flip-Mat: Pirate Ship  
 Flip-Mat: Urban Tavern  
 Flip-Mat: Watch Station

## GAMEMASTERY MAP PACKS

Map Pack: City  
 Map Pack: Campsites  
 Map Pack: Sewers  
 Map Pack: Temples  
 Map Pack: Inns  
 Map Pack: Tournament  
 Map Pack: Ruins  
 Map Pack: Slums  
 Map Pack: Caverns  
 Map Pack: Caravan  
 Map Pack: Elven City  
 Map Pack: Ancient Forest  
 Map Pack: Waterfront  
 Map Pack: Farmstead

PZO3017 978-1-60125-321-7 \$10.99  
 PZO3020 978-1-60125-364-4 \$10.99  
 PZO3022 978-1-60125-407-8 \$10.99  
 QWSSPAT18 978-1-60125-154-1 \$12.00  
 QWSSPAT23 978-1-60125-156-5 \$12.00  
 QWSSPAT24 978-1-60125-171-8 \$12.00  
 QWSSPAT31 978-1-60125-328-6 \$12.00  
 QWSSPAT34 978-1-60125-346-0 \$12.00  
 QWSSPAT04 978-1-60125-345-3 \$12.00  
 PZOKCGGENC1 978-1-60125-237-1 \$11.99  
 PZOKCGGENC2 978-1-60125-238-8 \$11.99  
 PZOKCGGENS1 978-1-60125-239-5 \$11.99  
 PZOKCGGENS2 978-1-60125-240-1 \$11.99  
 PZOKCGGENG1 978-1-60125-241-8 \$11.99  
 PZOKCGGENG2 978-1-60125-242-5 \$11.99  
 PZOKCGGENP1 978-1-60125-243-2 \$11.99  
 PZOKCGGENP2 978-1-60125-244-9 \$11.99  
 PZOKCGT1 978-1-60125-296-8 \$12.99  
 PZOKCGT2 978-1-60125-297-5 \$12.99  
 PZOKCGT3 978-1-60125-298-2 \$12.99  
 PZOLT00001 978-1-60125-292-0 \$9.99  
 PZOLT00002 978-1-60125-293-7 \$4.99  
 PZOLT00003 978-1-60125-294-4 \$5.99  
 PZOLT00004 978-1-60125-295-1 \$19.99

PZOSQW30018 978-1-60125-096-4 \$12.99  
 PZOSQW30019 978-1-60125-097-1 \$12.99  
 PZOSQW30020 978-1-60125-098-8 \$12.99  
 PZOSQW30021 978-1-60125-113-8 \$12.99  
 PZOSQW30022 978-1-60125-123-7 \$12.99  
 PZOSQW30023 978-1-60125-133-6 \$12.99  
 PZOSQW30024 978-1-60125-135-8 \$12.99  
 PZOSQW30025 978-1-60125-158-9 \$12.99  
 PZOSQW30026 978-1-60125-163-3 \$12.99  
 PZOSQW30027 978-1-60125-175-6 \$12.99  
 PZOSQW30028 978-1-60125-187-9 \$12.99  
 PZOSQW30029 978-1-60125-208-1 \$12.99  
 PZOSQW30030 978-1-60125-211-1 \$12.99  
 PZOSQW30031 978-1-60125-227-2 \$12.99  
 PZOSQW30032 978-1-60125-232-6 \$12.99  
 PZOSQW30033 978-1-60125-259-3 \$12.99  
 PZOSQW30034 978-1-60125-265-4 \$12.99  
 PZOSQW30035 978-1-60125-281-4 \$12.99  
 PZOSQW30036 978-1-60125-282-1 \$12.99  
 PZOSQW30037 978-1-60125-319-4 \$12.99  
 PZOSQW30038 978-1-60125-322-4 \$12.99  
 PZOSQW30039 978-1-60125-324-8 \$12.99  
 PZOSQW30040 978-1-60125-356-9 \$12.99  
 PZOSQW30041 978-1-60125-368-2 \$12.99  
 PZOSQW30042 978-1-60125-382-8 \$12.99  
 PZOSQW30043 978-1-60125-402-3 \$12.99  
 PZOSQW30044 978-1-60125-411-5 \$12.99  
 PZOSQW30045 978-1-60125-417-7 \$12.99

PZO4006 978-1-60125-023-0 \$12.95  
 PZO4007 978-1-60125-024-7 \$12.95  
 PZO4008 978-1-60125-032-2 \$12.99  
 PZO4009 978-1-60125-058-2 \$12.99  
 PZO4010 978-1-60125-064-3 \$12.99  
 PZO4011 978-1-60125-065-0 \$12.99  
 PZO4012 978-1-60125-066-7 \$12.99  
 PZO4013 978-1-60125-067-4 \$12.99  
 PZO4014 978-1-60125-068-1 \$12.99  
 PZO4015 978-1-60125-114-5 \$12.99  
 PZO4016 978-1-60125-132-9 \$12.99  
 PZO4017 978-1-60125-134-3 \$12.99  
 PZO4018 978-1-60125-162-6 \$12.99  
 PZO4019 978-1-60125-164-0 \$12.99

Map Pack: Wizard's Tower	PZO4020	978-1-60125-181-7	\$12.99
Map Pack: Town	PZO4021	978-1-60125-192-3	\$12.99
Map Pack: Extradimensional Spaces	PZO4022	978-1-60125-209-8	\$12.99
Map Pack: Jungle	PZO4023	978-1-60125-213-5	\$12.99
Map Pack: Lairs	PZO4024	978-1-60125-228-9	\$12.99
Map Pack: Boats & Ships	PZO4025	978-1-60125-230-2	\$12.99
Map Pack: Swallowed Whole	PZO4026	978-1-60125-260-9	\$12.99
Map Pack: Hellscares	PZO4027	978-1-60125-261-6	\$12.99
Map Pack: Shops	PZO4028	978-1-60125-283-8	\$12.99
Map Pack: Ambush Sites	PZO4029	978-1-60125-284-5	\$12.99
Map Pack: Dungeon Sites	PZO4030	978-1-60125-320-0	\$12.99
Map Pack: Crypts	PZO4031	978-1-60125-323-1	\$12.99
Map Pack: Magic Academy	PZO4032	978-1-60125-326-2	\$12.99
Map Pack: Shrines	PZO4033	978-1-60125-363-7	\$12.99
Map Pack: Mines	PZO4034	978-1-60125-376-7	\$12.99
Map Pack: Palace	PZO4035	978-1-60125-387-3	\$12.99
Map Pack: Ship's Cabins	PZO4036	978-1-60125-406-1	\$12.99
Map Pack: Lost Island	PZO4037	978-1-60125-414-6	\$12.99

## PLANET STORIES

The Anubis Murders	PZO8001	978-1-60125-042-1	\$12.99
Almuric	PZO8002	978-1-60125-043-8	\$12.99
City of the Beast	PZO8003	978-1-60125-044-5	\$12.99
Black God's Kiss	PZO8004	978-1-60125-045-2	\$12.99
Elak of Atlantis	PZO8005	978-1-60125-046-9	\$12.99
The Secret of Sinharat	PZO8006	978-1-60125-047-6	\$12.99
Northwest of Earth	PZO8007	978-1-60125-081-0	\$12.99
Lord of the Spiders	PZO8008	978-1-60125-082-7	\$12.99
The Samarkand Solution	PZO8009	978-1-60125-083-4	\$12.99
The Ginger Star	PZO8010	978-1-60125-084-1	\$12.99
Masters of the Pit	PZO8011	978-1-60125-104-6	\$12.99
The Swordsman of Mars	PZO8012	978-1-60125-105-3	\$12.99
Infernal Sorceress	PZO8013	978-1-60125-117-6	\$12.99
Worlds of their Own	PZO8014	978-1-60125-118-3	\$16.99
The Hounds of Skait	PZO8015	978-1-60125-135-0	\$12.99
The Dark World	PZO8016	978-1-60125-136-7	\$12.99
Death in Delhi	PZO8017	978-1-60125-137-4	\$12.99
The Reavers of Skait	PZO8018	978-1-60125-138-1	\$12.99
Outlaws of Mars	PZO8019	978-1-60125-151-0	\$12.99
The Sword of Rhainnon	PZO8020	978-1-60125-152-7	\$12.99
Robots Have No Tails	PZO8021	978-1-60125-153-4	\$12.99
The Ship of Ishtar	PZO8022	978-1-60125-177-0	\$14.99
Steppe	PZO8023	978-1-60125-182-4	\$14.99
Who Fears the Devil?	PZO8024	978-1-60125-188-6	\$15.99
Sos the Rope	PZO8025	978-1-60125-194-7	\$14.99
The Walrus and the Warwolf	PZO8026	978-1-60125-214-2	\$17.99
Template: A Novel of the Archonate	PZO8027	978-1-60125-264-7	\$14.99
Before they were Giants	PZO8028	978-1-60125-266-1	\$15.99
Sojan the Swordsman / Under the Warrior Star	PZO8029	978-1-60125-288-3	\$15.99
Battle in the Dawn: The Complete Hok the Mighty	PZO8030	978-1-60125-289-0	\$15.99
Hunt the Space-Witch	PZO8031	978-1-60125-329-3	\$15.99
The Planet Killers	PZO8032	978-1-60125-336-1	\$15.99
The Chalice of Death	PZO8033	978-1-60125-377-4	\$15.99

## PAIZO GAMES

Kill Doctor Lucky	PZO5501	978-1-60125-245-6	\$29.99
Save Doctor Lucky	PZO5502	978-1-60125-290-6	\$29.99
Stonehenge	PZOTGL2000	978-1-60125-025-4	\$49.95
Stonehenge: Nocturne	PZOTGL2001	978-1-60125-063-6	\$19.99
Key Largo	PZOTGL3000	978-1-60125-072-8	\$39.99
Falling	PZOTGL3001	978-1-60125-147-3	\$9.99
Yetisburg	PZOTGL3002	978-1-60125-148-0	\$19.99

## DUNGEONS & DRAGONS/3.5 OGL HARDCOVERS

Dungeon Classics: Shackled City Campaign	PZO1000	978-0-9770071-0-3	\$59.95
Dragon Compendium I	PZO1100	978-0-9770071-4-1	\$39.95
Art of Dragon Magazine	tPZO1101	978-0-9776778-6-3	\$34.95



Paizo Publishing®, LLC is a leading publisher of fantasy roleplaying games, accessories, board games, and novels. Paizo's Pathfinder® Roleplaying Game, the result of the largest open playtest in the history of tabletop gaming, is one of the best-selling tabletop RPGs in today's market. Pathfinder Adventure Path is the most popular and best-selling monthly product in the tabletop RPG industry. Paizo.com is the leading online hobby retail store, offering tens of thousands of products from a variety of publishers to customers all over the world. In the nine years since its founding, Paizo Publishing has received more than 40 major awards and has grown to become one of the most influential companies in the hobby games industry.

**Paizo Publishing, LLC**  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577

Customer Service: 1-425-250-0800 Customer service questions: [customer.service@paizo.com](mailto:customer.service@paizo.com)  
Sales and distribution questions: [distributororders@paizo.com](mailto:distributororders@paizo.com)

For a complete list of distributors that carry Paizo Publishing or associated distribution partner products, please visit [paizo.com/distributors](http://paizo.com/distributors). For PDFs of this catalog, special retailer and library promotions, and sales aids, please visit [paizo.com/libraries](http://paizo.com/libraries) or [paizo.com/retailers](http://paizo.com/retailers).

**paizo.com**

These Paizo Publishing and distribution partner products are available through your local hobby gaming store or local bookstore. If you are unable to locate our products please visit [paizo.com](http://paizo.com) or call 1-425-250-0800.

Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, GameMastery, and Planet Stories are registered trademarks of Paizo Publishing, LLC. Pathfinder Roleplaying Game, Pathfinder Society, Pathfinder Chronicles, Pathfinder Player Companion, Pathfinder Tales, Pathfinder Modules, Flip-Mat, Key Largo, Yetisburg, and Harrow are trademarks of Paizo Publishing, LLC.

© 2011, Paizo Publishing, LLC.

Printed in the United States of America.