



# 2013-2014 CATALOG



# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME<sup>™</sup>

**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 edition 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 *Wrath of the Righteous* and *the Mummy's Mask*!



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 or 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™



# PATHFINDER ADVENTURE CARD GAME™



## AN ADVENTURE LIKE NO OTHER!

Take adventure by the hand in the Pathfinder Adventure Card Game, a cooperative strategy game that pits 1 to 4 heroes against the traps, monsters, deadly magic, and despicable foes of the Pathfinder Roleplaying Game's award-winning Rise of the Runelords Adventure Path! Choose your character's class; build a deck of allies, equipment, and magic; and explore lethal locations as you journey through multiple scenarios in an exciting fantasy adventure. Characters grow stronger after each game, adding unique gear and awesome magic to their decks as they progress.

The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set* includes:

- Nearly 500 cards, featuring 7 character classes, a richly customizable assortment of equipment and magic items, and dozens of allies, monsters, and villains
- The *Burnt Offerings Adventure Deck*, with 5 exciting scenarios to kick off your campaign
- A set of 5 polyhedral dice

Supplement your Rise of the Runelords experience with the *Character Add-On Deck* and bimonthly Adventure Decks (sold separately).

### PATHFINDER ADVENTURE CARD GAME

#### Rise of the Runelords Base Set

(Includes Adventure Deck 1)

#### Character Add-On Deck

#### The Skinsaw Murders

(Adventure Deck 2) (October 2013)

#### The Hook Mountain Massacre

(Adventure Deck 3) (December 2013)

#### Fortress of the Stone Giants

(Adventure Deck 4) (February 2014)

#### Sins of the Saviors

(Adventure Deck 5) (April 2014)

#### Spires of Xin-Shalast

(Adventure Deck 6) (June 2014)

PZO6000

978-1-60125-550-1

\$59.99

PZO6001

978-1-60125-551-8

\$19.99

PZO6002

978-1-60125-562-4

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PZO6005

978-1-60125-565-5

\$19.99

PZO6006

978-1-60125-566-2

\$19.99



# 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!



***“If you’ve been wondering what the appeal of RPGs is, now is your chance to get in on the ground floor.”***

—Mtv Geek

***“The perfect introduction to d20 gaming.”***

—Forbes.com

### **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
- 16-page *Conversion Guide* to help *Beginner Box* characters transition to the full Pathfinder RPG rules
- A complete set of 7 polyhedral dice
- More than 80 full-color pawns depicting 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 *Beginner Box* is packed with scores of monsters, challenges, and tips that 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  
PZO1119-1

978-1-60125-627-0  
\$34.99

# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME™





## 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!

### 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!



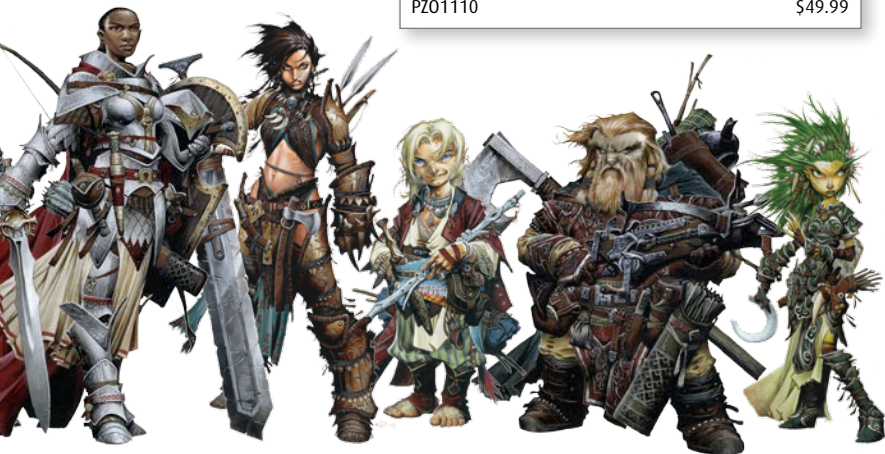
### PATHFINDER ROLEPLAYING GAME CORE RULEBOOK

ISBN

978-1-60125-150-3

PZ01110

\$49.99



# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME™



## MASTER THE GAME!

Unlock the secrets of the Pathfinder Roleplaying Game! This 160-page strategy guide gives you invaluable advice on how to make a character, from the formation of a concept to selecting the best options to make your character come to life. An extensive look at the *Pathfinder RPG Core Rulebook* rules helps you explore the world and survive the terrible dangers of the adventuring life. This guide also includes rules for advancing your character from simple beginnings to the heights of power. Learn to improve your play and master the game with the *Pathfinder RPG Strategy Guide!*



The *Pathfinder RPG Strategy Guide* includes:

- A user-friendly step-by-step illustrated guide to building your character, everything from deciding a theme (like archer, berserker, knight, pyromancer, and more!) to picking your gear.
- Tips for making an effective and fun character to play whether exploring the world or in the middle of combat.
- Guidelines to help you navigate every aspect of the game, from dungeon exploration to combat to venturing into the wilderness.
- Comprehensive guide to complex Pathfinder RPG rules systems like combat maneuvers, attacks of opportunity, action types, and modifier stacking.
- Tips on getting the most utility out of spell selection and tactical suggestions for commonly cast spells.
- Overviews of exciting character options beyond the Core Rulebook.

### PATHFINDER RPG STRATEGY GUIDE

ISBN 978-1-60125-626-3  
PZ01127 (April 2014) \$29.99



# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME™



## PATHFINDER RPG MYTHIC ADVENTURES

Many heed the call of adventure, yet only a few are chosen by fate or the gods to change the course of history. These are mythic heroes—legendary figures whose every footstep shakes the heavens. With *Mythic Adventures*, it's your turn to change the world. Choose a mythic path and take on unbelievable powers by completing mythic trials tied to your character's story. Each mythic path works in parallel with your character class, allowing you to continue advancing in your chosen calling even as you seek a greater destiny. Best of all, you can start playing a mythic character at any point—even as early as 1st level!



### **Pathfinder RPG Mythic Adventures includes:**

- Six complete mythic paths: archmage, champion, guardian, hierophant, marshal, and trickster
- New mythic feats for every class
- A whole grimoire of supercharged spells. Bring down a castle with a *mythic meteor swarm*, transform the landscape with *terraform*, or make every memory and record of someone disappear with *mythic modify memory*!
- Tons of monsters enhanced with mythic abilities and ready to challenge your heroes, from dragons to vampires, like you've never seen them before!
- A hoard of new mythic magic items and artifacts. Brandish the *sword of inner fire*, capable of burning even elemental creatures, or turn your enemies to stone with the medusa-headed shield *Aegis*!
- A complete mythic adventure for 7th-level characters.
- Advice on running a mythic game and forging your own legends.

### **PATHFINDER RPG MYTHIC ADVENTURES**

ISBN

978-1-60125-549-5

PZ01126 (August 2013)

\$39.99



## PATHFINDER RPG BESTIARY 4

The mightiest monsters and foulest foes of nightmare and legend rampage into your game with *Pathfinder Roleplaying Game Bestiary 4*. This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones—including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarp, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play—from first-level novices to mythic champions. New familiars, player character races, and other allies also rise to aid heroes in combating this host of horrors, while new templates—like mummified and fungal creatures—breathe fearsome new menace into your existing monstrous arsenal.



### PATHFINDER RPG BESTIARY 4

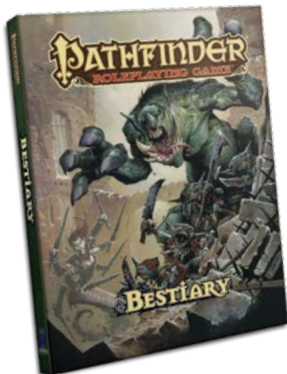
ISBN

978-1-60125-575-4

PZO1127 (October 2013)

\$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

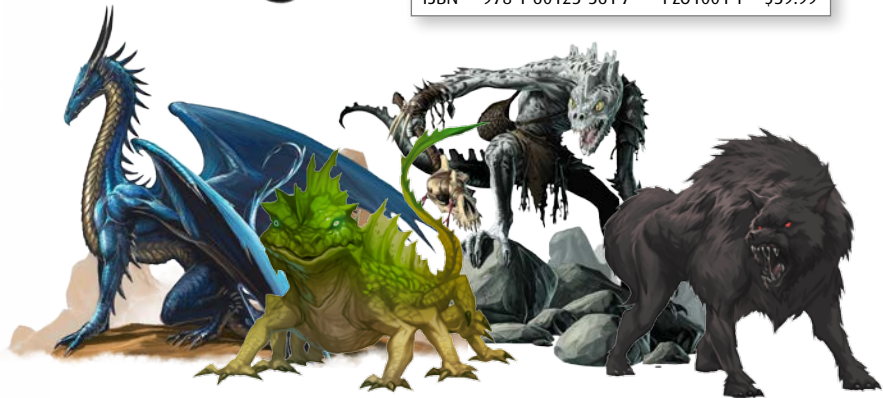


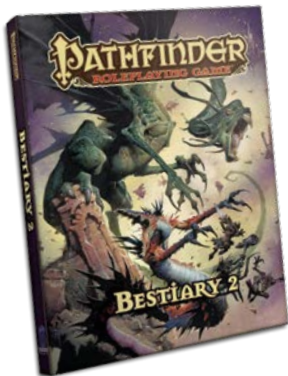
## PATHFINDER PAWNS BESTIARY BOX

The brutal beasts of the *Pathfinder RPG Bestiary* come alive on your tabletop with this box-busting collection of more than 300 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a nasty monster from the core Pathfinder RPG monster reference. Each cardstock pawn slots into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures. With multiple pawns for commonly encountered creatures and more than 250 distinct creature images, the *Bestiary Box* is the best way to ensure you've got the right creatures to push your Pathfinder campaign to the next level!

### PATHFINDER PAWNS BESTIARY BOX

ISBN 978-1-60125-561-7 PZO1001-1 \$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 PZ01116 \$39.99



## PATHFINDER PAWNS BESTIARY 2 BOX

Add to your monstrous legions with this all-new collection of more than 300 creature pawns from the pages of *Pathfinder RPG Bestiary 2*! Printed on sturdy cardstock, each pawn contains a beautiful full-color monster image and slides into a size-appropriate plastic base. With multiple pawns for commonly encountered creatures and nearly 250 distinct creature images, the *Bestiary 2 Box* is the tool your campaign needs to keep your characters guessing and fighting for their lives!

### PATHFINDER PAWNS BESTIARY 2 BOX

ISBN 978-1-60125-500-6 PZ01007 \$39.99







### 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 you'll find grave knights and cyclopes, kappa and kirin, clockwork killers, mysterious sphinxes, imperial dragons, and 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. 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 \$39.99



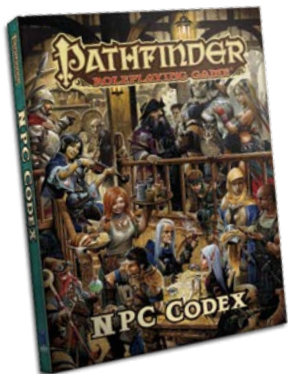
### PATHFINDER PAWNS BESTIARY 3 BOX

From the towering great cyclops to the tyrannical grave knight, the friends and foes of the *Pathfinder RPG Bestiary 3* gather in this massive collection of more than 300 creature pawns! Printed on sturdy cardstock, each pawn contains a beautiful full-color monster image and slides into a size-appropriate plastic base. With multiple pawns for commonly encountered creatures and nearly 250 distinct creature images, the *Bestiary 3 Box* has exactly what you need to add much-needed weirdness, excitement, and high adventure to your tabletop!

#### PATHFINDER PAWNS BESTIARY 3 BOX

ISBN 978-1-60125-581-5 PZO1009 \$39.99



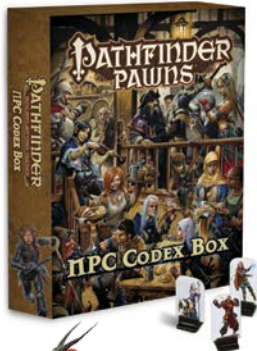


## PATHFINDER RPG NPC CODEX

This must-have 320-page compendium contains more than 250 fully-detailed nonplayer characters ready for instant insertion into your campaign! With full statistics and tactics for characters of every level of every class in the *Core Rulebook*, the *NPC Codex* speeds prep time and adds new dimensions to your campaign! The *NPC Codex* also provides dozens of commoners, warriors, and the like, scores of ready-to-use prestige class characters, and a look at the famous “iconic characters” of the Pathfinder RPG with statistics at various levels of development, providing pregenerated player characters for any occasion.

### PATHFINDER NPC CODEX

ISBN 978-1-60125-467-2 PZ01124 \$39.99



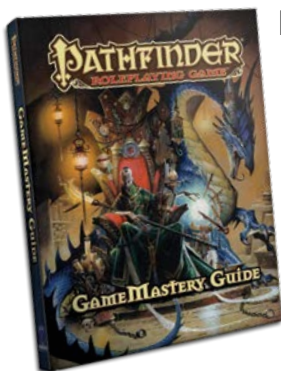
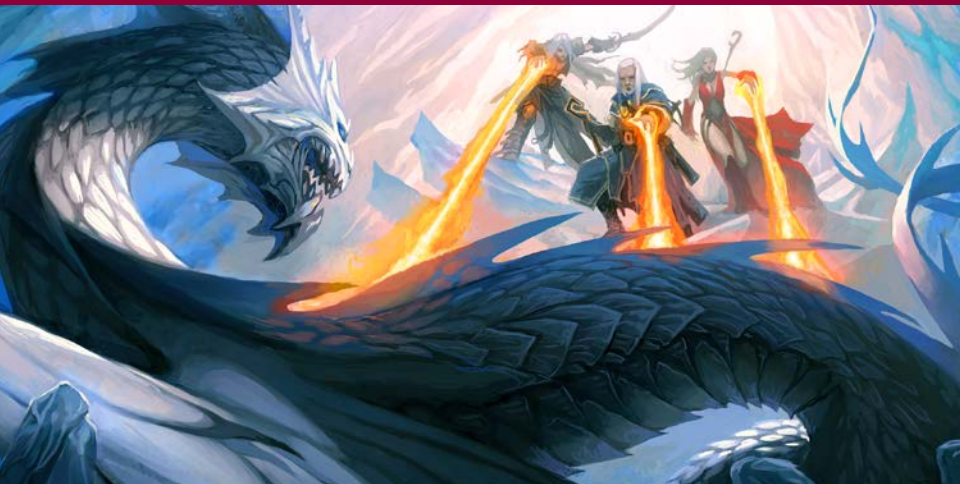
## PATHFINDER PAWNS NPC CODEX BOX

The heroes and villains of the *NPC Codex* charge forth in this complete collection of more than 250 pawns for use with the Pathfinder RPG or any tabletop fantasy roleplaying game! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a character from the core Pathfinder RPG NPC reference. Each cardstock pawn slots into included 1”-round plastic bases, making them easy to mix with traditional metal or plastic miniatures.

### PATHFINDER PAWNS NPC CODEX BOX

ISBN 978-1-60125-472-6 PZ01005 \$39.99





## 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 to 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 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.

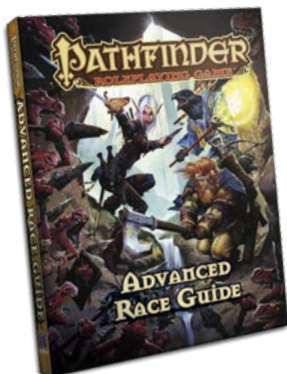
### PATHFINDER RPG ADVANCED PLAYER'S GUIDE

ISBN

978-1-60125-246-3

PZ01115

\$39.99



## 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 delve deep into her weird obsessions. Exotic races like drow and hobgoblins offer additional options for popular PC choices, covering every single appropriate race released for the Pathfinder RPG through *Bestiary 3*.

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.

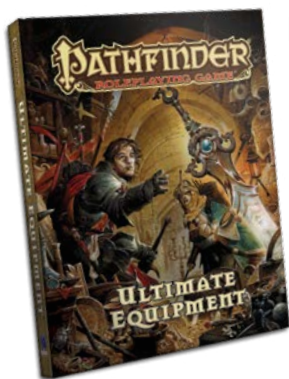
### PATHFINDER RPG ADVANCED RACE GUIDE

ISBN

978-1-60125-390-3

PZO1121

\$39.99



## PATHFINDER RPG ULTIMATE EQUIPMENT

Choose your weapon and stride boldly into battle with *Ultimate Equipment*! Within this handy, all-in-one reference, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking artifacts. Included as well are handy rules references, convenient price lists, and extensive random treasure generation tables, all organized to help you find what you need, when you need it. With this vast catalog of tools and treasures, the days of boring dragon hoards are over, and your hero will never be caught unprepared again.

### PATHFINDER RPG ULTIMATE EQUIPMENT

ISBN

978-1-60125-449-8

PZ01123

\$44.99



## PATHFINDER RPG ULTIMATE CAMPAIGN

A dungeon's worth of gold is nothing without something interesting to spend it on. *Ultimate Campaign* unlocks the world beyond the dungeon to open new avenues of play and development for all Pathfinder campaigns! From delving deep into your character's background to exploring life between adventures to building strongholds, attracting followers, and conquering kingdoms through warfare or guile, this wide-ranging resource for players and Game Masters greatly expands the scope of characters and campaigns.

### PATHFINDER RPG ULTIMATE CAMPAIGN

ISBN

978-1-60125-498-6

PZ01125

\$39.99



## 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, new familiars, a new “words of power” spellcasting system, premade spellbooks, spell duels, and more!

### PATHFINDER RPG ULTIMATE MAGIC

ISBN

978-1-60125-299-9

PZ01117

\$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  
PZ01118

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

## PATHFINDER RPG PLAYER CHARACTER FOLIO

Create characters of legend and organize your most epic adventures with the *Player Character Folio*. This deluxe character record covers absolutely everything you need to know about your Pathfinder hero, with an innovative layout that means your character's most important details are always at your fingertips!



### This sturdy folder's 16 character-defining pages include:

- Expanded space for your hero's ability scores, feats, and class features
- Space to track familiars, animal companions, cohorts, and other allies
- A diagram to help fill every magic item slot
- Space to track your character's goals and history
- A complete record of your hero's special achievements
- Dozens of quick reference charts
- Folder-flaps to hold handouts and other documents
- And much, much more!

### PATHFINDER RPG PLAYER CHARACTER FOLIO

ISBN

978-1-60125-445-0

PZ01122

\$9.99

## 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 COMBAT PAD

The *Combat Pad* is the ultimate tool for managing combat in your favorite roleplaying game. This magnetized board works with included magnets to easily track initiative. Its special wet- and dry-erasable surface allows you to customize the *Combat Pad* with your party's information. With turn markers and guides for the ready and delay actions, the *Combat Pad* puts combat management at your fingertips.

### PATHFINDER COMBAT PAD

ISBN 978-1-60125-547-1  
PZO1000-3 \$19.99

### EXTRA MAGNET PACK

(HOBBY ONLY)  
PZOOMS1001 \$7.95



# PATHFINDER

ADVENTURE PATH

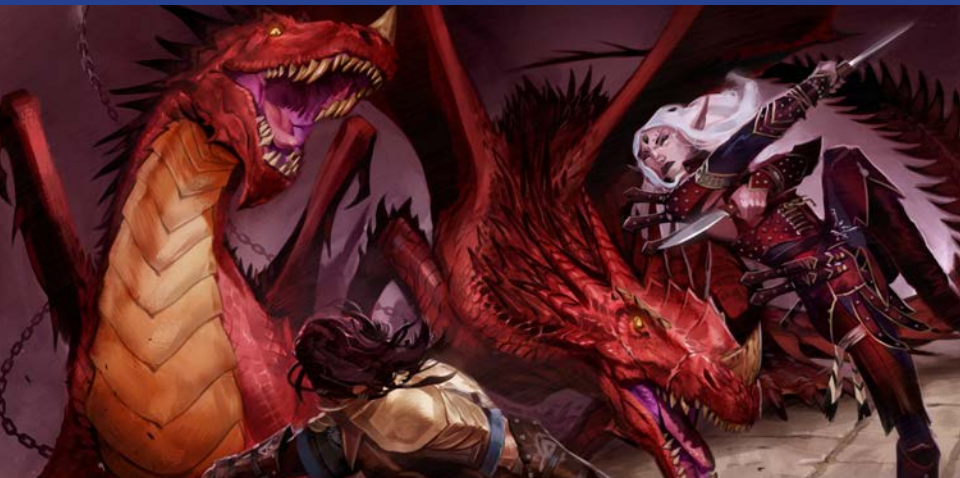
# RISE OF THE RUNELORDS



## PATHFINDER ADVENTURE PATH: RISE OF THE RUNELORDS ANNIVERSARY EDITION

In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town—and perhaps all of Varisia. The *Rise of the Runelords Adventure Path* takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the *Pathfinder Roleplaying Game* rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure!

PATHFINDER ADVENTURE PATH:  
RISE OF THE RUNELORDS ANNIVERSARY EDITION  
ISBN 978-1-60125-436-8 PZO1002 \$59.99



## RISE OF THE RUNELORDS PAWN COLLECTION

More than 100 key monsters and NPCs from the *Rise of the Runelords Adventure Path* come alive on your tabletop in this explosive campaign accessory! Designed for use with the *Pathfinder RPG Bestiary Box*, each sturdy cardstock pawn slots into a size-appropriate plastic base from that collection—making them easy to mix with traditional metal or plastic miniatures—and supplements that set's creatures, together providing pawns for nearly every *Rise of the Runelords* encounter.

### RISE OF THE RUNELORDS PAWN COLLECTION

ISBN 978-1-60125-574-7 PZ01003-1 \$19.99



## RISE OF THE RUNELORDS FACE CARDS

Give life to your NPCs with *Rise of the Runelords Face Cards*! More than 50 key characters fill this gorgeously illustrated deck designed for use with the smash-hit *Rise of the Runelords Adventure Path*, but suitable for use in any fantasy roleplaying game! Each card includes the character's name, role in the campaign, space to record key details, and artwork by Paizo's finest illustrators. These Face Cards bring the cast of the original *Adventure Path* to your tabletop and let your players look into the face of the enemy!

### RISE OF THE RUNELORDS FACE CARDS DECK

ISBN 978-1-60125-442-9 PZ03024 \$10.99

# PATHFINDER

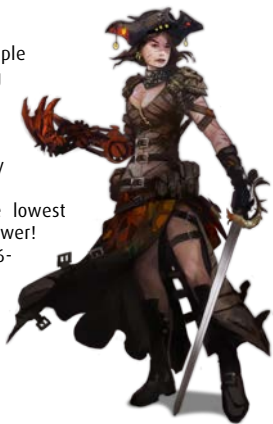
ADVENTURE PATH™

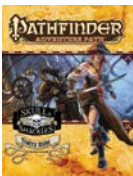
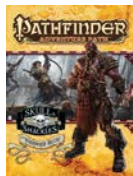


**Waking up on a pirate ship at sea and press-ganged into joining its nefarious crew, the player characters must stage a mutiny and claim a ship for themselves.**

Sailing through the Shackles Isles, 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! This complete Pathfinder RPG campaign consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for several 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.)





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- Skull & Shackles 2: Raiders of the Fever Sea**
- Skull & Shackles 3: Tempest Rising**
- Skull & Shackles 4: Island of Empty Eyes**
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**The ancient empire of the runelords may be long dead, yet the legacy of Thassilon continues to haunt the frontier realm of Varisia.**

With the rise of one runelord only narrowly thwarted, Korvosa reeling after the curse of the Crimson Throne nearly brought the city to its knees, and Riddleport rebuilding after a close call with a falling star, the people of Varisia fear that the greatest threat to their land has yet to play its hand. When agents of the newest Pathfinder Society lodge in Magnimar learn of a fragmented artifact scattered throughout the lands of old Thassilon, it falls to a new band of heroes to step in and gather up the seven fragments of this *Shattered Star*. For if the greatest prize of Thassilon's first ruler cannot save Varisia... what can?

The *Shattered Star* Adventure Path focuses on the hunt for a sundered artifact, its pieces scattered throughout the land in some of its most dangerous and notorious dungeons. The *Shattered Star* Adventure Path is a first in Paizo's Adventure Path line—a complete campaign set after the events of previous Adventure Paths. *Shattered Star* serves as a spiritual sequel to *Rise of the Runelords*, *Curse of the Crimson Throne*, and *Second Darkness* alike, yet it delves into a brand new storyline, making it an excellent campaign for new players as well as seasoned hands.







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**It has been a century since the immortal witch Baba Yaga last visited the world, and the hour draws nigh for her return. But when she fails to appear in the frozen realm of Irrisen to usher in its newest ruler, pockets of winter begin to grow throughout the Inner Sea region.**

After 1,400 years of perpetual winter, the icy curse of Irrisen is spreading! What links do these strange blizzards and swaths of wintry landscapes have with Irrisen, and is there any truth to the growing rumors that the Witch Queen Elvanna has taken full control of the realm? Can her plans for the Inner Sea be thwarted, or will the Reign of Winter engulf the world?

The Reign of Winter Adventure Path begins in the southern nation of Taldor, but you can tailor it to begin anywhere in the Inner Sea region, for soon enough the adventurers will be traveling into the frozen north. This Adventure Path ventures to strange and distant realms, some of which are revealed for the first time in great detail. Each monthly, 96-page volume includes an in-depth adventure scenario, stats for several brand new monsters, and many 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)





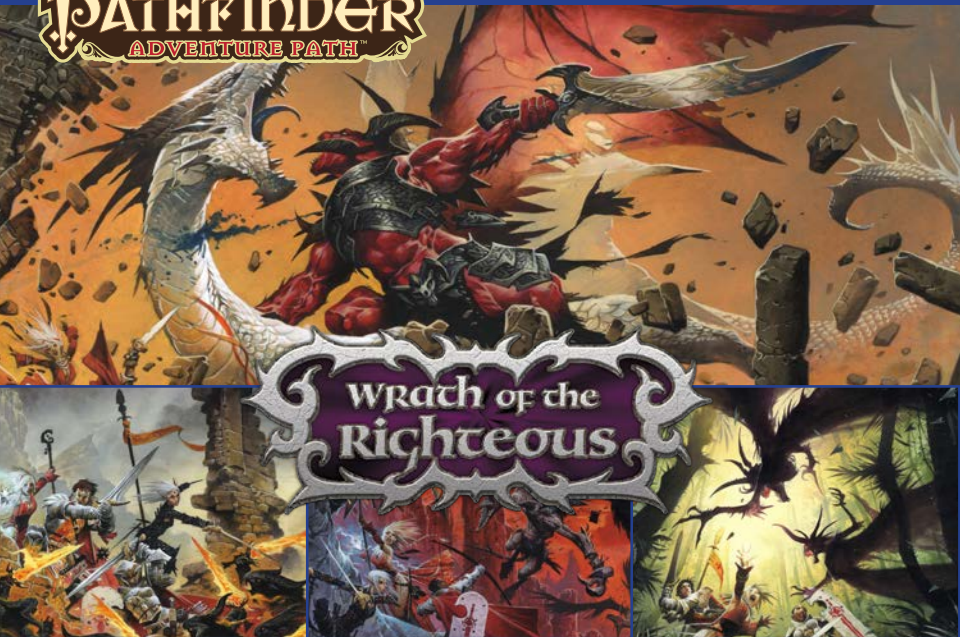
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**Reign of Winter 2: The Shackled Hut**  
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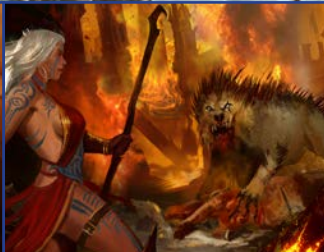


## The Worldwound tore reality apart at the dawn of the Age of Lost Omens, murdering the nation of Sarkoris and unleashing a ravenous demonic horde upon the world.

Only the quick action of knights, barbarians, and heroes stemmed the demon army and contained it within lost Sarkoris, and for the next century, crusade after crusade tried to defeat the demons only to fail time and time again. Their greatest success, the line of magical artifacts known as wardstones that stand sentinel along the Worldwound's border, barely manages to contain the demons. So when one of the wardstones is sabotaged, a city falls and the demons within surge out in a massive assault like none before. Can anyone rise up against the demons to prevent the armies of Deskari, the demon lord of the Locust Host, from swallowing the world?

The Wrath of the Righteous Adventure Path casts the player characters as legendary heroes defending the world against an army of ravenous demons over the course of six monthly campaign installments and a host of support accessories. The entire campaign is designed to showcase the rules in *Pathfinder RPG Mythic Adventures*, the major RPG release of 2013.





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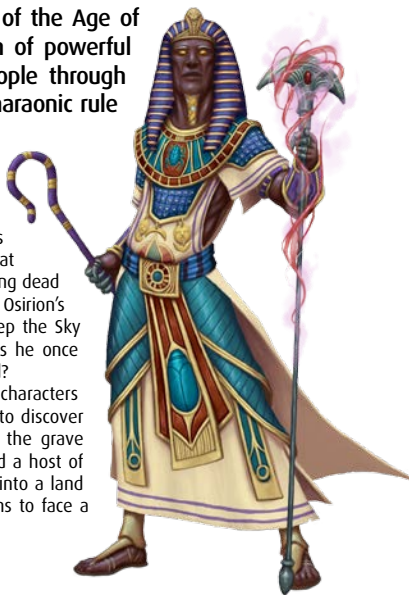


## MUMMY'S MASK

The nation of Osirion was born at the dawn of the Age of Destiny, and over the millennia, a succession of powerful pharaohs and god-kings have guided its people through history. Royal pyramids and monuments to pharaonic rule are scattered throughout the deserts of Osirion, many buried beneath the shifting sands for centuries, hidden from modern memory.

The discovery of an ancient relic in a long-lost tomb opens a doorway to the distant past, and a sinister cult will stop at nothing to bring a forgotten pharaoh back to life. As the living dead stalk the streets and flying pyramids appear in the skies over Osirion's greatest cities, can anyone prevent the mummy of Hakotep the Sky Pharaoh from conquering Osirion and reclaiming the lands he once ruled in ages past, or will Osirion become a land of the dead?

The Mummy's Mask Adventure Path casts the player characters as tomb raiders and explorers, delving into ancient ruins to discover the means to defeat an ancient pharaoh returned from the grave over the course of six monthly campaign installments and a host of support accessories. The Mummy's Mask takes characters into a land of majestic pyramids, buried sphinxes, and crumbling ruins to face a powerful mummy intent on reclaiming his rightful throne!





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# PATHFINDER

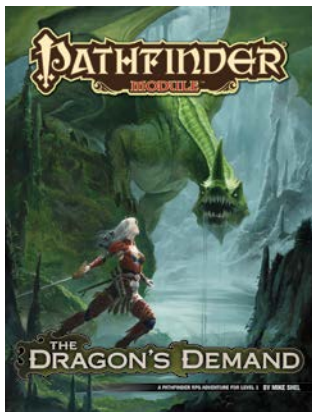
MODULE

Pathfinder Modules present 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 and a pull-out double-sided poster map, Pathfinder Modules set the stage for unforgettable adventure!







## THE DRAGON'S DEMAND

By Mike Shel

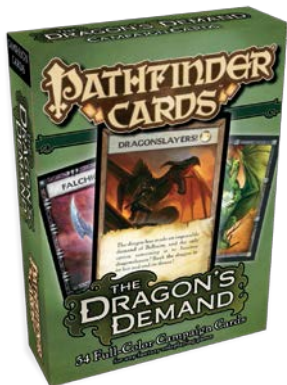
When an abandoned tower at the edge of the village of Belhaim collapses during a thunderstorm, a previously unsuspected infestation of kobolds comes to light. The kobolds are the least of Belhaim's worries, however, for something sinister gathers power deep in the nearby expanse of Dragonfen, a swamp with a long history of draconic problems. It's been many years since a dragon has last menaced Belhaim, but all good times must come to an end. Can the town's newest adventurers fill the traditional role of dragonslayer and save Belhaim from the new master of the swamp?

*The Dragon's Demand* is deluxe dungeon and wilderness super-adventure for 1st-level characters, and kicks off a relaunch of Paizo's popular Pathfinder Modules line, which now includes 64 action-packed pages of adventure and a beautiful two-sided full-color poster map with each

quarterly release! Players can expect to reach 6th level by the time they complete this epic adventure—if they manage to survive!

### THE DRAGON'S DEMAND

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Get the most out of *The Dragon's Demand*, the deluxe Pathfinder Module from Paizo Publishing!

With a selection of Item Cards to help players track important treasure and Face Cards to aid in the depiction of NPCs, the new Campaign Deck format also introduces Quest Cards, summaries of key adventure goals that keep players on track to getting the most out of their adventuring experience.

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# PATHFINDER

MODULE



## WARDENS OF THE REBORN FORGE

By Patrick Renie

The Grand Duchy of Alkenstar has withstood the ravages of the surrounding Mana Wastes for over a century thanks to its industrious citizens and the awesome power of their technological innovations. But when the clockwork guardians meant to protect Alkenstar begin attacking citizens, riots threaten to disrupt the already unstable balance of power within the city. Combined with a series of unnatural earthquakes in the Karggat Hills and the reactivation of a long-dormant dwarven factory, the sense that something isn't right hangs thick in the air. Can the heroes discover the cause of these strange events and save the citizens of Alkenstar from turning on themselves?

*Wardens of the Reborn Forge* is a deluxe steampunk-inspired super-adventure for 12th-level characters and includes 64 action-packed pages of adventure and a beautiful two-sided full-color poster map. Players can expect to reach 16th level by the time they complete this epic adventure!



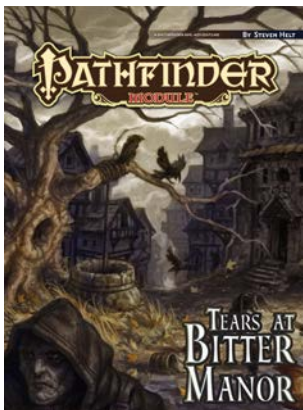
**WARDENS OF THE REBORN FORGE** (October 2013)

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## TEARS AT BITTER MANOR

By Steven Helt

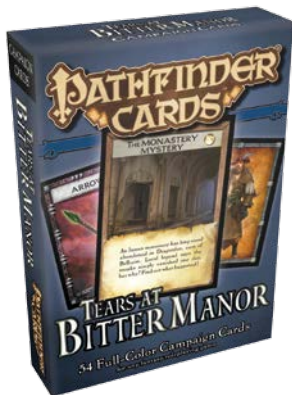
A retired cadre of lifelong adventurers meets every year in the city of Cassomir to embark on their latest “one last adventure.” As the aged travelers prepare for their annual reunion, one of them disappears amid signs of foul play. Concerned for their missing friend, the retired adventurers ask the player characters to locate and retrieve him before their anniversary celebration becomes a mournful wake. The challenges before them will test every bit of their mettle as they uncover a deadly secret and fight to rid Cassomir of an insidious evil.

Written by Steven Helt, the 2013 winner of Paizo Publishing’s annual RPG Superstar contest—in which unpublished authors compete before a panel of celebrity game designers and legions of their peers for the chance to write a Pathfinder Module—*Tears at Bitter Manor* is a deluxe urban mystery super-adventure for 5th-level characters.



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## A WORLD OF ADVENTURE!

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

Golarion is a world beset by danger. To the north, the otherworldly devastation of the Worldwound crawls with demons eager to devour all that lives and breathes, while the vast southern jungles of the Mwangi Expanse are ruled by a sadistic gorilla king. In the east, guillotine blades fall daily amid the eternal revolutions of Galt, while to the west the thrice-damned House of Thrune rules the great empire of Chelixa with diabolic intent.

And at the heart of it all rises Absalom, the City at the Center of the World, where anything can be bought and sold and the Pathfinder Society seeks adventurous new recruits to seek out the lost treasures and hidden secrets of the world...





## 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 award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfect for use with the Pathfinder Roleplaying Game!

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# PATHFINDER

CAMPAIGN SETTING



## INNER SEA GODS

Put your faith in any of dozens of awe-inspiring deities with *Pathfinder Campaign Setting: Inner Sea Gods*. This 320-page hardcover sourcebook details the chief gods and goddesses of Golarion; hundreds of extraordinary demigods; the histories, dogmas, rituals, and secrets of faiths both righteous and profane; and much, much more. New prestige classes, subdomains, and spells empower characters to be champions of their deities, while dozens of new traits, feats, magic items, and more unlock the power of the gods for characters of every class. Or unleash legions of otherworldly enemies and allies on your game, from mighty divine servants to the unstoppable heralds of each deity. Make the power of the gods your own and bring the religions of Golarion to life with *Pathfinder Campaign Setting: Inner Sea Gods*!



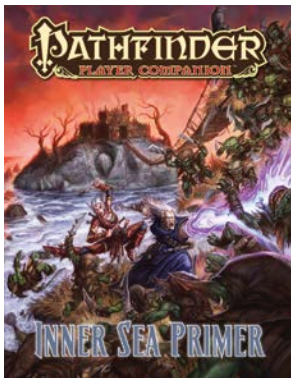
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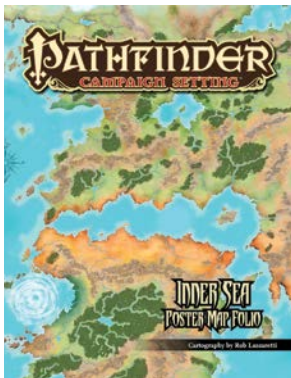


## INNER SEA PRIMER

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

|         |                   |
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| ISBN    | 978-1-60125-277-7 |
| PZ09414 | \$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

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# PATHFINDER

CAMPAIGN SETTING

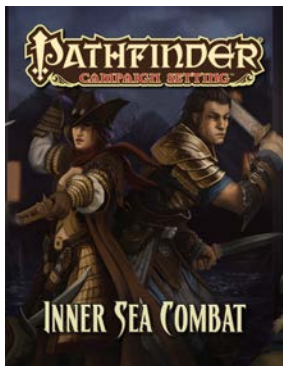


## INNER SEA NPC CODEX

Deadly foes and able allies are at your disposal in *Pathfinder Campaign Setting: Inner Sea NPC Codex*. Within you'll find dozens of ready-to-use statblocks and descriptions detailing members of some of the Inner Sea region's best-known factions, ideal for use however you desire. From merciless Hellknights to noble Eagle Knights, lethal Red Mantis assassins to magistering Arclords, these versatile NPCs work perfectly as villains, rivals, henchmen, or allies. Have the characters you need when you need them with *Inner Sea NPC Codex*!

### INNER SEA NPC CODEX

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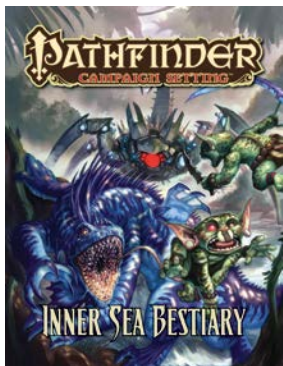


## INNER SEA COMBAT

This manual of martial mastery presents the greatest fighting styles and deadliest combat techniques of the Inner Sea region. Learn who numbers among the most formidable martial characters in the Inner Sea, discover the practices of peerless masters like the Aldori swordlords and cunning Lion Blades, and hone your skills at the greatest fighting schools in Golarion. New archetypes, feats, and martial rules subsystems unlock new ways to do battle and differentiate your favorite fighting style from common brawling.

### INNER SEA COMBAT

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| ISBN                 | 978-1-60125-598-3 |
| PZ09268 (April 2014) | \$19.99           |



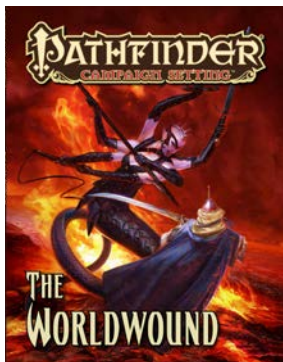
## INNER SEA BESTIARY

This book contains 46 new monsters found in the Inner Sea region—all invented specifically for the Pathfinder campaign setting! With monsters ranging in challenge rating from 1/2 (such as the capering monkey goblin or the enigmatic lashuntas) all the way up to beyond CR 20 (including two immense spawn of Rovagug and three powerful outsiders with sinister agendas for the Inner Sea region), along with three new monstrous templates, the *Inner Sea Bestiary* reveals the creatures of Golarion like never before!

### INNER SEA BESTIARY

|         |                   |
|---------|-------------------|
| ISBN    | 978-1-60125-468-9 |
| PZ09251 | \$19.99           |



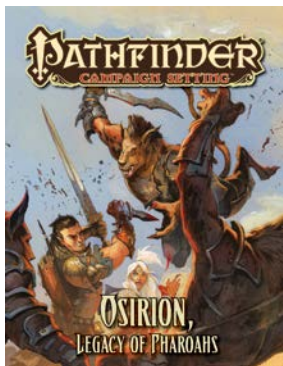


## THE WORLDWOUND

Today, the fallen nation of Sarkoris is a horrific, post-apocalyptic nightmare cloven by a vast canyon that connects Golarion to the demon-haunted reaches of the Abyss. This rift is known as the Worldwound, and through it the demonic hordes pour forth, set on defiling the world of mortals and claiming it for their own. Worse, the Worldwound itself is slowly growing—and if something isn't done to halt this blight, the demons it spawns might one day swallow all of Golarion! The perfect companion to the Wrath of the Righteous Adventure Path.

### THE WORLDWOUND

|         |                   |
|---------|-------------------|
| ISBN    | 978-1-60125-532-7 |
| PZ09259 | \$19.99           |

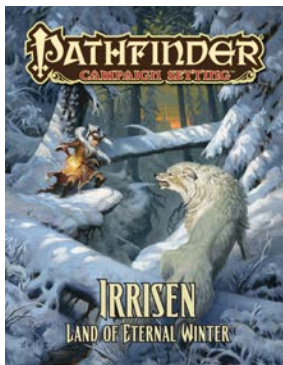


## OSIRION, LEGACY OF PHAROAHs

From the cosmopolitan capital of Sothis, Throne of the Ruby Prince, to the timeless ruins of the deep desert, adventurers brave accursed tombs and risk the wrath of forgotten mummies in this mysterious land of pyramids and pharaohs. Learn about every corner of Osirion, the backdrop of the exciting Mummy's Mask Adventure Path, including dangers of the desert, mysteries of the richest ruins, deadly new creatures, and everything you need to run a campaign in this exotic realm.

### OSIRION, LEGACY OF PHAROAHs

|                         |                   |
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| ISBN                    | 978-1-60125-595-2 |
| PZ09265 (December 2013) | \$19.99           |



## IRRISEN, LAND OF ETERNAL WINTER

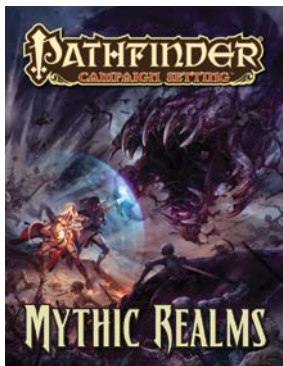
Discover the frozen mysteries and chilling dangers of the nation of Irrisen, realm of hearty heroes, merciless magic, and icy evil. Confront the freezing ambitions of the land's proud rulers, the winter witches, hunt magical monstrosities born amid endless blizzards, and learn the cycle of the realm's frigid rulers, the infamous daughters of Baba Yaga. The perfect companion to the Reign of Winter Adventure Path.

### IRRISEN, LAND OF ETERNAL WINTER

|         |                   |
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| ISBN    | 978-1-60125-486-3 |
| PZ09253 | \$19.99           |

# PATHFINDER

CAMPAIGN SETTING

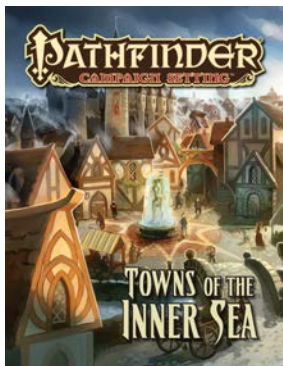


## MYTHIC REALMS

The must-have expansion to the Pathfinder RPG's newest and most ambitious hardcover, *Mythic Adventures*, this guide to epic legends, secret places of power, and mythic hotspots infuses the Pathfinder campaign setting with phenomenal new power. Learn how to seamlessly slip the incredible options of *Mythic Adventures* into your existing game, discover locations primed to inspire new mythic heroes, and claim the powers of monsters and villains too powerful to ever unleash—before now!

### MYTHIC REALMS

|                          |                   |
|--------------------------|-------------------|
| ISBN                     | 978-1-60125-567-9 |
| PZ09262 (September 2013) | \$19.99           |

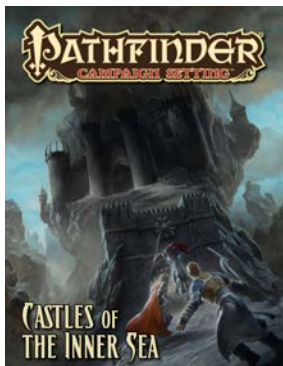


## TOWNS OF THE INNER SEA

This useful sourcebook details six small communities from the heart of the Pathfinder campaign setting, each with a detailed history, thorough gazetteer, a map of the settlement, statistics for vital characters, and details on the local residents and dangers, giving you everything you need to use the town as the setting for a single game or an entire campaign.

### TOWNS OF THE INNER SEA

|                        |                   |
|------------------------|-------------------|
| ISBN                   | 978-1-60125-576-1 |
| PZ09263 (October 2013) | \$19.99           |

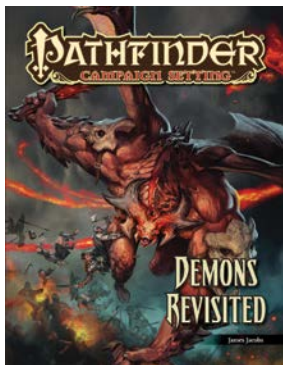


## CASTLES OF THE INNER SEA

Detailed descriptions of six Inner Sea castles examine their histories as well as their most important features and structures, breathing life into fully realized maps of the castle grounds. Rundowns of castle denizens and stat blocks for key NPCs give players reasons to fear the dangers of these soaring fortifications, and a sample adventure location for each castle makes it easy for Game Masters to drop castle encounters into any game.

### CASTLES OF THE INNER SEA

|         |                   |
|---------|-------------------|
| ISBN    | 978-1-60125-508-2 |
| PZ09257 | \$19.99           |

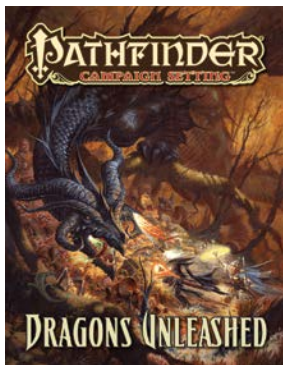


## DEMONS REVISITED

*Demons Revisited* presents 10 of the game's most notorious demons, providing details on the sins that spawn each type, what roles they play on the Abyss, and what particular devastations they prefer to wreak on the mortal realm, given the chance. In addition, each chapter presents a list of unique demons drawn from the Pathfinder campaign setting, along with a full stat block for some of the most powerful demons of their kind.

### DEMONS REVISITED

|                       |                   |
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| ISBN                  | 978-1-60125-552-5 |
| PZ09261 (August 2013) | \$19.99           |

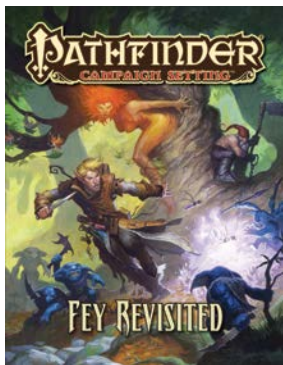


## DRAGONS UNLEASHED

This collection of deadly foes and potent allies reveals 15 of Golarion's most powerful and influential dragons of every chromatic and metallic breed, along with several mysterious primal dragons and regal imperial dragons. Each entry includes full statistics for running the dragon, details on its history and ambitions, descriptions and maps of the dragon's lair, the contents of its hoard, and more.

### DRAGONS UNLEASHED

|         |                   |
|---------|-------------------|
| ISBN    | 978-1-60125-525-9 |
| PZ09258 | \$19.99           |



## FEY REVISITED

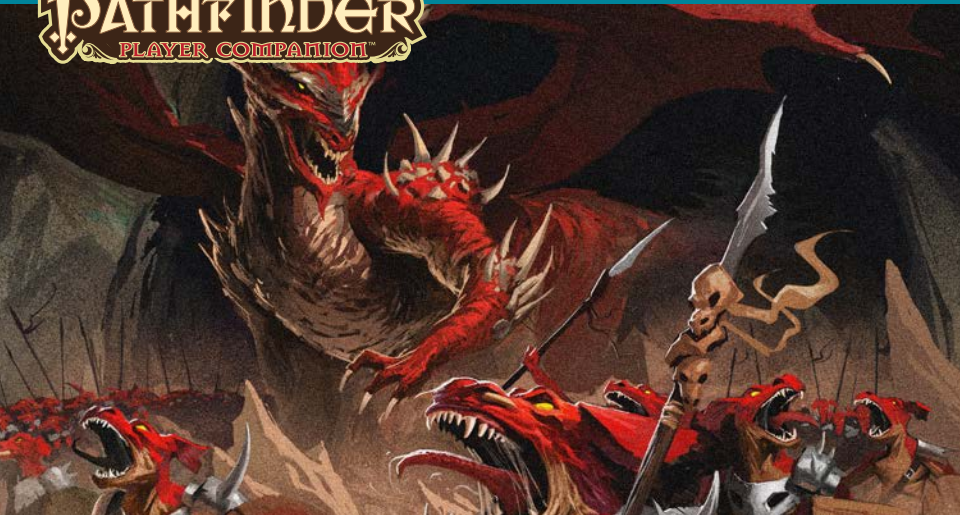
Be they seductive tricksters, sinister slayers, or benevolent guardians of nature, the fey are diverse and otherworldly. Each of this book's ten chapters covers a different classic fey monster, including dryads, gremlins, leprechauns, norns, nuckalavees, nymphs, redcaps, rusalkas, satyrs, and sprites. Each chapter includes statistics for a unique fey creature, as well as feats, spells, and magic items.

### FEY REVISITED

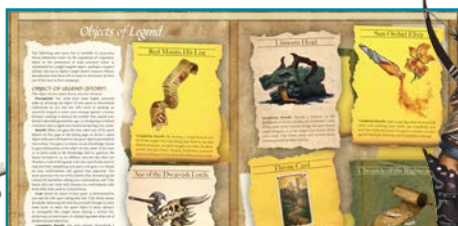
|         |                   |
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| ISBN    | 978-1-60125-507-5 |
| PZ09256 | \$19.99           |

# 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!





## PATHFINDER SOCIETY PRIMER

Whether drawn to ancient crypts in search of treasure, long-lost secrets, or the potential for fame, countless adventurers hope to someday join the illustrious Pathfinder Society, a loose organization of scholars, explorers, and thrill-seekers that scours the globe in search of wonders.

This player-focused guide includes new equipment to aid your Pathfinder in high adventure and exploration, including new *wayfinders* and *ioun stones*, and both magical and mundane volumes of the legendary *Pathfinder Chronicles*. Packed to the brim with new spells, feats, traits, vanities, and more, the *Pathfinder Society Primer* is a perfect introduction and must-have companion for the more than 50,000 players in Paizo's worldwide Pathfinder Society Organized Play campaign as well as Pathfinder RPG players looking to add the organization to their own home campaigns!



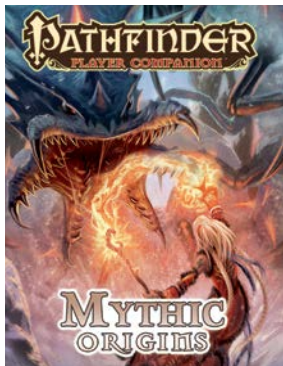
### PATHFINDER SOCIETY PRIMER

ISBN  
PZ09435

978-1-60125-534-1  
\$12.99

# PATHFINDER

PLAYER COMPANION



## MYTHIC ORIGINS

Expanding upon the incredible powers and world-shaking magic of the Pathfinder Roleplaying Game's newest hardcover, *Mythic Adventures*, this player-focused guide brings that arsenal of options into the Pathfinder world. Grant your characters a host of new abilities for every mythic path, feats, spells, magic items, and more drawn from the Pathfinder campaign setting's wildest legends, forgotten histories, and otherworldly planes.

### MYTHIC ORIGINS

ISBN 978-1-60125-569-3  
PZ09438 (September 2013) \$12.99

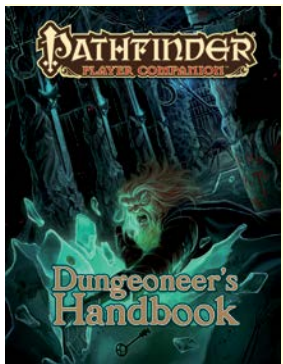


## QUESTS & CAMPAIGNS

This sourcebook takes your adventurer from zero to hero, providing tools to aid in the creation and development of your personal legend. From tables to develop your background to feats that point your newly forged champion toward even greater power, this volume offers countless sources of inspiration to prepare you for new and amazing adventures. The perfect companion to the *Ultimate Campaign* hardcover!

### QUESTS & CAMPAIGNS

ISBN 978-1-60125-513-6  
PZ09433 \$12.99

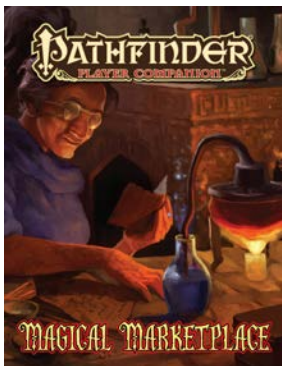


## DUNGEONEER'S HANDBOOK

Perhaps no environment is more iconic, more varied, and more fearsome than the dungeon, and when you delve into the perilous, monster-infested ruins of ages lost, you need all the help you can get! Packed with useful tips, handy tricks, and new rules and options, this volume is a must-have for any adventurer looking to brave the world's most infamous dungeons.

### DUNGEONEER'S HANDBOOK

ISBN 978-1-60125-510-5  
PZ09430 \$10.99

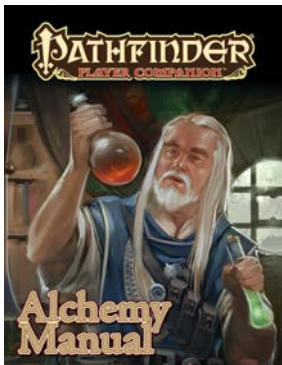


## MAGICAL MARKETPLACE

Merchants and magic-makers from across the Pathfinder campaign setting present their wares in this indispensable supplement of magical wonders. From deadly weapons to alchemical items, from holy relics to lethal traps, you're sure to find something for every character and every budget—along with the fantastic techniques and secret stocks some vendors only sell their favorite customers.

### MAGICAL MARKETPLACE

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| ISBN                    | 978-1-60125-600-3 |
| PZ09440 (November 2013) | \$12.99           |

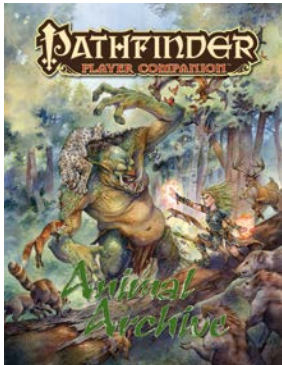


## ALCHEMY MANUAL

Put the power of wondrous concoctions and daring alchemical innovations to work for you with dozens of new types of alchemical gear, weapons, poisons, and more. Learn the secrets of the alchemists of Thuvia, the poison masters of Daggermark, daring Darklands apothecaries, and more. You don't have to be a wizard to sling fire or a cleric to heal the sick. Put the secrets of science to work for you!

### ALCHEMY MANUAL

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| PZ09445 (April 2014) | \$12.99           |



## ANIMAL ARCHIVE

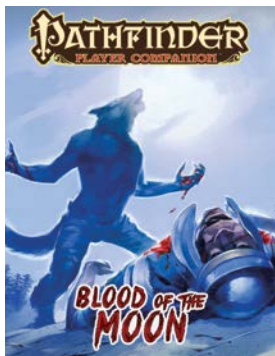
With the proper training, animals can be invaluable allies for adventurers of all stripes. Whether you're a scholarly spellcaster looking for a familiar to deliver spells or help turn the pages of your spellbook, or a brawler ready to lead your armored animal into the thick of battle, this book is a treasure trove of rules and advice aimed at helping you and your animal friends get the most out of your fantastic adventures.

### ANIMAL ARCHIVE

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| ISBN    | 978-1-60125-488-7 |
| PZ09429 | \$10.99           |

# PATHFINDER

PLAYER COMPANION



## BLOOD OF THE MOON

This book is the ultimate guide to turning your lycanthropic curse into a unique advantage. Harness the power of animals as a skinwalker—an all-new race of bestial humanoids who can trace their ancestry to lycanthropes. Distinct heritages for each kind of lycanthrope ensure that your skinwalker stands out from the rest of the pack, and new archetypes, feats, spells, and magic items allow players of any race to take control of their inner animal.

### BLOOD OF THE MOON

ISBN 978-1-60125-578-5  
PZ09439 (October 2013) \$12.99

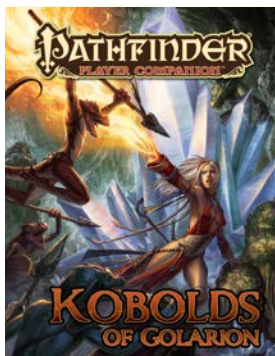


## BASTARDS OF GOLARION

From the best-known mixed-blood races, like half-elves and half-orcs, to beings with just a touch of another race's blood in their veins, the most successful species are the most flexible. Learn what powers your blood might hold and draw upon the magic of your diverse heritage with new options for mixed-race characters, spells and magic items to coax forth the might of latent powers, new feats and equipment, and more.

### BASTARDS OF GOLARION

ISBN 978-1-60125-602-7  
PZ09442 (January 2014) \$12.99



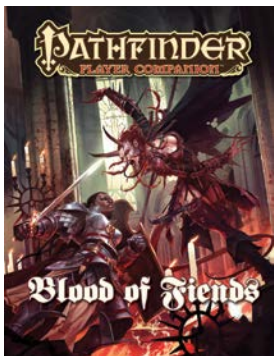
## KOBOLDS OF GOLARION

Dwelling underground in the dark and twisting sprawl of their tunnels, kobolds make unlikely heroes and intriguing player characters. This sourcebook unlocks the potential of this cunning and skilled race, showing how the talents kobolds have trained in since birth—trapmaking, teamwork, and sneakiness—make them excellent dungeon delvers. Though they're limited within their rigid tribal rules, kobolds have the ambition of dragons!

### KOBOLDS OF GOLARION

ISBN 978-1-60125-512-9  
PZ09432 \$12.99





## BLOOD OF FIENDS

Born of mortal and fiendish blood intertwined, tieflings are tainted individuals thrust into a world that has learned to both fear and despise them. *Blood of Fiends* presents a player-friendly overview of the tieflings of the Pathfinder campaign setting, as well as new rules and information to help players customize their own fiendish characters.

### BLOOD OF FIENDS

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| ISBN    | 978-1-60125-423-8 |
| PZ09423 | \$10.99           |



## BLOOD OF ANGELS

Touched by benevolent beings of the good Outer Planes somewhere in their ancestry, aasimars are viewed as scions of angels at best or otherworldly bringers of heavenly destruction at worst. *Blood of Angels* presents a player-friendly overview of the aasimars of the Pathfinder campaign setting, as well as new rules and information to help players create unique and interesting celestial characters.

### BLOOD OF ANGELS

|         |                   |
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| ISBN    | 978-1-60125-438-2 |
| PZ09424 | \$10.99           |



## BLOOD OF THE NIGHT

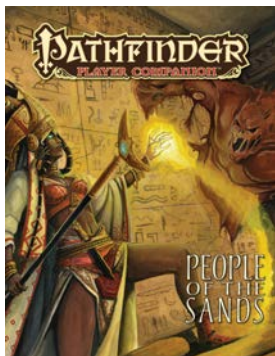
Golarion's most infamous vampiric races take center stage in this guide to tracking, hunting, and playing the aristocracy of the undead. Add a true thirst for blood to your characters with new rules for vampiric hunger, along with new powers associated with the most ravenous undead. Or, for true children of the light, expand your arsenal with the latest and most effective in undead-fighting gear, tactics, and character options.

### BLOOD OF THE NIGHT

|         |                   |
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| ISBN    | 978-1-60125-470-2 |
| PZ09427 | \$10.99           |

# PATHFINDER

PLAYER COMPANION

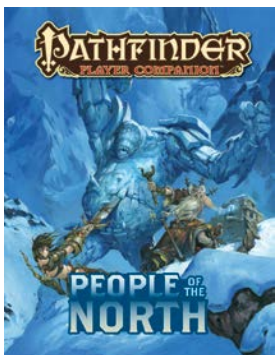


## PEOPLE OF THE SANDS

Explore the lands of Osirion, Thuvia, and Qadira, ancient nations with fierce traditions born from the heart of vast, merciless deserts. Discover the ways of these proud peoples and how to play natives of these shining lands, along with the unique traits, feats, equipment, magic, and more, that assure their survival against thirst, vicious storms, ancient monstrosities, and worse. A perfect companion to the Mummy's Mask Adventure Path!

### PEOPLE OF THE SANDS

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PZ09441 (December 2013) \$12.99



## PEOPLE OF THE NORTH

Learn the secrets of the brutal northern holds of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords, whether as a master of icy magic, a hunter who tracks through the fiercest polar blizzards, or as one of the region's cunning natives, like the Ulfen vikings, savage Kellids, Erutaki hunters, or mysterious Snowcaster elves in this guide to the northern extremes of the Inner Sea region.

### PEOPLE OF THE NORTH

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PZ09428 \$10.99

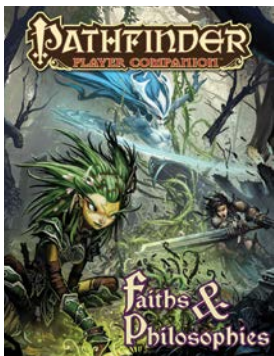


## VARISIA, BIRTHPLACE OF LEGENDS

Begin an adventure like no other in Varisia, a land of ancient mysteries and fantastic danger. Will you indulge your fortune as a Varisian wanderer, retake your tribal lands as a fierce Shoanti barbarian, uncover the secrets of a lost arcane empire, or fight to protect your home from dark magic and fierce monsters? A great companion to the Rise of the Runelords and Shattered Star Adventure Paths!

### VARISIA, BIRTHPLACE OF LEGENDS

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## FAITHS & PHILOSOPHIES

Whether as a servant of a powerful deity, a devotee of a world-shaping philosophy, or a zealous atheist, claim the power of your convictions with this guide to devotion—religious or otherwise. Join the ranks of Golarion's most active adherents, with details on the crusades and philosophies that shape the Inner Sea region. New archetypes, feats, spells, and magic items allow players of any class to put their beliefs to use like never before.

### FAITHS & PHILOSOPHIES

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| ISBN                  | 978-1-60125-543-3 |
| PZ09436 (August 2013) | \$12.99           |



## CHAMPIONS OF PURITY

Arm yourself with new options specifically designed for good-aligned characters—like new fighting techniques striking the balance between capture and execution, life-fostering magic, rules for the redemption of evil characters, and more. With new insights into what it means to play good-aligned hardliners and how to get paid for being a good guy, deal with evil companions, redeem villains, and handle all those goblin babies, this book will change the way you think about playing honorable characters.

### CHAMPIONS OF PURITY

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## CHAMPIONS OF BALANCE

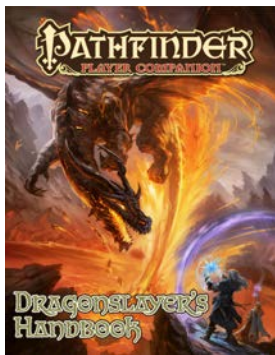
Pick from dozens of new options specifically designed for neutral-aligned characters, like new fighting techniques born of a harmony between body and mind, magic drawing upon the whole of the land and the planes, and ways to channel forces of true law and chaos. New feats and archetypes empower characters seeking the powers of balance, order, or anarchy, while spells, magic items, gear, and more aid those whose might lies somewhere between black and white.

### CHAMPIONS OF BALANCE

|                         |                   |
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| ISBN                    | 978-1-60125-603-4 |
| PZ09443 (February 2014) | \$12.99           |

# PATHFINDER

PLAYER COMPANION

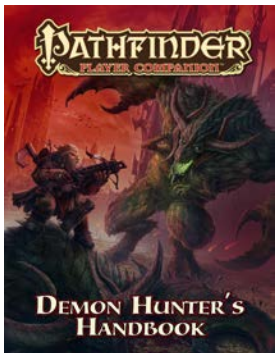


## DRAGONSLAYER'S HANDBOOK

Master the right tactics to employ in battle against dragons of all types, including how to locate and survive their treacherous lairs—the homes of their legendary hoards. Once you know your foe, join the ranks of the Inner Sea's greatest dragon hunters, learn their tested methods, adopt their lethal gear, and employ their massive, dragon-fighting war machines. New archetypes, feats, spells, magic items, and more give you the edge against even the deadliest dragons.

### DRAGONSLAYER'S HANDBOOK

ISBN 978-1-60125-526-6  
PZ09434 \$12.99

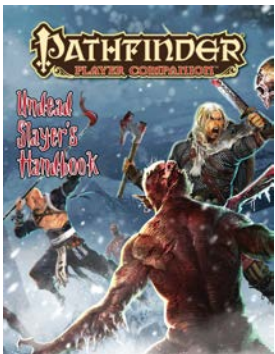


## DEMON HUNTER'S HANDBOOK

Unveil the secrets of demonkind and learn the best ways to combat the Abyss's most prevalent denizens, from the cunning babau to the awful balor. Whether through muscle or magic, discover the means to eradicate, subdue, or control demons and their ilk—either for good or to garner such power for yourself. New archetypes, feats, spells, magic items, and more give you the tools you need to combat Golarion's vilest extraplanar menaces.

### DEMON HUNTER'S HANDBOOK

ISBN 978-1-60125-554-9  
PZ09437 (August 2013) \$12.99

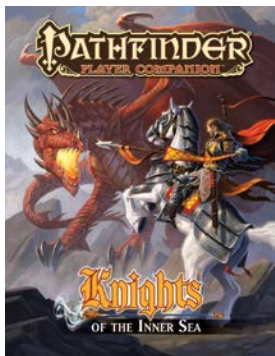


## UNDEAD SLAYER'S HANDBOOK

Discover the secrets of battling the undead—from mindless zombies to diabolical liches—master the right tactics to identify and battle against all types of undying foes, and learn how to survive their varied deadly lairs. Join the ranks of the Inner Sea's greatest undead hunters, discover their tested methods, adopt their lethal gear, and employ the powers of those who have faced death and survived.

### UNDEAD SLAYER'S HANDBOOK

ISBN 978-1-60125-604-1  
PZ09444 (March 2014) \$12.99

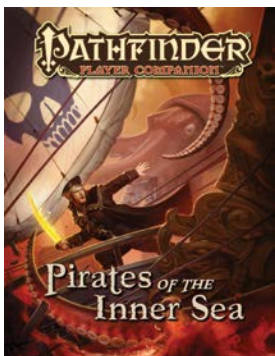


## KNIGHTS OF THE INNER SEA

Join the fray as a noble Knight of Ozem, crush the servants of anarchy as a merciless Hellknight, slay the demons of the Worldwound as a veteran Mendevian Crusader, or take up the banner of any of Golarion's most esteemed knighthoods in this guide to the knightly arts. Recruit a squire, make your steed more than just a horse, adopt a knightly code of conduct, or take up a diverse array of spells and magic items designed to empower knights—or destroy them!

### KNIGHTS OF THE INNER SEA

|         |                   |
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| ISBN    | 978-1-60125-460-3 |
| PZ09426 | \$10.99           |

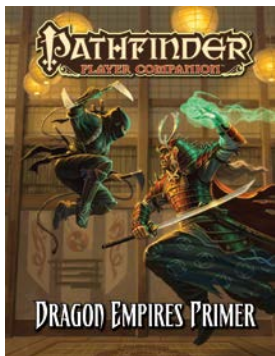


## PIRATES OF THE INNER SEA

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, magic items, and feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book!

### PIRATES OF THE INNER SEA

|         |                   |
|---------|-------------------|
| ISBN    | 978-1-60125-405-4 |
| PZ09422 | \$10.99           |



## DRAGON EMPIRES PRIMER

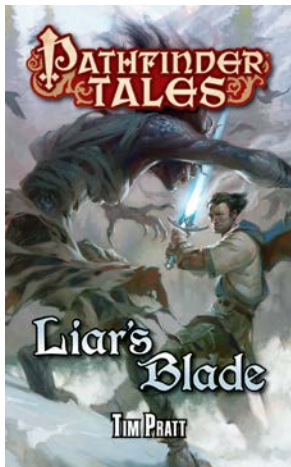
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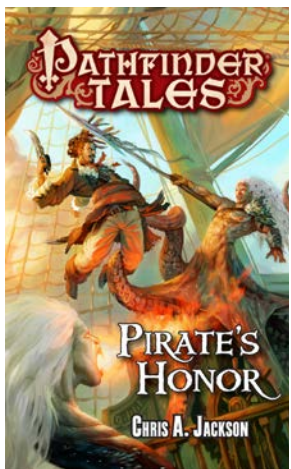
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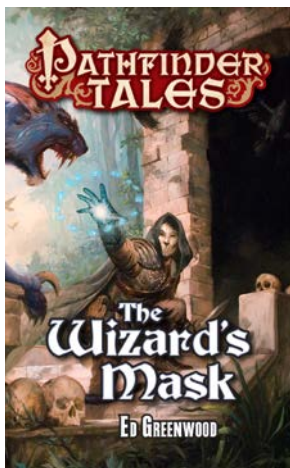
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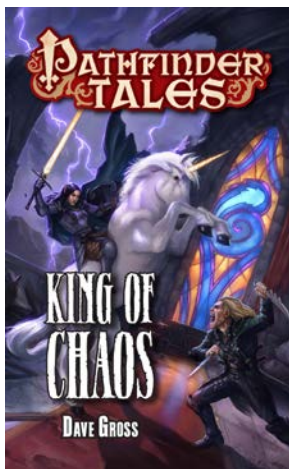
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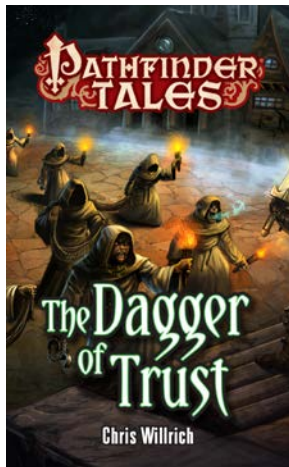
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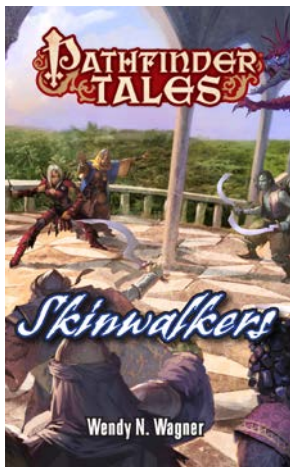
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Gideon Gull leads a double life: one as a talented young bard at the Rhapsodic College, and the other as a student of the Shadow School, where Taldor's infamous Lion Blades are trained to be master spies. When a magical fog starts turning ordinary people into murderous mobs along the border between Taldor and Andoran, it's up to Gideon and a crew of his fellow performers to solve the mystery. But can a handful of entertainers really stop a brewing war?

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### SKINWALKERS

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by James L. Sutter

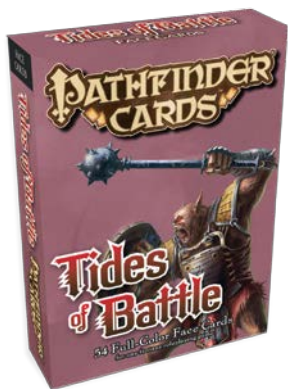
Someone is stealing souls from Hell, giving villains free passes into Heaven—whether they want them or not. Enter Salim Ghadafar, an atheist investigator forced against his will to solve problems for the goddess of death. In order to track down the missing souls, Salim must descend into the anarchic city of Kaer Maga, following a trail that leads from Hell's iron cities to the very gates of Heaven. Along the way, he'll be aided by a host of otherworldly creatures, a streetwise teenager, and two warriors of the mysterious Iridian Fold. But when the missing souls are the scum of the earth, and the victims devils themselves, can anyone really be trusted? From acclaimed author James L. Sutter comes a sequel to *Death's Heretic*, ranked #3 on Barnes & Noble's Best Fantasy Releases of 2011!

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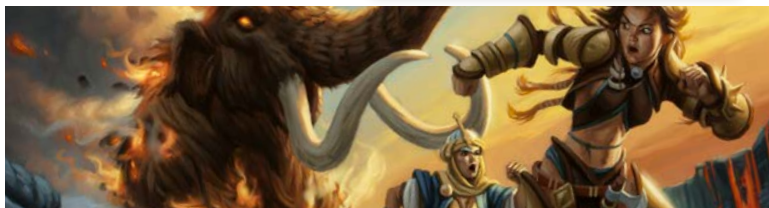


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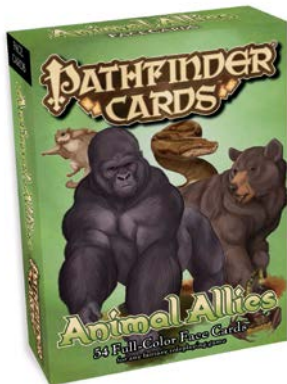
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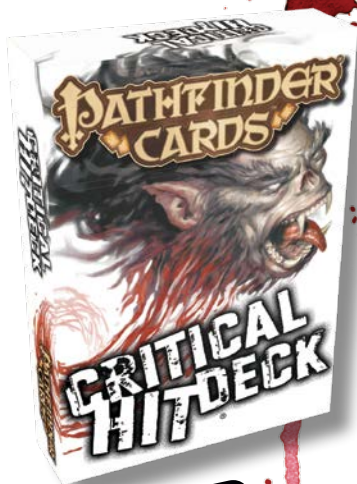


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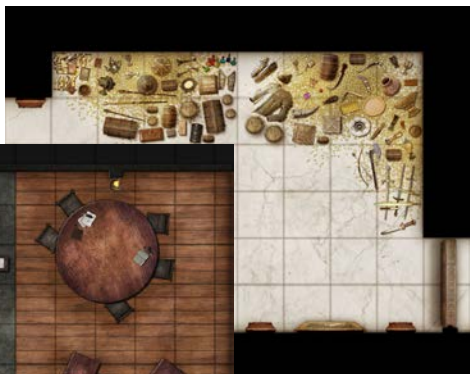
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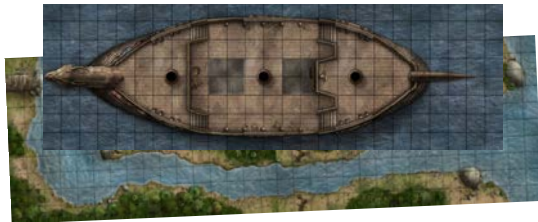


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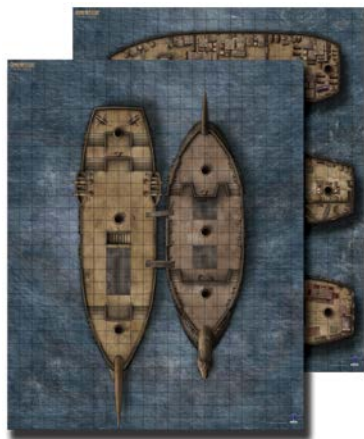
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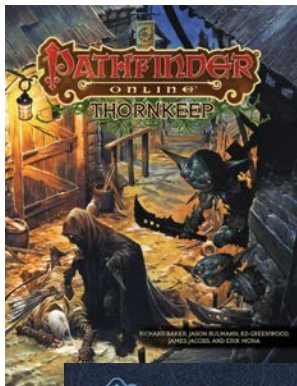
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# PATHFINDER

# PATHFINDER<sup>®</sup>

online™

An exciting new era in gaming begins with Pathfinder Online, a next-generation Massively Multiplayer Online fantasy roleplaying game currently in development from Goblinworks in partnership with Paizo Publishing! Pathfinder Online is a hybrid sandbox/theme park-style MMO where characters explore, develop, find adventure and dominate a wilderness frontier in a land of sword and sorcery.



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The Pathfinder Online MMO will put YOU in command of your very own kingdom in the treacherous River Kingdoms of the Pathfinder world. Get an early start on conquest with Pathfinder Online: Thornkeep, a complete gazetteer of one of the upcoming game's starting towns and the deadly dungeons that sprawl beneath it! A co-production of video game developers Goblinworks and Paizo Publishing, this fully illustrated adventure sourcebook slots easily into any Pathfinder RPG campaign, and provides a tantalizing glimpse at the early production of the Pathfinder Online MMO, with behind-the-scenes accounts, sneak peeks at characters and environment images, and new details about the upcoming game.



This 96-page book also includes complete original dungeon levels designed by a who's-who of adventure design: Richard Baker, Jason Bulmann, Ed Greenwood, James Jacobs, and Erik Mona! With enough gaming material to advance a character from 1st to 8th level, Thornkeep brings the action and excitement of the Pathfinder Online MMO to your tabletop!

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PZ01104

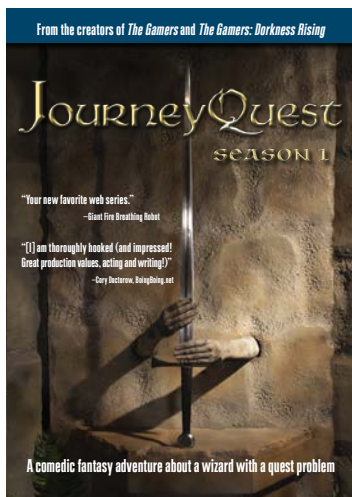
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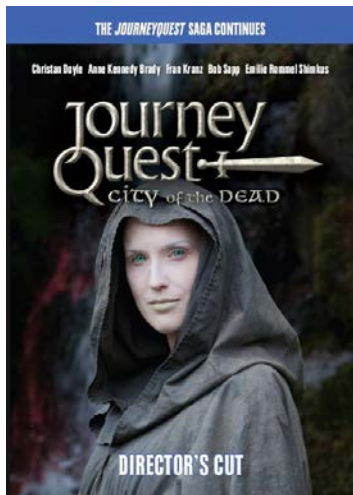


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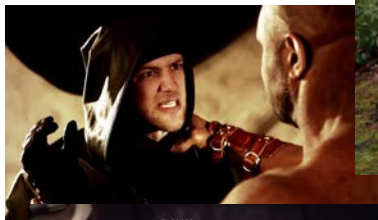
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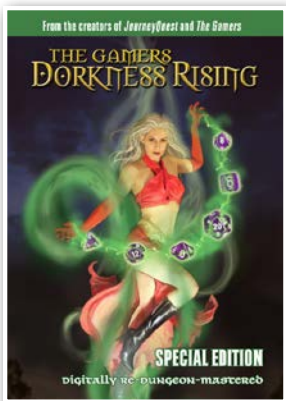
Perf (Christian Doyle), a wizard cursed with a wisecracking sword, has been captured by an assassin intent on delivering him and his companions to the Wicked Kings. Meanwhile, Karn the Unpleasant (Bob Sapp) and Queen Starling (Jen Page) strive to protect their throne from the Kings while Wren (Emilie Rommel Shimkus), the bard assigned to chronicle Perf's epic, faces professional competition from rival songsmith Silver Tom (Fran Kranz).

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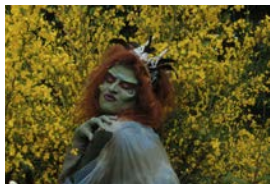


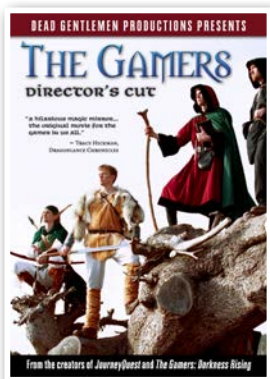
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Struggling writer Lodge isn't asking for much: he wants his gaming group to finish playtesting his table-top adventure, rather than killing, looting, and debauching his fantasy world. Desperate to save the integrity of his story from the whims of his 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?

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This DVD also includes the Synndicus Inc. short film "Staff Entrance"—a cautionary and comedic fable about a wizard, his staff of power, and an exclusive nightclub—and a trailer for *The Gamers: Hands of Fate*, the newest *Gamers* feature film from Dead Gentlemen Productions and Zombie Orpheus Entertainment.

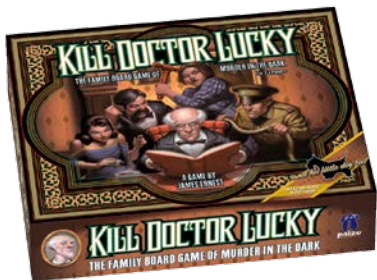
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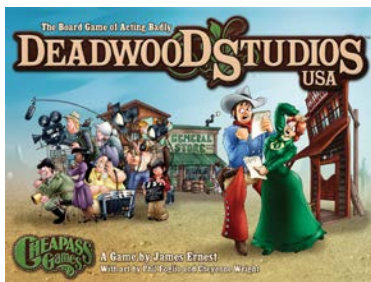
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*Deadwood Studios, USA* is a board game about acting badly. The players are bit actors at Deadwood Studios, a terrible Western movie backlot. Each day, 2–6 players will walk from set to set, taking roles and trying to act. You will earn money and fame, and raise your acting rank, so you can work on tougher roles. *Deadwood Studios, USA* is the most ambitious board game product ever from Cheapass Games, with a truly "deluxe" format: full-color artwork, four sturdy modular game boards, 150 counters, 12 quality dice, and a full-color 2-piece box. Designed by James Ernest with art by Phil Foglio and Cheyenne Wright.

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ISBN 978-1-59100-033-4 (HOBBY ONLY)  
CAG205 (September 2013) \$39.95



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