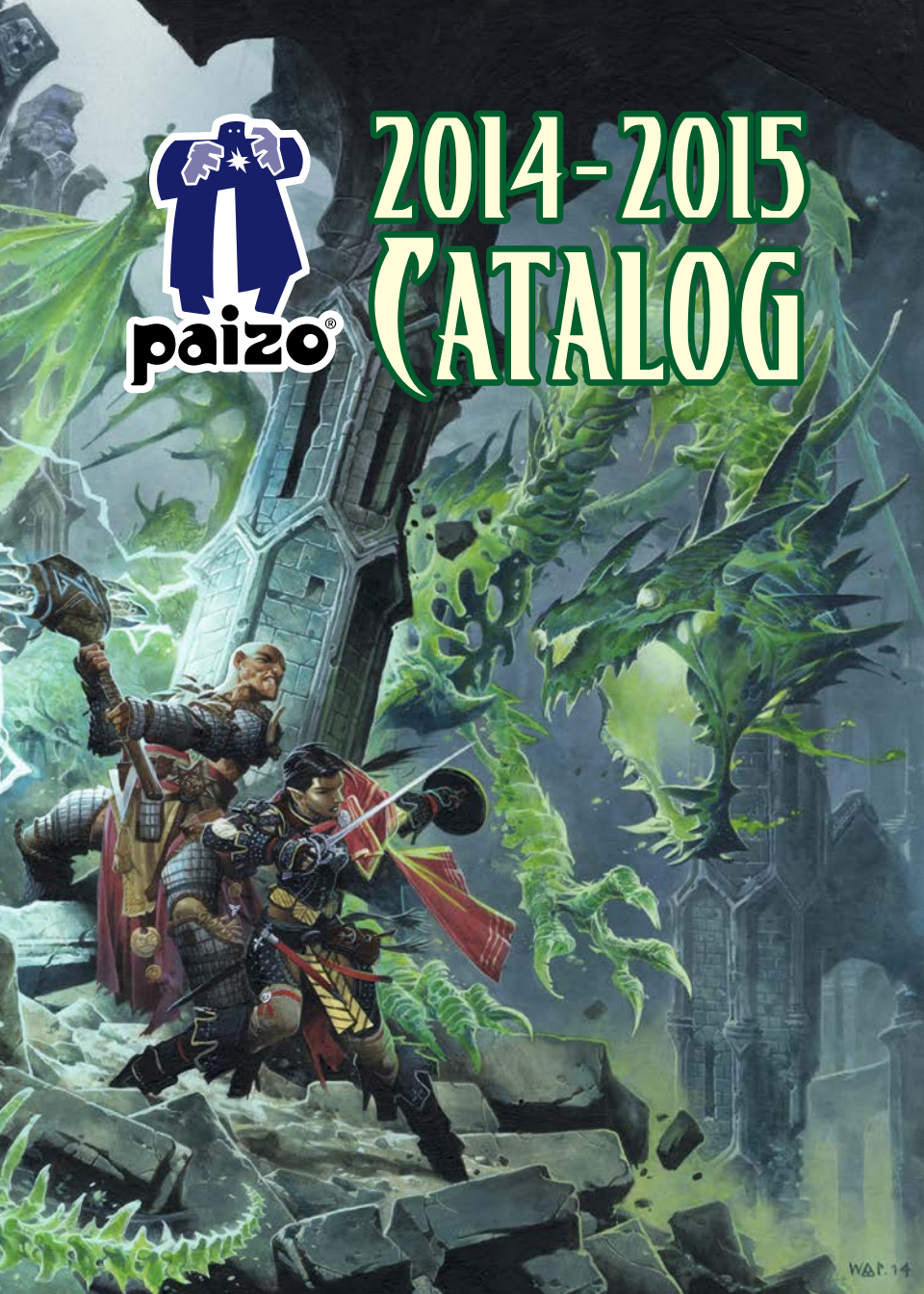


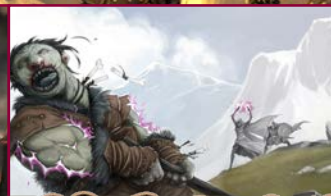


2014-2015 CATALOG



PATHFINDER

ADVENTURE CARD GAME



PATHFINDER

ADVENTURE CARD GAME



RISE OF THE RUNELORDS

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)

The Hook Mountain Massacre

(Adventure Deck 3)

Fortress of the Stone Giants

(Adventure Deck 4)

Sins of the Saviors

(Adventure Deck 5)

Spires of Xin-Shalast

(Adventure Deck 6)

PZO6000

978-1-60125-550-1

\$59.99

PZO6001

978-1-60125-551-8

\$19.99

PZO6002

978-1-60125-562-4

\$19.99

PZO6003

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PZO6004

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978-1-60125-565-5

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PZO6006

978-1-60125-566-2

\$19.99



PATHFINDER

ADVENTURE CARD GAME



PATHFINDER

ADVENTURE CARD GAME



ALL HANDS ON DECK!

Launch a campaign to control the pirate-infested Shackles Isles with the *Pathfinder Adventure Card Game: Skull & Shackles Base Set*. This complete cooperative strategy card game pits 1 to 4 heroes against the traps, monsters, deadly magic, and despicable foes of the Pathfinder Roleplaying Game's award-winning Skull & Shackles 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: Skull & Shackles Base Set* includes:

- More than 500 cards featuring a richly customizable assortment of equipment and magic, and dozens of allies, monsters, and villains from the Skull & Shackles Adventure Path.
- 7 character classes to choose from, including 4 brand-new ones: gunslinger, magus, oracle, and swashbuckler.
- The *Wormwood Mutiny Adventure Deck*, the beginning of the Skull & Shackles Adventure Path.
- A complete set of 5 polyhedral dice.

SKULL & SHACKLES ADVENTURE PATH

Skull & Shackles Base Set

(Includes Adventure Deck 1)

PZO6010 978-1-60125-647-8 \$59.99

Character Add-On Deck

Raiders of the Fever Sea

(Adventure Deck 2) (September 2014)

PZO6011 978-1-60125-648-5 \$19.99

PZO6012 978-1-60125-682-9 \$19.99

Tempest Rising

(Adventure Deck 3) (October 2014)

PZO6013 978-1-60125-687-4 \$19.99

Island of Empty Eyes

(Adventure Deck 4) (November 2014)

PZO6014 978-1-60125-692-8 \$19.99

The Price of Infamy

(Adventure Deck 5) (December 2014)

PZO6015 978-1-60125-693-5 \$19.99

From Hell's Heart

(Adventure Deck 6) (January 2015)

PZO6016 978-1-60125-694-2 \$19.99



PATHFINDER ADVENTURE CARD GAME



PATHFINDER ADVENTURE CARD GAME



Wrath of the Richteous



THE ABYSS AWAITS!

When the city of Kenabres is destroyed by a horde of demons, only you can save the world! In *Wrath of the Righteous*, the epic new Adventure Path for the Pathfinder Adventure Card Game, you will travel to the Abyss to battle the malevolent minions of the demon lord Deskari. Along the way, you'll become mythic heroes that rival the greatest legends the world of Golarion has ever known. The saga begins in the *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set*.

This cooperative strategy card game lets 1 to 4 players enter the hellish Worldwound.

You can choose from 7 characters, each with a different style of play. You'll build a deck of powerful boons, which will grow according to your desires over a six-month campaign. You'll gain a new set of cards called companions, which can support your characters in play. Over time, you'll gain a mythic card, which will allow you to warp the rules of the game and use the first-ever 20-sided die to appear in a *Pathfinder Adventure Card Game* release.

The *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set* contains:

- More than 500 cards featuring a new set of boons for your characters to collect, and never before seen monsters and barriers of a decidedly abyssal nature.
- 7 character classes, including the all-new arcanist, cavalier, slayer, and summoner.
- *The Worldwound Incursion Adventure Deck*, a 110-card deck that begins the *Wrath of the Righteous* Adventure Path.
- A complete set of 6 polyhedral dice, including the first d20 in *Pathfinder Adventure Card Game*.

This set can be supplemented with the *Wrath of the Righteous Character Add-On Deck*, featuring 4 more characters, including the first appearances of the bloodrager, hunter, and shaman. Adventure decks release monthly starting with *March's Sword of Valor Adventure Deck*.



WRATH OF THE RIGHTEOUS ADVENTURE PATH

Wrath of the Righteous Base Set (Includes Adventure Deck 1) (February 2015)	PZO6020	978-1-60125-745-1	\$59.99
Character Add-On Deck (February 2015)	PZO6021	978-1-60125-746-8	\$19.99
Sword of Valor (Adventure Deck 2) (March 2015)	PZO6022	978-1-60125-747-5	\$19.99
Demon's Heresy (Adventure Deck 3) (April 2015)	PZO6023	978-1-60125-748-2	\$19.99
The Midnight Isles (Adventure Deck 4) (May 2015)	PZO6024	978-1-60125-749-9	\$19.99
Herald of the Ivory Labyrinth (Adventure Deck 5) (June 2015)	PZO6025	978-1-60125-750-5	\$19.99
City of Locusts (Adventure Deck 6) (July 2015)	PZO6026	978-1-60125-751-2	\$19.99

PATHFINDER

ADVENTURE CARD GAME



PATHFINDER ADVENTURE CARD GAME CHARACTER DECKS

Pathfinder Adventure Card Game Character Decks bring exciting new character options to the game! Each deck contains four characters of the same class, each with very different strategies and abilities. Additional cards include allies, weapons, spells, and other loot to take your character all the way through any Pathfinder Adventure Card Game Base Set. A character from a Character Deck is required for play in Paizo's new Pathfinder Society Adventure Card Guild organized play campaign, geared primarily toward in-store Adventure Card Game play.

ADVENTURE CARD GAME CHARACTER DECKS

Bard Class Deck	PZO6801	978-1-60125-695-9	\$19.99
Cleric Class Deck	PZO6802	978-1-60125-696-6	\$19.99
Fighter Class Deck	PZO6803	978-1-60125-697-3	\$19.99
Ranger Class Deck	PZO6804	978-1-60125-698-0	\$19.99
Rogue Class Deck	PZO6805	978-1-60125-699-7	\$19.99
Sorcerer Class Deck	PZO6806	978-1-60125-700-0	\$19.99
Wizard Class Deck	PZO6807	978-1-60125-701-7	\$19.99



ACCESSORIZE IN STYLE!

Add exciting new dimensions to your Pathfinder Adventure Card Game campaigns with these accessories from UltraPRO! The **Adventure Mat** is a 24 in. x 24 in. vinyl playmat with spaces for scenario cards, locations, adventure, and adventure path cards that keeps everything in place over the course of a campaign. Players will want to keep their characters straight on **Character Mats** for Rise of the Runelords and Skull & Shackles, while the 50-count **Deck Protector** sleeves keep individual cards pristine, even in the face of the most treacherous battles!

ADVENTURE CARD GAME ACCESSORIES

Available from UltraPRO

Adventure Mat	UPR84349	\$25.99
Character Mats: Rise of the Runelords Base Set	UPR84288	\$24.99
Character Mats: Rise of the Runelords Character Add-On Deck	UPR84289	\$14.99
Character Mats: Skull & Shackles Base Set	UPR52499	\$24.99
Character Mats: Skull & Shackles Character Add-On Deck	UPR51499	\$14.99
Deck Protector Sleeves (50-ct. pack)	UPR84350-S	\$5.50
Deck Protector Sleeves (600-ct. display)	UPR84350-D	\$65.50



PATHFINDER[®]

ROLEPLAYING GAME[™]

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



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 *Iron Gods* and *Giantslayer*!



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™

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
PZ01119-1

978-1-60125-630-0
\$34.99



PATHFINDER[®]

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!



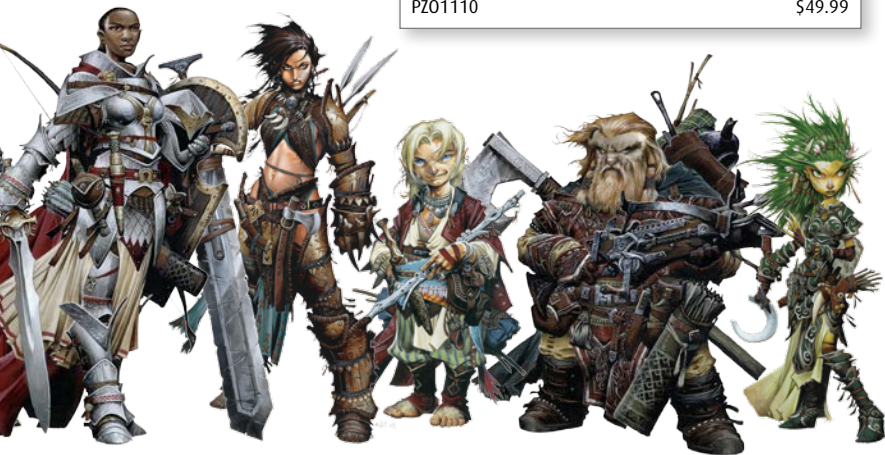
PATHFINDER RPG CORE RULEBOOK

ISBN

PZ01110

978-1-60125-150-3

\$49.99



PATHFINDER®

ROLEPLAYING GAME™



ADVANCED CLASS GUIDE

Adventure like never before with the *Pathfinder Roleplaying Game Advanced Class Guide*! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more!



The *Pathfinder Roleplaying Game Advanced Class Guide* includes:

- Ten new base classes—the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others.
- Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler.
- Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more.
- Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets.
- An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons.
- And much, much more!

PATHFINDER RPG ADVANCED CLASS GUIDE

ISBN

978-1-60125-671-3

PZ01129

\$39.99



PATHFINDER[®]

ROLEPLAYING GAME™



MASTER THE GAME!

Unlock the secrets of the Pathfinder Roleplaying Game! The 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*.

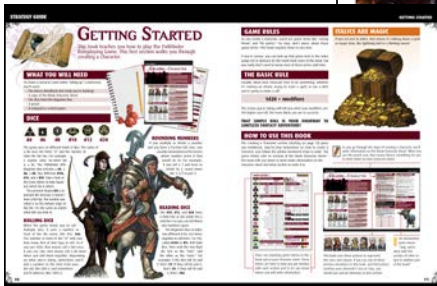
PATHFINDER RPG STRATEGY GUIDE

ISBN

978-1-60125-626-3

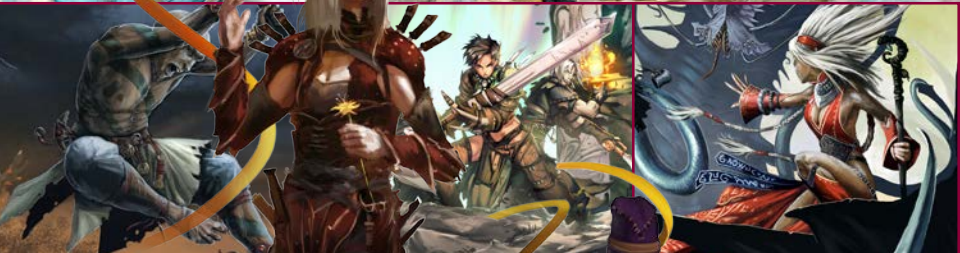
PZ01128 (December 2014)

\$29.99



PATHFINDER[®]

ROLEPLAYING GAME™

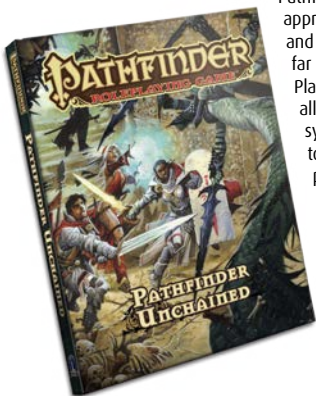


PATHFINDER UNCHAINED

Pathfinder Unchained dares to take a fresh look at the system itself, altering some of the fundamentals of the game and giving fresh optional takes on classic rules. Inside this collection of alternate rules and options you'll find completely redesigned versions of the barbarian, monk, rogue, and summoner classes. Delve into a new system for resolving player actions designed to speed play and dispel confusion. Many of the new systems (such as the revised classes) work seamlessly with the existing

Pathfinder rules. Even the most staunchly traditionalist player will appreciate the book's math-lite system for on-the-fly monster creation and the new system for generating dynamic magic items that go far beyond a simple +1 to add lore and interest to the campaign.

Players will love the book's new resource pool for martial characters, allowing for exciting new tactical options, as well as the robust new system that allows spellcasters to modify their spells with powerful spell components.



This 256 page hardcover addition to the Pathfinder Roleplaying Game is designed to be used by GMs and players that want to change the way their game is played. You can pick and choose the systems you want to change or you can adopt a number of them for a truly new play experience. With *Pathfinder Unchained*, you can have the game you want to play!



PATHFINDER RPG PATHFINDER UNCHAINED

ISBN

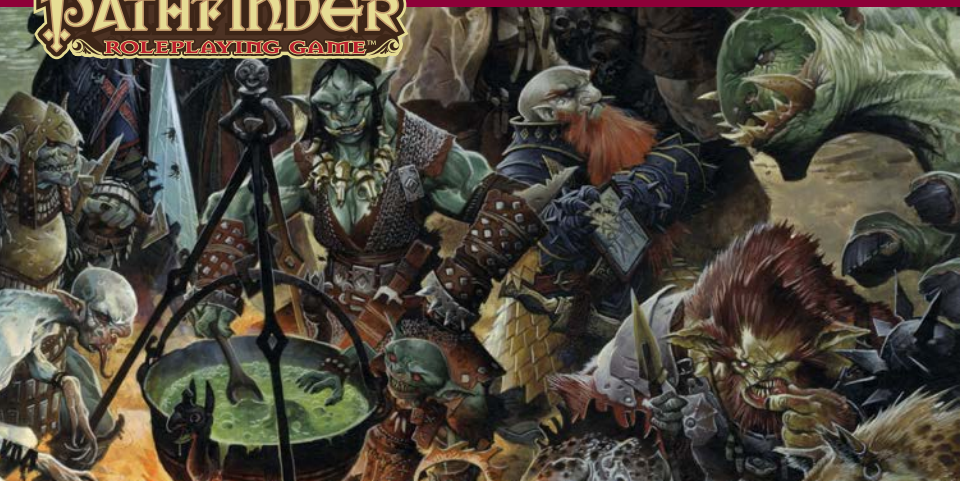
978-1-60125-715-4

PZ01131 (April 2015)

\$39.99

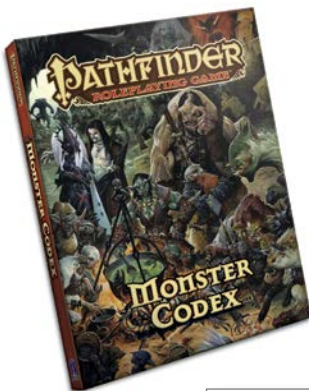
PATHFINDER[®]

ROLEPLAYING GAME™



MONSTER CODEX

Take monsters beyond the basics! The *Pathfinder Roleplaying Game Monster Codex* takes 20 of fantasy's most iconic monsters and gives you a mountain of new rules and premade stat blocks to challenge your heroes. Perfect for busy Game Masters, this invaluable tome gives a wide range of challenges for a variety of foes, from the nefarious drow to ruthless orcs. Each monster includes an in-depth look at its society and ecology, new rules like feats and spells designed to complement the race, and archetypes built to give monsters a new edge. From a simple encounter to an entire campaign, this book gives you everything you need to make these monsters the center of the action!



The *Pathfinder Roleplaying Game Monster Codex* includes:

- Comprehensive chapters for 20 of the game's most iconic monsters, including the boggard, bugbear, drow, duergar, fire giant, frost giant, ghoul, gnoll, goblin, hobgoblin, kobold, lizardfolk, ogre, orc, ratfolk, sahuagin, serpentfolk, troglodyte, troll, and vampire.
- New rules in each monster section, including feats, spells, and magic items.
- Archetypes for each entry, allowing monsters of that race to be fully integrated with their class choices.
- Over 10 new stat blocks for each monster, utilizing the new rules from their entry in the book.
- Plenty of advice and tips for Game Masters to include these monsters in their game and simple templates to customize the monsters in countless ways.
- And much, much more!

PATHFINDER RPG MONSTER CODEX

ISBN 978-1-60125-686-7
PZ01130 (November 2014) \$39.99



PATHFINDER[®]

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

\$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 PZ01112 \$39.99

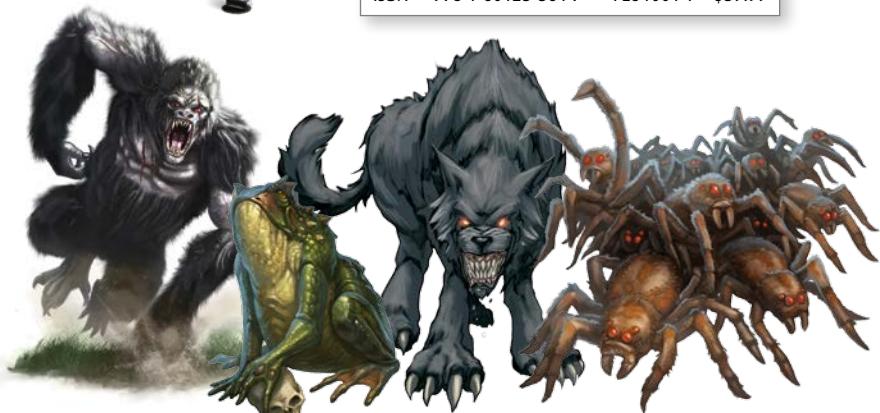


PATHFINDER PAWNS BESTIARY BOX

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 PZ01001-1 \$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 BESTIARY 4

Confront the creatures that go bump in the night! *Bestiary 4* presents hundreds of new monsters for use in the *Pathfinder Roleplaying Game*. Within this tome of terrors you'll find pitiless psychopomps and blood-drinking nosferatu, insectile formians and faceless nightgaunts, and even unique mythological horrors like Spring-Heeled Jack and Grendel himself. Yet not every creature need be an enemy, as mighty empyreal lords, primeval outer dragons, and valorous swan maidens enlist you in their epic battles!

PATHFINDER RPG BESTIARY 4

ISBN 978-1-60125-575-4 PZO1127 \$39.99



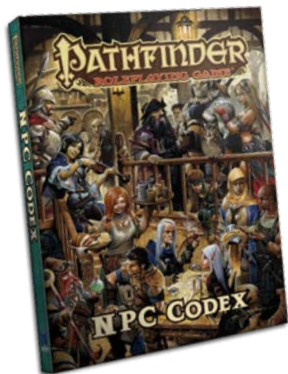
PATHFINDER PAWNS BESTIARY 4 BOX

The vicious horrors of *Pathfinder Roleplaying Game Bestiary 4* 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! Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for commonly encountered monsters and over 200 distinct creature images, the *Bestiary 4 Box* is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever!

PATHFINDER PAWNS BESTIARY 4 BOX

ISBN 978-1-60125-583-9 PZO1011 \$39.99



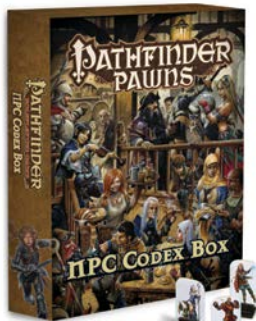


PATHFINDER RPG NPC CODEX

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 RPG NPC CODEX

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



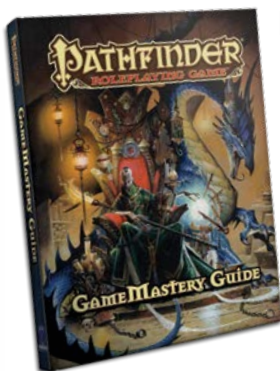
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The heroes and villains of the *NPC Codex* charge forth in this complete collection of more than 250 pawns for use with the Pathfinder RPG or any tabletop fantasy roleplaying game! Printed on sturdy cardstock, each pawn contains a beautiful full-color 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.

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PATHFINDER RPG GAMEMASTERY GUIDE

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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.

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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.

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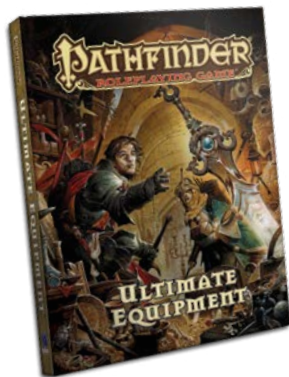
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Choose your weapon and stride boldly into battle with *Ultimate Equipment*! Within this handy, all-in-one reference, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking 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.

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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!

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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!

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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!



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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.



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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!

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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.

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Liven up your *Rise of the Runelords* campaign with this amazing life-size Sihedron Medallion! Pledge your allegiance to the ancient Runelords with this handsome metal medallion, which comes complete with a replica gem at its wicked center. The Sihedron Medallion is the perfect gift for players and GMs who have completed the epic *Runelords* campaign, or for *Pathfinder* stalwarts to show their support in style! Produced in glorious detail by King of the Castle Games!

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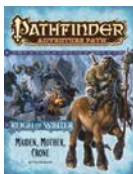


It has been a century since the immortal witch Baba Yaga last visited the world, and the hour draws nigh for her return. But when she fails to appear in the frozen realm of Irrisen to usher in its newest ruler, pockets of winter begin to grow throughout the Inner Sea region.

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)





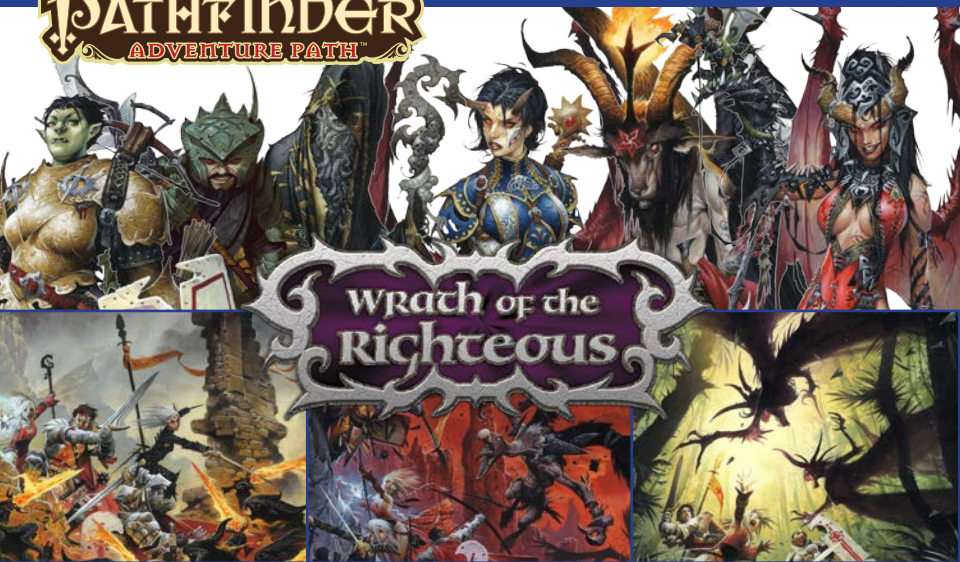
Reign of Winter 1: The Snows of Summer
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Pathfinder Battles: Reign of Winter Miniatures (See page 91)

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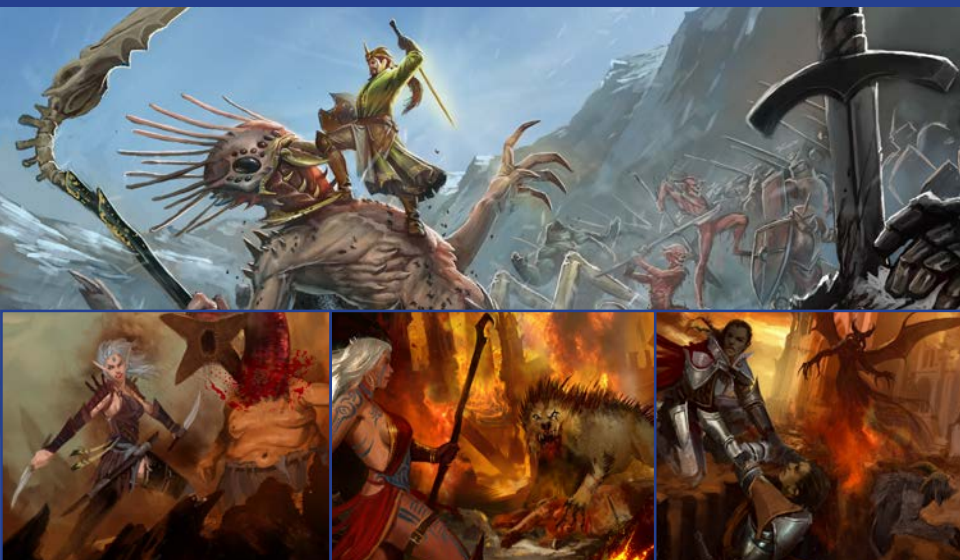


The Worldwound tore reality apart at the dawn of the Age of Lost Omens, murdering the nation of Sarkoris and unleashing a ravenous demonic horde upon the world.

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.





Wrath of the Righteous 1: The Worldwound Incurison
Wrath of the Righteous 2: Sword of Valor
Wrath of the Righteous 3: Demon's Heresy
Wrath of the Righteous 4: The Midnight Isles
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Wrath of the Righteous Face Cards
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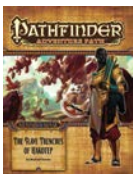
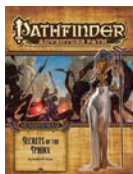
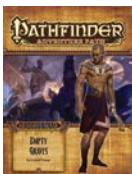


The nation of Osirion was born at the dawn of the Age of Destiny, and over the millennia, a succession of powerful pharaohs and god-kings have guided its people through history. Royal pyramids and monuments to pharaonic rule are scattered throughout the deserts of Osirion, many buried beneath the shifting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

Numeria has a long history of mystery and wonder buried under its rugged landscape, for on that one fateful night thousands of years ago, the Rain of Stars scarred the land. The fragmented remnants of a ship from beyond the stars fell from the sky, scattering strange technological ruins and deadly perils across Numeria.

Today, these sites are feared by the barbaric tribes and coveted by the sinister spellcasters of the Technic League. Yet something worse than brutish berserker or super-science wizard has risen to power in these hidden technological halls. The Iron Gods are ready to make their presence known, and if they are not opposed by the region's newest heroes, a scourge unlike any the Inner Sea has seen will arise!

From small Numerian towns to strange technological ruins to the region's infamous capital of Starfall—and perhaps beyond—the Iron Gods Adventure Path will take your heroes into places unlike any seen before in the Pathfinder Roleplaying Game!

Pathfinder Adventure Path is the premiere monthly resource for your fantasy roleplaying campaign. Every month, the Pathfinder Adventure Path brings you a new installment of a 6-part series of interconnected quests that together create a fully developed plot of sweeping scale and epic challenges.





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Deep in the Mindspin Mountains, a storm giant warlord known as the Storm Tyrant has seized control of a cloud castle and an *Orb of Dragonkind*, and is gathering an army of giants from across western Avistan—first to bring the orc hordes of Belkzen under his banner, then to conquer the neighboring realms.

Heroes defending the human town of Trunau from an orc raid discover that the attack is just a precursor to the Storm Tyrant's larger plans. Working their way through an abandoned border fort, an ancient giant temple, the tomb of an undead frost giant, and an elite fire giant training facility beneath a dormant volcano, the heroes eventually take the fight to the Storm Tyrant himself inside his flying fortress. Can the giant army be defeated before it can conquer the human lands of the Inner Sea, or will all of Avistan bow down in fealty to the Storm Tyrant?

Pathfinder Adventure Path is the premiere monthly resource for your fantasy roleplaying campaign. Every month, the Pathfinder Adventure Path brings you a new installment of a 6-part series of interconnected quests that together create a fully developed plot of sweeping scale and epic challenges.





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PATHFINDER MODULE



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For ages untold, a gemstone monolith has pierced the heart of the Echo Wood. Now, as civilization intrudes upon this enigmatic splinter, a strange life once again stirs in the depths—one with ties to undying evils and a might beyond time itself. The promise of wealth and power calls to glory-seekers from across the Inner Sea region, tempting them into a labyrinth of monster-haunted vaults, defiled tombs, arcane laboratories, and worse, as they seek to unveil the secrets locked below the legendary Emerald Spire.

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- A gazetteer of Fort Inevitable, a bastion of merciless order near the Emerald Spire serving as a base for exploration or a launchpad for more adventures.
- Insights into the region and plots taking central stage in the upcoming Pathfinder Online massively multiplayer online RPG.
- A bestiary of the Emerald Spire's myriad monstrous menaces and inscrutable inhabitants.
- Dozens of new treasures, maps, side-plots, and more!

THE EMERALD SPIRE SUPERDUNGEON

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THE EMERALD SPIRE SUPERDUNGEON CAMPAIGN CARDS

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Conquer the massive *Emerald Spire Superdungeon* in style with this impossibly enormous collection of 8 double-sided dungeon-themed Flip-Mats! Each of the 16 complete dungeon levels featured in this mega Multi-Pack was designed by a legendary game designer, and works perfectly with the associated dungeon levels included in the *Emerald Spire Superdungeon*! Each map measures 24" x 30" unfolded, and 8" x 10" folded. Its coated surface can handle any dry erase, wet erase, or even permanent marker.

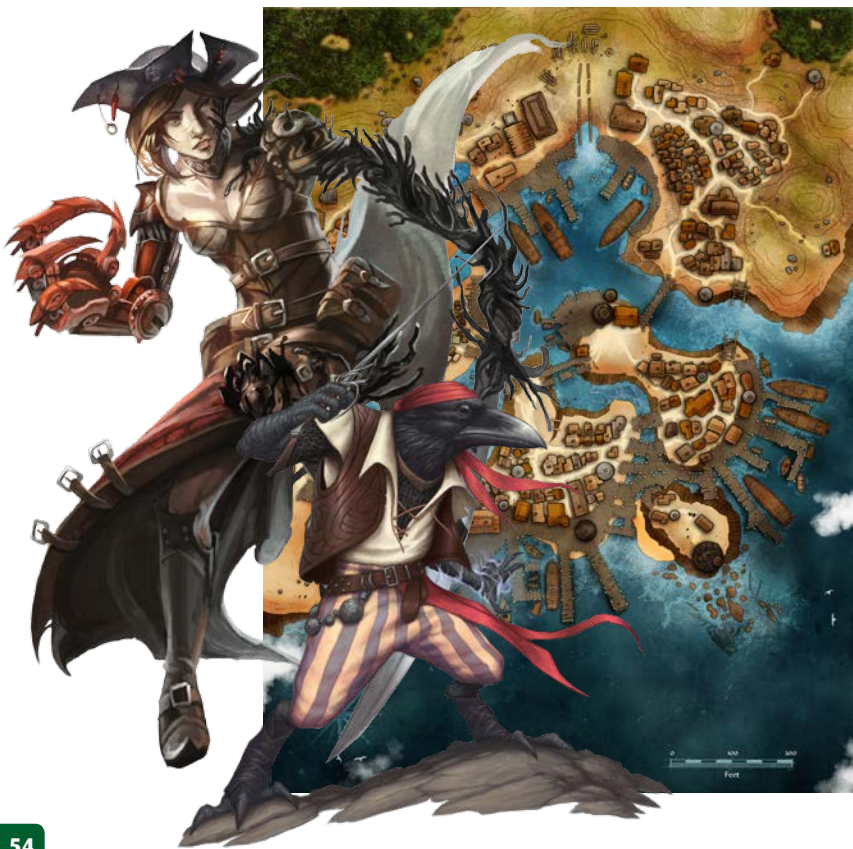
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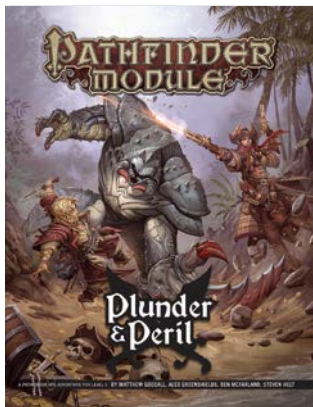
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PATHFINDER MODULE

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!





PLUNDER & PERIL

By Matthew Goodall, Alex Greenshields, Ben McFarland, and Steven Helt

When the infamous captain of the *Magpie Prince* sails into port with a bizarre treasure map and the promise of fantastic riches, scalawags of every stripe fight to join her crew. With the heroes aboard, the pirate vessel sets forth on a race around the treacherous isles of the Shackles, dodging enemy pirates, scouring shipwrecks, and bilking the denizens of the deep. But treachery and danger lie beyond every horizon and it's up to the heroes to decide whether they'll win their promised treasure or a watery grave! *Plunder & Peril* shares in the stories of the new *Pathfinder Adventure Card Game: Skull & Shackles*, giving Pathfinder fans three exciting new quests that can stand alone or build upon either the award-winning card game or the swashbuckling *Skull & Shackles Adventure Path*. Includes a giant poster map! For heroes levels 4–7.

PLUNDER & PERIL (September 2014)

ISBN 978-1-60125-680-5 PZ09546

\$24.99

PATHFINDER MODULE



DAUGHTERS OF FURY

By Victoria Jaczko

Fury has come to the border town of Arwyll Stead! Life on the fringes of orc-ruled Belkzen has never been easy, but since the last member of the Arwyll family was murdered things have become even more desperate. Orc-blooded terrors are killing the town's defenders and threatening to lay siege, devils fly overhead, and the only half-orc who might know the secret of these nightmarish new invaders has been struck mute. Can the PCs manage to both keep the town from erupting into panic and discover what is behind the horrifying rash of infernal attacks?

The winning entry of Paizo's 2014 RPG Superstar contest—in which unpublished authors compete for a chance to write a *Pathfinder Module*—*Daughters of Fury* includes not only Victoria Jaczko's winning adventure, but also a selection of the best monsters submitted by other contestants! For heroes level 1–5.

DAUGHTERS OF FURY (November 2014)

ISBN 978-1-60125-706-2 PZ09547 \$24.99



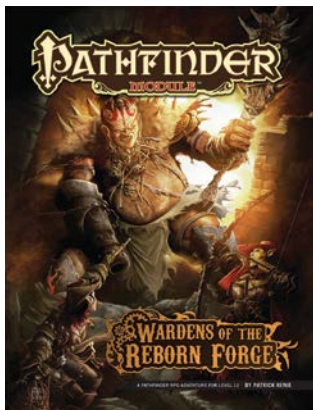
FEAST OF DUST

By Nicolas Logue

A deadly new curse known as the Carrion Call is spreading rapidly through the Meraz Desert, driving its victims mad with hunger and a burning desire to flee south into the sands. To find the source of this affliction, players must fight their way through gnoll tribes, daemons, and freakish undead to discover the secret of a long-forgotten evil—the otherworldly entity known only as The Vulture King. Once worshipped as a god, this vile creature seeks to complete his resurrection and use the mystical Path of Apocalypse to spread the feast of dust into new lands—and only the players can stop him. For 11th-level heroes.

FEAST OF DUST (March 2015)

ISBN 978-1-60125-735-2 PZ09548 \$24.99



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. 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

ISBN 978-1-60125-555-6 PZ09543 \$24.99

WARDENS OF THE REBORN FORGE CAMPAIGN CARDS

ISBN 978-1-60125-571-6 PZ03034 \$10.99



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.

Written by Steven Helt, the 2013 winner of Paizo Publishing's annual RPG Superstar RPG design contest, *Tears at Bitter Manor* is a deluxe urban mystery super-adventure for 5th-level characters.

TEARS AT BITTER MANOR

ISBN 978-1-60125-613-3 PZ09544 \$24.99

TEARS AT BITTER MANOR CAMPAIGN CARDS

ISBN 978-1-60125-608-9 PZ03038 \$10.99

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 Cheliax 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!

INNER SEA WORLD GUIDE

ISBN
PZ09226

978-1-60125-269-2
\$49.99

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*!



INNER SEA GODS

ISBN
PZ09267

978-1-60125-597-6
\$39.99



INNER SEA RACES

Learn all there is to know about the peoples of the Pathfinder campaign setting, from elves and dwarves to goblins and strix, in this massive 256-page hardcover companion to the *Inner Sea World Guide*. Along with expansive details on Golarion's most prominent races you'll find whole chapters of exciting new character options, allowing you make your favorite hero's culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier than ever, whether you want to be a Varisian human or an archon-blooded aasimar. Whether you need realistic cultural details for your game or want make your character feel like a true native, *Inner Sea Rules* brings the peoples of Pathfinder world to life like never before!

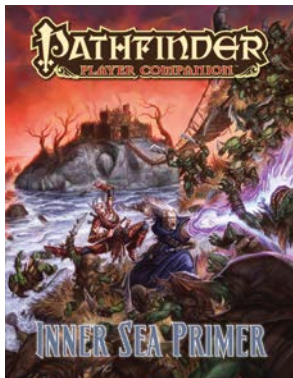
INNER SEA RACES

ISBN

PZ09280 (May 2015)

978-1-60125-722-2

\$39.99

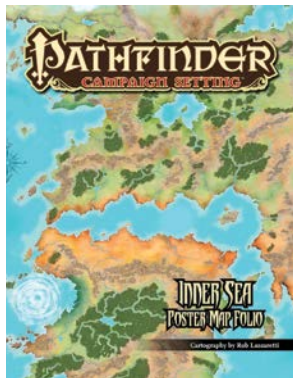


INNER SEA PRIMER

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
PZ09414	\$10.99

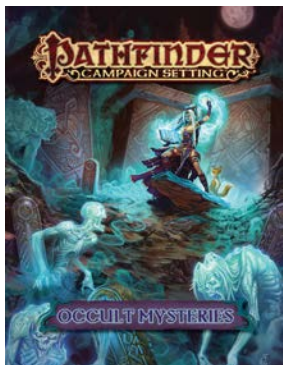


INNER SEA POSTER MAP FOLIO

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

ISBN	978-1-60125-271-5
PZ09228	\$19.99

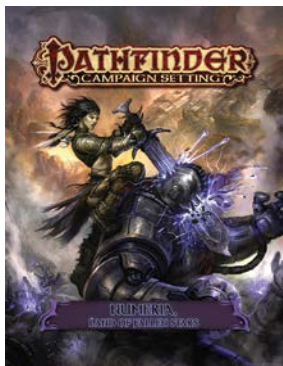


OCCULT MYSTERIES

Every civilization has its big questions, those mysteries that have plagued generations of scholars. How did humanity rise from barbarism? Why did the gnomes leave the First World? Who are the string-pulling veiled masters? What is the Aucturn Enigma, and what strange powers did it grant the rulers of Osirion? What secret could be so great that it led to the suppression of volume five of the *Pathfinder Chronicles*? Within these covers, all these questions—and far more dangerous secrets—are explored at last.

OCCULT MYSTERIES

ISBN	978-1-60125-649-2
PZ09269	\$19.99

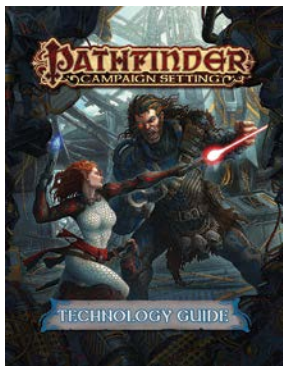


NUMERIA, LAND OF FALLEN STARS

Thousands of years ago, a massive spaceship from a distant world broke apart in the atmosphere above the plains of Numeria. Feared by the superstitious barbarian natives and jealousy guarded by the magical cabal known as the Technic League, the technology from this advanced culture has defined Numeria over the centuries. Now, nomadic warriors and metal men clash in radioactive badlands, and treasure-seekers from across the Inner Sea flock to the strange metal dungeons that pepper the landscape.

NUMERIA, LAND OF FALLEN STARS

ISBN	978-1-60125-653-9
PZ09270	\$19.99



TECHNOLOGY GUIDE

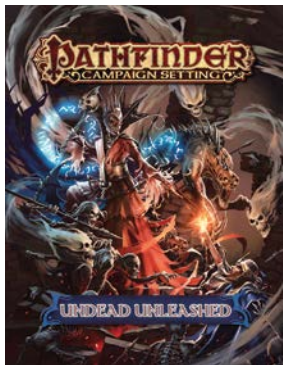
It's one thing to face a dragon armed with a longsword and a suit of magic plate mail, but what if you had an atom gun and powered armor? How many zombies could you blow up with a rocket launcher? What happens if you're standing next to a graviton reactor when it explodes? All of these questions and more are answered within the pages of the *Technology Guide*—an invaluable manual of items, hazards, and character options for use in science-fantasy settings like Golarion's Numeria, land of savagery and super-science!

TECHNOLOGY GUIDE

ISBN	978-1-60125-672-0
PZ09272	\$19.99

PATHFINDER

CAMPAIGN SETTING

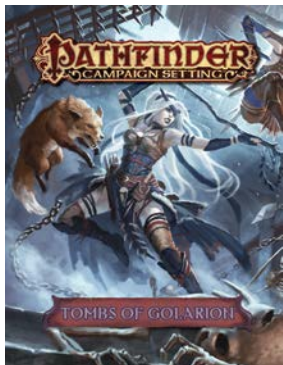


UNDEAD UNLEASHED

Be they flesh-hungry ghouls or cunning vampires, the living dead number among the favorite threats of Game Masters and players alike. *Undeath Unleashed* details 15 unique undead creatures, providing information on their lairs, their minions, and their statistics. Among the included undead are the Lirgeni lich Meyi Pahano; Erum-Hel, Lord of Mohrgs; the mummified child-god Walkena; and Ordellia Whilwren, ghostly savior of Magnimar.

UNDEAD UNLEASHED

ISBN	978-1-60125-677-5
PZ09273 (September 2014)	\$19.99

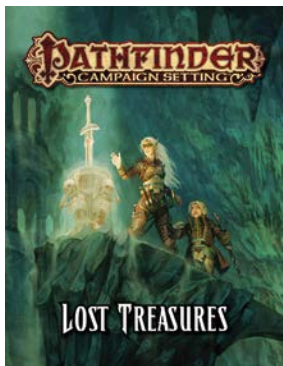


TOMBS OF GOLARION

Whether it takes the form of a pharaoh's pyramid, a Kellid warlord's cairn, or the catacombs beneath a glorious cathedral, the tombs of Golarion's fallen provide endless sources of adventure. This 64-page accessory presents several macabre adventure sites with full statistics for notable denizens, new traps, haunts, and treasures, as well as adventure hooks to help use them as the settings of new adventures or to add them into ongoing campaigns.

TOMBS OF GOLARION

ISBN	978-1-60125-720-8
PZ09278 (February 2015)	\$19.99

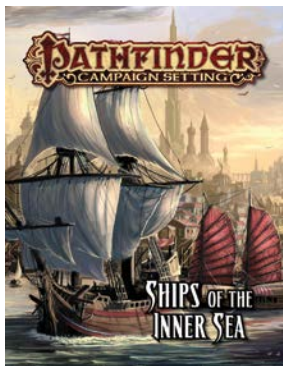


LOST TREASURES

No quest is complete without wondrous treasures motivating heroes to adventure. *Pathfinder Campaign Setting: Lost Treasures* presents nearly 50 rare treasures with unique game statistics, backgrounds, adventures they might inspire, and advice on incorporating them into ongoing Pathfinder RPG campaigns. To further aid Game Masters, *Lost Treasures* presents a dozen iconic treasure hoards, as well as new curses and deadly treasure chests to guard these wondrous treasures forever.

LOST TREASURES

ISBN	978-1-60125-703-1
PZ09275 (November 2014)	\$19.99

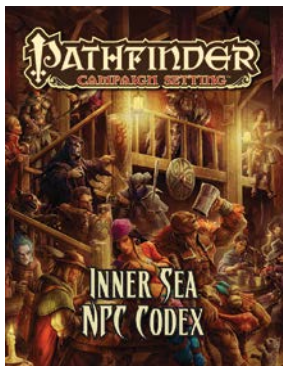


SHIPS OF THE INNER SEA

Take your heroics to the high seas with this guide to ships from across the Pathfinder world! The perfect companion to the Skull & Shackles Adventure Path and *Pathfinder Module: Plunder & Peril*, *Ships of the Inner Sea* presents seven unique sailing vessels, complete with adventure-packed histories, maps, and statistics for each captain and crew. Whether it's a pirate-hunting man-of-war, a ghost ship, a slave galley, or a Viking longship, the boats in *Ships of the Inner Sea* make an indispensable addition to any nautical Pathfinder RPG campaign.

SHIPS OF THE INNER SEA

ISBN	978-1-60125-702-4
PZ09274 (October 2014)	\$19.99

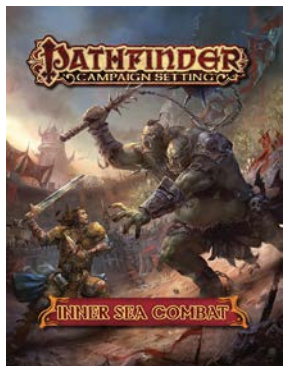


INNER SEA NPC CODEx

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 magic-mastering 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

ISBN	978-1-60125-594-5
PZ09264	\$19.99

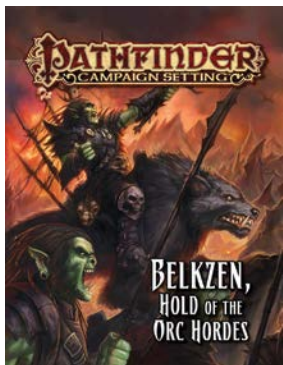


INNER SEA COMBAT

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

ISBN	978-1-60125-598-3
PZ09268	\$19.99

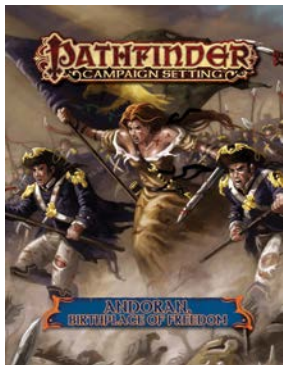


BELKZEN, HOLD OF THE ORC HORDES

The Hold of Belkzen, an orc-dominated wasteland, is as inhospitable as its bloodthirsty inhabitants. This 64-page gazetteer details the region's many dangerous geographical features and orc-run settlements, more than a dozen detailed orc tribes and adventure hooks to incorporate them into a campaign, and new monsters including the dread Juggernaut, the haunting Burning Child, and orc-bred warbeasts. Perfect for use with the Giantslayer Adventure Path.

BELKZEN, HOLD OF THE ORC HORDES

ISBN 978-1-60125-710-9
PZO9276 (December 2014) \$19.99

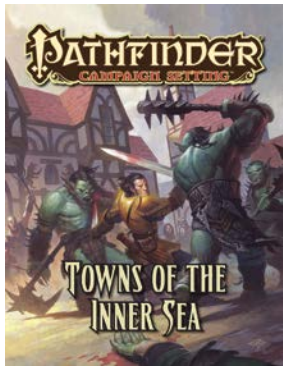


ANDORAN, BIRTHPLACE OF FREEDOM

Explore the nation of Andoran, a young, freedom-loving realm struggling to survive against imperialistic neighbors and the dangers of a rugged wilderness. Learn about the land's many regions, the organizations that define it, and the dangers threatening its people in this 64-page guide to one of the most heroic lands in the world of the Pathfinder RPG!

ANDORAN, BIRTHPLACE OF FREEDOM

ISBN 978-1-60125-721-5
PZO9279 (March 2015) \$19.99

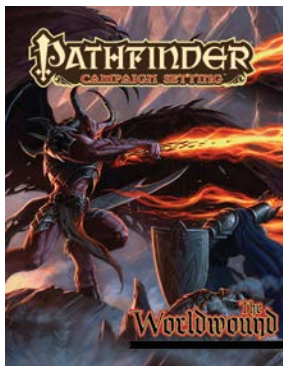


TOWNS OF THE INNER SEA

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
PZO9263 \$19.99

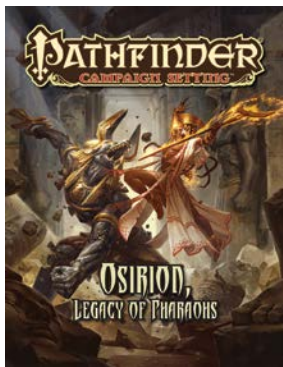


THE WORLDWOUND

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

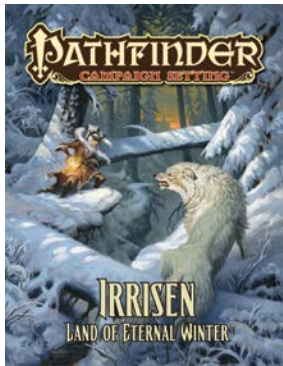


OSIRION, LEGACY OF PHARAOS

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 PHARAOS

ISBN	978-1-60125-595-2
PZ09265	\$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

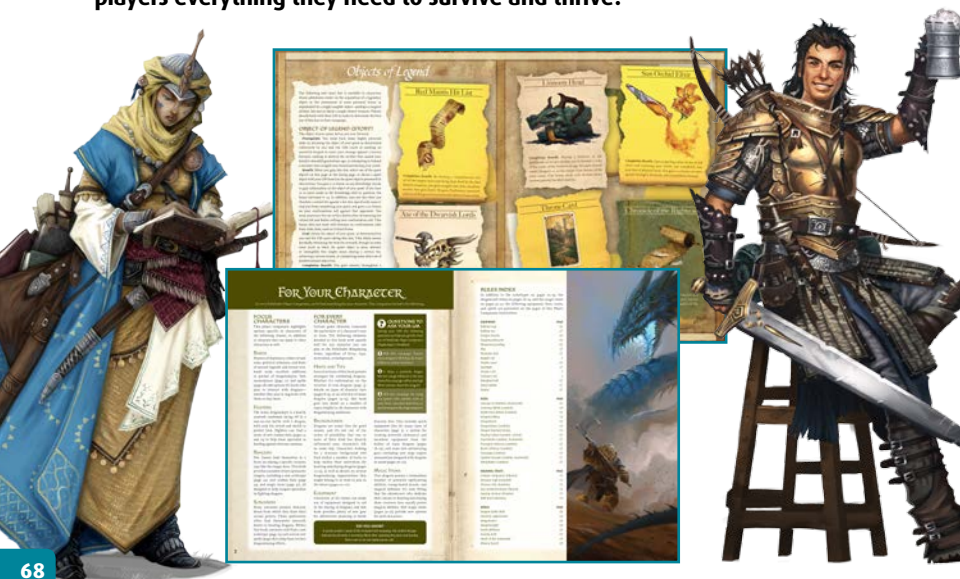
ISBN	978-1-60125-486-3
PZ09253	\$19.99

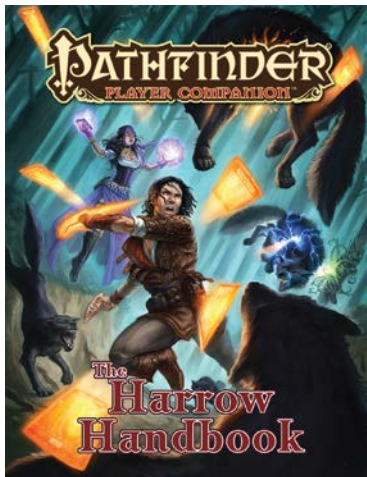
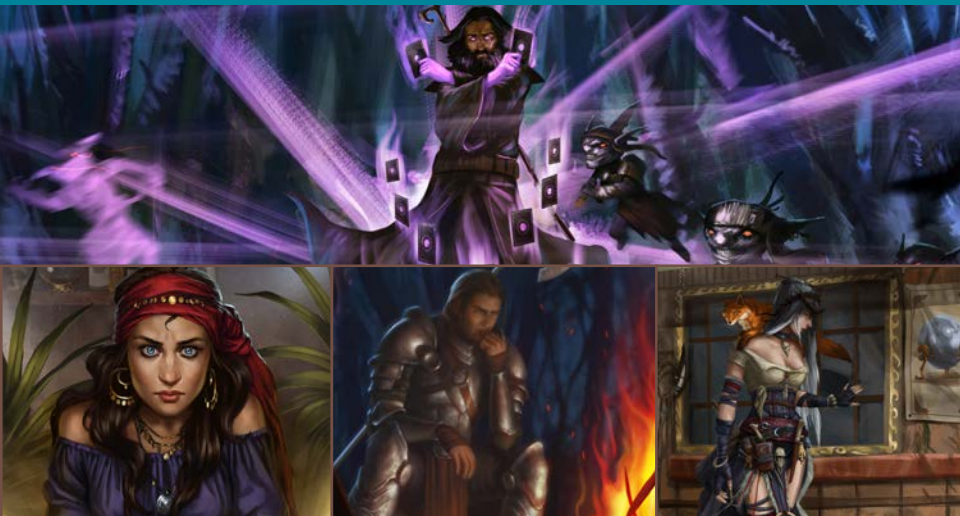
PATHFINDER

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!



**THE HARROW HANDBOOK**

ISBN

978-1-60125-650-8

PZ09446

\$12.99

THE HARROW HANDBOOK

Pierce the veil of mystery surrounding the occult symbolism of the harrow! Steeped in ancient tradition, harrow decks have been used for centuries to foretell the future, perform magical feats, send coded messages and warnings, and manipulate fate. Divine your fortune, learn games of skill and chance, summon allies, curse enemies, or even build a character based on harrow archetypes as you delve into the lore and secrets of the cards.



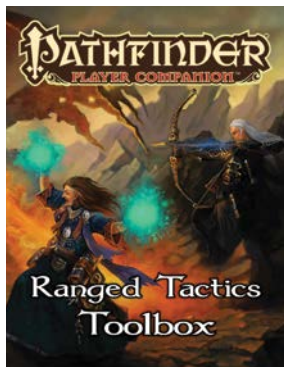


ADVANCED CLASS ORIGINS

Bring the 10 new classes from the *Advanced Class Guide* to life with this comprehensive guide to getting the most out of these exciting new character options. With all-new archetypes, traits, feats, magic items, spells, and more, this volume is the ultimate resource for players to integrate new classes like the bloodrager and warpriest into their Pathfinder campaigns, with specific attention to fitting the classes into the Pathfinder Campaign Setting.

ADVANCED CLASS ORIGINS

ISBN 978-1-60125-689-8
PZ09451 (October 2014) \$12.99

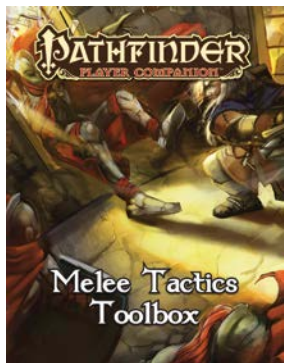


RANGED TACTICS TOOLBOX

Extend your reach across the battlefield as a master of ranged combat! Set your sights on a host of long-ranged character options, magical weapons, arcane ammo, far-reaching spells, innovative adventuring gear, an inventory of every ranged weapon in the Pathfinder RPG, and much more. Whether you want to be the perfect sniper or give your spellcaster some additional ranged firepower, this collection has everything you need to assure you'll be deadly at any distance!

RANGED TACTICS TOOLBOX

ISBN 978-1-60125-705-5
PZ09452 (November 2014) \$12.99



MELEE TACTICS TOOLBOX

Dive straight into the heart of combat with the *Melee Tactics Toolbox*! Featuring tons of never-before-seen rules options including new feats, equipment, spells, and magic items, this volume contains everything you need to go toe-to-toe with Golarion's most dangerous foes. Whether you're guarding your party's spellcaster from hordes of goblins or wrestling runaway criminals to the ground, the *Melee Tactics Toolbox* is your go-to source for tips, tactics, and much more!

MELEE TACTICS TOOLBOX

ISBN 978-1-60125-732-1
PZ09455 (February 2014) \$12.99

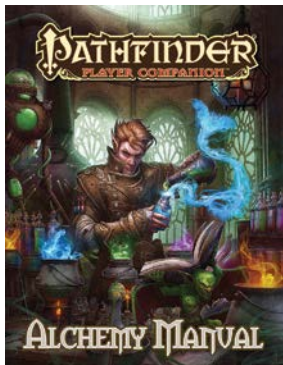


MAGICAL MARKETPLACE

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

ISBN	978-1-60125-600-3
PZ09440	\$12.99

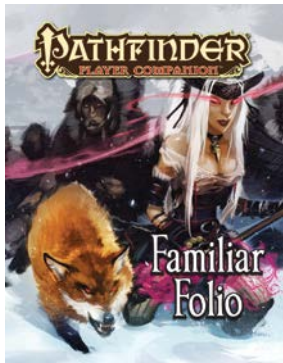


ALCHEMY MANUAL

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

ISBN	978-1-60125-605-8
PZ09445	\$12.99



FAMILIAR FOLIO

It's time to make your familiar more fearsome! Whether you're looking to give your familiar an archetype to make it a brutish battle companion, or you're just scouting for an expanded selection of familiars and improved familiars, *Familiar Folio* has you covered. Featuring all-new items, spells, archetypes, and—of course—tons of familiars, this Player Companion is the perfect accessory for spellcasters as well as any Pathfinder player who fancies a fantastic travel-sized friend for their character.

FAMILIAR FOLIO

ISBN	978-1-60125-731-4
PZ09454 (January 2015)	\$12.99

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	\$12.99

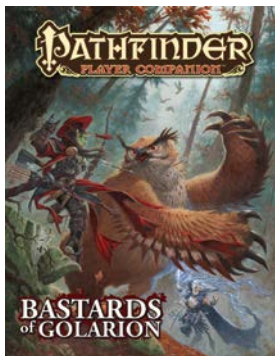


BLOOD OF THE ELEMENTS

Harness the powers of air, earth, fire, and water to bring your elementally inclined character to life with *Blood of the Elements*! Whether you are the progeny of genies and wield a portion of their elemental wish magic or seek to glean some of the awesome arcana of the Elemental Planes for yourself, this Player Companion is the definitive guide to playing a Pathfinder RPG character with mastery over one or more of the four elements of creation.

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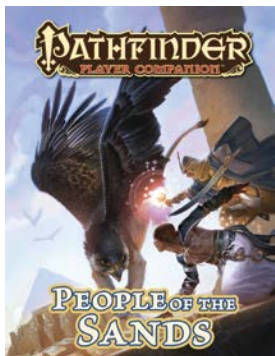


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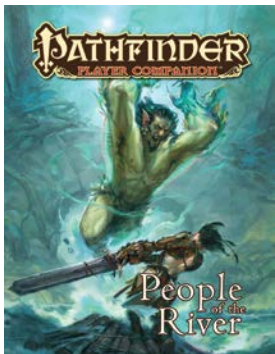


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Explore the lands of Osirion, Thuvia, and Qadira, ancient nations with fierce traditions born from the heart of vast, merciless deserts. Discover the ways of these proud peoples and how to play natives of these shining lands, along with the unique 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!

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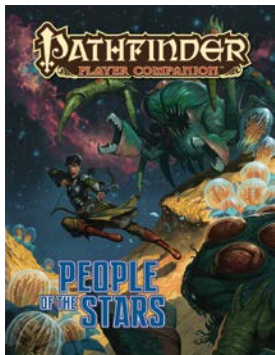


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Whether your character is a Kellid warlord intent on reclaiming his ancestral homeland or a Riverfolk sneak looking for her next score, this volume has you covered. It includes expanded details and new rules connected to the science-infused barbarian nation of Numeria and the chaotic realms of the River Kingdoms, making it the perfect resource for Pathfinder RPG players diving into the Iron Gods Adventure Path or *Emerald Spire Superdungeon!*

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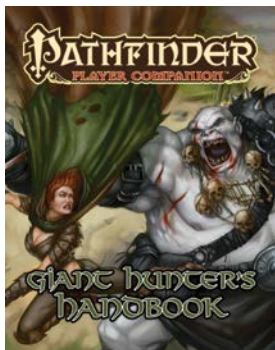


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Travel to other planets and harness the powers of the stars! Whether you want to play a Golarion native daring the depths of outer space or an alien being exploring your own mysterious homeworld, you can unlock the secrets of the stars with the new rules, advice, and fantastic setting details in this player-focused discussion of the Pathfinder campaign setting's solar system and the diverse creatures, dangers, and rewards just waiting to be discovered there.

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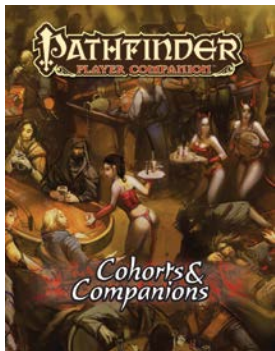


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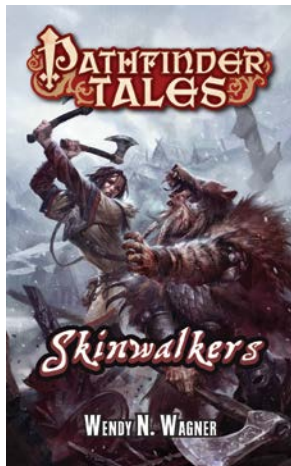
Pick from dozens of new options specifically designed for neutral-aligned characters, like new fighting techniques born of a harmony between body and mind, magic drawing upon the whole of the land and the planes, and ways to channel forces of true law and chaos. New feats and archetypes empower characters 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.

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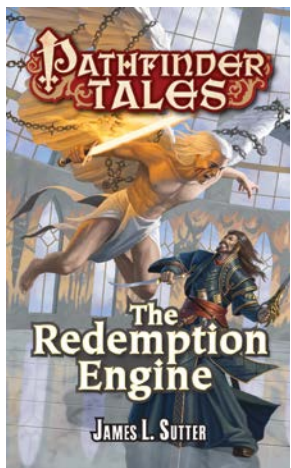
by Wendy N. Wagner

As a young woman, Jendara left the cold northern isles of the Ironbound Archipelago to find her fortune. Now, many years later, she's forsaken her buccaneer ways and returned home in search of a simpler life, where she can raise her young son Kran in peace. When a strange clan of shapeshifting raiders pillages her home, however, there's no choice for Jendara but to take up her axes once again to help the islanders defend all that they hold dear.

SKINWALKERS

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THE REDEMPTION ENGINE

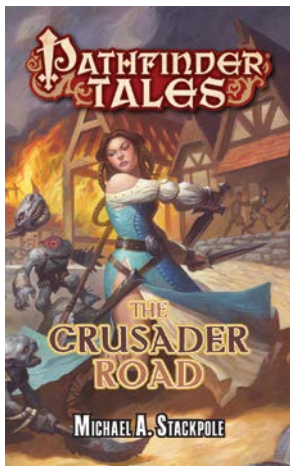
by James L. Sutter

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*.

THE REDEMPTION ENGINE

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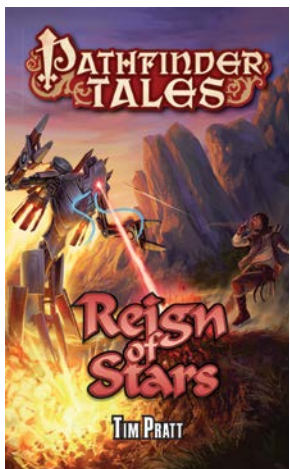
By Michael A. Stackpole

When the aristocratic Vishov family is banished from Ustalav due to underhanded politics, Lady Tyressa Vishov is faced with a choice: fade slowly into obscurity, or strike out for the nearby River Kingdoms and establish a new holding on the untamed frontier. Together with her children and loyal retainers, she'll forge a new life in the infamous Echo Wood, and neither bloodthirsty monsters nor local despots will stop her from reclaiming her family honor. Yet the shadow of Ustalavic politics is long, and even in a remote and lawless territory, there may be those determined to see the Vishov family fail...

THE CRUSADER ROAD

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REIGN OF STARS

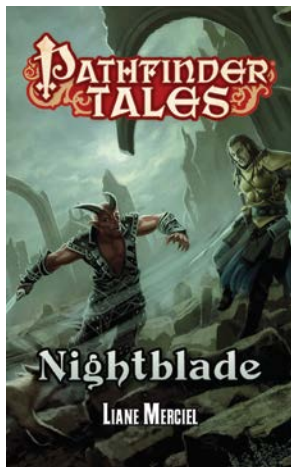
By Tim Pratt

When the leader of the ruthless Technic League calls in a favor, the mild-mannered alchemist Alaeron has no choice but to face a life he thought he'd left behind long ago. Accompanied by his only friend, a street-savvy thief named Skiver, Alaeron must head north into Numeria, a land where brilliant and evil arcanists rule over the local barbarian tribes with technology looted from a crashed spaceship. Can Alaeron and Skiver survive long enough to unlock the secrets of the stars? Or will the backstabbing scientists of the Technic League make Alaeron's curiosity his undoing?

REIGN OF STARS

ISBN
PZ08522

978-1-60125-660-7
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NIGHTBLADE

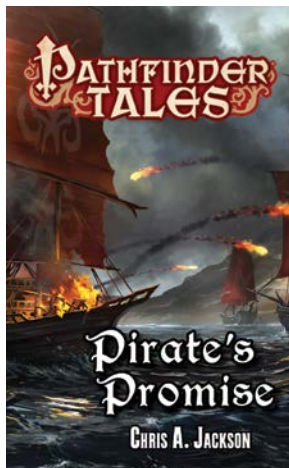
By Liane Merciel

Raised as a wizard-priest in the church of the dark god Zon-Kuthon, Isiem escaped his sadistic masters and became a rebel, leaving behind everything he knew in order to follow his conscience. Now, his unique heritage makes him perfect for a dangerous mission into an ancient dungeon said to hold the magical Nightblade, a weapon capable of slaying devils by the thousands and freeing the world of their fiendish taint. Accompanied by companions ranging from a righteous paladin to mercantile mercenaries, Isiem will lead the expedition back into shadowed lands that are all too familiar. And what the adventurers find at the dungeon's heart will change them all forever.

NIGHTBLADE

ISBN
PZ08523

978-1-60125-662-1
\$9.99



PIRATE'S PROMISE

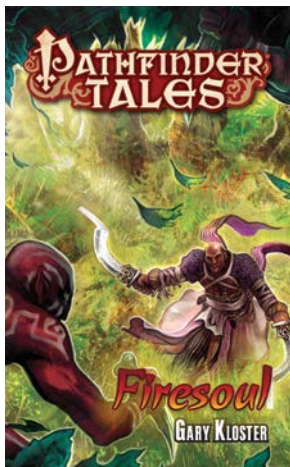
By Chris A. Jackson

Torius Vin is perfectly happy with his life as a pirate captain, sailing the Inner Sea in search of plunder with a bold crew of buccaneers and Celeste, his snake-bodied navigator and one true love. Yet all that changes when his sometimes-friend Vreva—a high-powered courtesan and abolitionist spy in the slaver stronghold of Okeno—draws him into her shadowy network of insurgents. Caught between the slavers he hates and a navy that sees him as a criminal, can Torius continue to choose the path of piracy? Or will he sign on as a privateer, bringing freedom to others—at the price of his own?

PIRATE'S PROMISE

ISBN
PZ08524 (December 2014)

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\$9.99



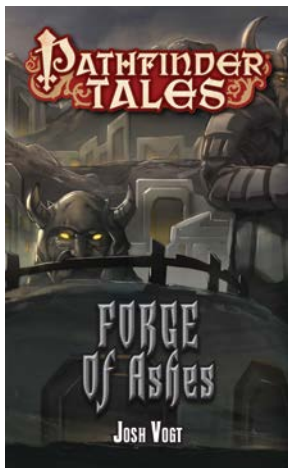
FIRESOUL

By Gary Kloster

Jiri has always been special. Found as an infant in the ashes of her village, she was taken in by neighbors and trained to be a powerful jungle druid. Yet when Aspis Consortium mercenaries release an ancient evil that burns her adopted home to the ground, Jiri must gather a group of her own in order to get revenge and drive the mercantile foreigners from her land before they cause further damage. For in the heart of the Mwangi jungle, sometimes the secrets of the past are best left buried.

FIRESOUL

ISBN	978-1-60125-741-3
PZ08525 (February 2015)	\$9.99



FORGE OF ASHES

By Josh Vogt

A decade ago, the dwarf warrior Akina left her home in the Five Kings Mountains to fight in the Goblinblood Wars. Now, at long last, she's returning home, accompanied by Ondorum, a silent companion of living stone. But once you've traveled the world, can pastoral pastimes and small-town suitors ever be truly satisfying? Adding to Akina's growing discomfort is the fact that her father has disappeared into the endless caverns beneath the city. In an effort to save him, Akina and Ondorum must venture below the surface themselves—and into a danger greater than they could ever have imagined.

FORGE OF ASHES

ISBN	978-1-60125-743-7
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DELUXE HARROW DECK

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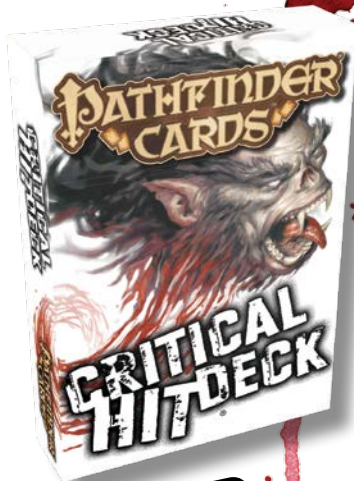
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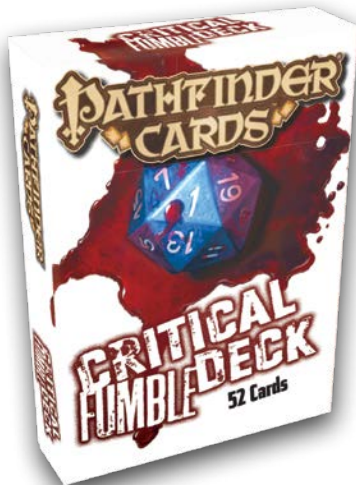
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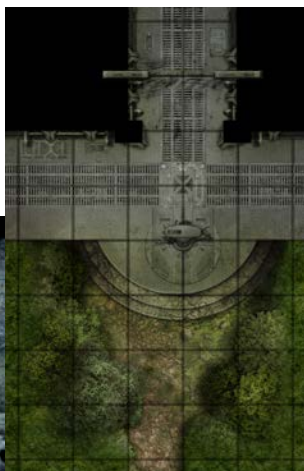
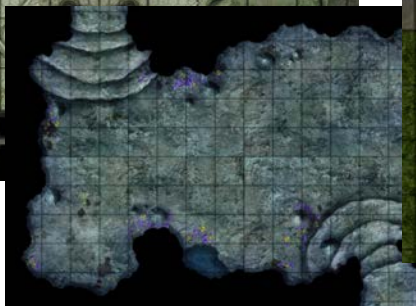
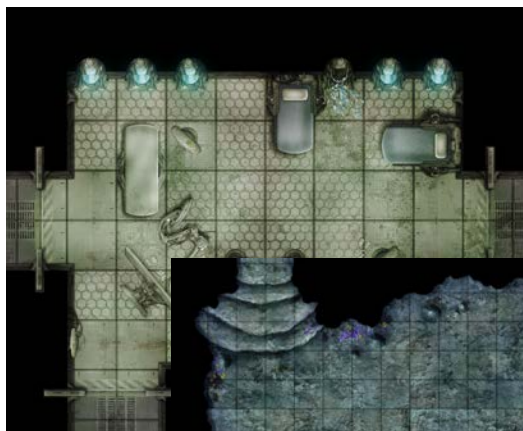
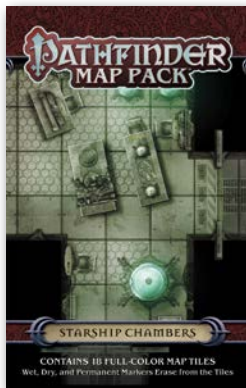
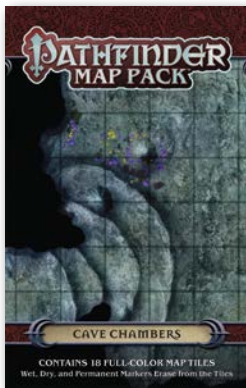
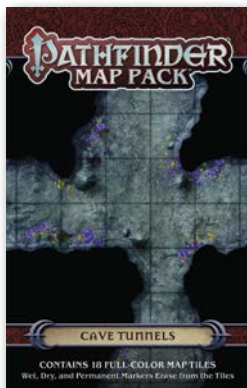
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Map Pack: Cave Chambers	PZ04050	978-1-60125-656-0	\$13.99
Map Pack: Starship Chambers	PZ04051	978-1-60125-675-1	\$13.99
Map Pack: Starship Corridors (October 2014)	PZ04052	978-1-60125-690-4	\$13.99
Map Pack: Boarding Action (December 2014)	PZ04053	978-1-60125-713-0	\$13.99
Map Pack: River System (February 2015)	PZ04054	978-1-60125-737-6	\$13.99
Map Pack: Sea Caves (April 2015)	PZ04055	978-1-60125-739-0	\$13.99

PATHFINDER FLIP-MAT™



On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Portable, durable, and affordable, Pathfinder 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?





PATHFINDER FLIP-MATS

Flip-Mat: Basic

Flip-Mat: Basic Terrain Multi-Pack

Flip-Mat: Theater

Flip-Mat: Pathfinder Lodge

Flip-Mat: Necropolis

Flip-Mat: Monastery

Flip-Mat: Warehouse

Flip-Mat: Urban Tavern

Flip-Mat: Pub Crawl

Flip-Mat: Ancient Dungeon

Flip-Mat: Watch Station

Flip-Mat: Thornkeep Dungeons 2-Pack

Flip-Mat: Battlefield

Flip-Mat: Thieves' Guild

Flip-Mat: Seedy Tavern

Flip-Mat: Wasteland

Flip-Mat: Falls & Rapids

Flip-Mat: Desert Ruins

Flip-Mat: Hill Country

Flip-Mat: City Gates

Flip-Mat: Tech Dungeon

(September 2014)

Flip-Mat: Red Light District

(November 2014)

Flip-Mat: Flooded Dungeon

(January 2015)

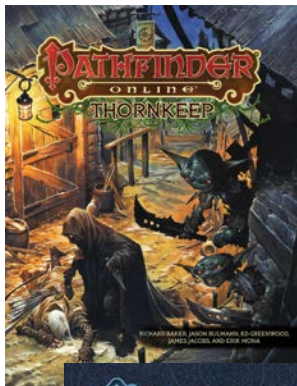
Flip-Mat: Giant Lairs (March 2015)

Flip-Mat: Warship (May 2015)

PZO30024	978-1-60125-538-9	\$13.99
PZO30024-MP	978-1-60125-557-0	\$24.99
PZOSQW30025	978-1-60125-158-9	\$12.99
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PZOSQW30041	978-1-60125-368-2	\$12.99
PZOSQW30042	978-1-60125-382-8	\$12.99
PZOSQW30044	978-1-60125-411-5	\$12.99
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PZOSQW30048	978-1-60125-477-1	\$12.99
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PZO30050	978-1-60125-520-4	\$24.99
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PZO30053	978-1-60125-544-0	\$13.99
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PZO30056	978-1-60125-624-9	\$13.99
PZO30057	978-1-60125-625-6	\$13.99
PZO30058	978-1-60125-651-5	\$13.99
PZO30060	978-1-60125-667-6	\$13.99
PZO30061	978-1-60125-681-2	\$13.99
PZO30062	978-1-60125-707-9	\$13.99
PZO30063	978-1-60125-736-9	\$13.99
PZO30064	978-1-60125-738-3	\$13.99
PZO30065	978-1-60125-740-6	\$13.99



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.



CLAIM THORNKEEP AS YOUR OWN!

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 Bulmahn, 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!

PATHFINDER ONLINE: THORNKEEP

ISBN	978-1-60125-519-8
PZOGWK0001	\$24.99

THORNKEEP DUNGEONS 2-PACK FLIP-MATS

ISBN	978-1-60125-520-4
PZO30050	\$24.99



The world of Pathfinder comes to life on your tabletop with Pathfinder Battles, an ongoing line of preprinted plastic miniatures produced in cooperation with WizKids, Inc. Drawn from the award-winning illustrations of the Pathfinder Roleplaying Game and produced with the highest-quality standards in the miniature business, Pathfinder Battles fantasy miniatures set a new standard for hassle-free tabletop gaming!

Pathfinder Battles fantasy miniatures come in a variety of formats, from major randomly assorted sets like *Reign of Winter* and *The Lost Coast* to nonrandom Encounter Packs featuring an assortment of useful figures sharing a common theme.

PATHFINDER BATTLES MINIATURES

Available from WizKids

Shattered Star Standard Booster	\$15.99
Shattered Star Standard Booster Brick (8 Standard Boosters)	\$135.08
Shattered Star Standard Case (4 Standard Booster Brick)	\$511.68
We Be Goblins! Builder Series Display Box	\$59.76
Undead Horde Builder Series Display Box	\$59.76
White Dragon Evolution Encounter Pack	\$39.99
Red Dragon Evolution Encounter Pack	\$39.99
Skull & Shackles Standard Booster	\$15.99
Skull & Shackles Standard Booster Brick	\$135.08
Skull & Shackles Standard Case	\$511.68
Wrath of the Righteous Standard Booster	\$15.99
Wrath of the Righteous Standard Booster Brick	\$135.08
Wrath of the Righteous Standard Case	\$511.68
Reign of Winter Standard Booster	\$15.99
Reign of Winter Standard Booster Brick	\$135.08
Reign of Winter Standard Case	\$511.68
Reign of Winter Monsters Encounter Pack	\$39.99
The Lost Coast Standard Booster (November 2014)	\$15.99
The Lost Coast Standard Booster Brick (November 2014)	\$135.08
The Lost Coast Standard Case (November 2014)	\$511.68

PATHFINDER

PATHFINDER DICE

Paizo Publishing and Q-Workshop are proud to present 100% official Pathfinder Dice! Each masterfully crafted set contains a complete array of 7 polyhedral dice, with color schemes and motifs inspired by Paizo's popular Pathfinder Adventure Paths! Lead your character's quest to glory with these gorgeous dice, which also serve as great post-campaign badges of your hero's triumph over evil!



PATHFINDER DICE

Rise of the Runelords Dice

978-1-60125-154-1 (HOBBY ONLY)

QWSSPAT18 \$12.00

Curse of the Crimson Throne Dice

978-1-60125-156-5 (HOBBY ONLY)

QWSSPAT23 \$12.00

Second Darkness Dice

978-1-60125-171-8 (HOBBY ONLY)

QWSSPAT27 \$12.00

Legacy of Fire Dice

978-1-60125-328-6 (HOBBY ONLY)

QWSSPAT31 \$12.00

Council of Thieves Dice

978-1-60125-345-3 (HOBBY ONLY)

QWSSPAT04 \$12.00

Kingmaker Dice

978-1-60125-346-0 (HOBBY ONLY)

QWSSPAT34 \$12.00

Serpent's Skull Dice

978-1-60125-443-6 (HOBBY ONLY)

QWSSPAT36 \$12.00

Carrion Crown Dice

978-1-60125-444-3 (HOBBY ONLY)

QWSSPAT37 \$12.00

Jade Regent Dice

978-1-60125-539-6 (HOBBY ONLY)

QWSSPAT44 \$12.00

Skull & Shackles Dice

978-1-60125-540-2 (HOBBY ONLY)

QWSSPAT43 \$12.00

The Shattered Star Dice

978-1-60125-541-9 (HOBBY ONLY)

QWSSPAT02 \$12.00

MUNCHKIN PATHFINDER

The award-winning game of killing monsters and taking their stuff meets the award-winning universe of the Pathfinder Roleplaying Game in Munchkin Pathfinder!

Try out new classes like Alchemist and Witch. Join a faction to become an Eagle Knight or a Red Mantis Assassin. Arm yourself with the T-Bone Stake and the Armor of Insults. You'll need them to defeat the Ghoul Friday, the Whispering Tyrant, and especially Lamashtu, the Mother of Monsters. But first you'll have to fight your way through all those goblins... and kill them and take their stuff!

Play it by itself, or combine it with the original Munchkin and as many supplements as you like. 168 cards, one six-sided die featuring the iconic Pathfinder goblin, and a rulesheet, in a 6" x 9" box.



MUNCHKIN PATHFINDER

Available from Steve Jackson Games

Munchkin Pathfinder
Munchkin Pathfinder Deluxe Edition
Munchkin Pathfinder Gobsnacked Pack

SJG4421	\$24.95
SJG1498	\$29.95
SJG4422-S	\$5.95



PATHFINDER COMICS: DARK WATERS RISING HARDCOVER

The warrior Valeros can rely on his sword arm and his friends—mysterious sorceress Seoni, quick-witted elven rogue Merisiel, powerful wizard Ezren, well-traveled dwarven ranger Harsk, and courageous cleric Kyra—but nothing can prepare him for the dangers that lurk ahead. With an action-packed story written by Jim Zub (*Street Fighter Legends*, *Skullkickers*) and incredibly detailed artwork by newcomer Andrew Huerta, this beautiful, oversized hardcover collects the first six issues of the comic series as well as including an exclusive 10-page bonus story, “The Last Mosswood Goblin,” by Jim Zub and Ivan Anaya, found nowhere else but here! Other bonus features are more than 30 pages of encounters, characters, and world detail for the Pathfinder Roleplaying Game, including a brand-new poster map of the region explored in the Pathfinder comic!

PATHFINDER COMICS: DARK WATERS RISING HARDCOVER

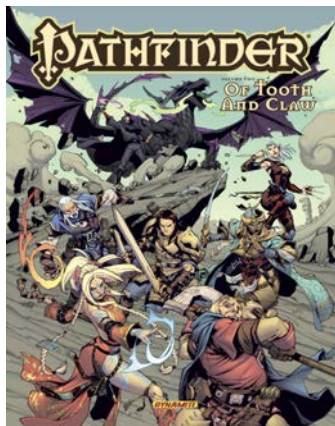
Available from Dynamite Entertainment

ISBN

978-1-60690-392-6

DYNHCV1

\$29.99



PATHFINDER COMICS: TOOTH & CLAW HARDCOVER

When Valeros and his companions are tasked with tracking down a mysterious beast scaring the locals of Sandpoint, they find far more than they bargained for! A seemingly simple monster hunt becomes a twisted tale of danger and betrayal as the Cult of Lamashtu exacts its revenge on our iconic heroes.

With an action-packed story written by Jim Zub (Samurai Jack, Skullkickers) and lavish artwork by newcomers Sean Izaakse and Ivan Anaya, this second volume continues the thrilling adventures of the Pathfinder heroes in the richly envisioned fantasy world of Golarion. Bonus materials include over 30 pages of encounters and world detail for the Pathfinder Roleplaying Game, and a brand-new poster map.

PATHFINDER COMICS: TOOTH & CLAW HARDCOVER

Available from Dynamite Entertainment

ISBN

978-1-60690-494-7

DYNHCV2

\$29.99



PATHFINDER COMICS: PATHFINDER: GOBLINS! HARDCOVER

Pathfinder goblins are pint-sized psychopaths, wreaking havoc across the land. Infamous for unpredictable attacks, catchy raiding songs, hatred of dogs, and fear of horses, goblins blend mischief and murderousness like no other monsters. And Pathfinder fans adore them! Includes the complete Pathfinder: Goblins! series with stories from Erik Mona, F. Wesley Schneider, James L. Sutter, Ron Marz, Ray Fawkes, Charles Soule, Paul Allor, Eric Trautmann, and more! And feature artwork from such great artists as Lee Moder, Jennifer Meyer, Adam Moore, Kevin Stokes and others!

PATHFINDER COMICS: PATHFINDER: GOBLINS! HARDCOVER

Available from Dynamite Entertainment

ISBN

978-1-60690-507-4

DYNHC3

\$29.99

PATHFINDER MINIMATES

From across the world of Golarion come representatives of four of the most well-known races of the Pathfinder Roleplaying Game! This four-pack boxed set of 2-inch Minimates mini-figures includes the heroic Valeros, Human Fighter; the heavily armed Harsk, Dwarf Ranger; the mysterious Merisiel, Elf Rogue; and a vicious Goblin Warrior. Each Minimate features interchangeable parts and accessories. Packaged on a blister card. Designed by Art Asylum! More Minimates to come throughout 2015!



PATHFINDER MINIMATES

Available from Diamond Select Toys

Pathfinder Minimates Boxed Set

DIAPZJUN142089

\$19.99

PATHFINDER

PATHFINDER LEGENDS AUDIO DRAMAS

Pathfinder Legends audio dramas adapt the world and characters of the best-selling Pathfinder Roleplaying Game. Each episode runs about an hour and features a cast of professional actors, sound effects, and music that immerse you into the dangerous and exciting world of Pathfinder! The story begins with an adaptation of the classic Rise of the Runelords Adventure Path campaign, detailing the adventures of Valeros the Fighter, Merisiel the Rogue, Ezren the Wizard, and Harsk the Ranger as they explore the town of Sandpoint, wrestle with vile cults in Magnimar, and finally face off against the Runelord of Greed! Each episode is produced by legendary audio drama experts Big Finish (Doctor Who), and is available on compact disc or as a download on paizo.com!



PATHFINDER LEGENDS AUDIO DRAMAS

Rise of the Runelords 1: Burnt Offerings CD

PZOBFPATHCD001

978-1-78178-323-8

\$15.99

Rise of the Runelords 2: The Skinsaw Murders CD

PZOBFPATHCD002

978-1-78178-324-5

\$15.99

Rise of the Runelords 3: The Hook Mountain Massacre CD

PZOBFPATHCD003

978-1-78178-325-2

\$15.99

Rise of the Runelords 4: Fortress of the Stone Giants CD

PZOBFPATHCD004 (September 2014)

978-1-78178-326-9

\$15.99

Rise of the Runelords 5: Sins of the Saviors CD

PZOBFPATHCD005 (November 2014)

978-1-78178-327-6

\$15.99

Rise of the Runelords 6: Spires of Xin-Shalast CD

PZOBFPATHCD006 (January 2015)

978-1-78178-328-3

\$15.99

PATHFINDER GOBLINS PLUSH

Want to bring the chaos and excitement of the Pathfinder world into your own home? Adopt a plush goblin today! Choose from one of two malicious varieties. Each stands approximately 10 inches tall. Pathfinder goblins are bound to be the best friend

of your child—or the child within you (which the goblin is willing to cut out, if necessary). Paizo Inc. is not responsible for property damage, injured dogs, or frightened horses that may come as a side-effect of your goblin adoption.



LICKTOAD TRIBE GOBLIN PLUSH

Available from Diamond Select Toys

DIASI7790

\$17.99

PAIZO.COM-EXCLUSIVE GOBLIN PLUSH

Available on paizo.com

DIAPZ00001

\$17.99



THE GAMERS: HANDS OF FATE DVD

When Cass (Brian Lewis) sets his eye on scoring a date with Natalie (Trin Miller), one of the world's top Romance of the Nine Empires players, she issues him a challenge: show that he's gamer enough to win this year's national championship. Determined to prove that he can win any game, Cass enlists his long-suffering buddy, Leo (Scott C. Brown) to teach him everything he needs to know about collectible card games. But The Legacy, a group of hardcore gamers with an evil plan, has raised an army of the undead to win the game for themselves.



The Gamers: Hands of Fate — the sequel to The Gamers: Dorkness Rising — is a thrilling comedy adventure that spans the multiverse and is presented on this disc in both its original festival cut and as a 150 minute extended branching edition, along with an exclusive short film set in the fantastic world of Countermay.

Special Features:

- Festival Edition (120 minutes)
- Extended Branching Edition (150 minutes)
- Exclusive Short Film "The Cards in Play"
- Commentary Tracks:
 - Directors
 - Producers
 - Post-production
 - Cast I
 - Cast II
 - Cast III

Subtitles: Brazilian Portuguese, Chinese (simplified), Czech, English, French (Canadian), German, Italian, Russian, Spanish, Swedish

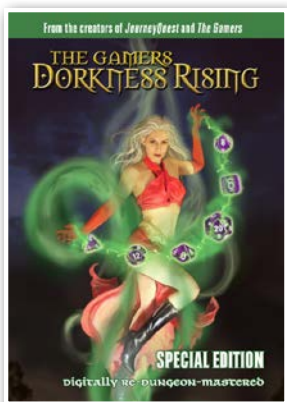
Feature: 125/150 minutes • Extras: 750+ minutes • Audio: Dolby Digital 2.0 • DVD Region: 0 (NTSC) • Language: English • Format: 16:9 Anamorphic • Printed in the USA

THE GAMERS: HANDS OF FATE DVD

(HOBBY ONLY)

PZOZOEHOF02

\$19.99



THE GAMERS RETURN!

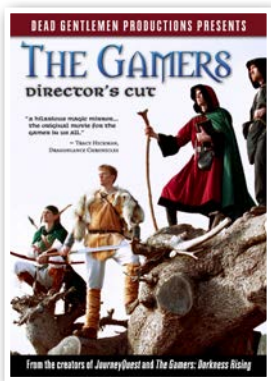
Struggling writer Lodge isn't asking for much: he wants his gaming group to finish playtesting his table-top adventure, rather than killing, looting, and debauching his fantasy world. Desperate to save the integrity of his story from the whims of his players' crazy characters—a horny bard, wild sorceress, 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)
PZODED100-1

\$19.99



THE GAMERS: LIVE!

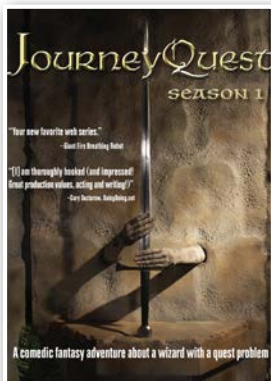
Inspired by the cult classic films *The Gamers* and *The Gamers: Dorkness Rising*, this live performance from August 2012 features the cast of *Dorkness Rising* in an uproarious and unforgettable comedy improv event. Taking suggestions and ideas from the audience, Nathan Rice (Lodge), Scott C. Brown (Leo), Christian Doyle (Gary), Brian Lewis (Cass), and Matt Vancil (Mitch) play tabletop gamers and their characters as they quest to retrieve a rare artifact from a deadly guardian.

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.

THE GAMERS LIVE: INDIANAPOLIS 2012 DVD
(HOBBY ONLY)
PZOZEGL001

\$9.99

JourneyQuest



A NEW QUEST BEGINS!

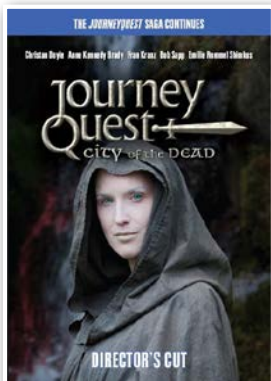
A tale of severely reluctant heroism from the creators of *The Gamers* and *The Gamers 2: Dorkness Rising!* Perf, a wizard of questionable competence, has had enough of this quest. He only wants two things: to win the heart of the elfmaid Nara, and to go home. He can't do the latter until his party finds 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)

PZOZOEJQ003

\$14.99



THE JOURNEYQUEST SAGA CONTINUES!

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).

A fantasy comedy web series from the creators of *The Gamers* films, *JourneyQuest: City of the Dead*—an exciting adventure set in a world of magic, mayhem, and deathly surprises—has been recut and remastered for this definitive and uninterrupted feature-length edition.

JOURNEYQUEST: SEASON 2 DVD

(HOBBY ONLY)

PZOZOEJQ022

\$14.99

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
PZ05501

978-1-60125-245-6
\$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
PZ05502

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



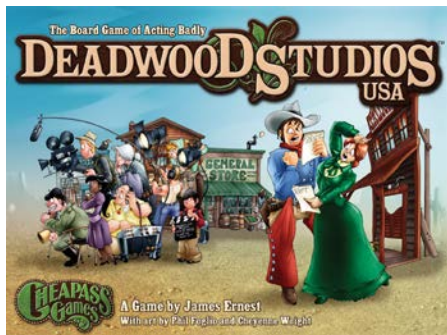
GET LUCKY

Welcome to Lucky Mansion. Again. You and your associates are treacherous villains, each secretly bent on killing a despicable old man. But he's not called "Doctor Lucky" for nothing.

Get Lucky is a simple, light-hearted card game about murdering an old man in his house. It's based on the classic Cheapsass board game, Kill Doctor Lucky. The box contains everything you need: 72 cards, rules, and a pawn to represent Doctor Lucky.

**GET LUCKY – THE KILL DOCTOR LUCKY
CARD GAME**
(HOBBY ONLY)
CAG206

\$16.95



DEADWOOD STUDIOS, USA

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 Cheapsass 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.

DEADWOOD STUDIOS, USA
(HOBBY ONLY)
CAG205

\$39.95



FISH COOK

In *Fish Cook*, players take the roles of master chefs, competing to make the best recipes (and earn the most money) through careful planning and a little good fortune. As with all white-boxed Cheapass Games, players must provide some of their own spare parts: Money, two Pawns, and 12 6-sided Dice. And the new inch-deep Cheapass box has room to hold it all!

FISH COOK
(HOBBY ONLY)
CAG202

\$15.00

VERITAS

In *Veritas*, players are different versions of "Truth," struggling to stay alive in Dark Ages France. You do this by being copied in books in monasteries, which have an annoying tendency to burn down. It's a simple, highly strategic territory control game with a unique counter-stacking mechanic. As with all white-boxed Cheapass Games, players must provide some of their own spare parts: about 40 stackable colored counters for each player.

VERITAS
(HOBBY ONLY)
CAG203

\$15.00

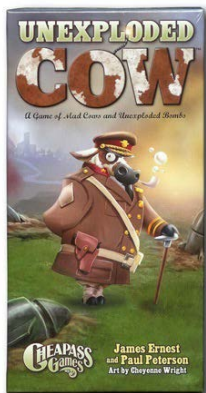


CAPTAIN TREASURE BOOTS

In *Captain Treasure Boots*, players are pirates sailing the tiny little seas for gold, rum, and adventure. It's a simple treasure-collecting game with wind, loot, fighting, and plenty of pirates! As with all white-boxed Cheapass Games, players must provide some of their own spare parts: Pawns for each player, two 6-sided Dice, and a way to keep score. The new inch-deep Cheapass box has room to hold it all!

CAPTAIN TREASURE BOOTS
(HOBBY ONLY)
CAG204

\$15.00



UNEXPLODED COW (DELUXE EDITION)

Cheapass Games returns with this deluxe reprint of the classic *Unexploded Cow*. Players take the role of savvy entrepreneurs who have found two problems with a common solution: mad cows in England, and unexploded bombs in France. This evergreen Cheapass Game returns after many years, with all-new artwork and updated rules. Round up your herd, march them through France, and make a buck blowing them up!

UNEXPLODED COW (DELUXE EDITION)

(HOBBY ONLY)

CAG201

\$24.99

FALLING (2014 Edition)

FALLING was the first real-time card game from James Ernest and Cheapass Games, originally released in 1998. It was nominated for an Origins Award and made the GAMES 100. This new edition of *FALLING* contains some new cards, updated rules, and all-new art by comic legend Val Mayerik. *FALLING* has a simple premise: Everyone is falling, for no particular reason, and the object is to hit the ground last. One player deals while the others fall, playing cards on themselves and on each other, and trying to avoid the Ground cards at the bottom of the deck.



FALLING (2014 Edition)

(HOBBY ONLY)

CAG218 (September 2014)

\$9.95



PAIRS: A NEW CLASSIC PUB GAME

Pairs is a "New Classic Pub Game" designed by Origins Award-winning tabletop designers James Ernest and Paul Peterson. It's a simple card game with a basic triangle deck: Just 55 cards numbered 1 through 10, with 1x1 2x2, 3x3, and so on up to 10x10. Players take turns drawing cards and trying not to score a pair. Or, you can fold, and score the lowest card in play. The first player to score too many points loses the game, and there's only one loser!

PAIRS: A NEW CLASSIC PUB GAME

(HOBBY ONLY)

CAG208 (September 2014)

\$9.95



VISIONS OF WAR: THE ART OF WAYNE REYNOLDS

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VISIONS OF WAR: THE ART OF WAYNE REYNOLDS

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