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PAIZO PUBLISHING

ABRIL 2012:

PZO9055 Pathfinder Adventure Path #55: The Wormwood Mutiny (Skull & Shackles 1 of 6). P.V.P.: 17,00 €

by Richard Pett

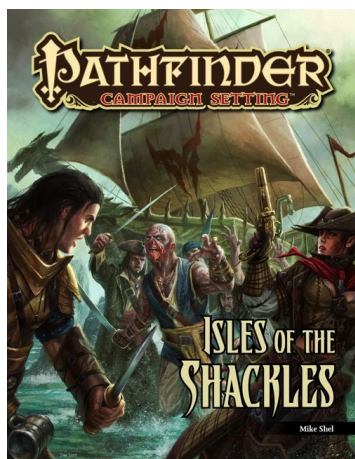
Pirates take whatever they please, whether it be ships, plunder, or people! The adventurers wake to find themselves press-ganged into the crew of the pirate ship Wormwood, the vessel of the nefarious Captain Barnabus Harrigan. They'll have to learn how to survive as pirates if they're to have any hope of weathering rough waves, brutal crew members, enemy pirates, ravenous beasts, and worse. But when fortune turns to their favor, it's up to the new crew to decide whether they'll remain the pirate's swabs or seize control and set sail for adventures all their own.

This volume of Pathfinder Adventure Path launches the Skull & Shackles Adventure Path and includes: "The Wormwood Mutiny," a Pathfinder RPG adventure for 1st-level characters, by Richard Pett. Details of life aboard a pirate vessel and rules for becoming the most infamous scallywag to sail the seas, by Jesse Benner, Richard Pett, and F. Wesley Schneider.

Revelations on the daring faith of Besmara, goddess of pirates, strife, and sea monsters, by Sean K Reynolds.

Death and plunder in the Pathfinder's Journal, by Robin D. Laws.

Four new monsters, by Jesse Benner, Sean K Reynolds, and Steven D. Russell



PZO9244 Pathfinder Campaign Setting: The Isles of the Shackles. P.V.P.: 17,00 €

by Mike Shel

Intrepid seafarers seeking glory and gold need look no further than the vast and untamed island chain known as the Shackles. Throughout these isles, undead cyclopes guard eons-old treasure vaults, lycanthropic pirates maraud the waterways, and cannibalistic natives sacrifice trespassers to their otherworldly god-queen. On the treacherous seas surrounding the Shackles, a bold sailor may even rise to become one of the realm's infamous Free Captains, second only to the bloodthirsty Hurricane King himself—though the rapacious pirates who raid the archipelago's ports ensure that only the cunning and swift survive for long.

Isles of the Shackles provides a comprehensive overview of the verdant islands that make up this region, complete with buried treasure, dastardly corsairs, and ominous ruins of a fallen empire.

Inside this 64-page book, you will find: An expansive overview of the six civilized regions of the Shackles, from the mainland's sprawling seaside metropolis of Port Peril to the sahuagin-plagued shores of Shark Island, complete with details on histories, notable rulers and personalities, and gazetteers of each region's varied locales.

Detailed entries on more than 20 of the Shackles' most dangerous and mysterious islands and islets, each with numerous plot hooks, helpful or treacherous NPCs, and unique locations for brave adventurers to

discover and explore.

Stat blocks for each island, detailing the region's notable settlements and denizens, as well as possible plunder and resources, such as hidden harbors and shipwrecks.

A huge bestiary of new monsters and villains that roam the islands of the Shackles and the high seas around them, including the three-headed lusca, undead pirates and ghost captains, and the degenerate kuru cannibals of the Blood Queen.

Stat blocks for a wide range of seafaring NPCs, from humble deckhands and smugglers to pirate captains and shipboard sorcerers.

Isles of the Shackles is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game setting.

PZO9423 Pathfinder Player Companion: Blood of Fiend. P.V.P.: 9,50 €

Written by Hal Maclean and Colin McComb

Born of mortal and fiendish blood intertwined, tieflings are tainted individuals thrust into a world that has learned to both fear and despise them. Whether they openly display their freakish ancestry in settlements known for their tiefling populations or hide such shameful attributes through either mundane or magical methods, all tieflings know that they are different.

Blood of Fiends presents a player-friendly overview of the tieflings of the Pathfinder campaign setting, as well as new rules and information to help players customize their own fiendish characters.

Inside this book, you'll find: Detailed information on the origins, physiology, traditions, social interactions, and beliefs of tieflings—the accursed descendants of mortals and fiends.

A table of 100 variant tiefling abilities to further customize your fiendish characters.

An expansive look at the 10 most common types of tiefling heritages, each of which provides tiefling characters with alternate ability score modifiers, skills, and spell-like abilities.

New feats for battle-hardened tiefling characters.



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- New curses and inquisitions for fiendish oracles and inquisitors.
- New subdomains for tiefling clerics, each reflective of a different fiendish realm.
- New masterpieces for tiefling bards and a bloodline for daemontainted sorcerers.
- Dozens of new traits to flesh out your tormented character and bodily features to help distinguish your tiefling.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.

Each bimonthly 32-page Pathfinder Player Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as traits to better anchor the player to the campaign.

PZO9535 Pathfinder Module: The Midnight Mirror. P.V.P.: 11,25 €

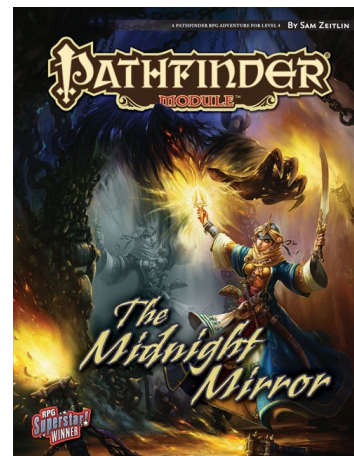
A horror and investigation adventure for 4th-level characters

The sleepy town of Karpad in shadow-haunted Nidal has long been overseen by the Boroi family, and until a few weeks ago, the citizens under Baron Stepan Boroi's rule have lived uneventful lives of relative peace. Recently, however, the outbreak of a virulent and fatal disease and a number of mysterious disappearances have left the people of Karpad paranoid and fearful. Even Baron Stepan has been acting strangely, and now the tenuous balance of racial tensions between Karpad's human and fetchling populations stands on the verge of collapsing into total anarchy. Can the PCs uncover the root of Karpad's problems and put an end to the deadly virus, the terrifying disappearances, and the miasma of fear and distrust that threatens to overwhelm the region?

Written by Sam Zeitlin, 2011's winner of Paizo Publishing's annual RPG Superstar contest—in which unpublished authors compete before a panel of celebrity game designers and legions of their peers for the chance to write a Pathfinder Module—The Midnight Mirror takes players from a mysterious investigation into a shadowy demiplane prison and pits them against the evil forces of both darkness and light.

The Midnight Mirror is an investigation and horror adventure for 4th-level characters. This volume also contains a fully-detailed gazetteer of the town of Karpad and a new magic item that are sure to add depth and flavor to any campaign.

Pathfinder Modules are 32-page, high-quality, full-color, adventures written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG.



PZOSQW30044 GameMastery Flip-Mat Urban Tavern. P.V.P.: 10,00 €

Get ready for a barroom blitz with GameMastery Flip-Mat: Urban Tavern! Pull up a stool at a high scale taproom on one side, or take your pick from a block of seedy taverns and feast halls on the other, making this durable accessory perfect for both danger and downtime in any tabletop fantasy campaign!

This portable, affordable 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. Usable by experienced GMs and novices alike, GameMastery Flip-Mats fit perfectly into any Game Master's arsenal!

On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy clean-up is just a Flip away?

PZO4036 GameMastery Map Pack Ship's Cabins. P.V.P.: 10,00 €

When the battle goes belowdecks, no Game Master wants to spend time deciding whether the next hatch leads to the galley or the bilge. Fortunately, with Paizo Publishing's latest GameMastery Map Pack, you don't have to! This line of gaming accessories provides simple and elegant tools for the busy Game Master. Inside, you'll find 18 captivating 5" x 8" map tiles that can be combined to create a complete loot-laden pirate vessel, or be used with GameMastery Flip Mat: Pirate Ship to reveal what lies below its battle-scarred decks.

Locations include: Bilge, Captain's Cabin, Cargo Hold, Galley, Officer's Cabin, Sailors' Quarters, Skiff.

Game Masters shouldn't waste their time sketching maps every time their players set out upon the waves. With GameMastery Map Pack: Ship's Cabins, you'll be ready for whatever mutiny and mayhem the seas have in store!

For use with all tabletop roleplaying and miniatures games and suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal.

Wet, dry, and permanent markers erase from the tiles!

Combines with and expands Flip Mat: Pirate Ship.



PZO8507 Pathfinder Tales: Song of the Serpent. P.V.P.: 8,50 €

by Hugh Matthews

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

From veteran author Hugh Matthews comes a rollicking tale of captive trolls, dwarven revolutionaries, and serpentine magic, set in the award-winning world of the Pathfinder Roleplaying Game.

336-page mass market paperback

Recapitulamos a continuación las novedades más recientes de Paizo:

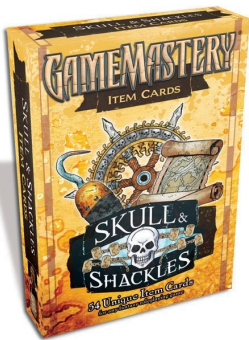
FEBRERO-MARZO 2012:

Pathfinder Adventure Path #54: The Empty Throne (Jade Regent 6 of 6).

by Neil Spicer

Revolution brews in the empire of Minkai as the people take up arms to throw off the yoke of their unnatural oni masters. With the populace rising, the heroes lay siege to the capital of the empire, the ancient city of Kasai. There, they must discover the secrets of emperors past and seek the aid of ageless beings, gathering all the allies they can for a final assault on the bastion of the murderous Jade Regent. Will the heroes and their companions be able to bring an end to the warlord's tyranny? Or will Minkai remain locked in the grip of true evil? Confront the powers of destiny and shape the fate of a nation in this, the exciting final chapter of the Jade Regent Adventure Path.

"The Empty Throne" is a Pathfinder Roleplaying Game adventure for 14th-level characters. This volume concludes the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires. This volume of Pathfinder Adventure Path also features a gazetteer of the sprawling city of Kassai, capital city of the nation of Minkai. Plots and high-level ideas for GMs eager to continue their Jade Regent campaign beyond the end of the adventure are included as well, plus four new monsters drawn from Japanese mythology in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels Prince of Wolves and Master of Devils) in the Pathfinder's Journal, and much more!



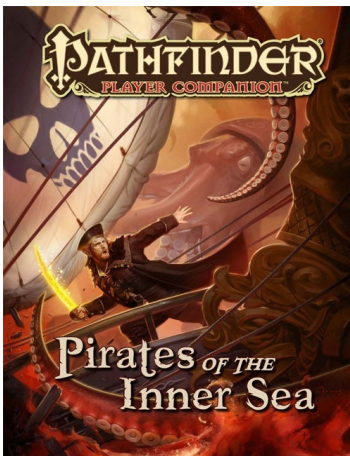
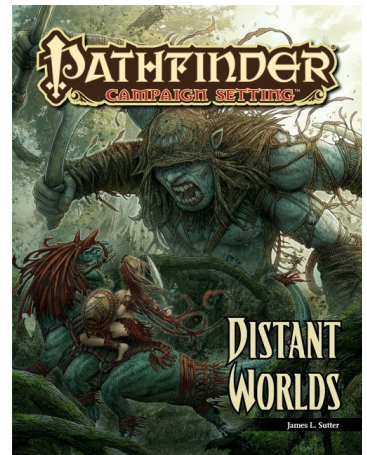
GameMastery Item Cards: Skull & Shackles

Lay claim to the high seas with a scallywag's stockpile of weapons, magic items, and other plunder. The riches of pirate kings and lost empires awaits discovery in the Skull & Shackles Pathfinder Adventure Path. This 54-card set of beautifully illustrated, full-color item cards allows you to track your newest and most dastardly treasures in vibrant detail.

Pathfinder Campaign Setting: Distant Worlds

by James L. Sutter

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.



Pathfinder Player Companion: Pirates of the Inner Sea

Written by Amber Scott

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

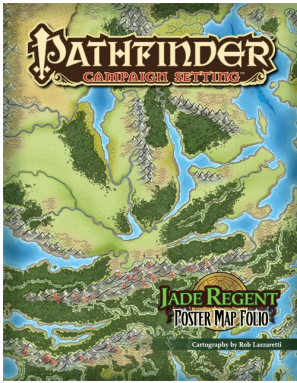
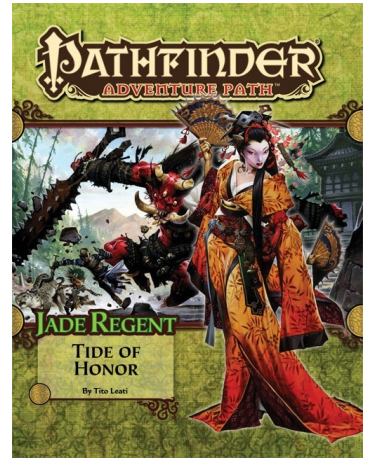
ENERO 2012:

Pathfinder Adventure Path #53: Tide of Honor (Jade Regent 5 of 6).

by Tito Leati

The PCs arrive in Minkai only to discover the empire is on its knees. The Jade Regent has twisted the ruling government to cater to his despotic whims, and throughout the realm, the people suffer. Before the PCs can attempt to stand against the Jade Regent and liberate Minkai, they must first earn the trust and respect of the ancient empire's people and recruit aid from throughout the beleaguered empire—all the while dodging the oni and ninja agents controlled by the Five Storms. Liberating monasteries ruled by oni, rescuing a famous geisha from a deadly island prison, defeating armies of bandits led by monsters, and standing tall before a corrupt daimyo's army of samurai are all in a day's work for the would-be liberators of the empire.

"Tide of Honor" is a Pathfinder Roleplaying Game adventure for 12th-level characters. This volume continues the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires. This volume of Pathfinder Adventure Path also features an extensive gazetteer of the exotic and intriguing land of Minkai and an article about Irori, the god of self-perfection and martial arts. Plus several new monsters drawn from Japanese mythology in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels Prince of Wolves and Master of Devils) in the Pathfinder's Journal, and much more!



Pathfinder Campaign Setting: Jade Regent Poster Map Folio

Who would be so foolish as to travel from one end of the world to the other without a trusty map to lead the way? With this map folio, you'll find three invaluable maps for running the Jade Regent Adventure Path—yet these maps can serve any campaign that heads beyond the borders of the Inner Sea into the northern continent known as the Crown of the World or the vast continent of Tian Xia—the so-called Dragon Empires.

Within this map folio, you'll find three huge 8-panel poster maps—one of the city of Kasai (the capital city of the empire of Minkai), one of the frozen reaches of the Crown of the World, and one of the entire continent of Tian Xia from the chill steppes of Hongal to the north to the trackless monster-infested Valashmai Jungle far to the south. Even if you aren't running the Jade Regent Adventure Path, the maps inside reveal for the first time two more of Golarion's continents—realms filled with countless opportunities for exotic new adventure! Cartography by Rob Lazzaretti.

Pathfinder Player Companion: Dragon Empires Primer.

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

Written by Colin McComb and Tim Hitchcock



Pathfinder Module: The Ruby Phoenix Tournament.

A tournament-style adventure for 11th-level characters

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!

The Ruby Phoenix Tournament is a tournament-style Pathfinder Module designed for 11th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. The adventure serves as an ideal introduction to the folk and fighting styles of the lands of the Dragon Empires.

Written by Tim Hitchcock



GameMastery Flip-Mat: Pirate Ship.

Prepare to keelhaul scurvy scallywags with GameMastery Flip-Mat: Pirate Ship! One side presents side-to-side vessels pulled close for ship-to-ship combat, while the other details a single ship, making this durable accessory perfect for both high-seas combat or your home on the waves in any tabletop fantasy campaign! This Flip-Mat links up with GameMastery Map Pack: Ship's Cabin to reveal the lower decks!

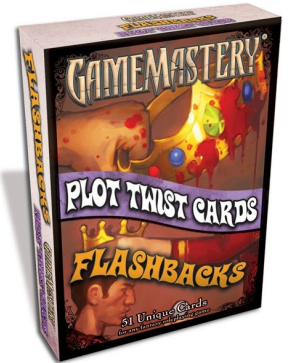
This portable, affordable map measures 24" x 30" unfolded, and 8" x 10" folded. Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, GameMastery Flip-Mats fit perfectly into any Game Master's arsenal!

On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy clean-up is just a Flip away?

GameMastery Plot Twist Cards: Flashbacks.

The past is what you make it with GameMastery Plot Twist Cards: Flashbacks. Draw one of these Plot Twist cards and reveal secret talents and remembered lessons drawn from a character's past. These cards open up a new experience of shared storytelling, providing players with ways to suggest surprising avenues of skill and information during an adventure, getting help when they need it most. Each of the deck's 51 cards presents a different event or life lesson that the GM and players, working together, can weave into the game's narrative, as well as related rules effects. With Plot Twist Cards: Flashbacks, everyone can help tell the story and bring their characters' pasts into the present.

GameMastery Plot Twist Cards: Flashbacks provide a minor story-altering idea along with a few options players can either use as presented or take inspiration from to craft suggestions affecting in-game events. Every Plot Twist Card can be interpreted in countless ways, allowing players to customize and reveal secrets of their characters' past in ways that encourage character building and help shape the game. The Game Master doesn't need to be the only one telling stories, and now Plot Twist Cards: Flashbacks give players the tools to give their characters depth and detail like never before!



The Chalice of Death (Trade Paperback).

By Robert Silverberg with a new introduction by the author

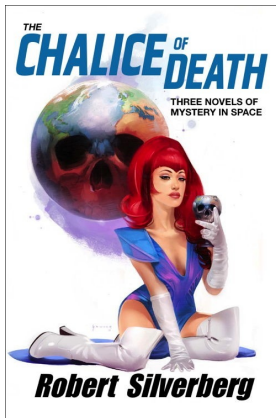
Three complete novels of mystery in space from Grand Master Robert Silverberg explode back into print for the first time in decades in this thrilling new Planet Stories collection! These extremely scarce tales originally appeared in the legendary Ace Double novel series, and represent a future multiple Hugo and Nebula Award-winning author bridging the explosive, action-oriented science fiction adventures of the early pulps with more introspective themes of the new wave that swept sci-fi in the 1960s.

In *The Chalice of Death*, a human from the far edge of space must track down the legendary planet that birthed his race tens of thousands of years ago. For the legends hold that the long-forgotten Earth holds the Chalice of Life, and the Chalice of Life holds immortality!

In *Starhaven*, interplanetary fugitive Johnny Mantell flees authorities to the artificial pirate world known as Starhaven, sanctuary for the criminals and misfits of space. There he finds a new home for himself—as well as questions about his past, his future, and his very identity itself!

In *Shadow on the Stars*, deep space colonist Baird Ewing returns to Earth for the first time in the thousand years since his ancestors first departed, seeking aid against the aliens who seek to destroy his colony. But the weapon he finds upon the ancient Earth can save only one planet, and Ewing must choose between his two home worlds.

Seldom or never reprinted since their original appearances and with a new introduction by the author, these three novels of science fiction adventure blaze back onto the scene, revealing early masterworks of one of the genre's most gifted and celebrated storytellers! 400-page softcover trade paperback



GameMastery Condition Cards.

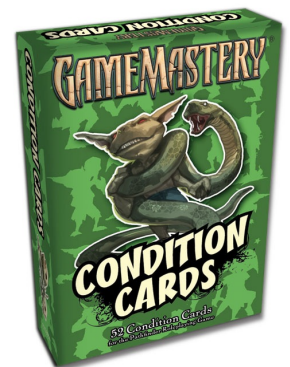
Never miss a modifier again!

With Condition Cards, it's easy for players and GMs to keep track of the Pathfinder RPG's most common conditions. Did the bard fascinate your party? Is your wizard invisible? Is the fighter bleeding out? Simply hand out the appropriate condition cards to have all the rules for each condition at your fingertips. This set of 52 hilariously illustrated, full-color cards allows you to play faster and more easily than ever before.

There are 4 copies each of 13 different cards, with different (but related) conditions on each side:

- blinded/deafened
- dazed/stunned
- exhausted/fatigued
- grappled/pinned
- shaken/frightened
- sickened/nauseated
- staggered/paralyzed
- helpless/flat-footed
- dazzled/fascinated
- confused/entangled
- bleed/dying
- prone/unconscious
- incorporeal/invisible

Also included is a new spell, soothing word.



DICIEMBRE 2011:

Pathfinder Roleplaying Game: Bestiary 3 (OGL).

Test your courage against the most infamous foes of myth and legend! Bestiary 3 presents hundreds of monsters for use in the Pathfinder Roleplaying Game. Within this book you'll find demiliches and demodands, grave knights and goblin snakes, norms and nephilim, imperial dragons and unfettered eidolons, and so much more! Yet not every creature needs to be an enemy, as winged garudas, crafty tanukis, and leonine lammasus all wait to join your party and answer the call of glory.

The Pathfinder RPG Bestiary 3 is the third indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time bestselling set of fantasy rules into the new millennium.

The Pathfinder RPG Bestiary 3 includes:

More than 300 different monsters

Classic terrors from myth and literature, from the furious bandersnatch and the righteous valkyrie to the cunning dybbuk and elusive kappa

Hordes of new creatures you can construct, grow, or summon to aid your party in its adventures

New player-friendly races to let you adventure as canny ratfolk, genie-blooded sulis, and more

New familiars, animal companions, and other allies

Challenges for any adventure and every level of play

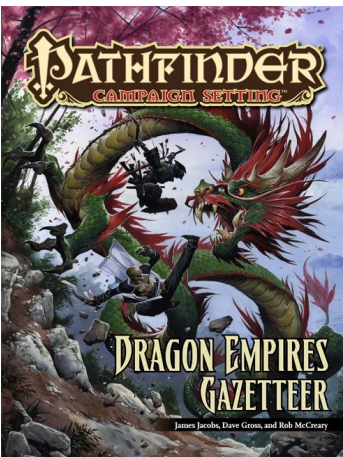
Some of the strangest and most beloved creatures from fantasy roleplaying history and the Pathfinder campaign setting

Hosts of new templates and variants

Appendices to aid in monster navigation, including lists by Challenge Rating, monster type, and habitat

Expanded universal monster rules to simplify special attacks, defenses, and qualities

And MUCH, MUCH MORE!



Pathfinder Campaign Setting: Dragon Empires Gazetteer.

The mysteries and wonders of the Dragon Empires are finally revealed! The continent of Tian Xia stretches from the polar ice in the north to well south of the equator—a realm where honorable samurai, devious ninja, martial artistry, strange spirits, and imperial dragons rule.

This broad overview of Tian Xia presents details on more than two dozen regions inspired by the mythology of Japan, China, Korea, Vietnam, Indonesia, and other Asian touchstones, as well as brand new realms like Wanshou (a swamp nation of slaves ruled by a kraken), the hobgoblin nation of Kaoling, the tengu homeland of Kwanlai, the monster-infested Valashmai Jungle, and the underwater locathah enclave of Xidao.

The 64-page Dragon Empires Gazetteer also presents five new player character races—the birdlike tengus, reptilian nagaji, shapechanging foxlike kitsune, reincarnated spiritualists known as samsarans, and the shadowy masters of trickery called the wayang. An overview of life in the Dragon Empires offers a look at a new core pantheon (including 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. Grab your katana, ready your best kung fu, and prepare to discover a whole new world of exciting adventure!
by James Jacobs

Pathfinder Campaign Setting: Mythical Monsters Revisited.

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

by Jason Nelson, Anthony Pryor, Mike Kenway, Jonathan Keith, Jesse Benner, Greg A. Vaughan



GameMastery Map Pack: Palace.

GameMastery Map Pack: Palace contains 18 full-color 5 x 8-inch map tiles, stunningly crafted by cartographer Jason Engle, that combine to form a variety of palatial locales fit for both princes and profligates!

Locations include:

Throne Room

Customizable Halls

Reception Chamber

Treasury

For use with all tabletop roleplaying and miniatures games and suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal.

Wet, dry, and permanent markers erase from the tiles!

NOVIEMBRE 2011:



PZO9052 Pathfinder Adventure Path #52 Forest of Spirits. Chapter 4: "Forest of Spirits"

by Richard Pett

The heroes finally reach the distant land of Tian Xia, only to once again attract the attention of the oni of the Five Storms. But not everyone wants them dead—the heroes must meet a mysterious woman named Miyaro who promises to lead them to allies deep in the Forest of Spirits. These mysterious spiritual guardians—known as kami—reveal that the oni of the Five Storms once dwelt in a fortress known as the House of Withered Blossoms, deep in the forest. Much can be learned at this fortress, but a few of the old inhabitants remain...

A Pathfinder Roleplaying Game adventure for 10th-level characters, this volume continues the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires. This volume of Pathfinder Adventure Path also features an investigation of the strange spiritual creatures known as kami, as well as a larger article that explores the most notorious ninja clans of the empire of Minkai. Plus several new monsters drawn from Japanese mythology in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels Prince of Wolves and Master of Devils) in the Pathfinder's Journal, and much more!

PZO9239 Pathfinder Campaign Setting: Book of the Damned Vol. 3- Horsemen of the Apocalypse

The End is Near!

Since the first spark of mortal life took form, the daemons have sought to extinguish it. Evil in its purest form, these terrors seek nothing less than the end of all existence. Led by the Four Horsemen—War, Famine, Pestilence, and Death—the armies of Abaddon work to corrupt, consume, and destroy everything around them. Perfect nihilists, the daemons seek only to be the last entities looking down on the dying cinders of the cosmos before they themselves are consumed, and only darkness remains.

Within this book, you'll find:

- Complete descriptions of the Four Horsemen and their armies of soul-devouring daemon servitors.

- An overview of the wasteland realm of Abaddon, the private domains of its masters, and several other forsaken locations.

- Rules for the daemon-worshipping souldrinker prestige class.

- An introduction to the soul economy, and how captured souls are traded and used by fiends and mortals alike.

- Secret histories of previous Horsemen.

- New daemonic spells and magic items.

- Overviews of the different castes of daemons, plus tips and tricks to aid in their summoning.

Statistics for eight new daemons ready to bring the horrors of the cosmos to players' doorsteps.

Horsemen of the Apocalypse is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting. While Horsemen of the Apocalypse is a standalone product, it also serves as a companion to Princes of Darkness: Book of the Damned, Vol. 1, which details the legions of Hell, and Lords of Chaos: Book of the Damned, Vol. 2, covering the hordes of the Abyss.

Written by Todd Stewart.



PZO8506 Pathfinder Tales: Death's Heretic

Nobody cheats death! A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him.

Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems...

From noted game designer and author James L. Sutter comes an epic mystery of murder and immortality, set in the award-winning world of the Pathfinder Roleplaying Game.

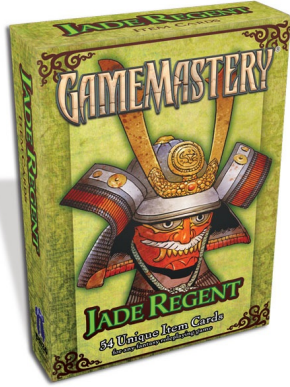
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PZOSQW30042 Flip-Mat: Warehouse

Who knows what criminal conspiracies and deadly deals might unfold amid the maze of merchandise in GameMastery Flip-Mat: Warehouse? With a full suspicious scene on each side, this durable accessory can serve as ambush site or hideout in any tabletop fantasy campaign!

This portable, affordable 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. Usable by experienced GMs and novices alike, GameMastery Flip-Mats fit perfectly into any Game Master's arsenal!

On tabletops across the world, the Flip-Mat Revolution is changing the way players run their fantasy roleplaying games! Why take the time to sketch out ugly scenery on a smudgy plastic mat when dynamic encounters and easy clean-up is just a Flip away?



PZO3020 GameMastery Cards: Jade Regent Item Cards

Claim the riches of Eastern empires with these mystical treasures and masterfully crafted weapons. The wealth of magical and mysterious realms awaits discovery in the Jade Regent Pathfinder Adventure Path. This 54-card set of beautifully illustrated, full-color item cards allows you to track your newest and most elegant treasures in vibrant detail.

GameMastery Item Cards allow heroes to keep track of their equipment in style, and this deck is completely compatible with all of Paizo's other GameMastery Item Card sets. Each of these full-color cards features a beautiful portrait of an item on one side with space on the back to keep notes. GameMastery Item Cards are compatible with any fantasy roleplaying game.