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

The Pathfinder Roleplaying Game is an evolution of the 3.5 rules set of the world's oldest fantasy roleplaying game, designed using the feedback of tens of thousands of gamers just like you. Pathfinder is a fully supported tabletop RPG, with regularly released adventure modules, sourcebooks on the fantastic world of Golarion, and complete campaigns in the form of Pathfinder Adventure Paths like Carrion Crown and Skull & Shackles!
Take on the role of a canny fighter hacking through enemies with an enchanted sword, a powerful sorceress blessed with magic by the hint of demon blood in her veins, a wise cleric of gods benevolent and malign, a witty rogue ready to defuse even the deadliest of traps, or any of countless other heroes. The only limit is your imagination!
Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you’ll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons!
THE PATHFINDER RPG BEGINNER BOX INCLUDES:

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

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

**PATHFINDER RPG BEGINNER BOX**

PZO1119 (OCTOBER 2011) $34.99

**PATHFINDER BEGINNER BOX HEROES FANTASY MINIATURES SET**

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

**PATHFINDER BEGINNER BOX HEROES FANTASY MINIATURES SET**

ISBN 6-34482-70428-8
(October 2011) $12.99
ENTER A FANTASTIC WORLD OF ADVENTURE!

PATHFINDER RPG CORE RULEBOOK
The Pathfinder Roleplaying Game puts you in the role of a brave adventurer fighting to survive in a world beset by magic and evil.

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

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

This comprehensive 256-page hardcover reference unveils the magical secrets of the Pathfinder rules like never before! Tons of new tricks and techniques for every spellcasting class in the game fill the book, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by mystical monks to new mutagens for alchemists, new oracle mysteries, bardic masterpieces, and archetypes for all spellcasting classes.

_Ultimate Magic_ also introduces a new Pathfinder RPG base class: the magus, a master of both arcane magic and martial prowess. All this plus more than 100 new spells for all spellcasting classes, lots of new familiars, an innovative new “words of power” spellcasting system, premade spellbooks, spell duels, and more!
PATHFINDER RPG ULTIMATE COMBAT
This comprehensive 256-page hardcover guide to the art of martial battle puts your character on the cutting edge of combat! Tons of new tricks and techniques for combat-oriented character classes include new barbarian rage powers, new cavalier orders, new rogue talents, and more than 60 new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics.

Ultimate Combat also introduces three new Pathfinder RPG classes: the ninja, samurai, and gunslinger. All this plus new armor and weapons, a complete treatment of firearms, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game!
The latest indispensable volume of monsters for use with the Pathfinder RPG serves as a companion to the Core Rulebook and Bestiary.

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

PATHFINDER RPG BESTIARY 3
PZO1120 (NOVEMBER 2011) $39.99
PATHFINDER RPG BESTIARY 2
Go beyond goblins with an army of fantasy’s most fearsome foes! Bestiary 2 presents more than 300 creatures for use in the Pathfinder Roleplaying Game, including undead dragons and mischievous gremlins, shrieking banshees and unstoppable titans, the infamous jabberwock, and so much more! Not all these monsters are enemies, as new breeds of otherworldly guardians, living shadows, and vampires all might take up adventure’s call as player characters or familiars. Extensive appendices and monster lists add utility to this indispensable companion to the Pathfinder RPG Bestiary.

PATHFINDER RPG BESTIARY 2
PZO1116 $39.99

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

The book’s innovative design and presentation—most monsters receive either a full page or two-page spread—makes for an easy reference book that is also fun to read and delightful to flip through and enjoy as a gallery of the industry’s strongest fantasy art.

PATHFINDER RPG BESTIARY
ISBN 978-1-60125-183-1
PZO1112 $39.99
This exhaustive, best-selling handbook gives players unprecedented options to personalize and improve their characters. From the hero’s earliest background experiences to his ambitious plans for the future, the *Advanced Player’s Guide* holds the key to unlocking the character within.

**PATHFINDER RPG ADVANCED PLAYER’S GUIDE**

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

This must-have 336-page hardcover companion to the Pathfinder RPG Core Rulebook contains hundreds of archetypes, feats, spells, and customization options that give players the edge they need to make the most of their characters and ensure they survive to defeat the next monster, claim the next treasure, and form legends of their own that will endure the ages!
From customizing your elf or dwarf with new options to taking on the role of a goblin or kobold to creating new races unique to your campaign, the *Advanced Race Guide* gives players the tools to explore a vast menagerie of character options!

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

Lastly, the *Advanced Race Guide* includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.
This comprehensive guide to the art of Game Mastering goes beyond the Core Rulebook to offer tips, guidelines, and additional rules destined to take your Pathfinder RPG campaign to the next level.

PATHFINDER RPG GAMEMASTERY GUIDE

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

PATHFINDER RPG GAMEMASTERY GUIDE

PZO1114 $39.99
PATHFINDER RPG GM SCREEN

Protect your important notes and die rolls from prying player eyes with the Pathfinder Roleplaying Game GM Screen! This beautiful 4-panel screen features stunning artwork from Wayne Reynolds on the player’s side, and a huge number of charts and tables on the GM side to speed up play and reduce time spent leafing through rulebooks in search of an obscure modifier or result. From skill check Difficulty Classes to two-weapon fighting modifiers, the Pathfinder Roleplaying Game GM Screen gives you the tools you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover book stock, this durable screen is perfect for travel, convention play, or repeated regular use.
From the cutthroat waterways of the River Kingdoms to the haunted corridors of gothic Ustalav, the Pathfinder Campaign Setting forms the panoramic backdrop for Paizo Publishing’s innovative Pathfinder fantasy roleplaying supplements, modules, novels, and Adventure Paths.

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

The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfect for use with the Pathfinder Roleplaying Game!
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
PZO9414 $10.99

INNER SEA POSTER MAP FOLIO
This enormous 32-panel mega-map depicts the Inner Sea region of the Pathfinder world, marking thousands of towns, villages, castles, dungeons, and other intriguing locations drawn from the complete catalogue of Pathfinder offerings to date. All the key sites from all the Adventure Paths, all the Pathfinder Module locations, all the places important to the history and current events of the world are revealed as never before possible. Printed on durable, high-quality paper, this invaluable world reference will endure campaign after campaign.

INNER SEA POSTER MAP FOLIO
PZO9228 $19.99
PATHFINDER SOCIETY FIELD GUIDE

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

**PATHFINDER SOCIETY FIELD GUIDE**

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INNER SEA MAGIC

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

**INNER SEA MAGIC**

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Horsemen of the Apocalypse

Book of the Damned, Volume 3

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

Lands of the Linnorm Kings

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

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

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

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**MYTHIC MONSTERS REVISITED**

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

PZO9241 (DECEMBER 2011) $19.99
DISTANT WORLDS
This 64-page softcover explores the solar system of the Pathfinder campaign setting. Along with extensive gazetteers and maps of each of the numerous planets of this system (including the war-torn Red Planet of Akiton, the undead world of Eox, the primeval Green Planet of Castrovel, gas giants, asteroids, moons, and more), this book includes guidelines for traveling from world to world and exploring the dark depths of outer space. Rules for several new monsters, alien races, and magic round out the otherworldly offerings.

GIANTS REVISITED
This sourcebook explores the societies, ecologies, mythologies, and secrets of ten of the most memorable races of giant-kind, including hill giants, stone giants, frost giants, fire giants, cloud giants, storm giants, rune giants, marsh giants, taiga giants, and cyclopes. Each chapter includes full statistics for a sample leader or jarl as well as new rules like feats, spells, and magical items crafted not just by these towering monsters, but by those who seek to fight against them.
From the whispering shadows of haunted Ustalav an ancient evil rises to grip the world in a new age of horror!

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

Pathfinder’s darkest and most frightening campaign ever sets the heroes against the agents of Golarion’s most notorious villain, the Whispering Tyrant, in a terrifying trek across a land of lurking horror and ancient mysteries. Designed specifically for use with the Pathfinder Roleplaying Game rules, the Carrion Crown Adventure Path consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world’s oldest roleplaying game.)

**ASSOCIATED PRODUCTS**

| Carrion Crown Item Cards | PZO3017 | 978-1-60125-321-7 | $10.99 |
| Carrion Crown Poster Map Folio | PZO9236 | 978-1-60125-306-4 | $15.99 |
| Classic Horrors Revisited | PZO9216 | 978-1-60125-202-9 | $19.99 |
| Undead Revisited | PZO9233 | 978-1-60125-303-3 | $19.99 |
Yet the current ruler of this empire, the mysterious and increasingly cruel Jade Regent, has no intention of giving up his hold over the throne. In order to save Minkai from a would-be tyrant, the heroes must not only escort their friend from Varisia to Tian Xia, braving the frozen horrors of the Crown of the World, but must aid her in gaining the trust and support of a nation on the edge of anarchy.

The Jade Regent Adventure Path ventures farther into uncharted territory than any in Pathfinder’s history, revealing adventure in the land of the Dragon Empires for the very first time! This complete Pathfinder RPG campaign consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world’s oldest roleplaying game.)
Daily reinforcements continue to occur even on days when no reinforcements arrive. The results are cumulative (i.e., reinforce, reinforce again, etc.). This could involve trips back to Kalsgard. Each time the PCs return, they need to negotiate with the Rimerunners Guild. The PCs' raid upon Ravenscraeg may take several attempts, depending on their strategy. The PCs may choose to work with the NPCs in the area to gain their trust and eventually get them to risk their lives to help the PCs.

### Feats of Ravenscraeg

The tower. The thugs attempt to pin the PCs on the stairs and the landing to guard access to the upper reaches of the tower. The only approaches to Ravenscraeg are by the stairs at the landings. A rickety wooden stair climbs the cliff face in a series of landings in the staircase (area C10). All of these landings are positioned at odd intervals, so there is no set route to follow. The stairs are 2 feet wide and 10 feet long. The edge of the cliff is 100 feet above a rocky ledge.

- **Tower:** A small hollow in the rock is plastered over with what looks like cement. When the cement is broken, you can see a dark swirling wind. The wind is the only thing that connects the tower to the outside world. It is a source of energy that is harnessed by the raven swarms. The swarms can control the wind to create windstorms that can destroy anything in their path.

### Ameiko Kajiitsu

Ameiko Kajiitsu is a female human aristocrat 1/bard 3/rogue 1 (rake) (novel, August 2011). She was born to Atsuii and Lonjiku, the parents of the Rusty Dragon innkeeper. She is the first legitimate child from that marriage. Ameiko had a difficult childhood. Atsuii was a cruel and abusive father, and Lonjiku was a weak and alcoholic mother. Ameiko was so betrayed and distraught by this that she ran away from home at age 15. Although she's not Atsuii's or Lonjiku's first child, she was impatient with having a "safe life" in a "safe town." If the chance to go on a grand adventure presents itself, she'd sell anything she could keep as friends, and filled her days with lessons in the ways of the world. She is a talented singer and samisen player, and understands the value of her skills. She has a strong sense of justice and will stand up for what she believes is right.

- **Class:**
  - **Aristocrat 1:**
    - **Knowledge (local) +8:**
    - **Knowledge (religion) +6**
    - **Knowledge (crafts) +5**
    - **Knowledge (arcana) +6**
    - **Knowledge (nature) +6**
  - **Bard 3:**
    - **Bard Spells Known**
      - **Detect Magic (DC 15):**
      - **Cure Light Wounds:**
      - **Mage Hand:**
    - **Bardic Performance:** 12 rounds/day
  - **Rogue 1:**
    - **Bases:**
      - **Knowledge (local) +8:**
      - **Knowledge (religion) +6**
      - **Knowledge (crafts) +5**
      - **Knowledge (arcana) +6**
      - **Knowledge (nature) +6**
    - **Bard Spells Known**
      - **Detect Magic (DC 15):**
      - **Cure Light Wounds:**
      - **Mage Hand:**
    - **Bardic Performance:** 12 rounds/day

### Creatures

- **Creature**
  - **Spider Eater:**
    - **Type:**
      - **Kicker Class:**
        - **Kicker:**
          - **Creature:**
            - **Name:**
              - **Species:**
              - **Alignment:**
              - **Initiative:**
              - **Speed:**
              - **Armor Class:**
              - **Hit Points:**
              - **Damage:**
              - **Saving Throws:**
              - **Skills:**
              - **Senses:**
              - **Languages:**
              - **Challenge:**
- **Spider Eater**
  - **Type:**
    - **Kicker Class:**
      - **Kicker:**
        - **Creature:**
          - **Name:**
            - **Species:**
            - **Alignment:**
            - **Initiative:**
            - **Speed:**
            - **Armor Class:**
            - **Hit Points:**
            - **Damage:**
            - **Saving Throws:**
            - **Skills:**
            - **Senses:**
            - **Languages:**
            - **Challenge:**

## Associated Products

- **Jade Regent 1: The Brinewall Legacy** (August 2011)
- **Jade Regent 2: Night of Frozen Shadows** (September 2011)
- **Jade Regent 3: The Hungry Storm** (October 2011)
- **Jade Regent 4: Forest of Spirits** (November 2011)
- **Jade Regent 5: Tide of Honor** (December 2011)
- **Jade Regent 6: The Empty Throne** (January 2012)

### Dragon Empires Products

- **Dragon Empires Gazetteer** (November 2011)
- **Dragon Empires Primer** (December 2011)
- **Jade Regent Item Cards** (October 2011)
- **Jade Regent Poster Map Folio** (January 2012)
- **Master of Devils** (novel, August 2011)
Sailing through the Shackles, the PCs climb the ranks from simple sailors to powerful pirate lords, engaging in acts of piracy, digging for buried treasure, exploring monster-filled islands, and competing in a race through the treacherous winds and currents of the Eye of Abendego. But when a new peril threatens the autonomy of the Shackles, the PCs must rise to defend the pirate isles from an enemy fleet or face a watery grave.

The Skull & Shackles Adventure Path takes players from the lowest scallywags on a pirate crew to the malicious heights of piratical power in this dark and savage adventure path! This complete Pathfinder RPG campaign consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world’s oldest roleplaying game.)
Skull & Shackles 4: Island of Empty Eyes (May 2012)  PZO9058  978-1-60125-416-0  $19.99
Skull & Shackles 6: From Hell’s Heart (July 2012)  PZO9060  978-1-60125-422-1  $19.99

ASSOCIATED PRODUCTS
Isles of the Shackles (March 2012)  PZO9244  978-1-60125-408-5  $19.99
Pirates of the Inner Sea (February 2012)  PZO9422  978-1-60125-405-4  $10.99
Skull & Shackles Item Cards Deck (March 2012)  PZO3022  978-1-60125-407-8  $10.99
Skull & Shackles Poster Map Folio (June 2012)  PZO9247  978-1-60125-420-7  $15.99
Pathfinder Modules present short, challenging adventures designed to cover 2–4 game sessions. Whether used as one-shot adventures, woven into a rich campaign of the Game Master’s design, or played in conjunction with Paizo’s Pathfinder Society worldwide organized play campaign, these beautifully illustrated full-color softcover adventures work perfectly with the Pathfinder Roleplaying Game or earlier editions of the world’s oldest roleplaying game.

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

**THE RUBY PHOENIX TOURNAMENT**

By Tim Hitchcock

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

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

ACADEMY OF SECRETS
By Brian Cortijo

Every year the Acadamae—Kovosa’s prestigious school of the arcane arts—opens its gates to the city to host the Breaching Festival, where the most skilled infiltrators are invited to enter the magically guarded Hall of Wards or die trying. While the Breaching Festival has not seen a champion in over 150 years, this year’s festival promises to be the deadliest trial the school has ever known. Should the heroes reign victorious, the secrets they may uncover promise more than gold and glory—they may rock the very foundation of the Acadamae, and even the entire city! A 13th-level dungeon adventure.
Hidden away in the remote uplands of Varisia, the remote village of Ravenmoor has never been eager to attract visitors. Its citizens have their own ways, their own traditions, their own methods of celebrating the turn of seasons. But when a tax collector vanishes on a trip into the remote town, Ravenmoor suddenly becomes a spotlight of attention. What strange surprises await those chosen to investigate the disappearance, and does the vanishing have anything to do with Ravenmoor’s upcoming seasonal feast? Why are the locals so hesitant to welcome visitors into this mysterious hamlet? A horror/mystery adventure for 3rd-level characters.
THE HARROWING
By Crystal Fraiser

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

THE HARROWING
PZO9532 $13.99

THE MIDNIGHT MIRROR
By Sam Zeitlin

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

THE MIDNIGHT MIRROR
ISBN 978-1-60125-401-6
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SONG OF THE SERPENT By Hugh Matthews
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PZO8507 (FEBRUARY 2012) $9.99
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By Dave Gross

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WINTER WITCH
By Elaine Cunningham

In a village of the frozen north, a child is born possessed by a strange and alien spirit, only to be cast out by her tribe and taken in by the mysterious winter witches of Irrisen, a land locked in permanent magical winter. Farther south, a young mapmaker with a penchant for forgery discovers that his sham treasure maps have begun striking gold. This is the story of Ellasif, a barbarian shield maiden who will stop at nothing to recover her missing sister, and Declan, the ne’er-do-well young spellcaster-turned-forgery who wants only to prove himself to the woman he loves. Yet when they finally reach the ice-walled city of Whitethrone, where trolls hold court and wolves roam the streets as men, will it be too late to save the girl from the forces of darkness?
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By Howard Andrew Jones

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

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