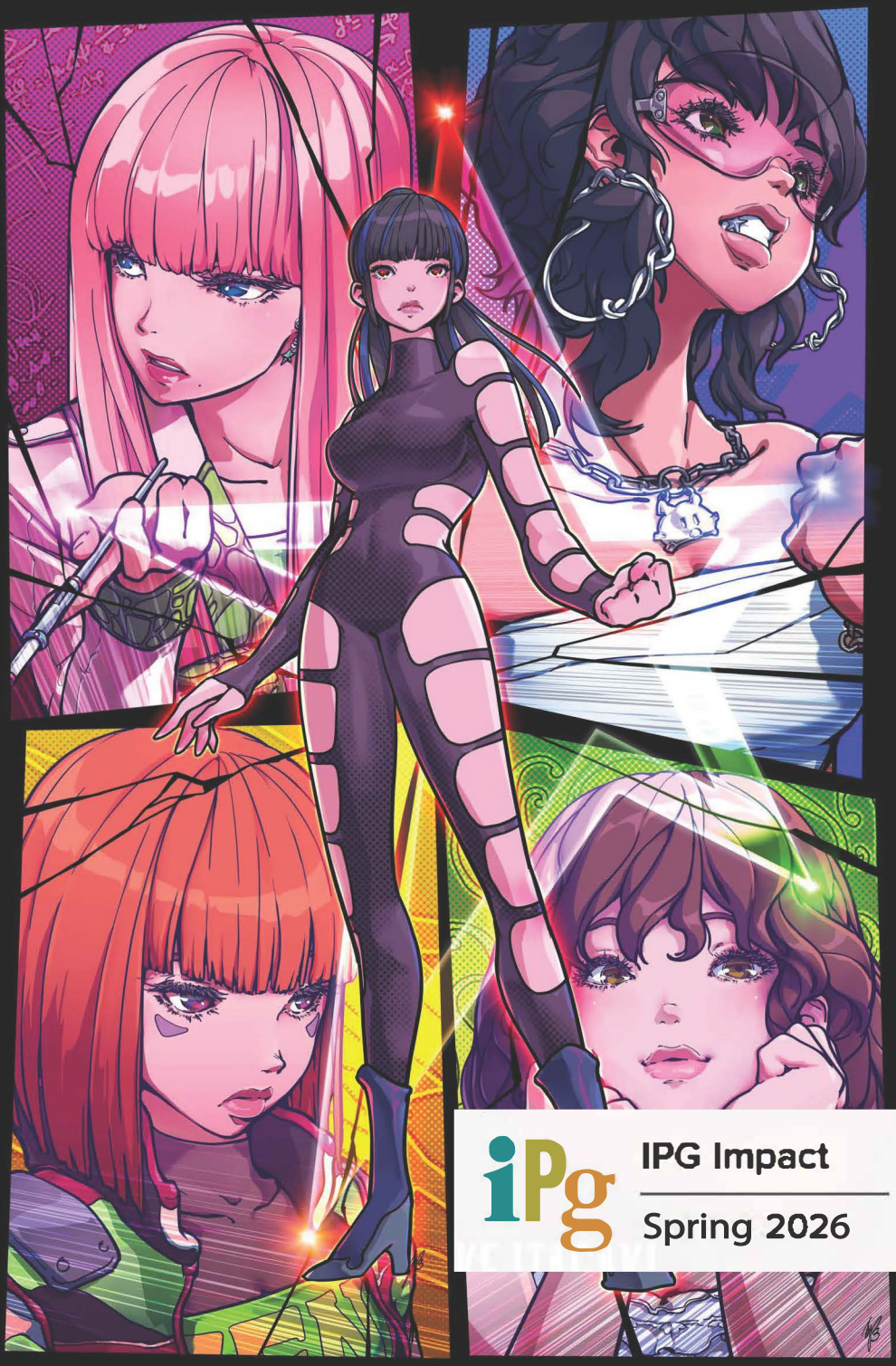
ALTEREGO



IPG Impact

Spring 2026



Zero Zero Enterprises
9798992511918
Pub Date: 2/24/26
$19.99 USD/$24.99 CAD
Trade Paperback

96 Pages
Carton Qty: 50
Comics & Graphic Novels / Media Tie-In

10.3 in H | 6.5 in W

Alter Ego

Lisa Manobal, Brandon Montclare, - MinoMiyabi

Summary

Product Description This 96 Page Graphic Novel is the official companion to the Alter Ego album, written by LISA and brought to vivid life by celebrated Japanese artist MINOMIYABI. Step into a neon-drenched cyberpunk city where Vixi—a quiet tech genius—prefers fixing arcade machines to seeking the spotlight. Despite her reserved nature, she becomes the unexpected bond that unites four remarkable friends: Roxi, a pressured social star yearning for genuine connection; Kiki, an unstoppable arcade champion with an unyielding spirit; Sunni, a gentle peacekeeper concealing her inner storms; and Speedi, a fearless risk-taker learning to slow down. When three ruthless bullies trap Vixi in a virtual reality nightmare, her friends dive headfirst into the digital battleground, proving that while Vixi may work alone, she never has to fight alone.

Contributor Bio

LISA is a rapper, singer, and dancer best known as a member of the globally renowned K-pop girl group, BLACKPINK. Beyond her success with BLACKPINK, LISA has made a name for herself as a solo artist and has broken several records globally with singles “Lalisa” and “Money” charting in the top 10 of the Billboard Global 200. “Money” holds the record as the longest-charting song by a solo female K-pop artist on the Billboard Hot 100 in the US and on the U.K. Singles Chart. LISA broke three Guinness World Records in 2023 as the most Instagram followers for a K-pop artist (currently at 105 Million followers on the platform), she is also the first solo K-pop winner at both the MTV Video Music Awards and the MTV European Music Awards. Brandon Montclare is a comic book & graphic novel writer. He's the creator of Lunella Lafayette, a.k.a. Moon Girl from Marvel’s hit Moon Girl and Devil Dinosaur. The superhero plays a special role in the Marvel Universe as the world’s smartest person. The Moon Girl and Devil Dinosaur television series premiered February 2023 on the Disney Channel. Other comics...



Kodama
9781966523116
Pub Date: 2/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

336 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W | 1.1 in T | 1 lb Wt

Baki The Grappler (Perfect Edition) Vol. 9

Keisuke Itagaki

Summary

Baki goes to war in this action-packed volume of Keisuke Itagaki's epic fighting manga!

Keisuke Itagaki’s genre-defining fighting manga is finally being released in English with a new Perfect Edition! Featuring professional translations and lettering approved by the original Japanese publisher, as well as a premium slip cover and all of the full-color insert pages that were featured in the manga’s original serialization, the *Baki the Grappler Perfect Edition* is the definitive way to experience the martial arts saga that has sold over 100-million copies worldwide!
The first print run of this volume will feature an exclusive foil-stamped cover, only available while supplies last!

Seeking the strength needed to defeat his father, Baki takes on a special forces unit comprised of the Japanese military's deadliest soldiers. Baki has proved himself in both the ring and on the streets, but does he have the strength needed to survive on the battlefield?

Available officially for the first time in English, experience Keisuke Itagaki’s best-selling and highly influential *BAKI* saga from the start!

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.



Kodama
9781966523123
Pub Date: 2/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

342 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W | 1.1 in T | 1.1 lb Wt

Baki The Grappler (Perfect Edition) Vol. 10

Keisuke Itagaki

Summary

Baki quest for strength continues in this bloody chapter of Keisuke Itagaki's legendary martial arts series!

Keisuke Itagaki’s genre-defining fighting manga is finally being released in English with a new Perfect Edition! Featuring professional translations and lettering approved by the original Japanese publisher, as well as a premium slip cover and all of the full-color insert pages that were featured in the manga’s original serialization, the *Baki the Grappler Perfect Edition* is the definitive way to experience the martial arts saga that has sold over 100-million copies worldwide!
The first print run of this volume will feature an exclusive foil-stamped cover, only available while supplies last!

Baki continues to seek out Japan's strongest fighters in order to prepare himself for the battle to come. Each fight pushes the young grappler beyond his limits, but will this training be enough, or is Yujiro's demon-like power simply too much for anyone to overcome?

Available officially for the first time in English, experience Keisuke Itagaki’s best-selling and highly influential *BAKI* saga ...

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.



Kodama
9781966523130
Pub Date: 3/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

330 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W | 1 in T | 1 lb Wt

Baki The Grappler (Perfect Edition) Vol. 11

Keisuke Itagaki

Summary

Keisuke Itagaki’ s genre-defining fighting manga is finally being released in English with a new Perfect Edition! Featuring professional translations and lettering approved by the original Japanese publisher, as well as a premium slip cover and all of the full-color insert pages that were featured in the manga’ s original serialization, the *Baki the Grappler Perfect Edition* is the definitive way to experience the martial arts saga that has sold over 100-million copies worldwide!
The first print run of this volume will feature an exclusive foil-stamped cover, only available while supplies last!

Available officially for the first time in English, experience Keisuke Itagaki’ s best-selling and highly influential *BAKI* saga from the start!

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.



Baki The Grappler (Perfect Edition) Vol. 12

Keisuke Itagaki

Summary

Keisuke Itagaki’ s genre-defining fighting manga is finally being released in English with a new Perfect Edition! Featuring professional translations and lettering approved by the original Japanese publisher, as well as a premium slip cover and all of the full-color insert pages that were featured in the manga’ s original serialization, the *Baki the Grappler Perfect Edition* is the definitive way to experience the martial arts saga that has sold over 100-million copies worldwide!
The first print run of this volume will feature an exclusive foil-stamped cover, only available while supplies last!

Available officially for the first time in English, experience Keisuke Itagaki’ s best-selling and highly influential *BAKI* saga from the start!

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.

Kodama
9781966523147
Pub Date: 3/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

344 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W | 1.1 in T | 1.1 lb Wt



Baki The Grappler (Perfect Edition) Vol. 13

Keisuke Itagaki

Summary

Keisuke Itagaki’ s genre-defining fighting manga is finally being released in English with a new Perfect Edition! Featuring professional translations and lettering approved by the original Japanese publisher, as well as a premium slip cover and all of the full-color insert pages that were featured in the manga’ s original serialization, the Baki the Grappler Perfect Edition is the definitive way to experience the martial arts saga that has sold over 100-million copies worldwide! The first print run of this volume will feature an exclusive foil-stamped cover, only available while supplies last! Available officially for the first time in English, experience Keisuke Itagaki’ s best-selling and highly influential BAKI saga from the start!

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.

Kodama
9781966523154
Pub Date: 4/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

344 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W | 1.1 in T | 1 lb Wt



Baki The Grappler (Perfect Edition) Vol. 14

Keisuke Itagaki

Summary

Keisuke Itagaki’ s genre-defining fighting manga is finally being released in English with a new Perfect Edition! Featuring professional translations and lettering approved by the original Japanese publisher, as well as a premium slip cover and all of the full-color insert pages that were featured in the manga’ s original serialization, the *Baki the Grappler Perfect Edition* is the definitive way to experience the martial arts saga that has sold over 100-million copies worldwide!
The first print run of this volume will feature an exclusive foil-stamped cover, only available while supplies last!

Available officially for the first time in English, experience Keisuke Itagaki’ s best-selling and highly influential *BAKI* saga from the start!

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.

Kodama
9781966523161
Pub Date: 4/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

348 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W | 1.1 in T | 1 lb Wt



Baki The Grappler (Perfect Edition) Vol. 15

Keisuke Itagaki

Summary

A sibling rivalry turns into a bloody brawl in this volume of Keisuke Itagaki's legendary fighting manga! The Shinogi brothers, the sadistic doctor Kureha and the nerve-cutting karate master Kosho, face off in a match that threatens to destroy their brotherly bond. Next, as the tournament heats up, will the mysterious kung-fu master from Hong Kong finally reveal his true strength?

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.

Kodama
9781966523215
Pub Date: 5/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

322 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)

8.3 in H | 5.8 in W



Baki The Grappler (Perfect Edition) Vol. 16

Keisuke Itagaki

Kodama
9781966523222
Pub Date: 5/1/26
$19.99 USD/$26.99 CAD
Trade Paperback

340 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Baki The Grappler (Perfect Edition)
8.3 in H | 5.8 in W

Summary

"The pride of Japanese karate clashes with the yakuza's toughest brawler in this action-packed volume of Keisuke Itagaki's martial arts saga! The long-awaited showdown between Katsumi Orochi, Japan's cocky martial arts prodigy, and Kaoru Hanayama, the criminal underworld's most feared fighter, finally gets underway. Can Hanayama's brute strength and relentless fighting style take down the man who is said to have perfected the art of karate?"

Contributor Bio

Keisuke Itagaki is a manga artist and writer who is best known for creating the Baki the Grappler series. He is a practitioner of both boxing and Shorinji Kempo, Itagaki channeled his life-long passion for the martial arts into Baki, which is widely regarded as one of the most influential fighting manga ever made. Itagaki’ s works have made him into one of Japan’ s best-selling and most respected creators, with Baki being frequently cited as the direct inspiration for countless movies, anime and video games that followed it.



Woodstake

Three Days of Peace, Music and Blood

Darin S. Cape, Felipe Kroll

SHP Comics
9798992749915
Pub Date: 4/14/26
$18.99 USD/$24.99 CAD
Trade Paperback

192 Pages
Carton Qty: 36
Ages 16 And Up
Comics & Graphic Novels / Horror
Series: Woodstake
10.3 in H | 6.8 in W

Summary

Woodstake
A blood-soaked mashup of vampire myth, rock history, and the counterculture of the late 1960s

Woodstake is a wickedly clever spin on the Dracula legend, reimagined against the backdrop of the iconic Woodstock festival of 1969. When a vampire descends on the summer of love, a generation of hippies is forced to survive three days of peace, music, and blood in this darkly funny, genre-bending thrill ride. A razor-sharp blend of satire, horror, and `60s nostalgia, **Woodstake** offers a wildly original story brought vividly to life through the bold, evocative artwork of Felipe Kroll. It is a must-read for fans of classic rock, genre mashups, and blood-soaked storytelling.

With its unique blend of Woodstock-era atmosphere and vampire horror, **Woodstake** stands out as a wild, cult-horror crossover that feels both nostalgic and fiercely original. This gripping graphic novel delivers a character-driven narrative paired with a bold visual style that brings the late '60s to life, complete with period-authentic detail, psychedelic flair, and sharp dark humor. Ideal for readers of horror comics...

Contributor Bio

Shawn Hainsworth is a publisher, author and producer who writes under the pen name Darin S. Cape. SHP Comics was launched in 2021 as an independent publisher focused on delivering genre-bending stories combining horror, science fiction, adventure, and reimagined classics into daring, intelligent and unique comic books and graphic novels. Shawn produced the award-winning short film, Technical Support based on the SHP Comics series, EroTech. He lives in Western Massachusetts with his wife, two kids and a hound dog mix. Felipe Kroll is a Brazilian artist with over a decade of experience working across the comics, film, game, and advertising industries. As a creative director, illustrator, and concept artist, he has collaborated with national and international studios, bringing to life immersive narratives and bold visual worlds through storyboards, sequential art, character design, and high-concept development. His style is known for its painterly aesthetic, dark atmospheres, and emotionally resonant characters. Currently, Felipe is developing multiple projects



SHP Comics
9798992749939
Pub Date: 4/14/26
$18.99 USD/$24.99 CAD
Trade Paperback

160 Pages
Carton Qty: 40
Ages 9 And Up
Juvenile Fiction / Comics & Graphic Novels
Series: Zicky

10 in H | 7 in W

Zicky

Wrath of the Rat King

Darin S. Cape, Zeno Decrux, Hiorsh Gabotto

Summary

Zicky: Wrath of the Rat King is an all-ages fantasy adventure graphic novel combining isekai manga with western comic storytelling. With its expressive visual style, cheeky humor, and emotionally grounded characters, Zicky puts a fresh spin on classic kai (portal fantasy) storytelling. Zicky is ideal for readers who love fast-moving fantasy with heart. A coming-of-age story set in a strange and dangerous world, this graphic novel delivers a unique voice and a vivid, unforgettable journey.

Deep underground, Zicky plunges into the lair of the Rat King—a tyrant amassing an army of rodents to invade the real world. A mysterious supervillain lurks in the shadows, and the fate of both worlds hangs in the balance. But just as the battle begins, Zicky wakes up... back in his bedroom, surrounded by his siblings who tease him for believing his adventures are more than a dream.

Zicky: Wrath of the Rat King bursts with monsters, mayhem, and heart — a vivid journey into a world of thematic depth where reality bends, and friendships are tested. Join Zicky on his first adventure where he will need al...

Contributor Bio

Zeno Decrux is an accomplished illustrator and comic artist with over nine years of experience in the international independent comics scene. His work spans a diverse range of comics and manga titles, where he brings a dynamic, expressive style and a strong commitment to quality on every project. Passionate about storytelling through visuals, Zeno continues to push his craft forward with each new collaboration. Shawn Hainsworth is a publisher, author and producer who writes under the pen name Darin S. Cape. SHP Comics was launched in 2021 as an independent publisher focused on delivering genre-bending stories combining horror, science fiction, adventure, and reimagined classics into daring, intelligent and unique comic books and graphic novels. Shawn produced the award-winning short film, Technical Support based on the SHP Comics series, EroTech. He lives in Western Massachusetts with his wife, two kids and a hound dog mix. Jorge Luis Gabotto, also known as Hiorsh, is an Argentine cartoonist and writer from Mar del Plata. A visual arts teacher, puppeteer, and musician, he brings a mu...



Kodama
9781966523208
Pub Date: 4/1/26
$21.99 USD/$29.99 CAD
Trade Paperback

404 Pages
Carton Qty: 24
Comics & Graphic Novels / East Asian Style
Series: Sun-Ken Rock

8.3 in H | 5.8 in W | 1.3 in T | 1.2 lb Wt

Sun-Ken Rock (Perfect Edition) Vol. 1

Boichi .

Summary

Ken Kitano has lost everything. He's lost his family, his dreams, and even his first crush, Yumin, who suddenly left for Korea to pursue her dream of becoming a police officer. He spends his days getting into one meaningless fight after another, but one day, after learning Yumin actually managed to make her dream come true, he decides to follow in her footsteps and head to Seoul. Only, instead of becoming a cop, he ends up catching the attention of a street gang and becoming their boss! Suddenly, his strength, values, and beliefs are put to the test as he navigates a new life that he's determined to keep a secret from Yumin, a cop to her very core. Sun-Ken Rock is a gritty and raw action-drama by Boichi, the renowned artist behind Dr. STONE! This cult classic combines explosive artwork with powerful storytelling and makes its English debut in a must-have edition.

Contributor Bio

Boichi is a Korean-born artist currently living and working in Japan, hailed for his incredibly detailed and expressive art style. He released his first serialized manga, the highly popular Sun-Ken Rock, in 2006, and has worked on numerous serializations and one-shots since, with his most notable and award-winning works including Dr.STONE and Origin.



MAGICA Vol.1

Yuzuko Hoshimi

Summary

Each and every being has a wondrous story to tell, if you'll listen. Long, long ago, there once lived a beautiful mage. The mage had but only one spell: the strange ability to turn the twinkle of life into gems. It was a powerless magic that couldn't save anyone, but the mage believed in it, witnessing all the comedies and all the tragedies across the universe and weaving them into tales with wondrous luster. And so, the curtain rises on a heart-stirring fairy-tale fantasy!

Contributor Bio

I'm Yuzuko Hoshimi, an apprentice witch. Through my work, I strive to bring you a moment of enchanting magic. Whether it's a picture book, a fairy tale, a manga, or a novel, you may find the boundaries in my creations a little hard to define. But that’s exactly how it should be. After all, boundaries don't truly exist to begin with, so why not leap over them? And surely, something from this hazy little world will reach your heart. I call that magic.

Kodama
9781966523178
Pub Date: 3/1/26
$24.99 USD/$33.99 CAD
Trade Paperback

192 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: MAGICA

8.3 in H | 5.8 in W | 0.7 in T | 0.7 lb Wt



MAGICA Vol. 2

Yuzuko Hoshimi

Summary

Each and every being has a wondrous story to tell, if you'll listen. Long, long ago, there once lived a beautiful mage. The mage had but only one spell: the strange ability to turn the twinkle of life into gems. It was a powerless magic that couldn't save anyone, but the mage believed in it, witnessing all the comedies and all the tragedies across the universe and weaving them into tales with wondrous luster. And so, the curtain rises on a heart-stirring fairy-tale fantasy!

Contributor Bio

I'm Yuzuko Hoshimi, an apprentice witch. Through my work, I strive to bring you a moment of enchanting magic. Whether it's a picture book, a fairy tale, a manga, or a novel, you may find the boundaries in my creations a little hard to define. But that’ s exactly how it should be. After all, boundaries don't truly exist to begin with, so why not leap over them? And surely, something from this hazy little world will reach your heart. I call that magic.

Kodama
9781966523185
Pub Date: 5/1/26
$24.99 USD/$33.99 CAD
Trade Paperback

224 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: MAGICA

8.3 in H | 5.8 in W



Hero Without a Class Volume 5

Who Even Needs Skills?!

Akio Nanae, Ueda Yumahito, Kuzu Shichio

Summary

Having mastered the world of magic, Arel turns his attention to monster taming and sets his sights on a city famous for exactly that! On his way, however, he finds a city with a hierarchy based on class, where the classless are at the bottom of the barrel. It' s here that he first hears whispers of " the empire," a nation founded just a few years ago, and one that views all classes as equal.

Contributor Bio

Nanae, Akio

One Peace Books
9781642735420
Pub Date: 2/17/26
$13.95 USD/$16.95 CAD
Trade Paperback

176 Pages
Carton Qty: 36
Ages 9 to 12
Comics & Graphic Novels / East Asian Style
Series: Hero Without a Class

7 in H | 5 in W | 0.5 in T | 0.3 lb Wt



Detectives These Days Are Crazy! Volume 3

Masakuni Igarashi

Summary

Having entered his thirties, former great detective Keiichiro Nagumo has lost every last glimmer of his former shine. Supporting him with a ray of light (her youth) is high schooler Mashiro, as the pair lead a pleasant private-eye life. Then one day, the appearance of the mysterious agent Azuha Hoshino livens up the office all the more!

Contributor Bio

Igarashi, Masakuni

One Peace Books
9781642734867
Pub Date: 2/24/26
$12.95 USD/$16.95 CAD
Trade Paperback

168 Pages
B&W Manga Throughout
Carton Qty: 36
Comics & Graphic Novels / East Asian Style
Series: Detectives These Days Are Crazy!

7 in H | 5 in W | 0.6 in T | 0.3 lb Wt



Paizo, Inc.
9781640787568
Pub Date: 2/4/26
$84.99 USD/$112.99 CAD
Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.7 in T | 1.9 lb Wt

Pathfinder Dark Archive (Remastered) *(2nd Edition, Special edition)*

James Case, Mikhail Rekun, Mark Seifter, Pathfinder Rules & Lore Team

Summary

From the fringes, the unknown beckons. *Pathfinder Dark Archive (Remastered) Special Edition* contains secrets that any player or GM can use to reveal the paranormal lurking in their Pathfinder games, all updated to work perfectly with the remastered Pathfinder Second Edition rules! This spine-tinglingly secretive 224-page rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge!

Beyond these new classes, eight secret case files each provide player options, GM tools, and lore into a different paranormal topic, including:

- Strange cryptids glimpsed in the night, gear to track them, and the powers you might gain by surviving an encounter with one.
- Cults and esoteric belief, with apocryphal divine magic and the secret of becoming a living vessel for an eldritch being.
- Temporal anomalies, with archetypes that skim along the surface of time and a new mystery for oracles unbound from causality
- Each file concludes with a short adventure to immer...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.

Other



Paizo, Inc.
9781640787650
Pub Date: 2/4/26
$79.99 USD
Hardcover

368 Pages
Carton Qty: 10
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

11.3 in H | 8.8 in W | 0.9 in T | 2.7 lb Wt

Pathfinder Season of Ghosts Adventure Path *(2nd Edition)*

Dan Cascone, Eleanor Ferron, Sen H.H.S., Joan Hong, Liane Merciel

Summary

The small town of Willowshore has a big problem—it's cursed! When a group of heroes awaken in the woods after a festival to usher out the last day of spring and welcome in the summer—a time known locally as the "season of ghosts," they find their hometown has been invaded by monsters, strange weather, and horrifying ghosts. Yet theses manifestations of the ancient evil that threatens Willowshore are nothing compared to the harrowing secrets awaiting discovery in the *Season of Ghosts Adventure Path*.

This 368-page hardcover adventure compilation includes a complete Pathfinder campaign for character levels 1–12. This updated and remastered edition of the campaign has been adjusted to work perfectly with the Pathfinder Second Edition remaster, and includes updates and improvements based on player feedback. It also presents a meaty rules appendix that offers feats, monsters, spells, and magic items designed to support this haunting, unforgettable campaign!

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Paizo, Inc.
9781640787667
Pub Date: 2/4/26
$99.99 USD
Hardcover

368 Pages
Carton Qty: 10
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

11.3 in H | 8.8 in W | 0.9 in T | 2.8 lb Wt

Pathfinder Season of Ghosts Adventure Path *(2nd Edition, Special edition)*

Dan Cascone, Eleanor Ferron, Sen H.H.S., Joan Hong, Liane Merciel

Summary

The small town of Willowshore has a big problem—it's cursed! When a group of heroes awaken in the woods after a festival to usher out the last day of spring and welcome in the summer—a time known locally as the "season of ghosts," they find their hometown has been invaded by monsters, strange weather, and horrifying ghosts. Yet theses manifestations of the ancient evil that threatens Willowshore are nothing compared to the harrowing secrets awaiting discovery in the *Season of Ghosts Adventure Path*.

This 368-page hardcover adventure compilation includes a complete Pathfinder campaign for character levels 1–12. This updated and remastered edition of the campaign has been adjusted to work perfectly with the Pathfinder Second Edition remaster, and includes updates and improvements based on player feedback. It also presents a meaty rules appendix that offers feats, monsters, spells, and magic items designed to support this haunting, unforgettable campaign!

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark, perfect for any...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Paizo, Inc.
9781640787551
Pub Date: 2/4/26
$64.99 USD/$86.50 CAD
Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.6 in T | 1.9 lb Wt

Pathfinder Dark Archive (Remastered) *(2nd Edition)*

James Case, Mikhail Rekun, Mark Seifter, Pathfinder Rules & Lore Team

Summary

From the fringes, the unknown beckons. *Pathfinder Dark Archive (Remastered)* contains secrets that any player or GM can use to reveal the paranormal lurking in their Pathfinder games, all updated to work perfectly with the remastered Pathfinder Second Edition rules! This spine-tinglingly secretive 224-page rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge!

Beyond these new classes, eight secret case files each provide player options, GM tools, and lore into a different paranormal topic, including:

- Strange cryptids glimpsed in the night, gear to track them, and the powers you might gain by surviving an encounter with one.
- Cults and esoteric belief, with apocryphal divine magic and the secret of becoming a living vessel for an eldritch being.
- Temporal anomalies, with archetypes that skim along the surface of time and a new mystery for oracles unbound from causality
- Each file concludes with a short adventure to immerse players in th...

Contributor Bio

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Other



Paizo, Inc.
9781640787445
Pub Date: 2/4/26
$64.99 USD/$98.99 CAD
Game

Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Accessories

11.5 in H | 9 in W

Pathfinder Battlecry! Pawn Box

Paizo

Summary

Generals and goblins! Cavalry and clockworks! Angels and devils! The vast variety of soldiers from *Pathfinder Battlecry!* come alive on your tabletop with this collection of more than 225 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG!

Printed on sturdy cardstock, each double-sided pawn contains a beautiful full-color image of a creature from *Pathfinder Battlecry!* scaled for use on a tabletop battle mat. This collection contains a plethora of pawns representing the book's garrison of troop NPCs, from foot soldiers and veteran military units to armies of animated statues, hordes of undead, and massed spellcasters, all placed on Large pawns to show off their multi-character illustrations.

Each pawn slots into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures. The *Pathfinder Battlecry! Pawn Box* is the best way to ensure you've got enough enemies and allies on hand for your large-scale Pathfinder Roleplaying Game encounters!

Includes 8 Medium bases and 16 Large bases.



Paizo, Inc.
9781640787582
Pub Date: 2/4/26
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

11 in H | 8.5 in W | 0.3 in T | 0.4 lb Wt

Pathfinder Flip-Mat: Boreal Forest

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Summary

Whether the player characters are trudging through a difficult winter or delving deep into an ancient snowy forest to uncover fey rites, no Game Master wants to spend time drawing out every snow-covered tree or snowbank. Fortunately, with *Pathfinder Flip-Mat: Boreal Forest* you don't have to. One side of this double-sided Flip-Mat shows a deep forest locked in winter, with a frozen stream cutting through the woodland. The other side shows another part of the same forest welcoming the spring thaw. Spread this map on your table for some rugged wintry combat!
Pathfinder Flip-Mat: Boreal Forest measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder 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 cleanup is just a Flip away?



Paizo, Inc.
9781640787636
Pub Date: 2/17/26
$59.99 USD
Game

Carton Qty: 0
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Accessories

11 in H | 8.5 in W

Starfinder Alien Core Token Box *(2nd Edition)*

Paizo

Summary

From the farthest reaches of the galaxy straight to your tabletop, the creatures from *Starfinder Alien Core* are here! This collection includes hundreds of creature tokens for use with Starfinder Second Edition or any other science-fantasy tabletop RPG. Printed on sturdy cardstock, each double-sided token contains a beautiful full-color image of an alien enemy or ally from *Starfinder Alien Core*. The tokens fit perfectly on Starfinder and Pathfinder Flip-Mats or any other 1-inch-grid battle map for your game, making them easy to mix with other miniatures or pawns to bring the many alien creatures of your Starfinder campaign to life!



Paizo, Inc.
9781640787643
Pub Date: 2/17/26
$29.99 USD
Trade Paperback

224 Pages
Carton Qty: 30
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.5 in T | 0.8 lb Wt

Starfinder Alien Core *(2nd Edition)*

Paizo, Dustin Knight

Summary

Battles in outer space or on distant planets need aliens! Inside *Starfinder Alien Core Pocket Edition*, you'll find over 200 creatures, including science fantasy favorites like robots, spacefaring fey, and all-new dragons; alien beasts from friendly spiderlike empathnids to fearsome plantlike predator ksariks; and unique monsters that threaten the galaxy of Starfinder, like jinsul troopers and vicious Swarm components. You'll also find legacy Pathfinder creatures with a scifi update, like nanite-infesed allgolthus, and Starfinder classics like akata and tashtarai. These creatures cover all levels of play, from scavenging sluglike diathas to powerful Drift-dwelling spectra.
Starfinder Alien Core Pocket Edition is the only book GMs need to add enemies and allies of all sorts to their Starfinder Second Edition game, providing enough aliens of all power levels and thematic niches to populate countless worlds. And since Starfinder Second Edition is fully compatible with Pathfinder Second Edition, every alien presented in this massive tome can pull double duty in Pathfinder campaigns with ne...

Contributor Bio

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Dead Sky Publishing
9781639511327
Pub Date: 2/24/26
$29.99 USD/$34.99 CAD
Hardcover

376 Pages
Carton Qty: 20
Fiction / Horror

10 in H | 7 in W | 1.1 in T | 1.5 lb Wt

Wretch

A Novel

Jeremy Wagner

Summary

"If you only read one more horror novel this year, make sure this is it." —Edward Lee

Wretch is a relentless descent into crime, horror, and vengeance. A brutal unflinching thriller for fans of organized crime sagas, dark detective fiction, and monsters born in the shadows of science.

Chicago is choking under the hottest summer on record, but the true heat comes from the blood spilled on its streets.

Detective Donnie Lynch trails a killer who shouldn't exist. Mob boss Tico "The Meatgrinder" Tortellio has stepped out from the shadows of his empire with a personal vendetta to avenge his daughter—and nothing short of blood will settle the score. Both men are hunting the same man— if "man" is still the right word…

The elusive killer, Derek Hoffman, is a steroid-abusing-sociopath twisted beyond recognition whose body and mind have been grotesquely transformed after his participation in a clinical trial for an experimental ED-arousal-drug called, LIBIDONAL. Hoffman has become something monstrous, a predator driven by lust, rage, and a thirst for blood.

With the city becoming a killing ground ...

Contributor Bio

Jeremy Wagner writes gritty and chilling novels, non-fiction, short fiction and scripts. He is the co-author of world-renowned, Michelin-starred Chef Curtis Duffy's bestselling memoir, Fireproof, which received critical acclaim and was a USA Today Bestseller and a #1 Amazon Bestseller in multiple categories. His upcoming horror crime novel, Wretch, releases on January 27, 2026. Outside of writing, Jeremy is the CEO of TV/film company, Aphotic Media, and the independent publishing company, Dead Sky Publishing. He also writes music and lyrics for Broken Hope, Earthburner, and Lurch. He lives between Chicago and Miami Beach with his wife

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No Image Available

Dead Sky Publishing
9781639511488
Pub Date: 2/24/26
$29.99 USD/$39.99 CAD
Hardcover

300 Pages
Carton Qty: 40
Fiction / Crime

9.5 in H | 6.5 in W

Slow Motion Riot *(2nd Edition)*

Peter Blauner

Summary

The award-winning and high-acclaimed crime novel SLOW MOTION RIOT is back in print and more relevant than ever. It tells the no-holds-barred story of Probation Officer Steve Baum and his head-on collision with a young murderer named Darryl King, who becomes his client and then an unlikely hero in their dangerously-divided community. A suspense narrative and a portrait of a city on the edge, this winner of the Edgar Allan Poe award for best first novel is ripe to be introduced to a new generation of readers. Especially fans of crime novelists like Dennis Lehane and socially-conscious fiction like THE HATE U GIVE by Angie Thomas.

Contributor Bio

Peter Blauner is the author of nine novels, including SLOW MOTION RIOT, winner of the 1992 Edgar Allan Poe award for best first novel, and THE INTRUDER, a New York Times bestseller. He' s also written for TV shows like Law & Order: SVU and Blue Bloods. His most recent novel, PICTURE IN THE SAND, was published in 2023 and praised by Stephen King as " an authentic tour de force, the kind you lay aside to read again." He lives in Brooklyn, N.Y.



Dead Sky Publishing
9781639512294
Pub Date: 1/27/26
$16.99 USD/$22.99 CAD
Trade Paperback

142 Pages
Carton Qty: 62
Fiction / Horror

9 in H | 6 in W | 0.3 in T | 0.4 lb Wt

Funeral Song

Carly Racklin

Summary

"A grotesque beauty in the vein of Guillermo del Toro, matched only by Carly Racklin's elegant prose." —Rachel Bolton, author of *Please Serve Cold* and *Moonglow*

Perfect for fans of Mike Flanagan and Caitlin Starling as well as readers of atmospheric horror, religious horror, and small-town gothic fiction.

No one mourns the living dead.

In the isolated town of Cairney, the Angel of Death, under specific circumstances, allows the dead to return to life — but not always as desired. For Friede Inkerman, pianist to Cairney's sacred funerals, Death's gift is a curse, not a blessing. All she wants after being murdered by her wife and resurrected against her will is to finally rest in peace, free from the grief and suspicion that ostracize her from the rest of her death-worshipping town.

On Allhallowsmas, Friede's hope of passing on to eternal rest is dashed when Death's sacred relic is stolen and the acolyte who guards it is brutally slain, putting all the dead souls in Cairney at risk of fading into oblivion at sunset. Friede also can't ignore how much the murder resembles her own — an echo too...

Contributor Bio

Carly Racklin is a writer, editor, and unapologetic vulture enthusiast whose work blends the fantastical with the visceral. They hold a bachelor's degree in English with a concentration in creative writing from Arcadia University, and has written for an international horror film festival, a table top role playing publisher, and more. They currently work in social media marketing and serve as an editor for Luna Station Quarterly. Carly's fiction has appeared in Cosmic Horror Monthly, The NoSleep Podcast, NECKSNAP Magazine, and other publications. Funeral Song is their debut novel.



Monstrous Books
9781946346261
Pub Date: 1/27/26
$19.99 USD/$26.99 CAD
Trade Paperback

224 Pages
Carton Qty: 0
Fiction / Anthologies (multiple authors)
Series: Kolchak: The Night Stalker

9 in H | 6 in W

Kolchak Eras

Charles R. Rutledge, Stephen Mark Rainey, Owl Goingback, Jim Beard, James Chambers, James Aquilone, Simon Bestwick, Lisa Morton, David Avallone, Leverett Butts

Summary

KOLCHAK: THE NIGHT STALKER THROUGH THE YEARS
Carl Kolchak has faced more than his share of monsters throughout his infamous career. Now, Monstrous Books presents 13 short stories chronicling the intrepid reporter's exploits from his time in World War II until his semi-retirement in the 1990s.

Kolchak's luck runs out during World War II. Devils in the outfield stir up trouble in the '50s. A road trip with editor Tony Vincenzo in the '70s takes a turn for the worse. Lovecraftian horrors escape from the beyond in the '80s. A dead cult leader threatens to return in the '90s.

With stories by James Chambers, James Aquilone, David Avallone, Bobby Nash, David Avallone, Will McDermott, Naching T. Kassa, Owl Goingback, Jim Beard, Leverett Butts, Charles R. Rutledge, Lisa Morton, and Simon Bestwick.

The Kolchak Eras print edition features 13 black-and-white illustrations.

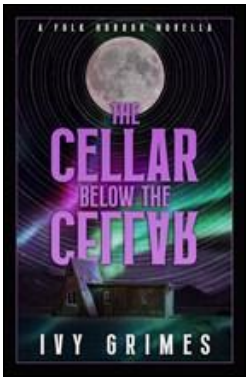
Artists include Zac Atkinson, Colton Worley, and Julius Ohta.

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Contributor Bio

James Aquilone is the owner of Monstrous Books, writer of the Dead Jack: Zombie Detective series, and editor of the anthologies Classic Monsters Unleashed, Shakespeare Unleashed, and the 50th anniversary Kolchak: The Night Stalker graphic novel. He's won the Bram Stoker Award for Best Graphic Novel and two Rondo Hatton Classic Horror Awards. ,

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Violet Lichen
9781955765411
Pub Date: 3/25/26
$18.95 USD/$24.95 CAD
Trade Paperback

180 Pages
Carton Qty: 32
Fiction / Horror
8.5 in H | 5.5 in W

The Cellar Below the Cellar

A Folk Horror Novella

Ivy Grimes

Summary

A playfully dark folk horror inspired by the fairy tale "Vasilisa the Beautiful" and the mythology around Frau Perchta, set under the blazing sky of endless auroras.

When a wild solar storm wipes out all electronics and traps Jane at her grandmother's house in the woods, she is forced to start a new life off-grid as part of a small, isolated community.

However, there is something very strange about her new neighbors, and the longer she lives under the eerie glow of the auroras, the more she feels her grandmother may be hiding unsettling secrets.

To have any hope in her new world, Jane must find the courage to step into her power and claim her identity, but that would mean facing whatever hides in the cellar below the cellar—a place that seems to be waiting for her.

Full of delightfully weird surprises and off-kilter characters, this adult coming-of-age story explores themes of female empowerment, spirituality, identity, and community. For fans of Kelly Link, Karen Russell, Ottessa Moshfegh, and Leonora Carrington.

Contributor Bio

Ivy Grimes is originally from Birmingham, Alabama and currently lives in Virginia. She has an MFA from the University of Alabama. Her stories have appeared in *The Baffler*, *Vastarien*, *hex*, *Maudlin House*, *ergot.*, *Potomac Review*, and elsewhere. She is the author of the collection *Glass Stories* (Grimscribe Press) and *The Ghosts of Blaubart Mansion* (Cemetery Gates).



BLoved Publishing
9781964533179
Pub Date: 2/3/26
$23.99 USD/$31.99 CAD
Trade Paperback

350 Pages
Carton Qty: 21
Fiction / LGBTQ+
8.3 in H | 5.8 in W | 1.1 in T | 1.5 lb Wt

Dear Benjamin Manwha Volume 2

ID, Addis, Chaewon Kang

Summary

An omega in hiding and an alpha with a dangerous past meet in a collision of desire and danger.

Isaac has always lived as a beta, but his world turns upside down when he discovers he's a recessive omega during an undercover operation. As he experiences his first heat cycle, he encounters Felix, a notorious and hyper-dominant alpha arms dealer. In the midst of a chaotic raid, Isaac, overwhelmed by his heat, seeks relief from Felix.

Four years later, Isaac has reinvented himself as a modest florist in San Diego, trying to escape his tumultuous past and conceal his omega status. His peaceful life is shattered when Felix reappears. Felix is immediately infatuated with Isaac and, upon discovering that Isaac needs protection from an unknown threat, offers a dangerous but tempting deal; his protection in exchange for Isaac's body. A flower shop isn't the safest place for an omega with a past, especially when Felix is around even more so when Issac's most precious secret may be uncovered…

Volume 1 will contain season 1: Episodes 1-22
Volume 2 will contain season 2: Episodes 23-45
Volume 3 will co...



Kodama
9781966523024
Pub Date: 2/1/26
$13.99 USD/$18.99 CAD
Trade Paperback

212 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Me and the Alien Mumu

7 in H | 5 in W | 0.7 in T | 0.5 lb Wt

Me and the Alien Mumu Vol.1

Hiroki Miyashita

Summary

Planet Earth has been invaded! By a cat-shaped alien obsessed with...appliances, no less. An alien named Mumu is a survivor of a civil war that saw the destruction of his planet's scientists, leaving only its fools alive. In an attempt to understand the advanced technology his species left behind, he's infiltrated Earth, a planet with a lower level of civilization, to study their so-called "home appliances," which contain facets of all kinds of technological knowledge. So begins the adventures of Sakurako, a university freshman and Mumu's new and unexpected accomplice, as she navigates a wild and exciting campus life.

Contributor Bio

Now a Tokyo transplant, Hiroki Miyashita is originally from Ishikawa Prefecture. He began working as a manga assistant after graduating from Tokai University, training under Yoko Nihonbashi and Koichi Kiba. Miyashita later submitted his work to the GX editorial department and went on to win an Honorable Mention in the 8th GX Newcomer Awards. In 2004, he made his debut with the horror one-shot Porapyredon, and in 2005, launched his first serialized manga, Seigi Keikan Monju.



Paizo, Inc.
9781640787223
Pub Date: 3/4/26
$29.99 USD/$39.99 CAD
Hardcover

314 Pages
Carton Qty: 0
Ages 14 And Up
Fiction / Fantasy
Series: Pathfinder Fiction

9 in H | 6 in W | 1 in T

Operation Hellmouth

A Pathfinder Novel

Chris A. Jackson, Chris A Jackson

Summary

War is Hell!

Valeros is a veteran adventurer whose life as a mercenary lies far in his past. When conflict erupts, however, more aspects of Valeros's past come crashing into the present day than just his soldiering days. Now, separated from his longtime adventuring companions by a burgeoning war and vast distances, Valeros must rely on new allies to prevent a diabolic dragon's sinister machinations from coming to fruition. In an exciting race against the clock, Valeros must make himself part of the crew of the *Wandering Star*, under the command of former pirate and current Andoren operative Torius Vin, hoping to reach the site of a nascent Hellmouth—a living portal to Hell—before a dragon can use it and a sliver of a slain god to upset the balance of power in the region.

With the aid of the enigmatic sorcerer and spy Vreva, the naga oracle Celeste, and a young Eagle Knight with her own ties to Valeros's past, the iconic fighter and the crew of *Wandering Star* must overcome the forces of Hell with the fate of Golarion hanging in the balance. From fan-favorite fantasy author Chris A. Jack...

Contributor Bio

Professional sailor, SFF fan, career biologist, gamer, and author, Chris A. Jackson has a diverse bibliography of science thrillers, nautical fantasy, epic fantasy, science fiction, horror, post-apocalyptic fantasy, and RPG tie-in stories. His game tie-in work includes the Pathfinder, Iron Kingdoms, Shadowrun, Arkham Horror, and Traveller RPGs. He has over 30 novels in print and has won numerous awards, including the 2020 Scribe Award for best tie-in short story. His most recent works include the War of Souls post-apocalyptic fantasy trilogy from Falstaff Books, and the high fantasy Seeds of Darkness trilogy published under his own imprint, Jaxbooks. He and his wife, Anne, quit their perfectly good careers in 2009 to go sailing “for a few years” which turned into 13 due to their success with Chris’s writing career. They never encountered any real pirates during their travels, but Chris has written three different nautical fantasy series, including his tie-in work for Paizo.



Paizo, Inc.
9781640787698
Pub Date: 3/4/26
$79.99 USD
Hardcover

256 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

11.3 in H | 8.8 in W

Pathfinder Hellbreakers Adventure Path *(2nd Edition)*

Sen H.H.S., Jason Keeley, Jacob W. Michaels

Summary

As the Hellfire Crisis dawns and spreads its turmoil throughout Avistan, the nation of Isger is being shaken up by the rebel organization the Hellbreakers League, which seeks to break Isger free of its oppressor and patron nation of infernal Cheliax. Player characters will carry out daring missions against Chelaxian strongholds, face off with the deadly Hellknights, and strike out against the forces of Hell itself! On the way, they'll run into dangerous enemies both new and old and uncover long-lost secrets powerful and ancient. Can the PCs stoke the fires of revolution and throw off the diabolic chains of Cheliax or will they be ground beneath the boot of oppression? Join the Hellbreakers and do your part!
Hellbreakers is a 256-page hardcover Adventure Path designed for four characters, starting at 1st level and rising through the ranks to reach 10th level at the campaign's exciting conclusion. *Hellbreakers* also includes a gazetteer of the lands and people that make up the nation of Isger and a look into the cults of Urgathoa, as well as useful new items, exciting character options, ...

Contributor Bio

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Other
Pathfinder Hell's Destiny Adventure Path - Hardcover - 7/1/2026 $79.99 9781640787995



Paizo, Inc.
9781640787704
Pub Date: 3/4/26
$99.99 USD
Hardcover

256 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

11.3 in H | 8.8 in W

Pathfinder Hellbreakers Adventure Path *(2nd Edition, Special edition)*

Sen H.H.S., Jason Keeley, Jacob W. Michaels

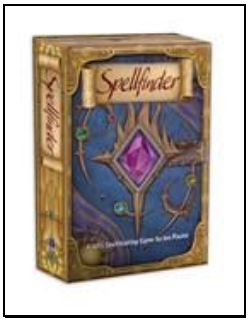
Summary

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Other
Pathfinder Hell's Destiny Adventure Path - Hardcover - 7/1/2026 $99.99 9781640788008



Spellfinder

Joe Pasini

Summary

In the silly, spell-slinging party game, *Spellfinder*, you and your friends are student wizards at a prestigious magical university, mashing up magic words to create problem-solving spells! With thousands of possible scenarios and countless spells, you'll have a blast coming up with zany magical solutions to the perils that plague high fantasy townsfolk—from the mundane to the mystical—and you'll never play the same game twice! The game supports 3 to 7 players, plays in about 20 minutes, and comes with 225 scroll cards with magic words, 100 problem cards to mix and match for endless scenarios, and 84 seals of approval to award points to the best spells.

Paizo, Inc.
9781640787728
Pub Date: 3/4/26
$39.99 USD
Game

Carton Qty: 0
Ages 13 And Up
Games & Activities / Role Playing & Fantasy
Series: Paizo Games



Pathfinder Flip-Mat: Grand Mansion Multi-Pack

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Summary

Whether your party is attending a fancy gala for a noted celebrity or they're planning the heist of a lifetime, you might need a well-appointed mansion for them to explore and this Pathfinder Flip-Mat Multi-Pack has you covered. Two of the four sides show the ground floor and upper floors of the mansion, while the other two depict the basement and the lavish garden grounds. Instead of brushing up on your architecture skills, spread out *Pathfinder Flip-Mat: Grand Mansion Multi-Pack* on your table and get to the adventure!
This set includes two durable, double-sided Flip-Mats, measuring 24" × 30" unfolded and 8" × 10" folded. Usable by experienced GMs and novices alike, this Pathfinder Flip-Mat fits perfectly into any Game Master's arsenal!

Paizo, Inc.
9781640787674
Pub Date: 3/4/26
$29.99 USD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
11 in H | 8.5 in W | 0.5 in T | 0.7 lb Wt



Starfinder Flip-Mat: Cantina

Damien Mammoliti

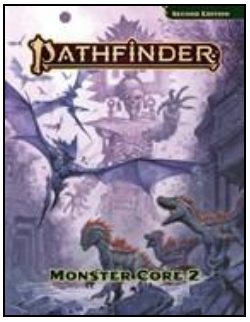
Paizo, Inc.
9781640787735
Pub Date: 3/4/26
$19.99 USD
Sheet Map, Folded

18 Pages
Carton Qty: 0
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats
11 in H | 8.5 in W

Summary

The cantina is open!
Drinks and danger are on the house with *Starfinder Flip-Mat: Cantina*. One side of the mat shows off a neon dive bar where dirty deeds and backroom deals go down while clubgoers carouse and party. The other side of the mat features a ritzy rooftop lounge that's perfect as the scene of a daring heist or perilous high-rise battle. Either side is perfect for when the party needs a nightlife spot to enjoy some downtime or get into trouble!

This set includes a durable, double-sided Flip-Mat, measuring 24" × 30" unfolded and 8" × 10" folded. Usable by experienced GMs and novices alike, this Starfinder Flip-Mat fits perfectly into any Game Master's arsenal!



Pathfinder Monster Core 2

Joshua Birdsong, Luis Loza, Paizo

Paizo, Inc.
9781640787681
Pub Date: 3/17/26
$29.99 USD
Trade Paperback

278 Pages
Carton Qty: 0
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 1 in T

Summary

Despite how far heroes travel or how many times they save the day, there are always new monsters lurking just around the corner. *Pathfinder Monster Core 2* is a 278-page sourcebook bursting with brand-new creatures as well as updated Pathfinder classics waiting to find a place at your table. The lavishly illustrated tome also includes guidelines for reading monster entries and adjusting existing monsters to tailor-fit your story! This book is a must-have for Game Masters ready to bring new and exciting challenges to their games!

Pathfinder Monster Core 2 makes use of the updated rules for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback.

Pathfinder Monster Core 2 includes:

- Over 300 individual monster writeups, including common foes, like dangerous animals and mighty elementals, to deadly creatures that can threaten ...



Smile! Vol.2

Mitei Hattori

Summary

Pursuing the truth always comes at a cost... Yuushi has secretly joined a religious organization called the Smiling Hearts Society in search of his missing wife. However, the reality he discovers goes far beyond what he had imagined as he finds himself amongst lunatics whose smiles seem to only bring about death… What really happened in his past that caused Yuushi to lose his own smile? And what is the real motive of his newfound accomplice who appears amidst an unbelievable situation? Determined to find answers, Yuushi crosses the point of no return and begins working to expose the darkness lying within the cult.

Contributor Bio

MITEI HATTORI made his debut in 2021 with breakout hit Smile!, which was serialized in Weekly Manga Goraku (Nihon Bungeisha). The series quickly gained attention for its dark psychological themes and bold visual style, establishing Hattori as a striking new voice in the seinen manga scene. Driven by his deep discomfort with forced smiles and inspired by his conversations with people raised in religious cults, Hattori explores themes of faith, control, and the societal pressure to appear happy.

Kodama
9781966523048
Pub Date: 3/1/26
$13.99 USD/$18.99 CAD
Trade Paperback

206 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Smile!

7 in H | 5 in W | 0.7 in T | 0.5 lb Wt



Smile! Vol. 3

Mitei Hattori

Summary

The Smiling Hearts Society continues to mercilessly eliminate all those who go against them, without exception, and with the number of their victims rising, Yuushi quickly falls back into despair at his own naivete. Meanwhile, his old friend, Detective Uozumi, starts to conduct his own personal investigation. Is he yet another individual with deep ties to SHS...? The darkness only grows darker as the dead crop up one after another. What is the disaster that these wicked smiles wish to invite?

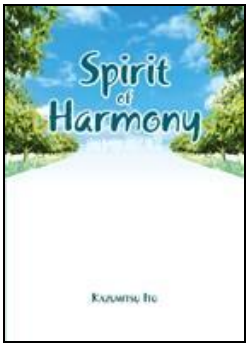
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Kodama
9781966523239
Pub Date: 5/1/26
$13.99 USD/$18.99 CAD
Trade Paperback

205 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Smile!

7 in H | 5 in W



Spirit of Harmony

Kazumitsu Ito

Summary

The world today is at a historical turning point. At this juncture, China, South Korea, Japan, and other countries need to propose to the world a paradigm for the new era. It appears that the spirit of harmony which is rooted in Japanese traditional culture contains various elements that can become part of this paradigm. In addition, world history has borne witness to numerous religious conflicts stemming from differences in religious doctrines. The spirit of religious tolerance of the Japanese people may serve as a model for religious life in the twenty-first century.

Contributor Bio

Kazumitsu Ito earned his MD from the University of Tokyo in 1995 and master' s degree in Japanese studies from The Open University of Japan in 2022. Ito has published eight Japanese-language books on Japanese literature and three books in the field of medicine. Ito has also published four books in the United States, including The Meaning of Living: Toward a Philosophy of Life. Kazumitsu Ito is currently the director of the Takamigaoka Clinic of Ophthalmology in Japan and a graduate student of Japanese studies at The Open University of Japan.

One Peace Books
9781642735888
Pub Date: 3/1/26
$11.99 USD/$15.99 CAD
Trade Paperback

170 Pages
Carton Qty: 60
Literary Collections / Asian

7 in H | 5 in W | 0.4 in T | 0.3 lb Wt



Corvus

Buddy Beaudoin

Summary

Corvus follows Daryn Dall, a twenty-something Black gamer who's spent most of his life carrying the grief of losing both parents—and escaping into the digital worlds he loves. He's a nerd, a loner, and one of the best players on Earth at Quest 4 War, the planet's most competitive war-strategy shooter. Maybe too good. His skills have drawn attention far beyond anything human. When a secretive, grassroots intergalactic resistance identifies Daryn as a strategic prodigy, their sentient ship—CORVUS—abducts him and drafts him into a war he never asked for. Their enemy: The Mare, a terrifying alien species whose psychic abilities force entire populations to relive their worst traumas on an endless loop, driving civilizations to collapse. Their only goal is annihilation. Trapped light-years from home, Daryn must confront his own buried pain while learning to fight a threat capable of turning memories into weapons. As the galaxy's last line of defense, he'll have to decide whether he's willing to rise to the role others see in him—or watch humanity fall.

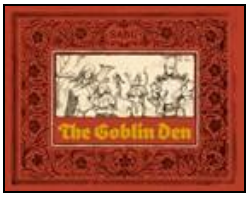
Contributor Bio

Buddy Beaudoin is a professional comic book letterer with credits under DC, MadCave Studios, Aftershock, Sumerian, Scout, and more. Corvus is his first written comic to not be self-published. He is stoked.

Dead Sky Publishing
9781639512324
Pub Date: 3/24/26
$19.99 USD/$26.99 CAD
Trade Paperback

128 Pages
Carton Qty: 40
Fiction / Horror
Series: Corvus

9 in H | 6 in W



Korero Press
9781912740376
Pub Date: 3/17/26
$79.99 USD/$115.99 CAD
Hardcover

12 Pages
Carton Qty: 50
Art / Subjects & Themes
10.6 in H | 13.6 in W

The Goblin Den

Sabu

Summary

Limited edition Portfolio.

Delve into the depths of darkness and desire in this gripping tale of survival. As a group of adventurers venture into the sinister realm of the Goblin Den, they face not only the brutality of the goblin horde but also their own warped desires.

Join our heroes as they navigate the underground tunnels of the Goblin's lair. Will they emerge victorious, or will the horrors of the den consume them? Wonderfully illustrated by the erotic Brazilian artist Sabu.

- Extra high-quality print suitable for framing.
- Certificate signed by the artist
- Premium packaging
- 18+ NSFW artwork
- Bonus content

Contributor Bio

Sabu, an acclaimed 18+ NSFW artist from São Paulo, Brazil, has been drawing erotic art since 2009. Renowned for his bold, uncompromising style and masterful technique, he’s become one of the genre’s foremost practitioners. After turning professional in 2014, he’s built a thriving online community where fans can follow his latest work.



Outland Entertainment
9781964735221
Pub Date: 3/17/26
$19.99 USD/$26.99 CAD
Hardcover

64 Pages
Carton Qty: 30
Comics & Graphic Novels / Science Fiction
10.5 in H | 6.8 in W

Woman of My Dreams

Lafayette Dennis

Summary

The life of an unhappily married perfectionist spirals out of control after he decides to pursue the real woman his virtual love interest is modeled after.

Contributor Bio

Lafayette Dennis is a writer/producer whose journey into filmmaking began after receiving encouragement from an acting instructor to put his creativity on paper. Initially wanting to be in front of the camera, Lafayette would go on to found Golden Hughes in 2018 to develop and produce independent feature films and television. He currently has a handful of projects in development, including the romantic drama ‟ Woman of My Dreams,” supernatural horror ‟ The Entity Case,” and a sports coming-of-age ‟ Bat Boy.” As a producer, Lafayette proudly champions diversity and inclusivity, having worked with



One Peace Books
9781642735048
Pub Date: 5/27/26
$12.95 USD/$16.95 CAD
Trade Paperback

200 Pages
B&W Manga Throughout
Carton Qty: 6
Comics & Graphic Novels / East Asian Style
Series: Tales of the Tendo Family Series

7 in H | 5 in W | 1 in T | 0.4 lb Wt

Tales of the Tendo Family Volume 7

Ken Saito

Summary

Ran has returned to Masato and decided to become a tool for his far-reaching aims. To prepare for a meeting with Masato’s aunt Misao, Ran diligently learns how to play the koto. As she agonizes over Masato’s frosty behavior, her fateful date with Misao draws near.

Contributor Bio

From Nagano Prefecture, **Ken Saito** made his manga debut with Hikari Spaisu in 2003. In 2004, he published the manga *Hana no Namae* with Hakusensha’s LaLa DX Magazine, which was serialized and ran four volumes in total. He has worked on serializations such as *Purezento Wa Shinjyu “Samaishii Hito”* at Hakusensha magazine and has worked on other series for manga magazines LaLa, LaLa DX, and AneLaLa. Starting in 2014, he published the 7-volume series *Kawaii Hito* in AneLala. *Tales of the Tendo Family* is currently running in LaLa Magazine.



Black Panel Press
9781990521454
Pub Date: 3/10/26
$29.99 USD/$39.99 CAD
Hardcover

128 Pages
Carton Qty: 15
Ages 12 And Up
Comics & Graphic Novels / Nonfiction

11 in H | 8.5 in W

Putin's Fortune

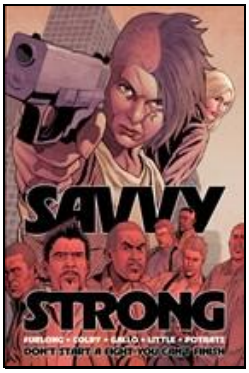
Gildas java, Yvonnick Denoël

Summary

Discover the dark secrets behind Vladimir Putin's staggering fortune—one of the largest in modern history. "Putin's Fortune" is a nonfiction graphic novel with a darkly comedic, investigative tone that provides a unique look into the shadowy world of money, power, and politics in contemporary Russia. Set against the backdrop of post-Soviet Russia, from the collapse of the USSR to Putin’s early presidency, the story moves from the streets of St. Petersburg to the highest offices of the Kremlin. Based on real investigations, interviews, and archival research, this graphic novel offers a visual insight into the murky reality of Putin's Russia. With billions at stake and constantly shifting alliances, the stakes are high—how far will Putin and his allies go to control Russia, its people, and its wealth? "Putin's Fortune" captures the essence of a man whose actions have shaped global history. How did an unassuming former KGB agent become one of the richest and most powerful figures on the planet? And at what cost? Dive into "Putin's Fortune" today and uncover the incredible story of wealt...

Contributor Bio

Gildas Java is a French illustrator and comic artist born in 1975 in Fougères, Brittany. Trained in applied arts and fine arts, he has worked in both publishing and visual communication. Based in Brest since 2007, he is known for his dynamic, expressive style and has contributed to various comics, magazines, and public art projects across Brittany. Yvonnick Denoël is a French historian, publisher, and intelligence specialist who has written extensively on espionage and intelligence services, including the CIA, Mossad, and the Vatican. His works, such as Le Livre noir de la CIA, Les guerres secrètes du Mossad, and Les espions du Vatican, delve into the intricacies of global intelligence operations. In 2024, he co-authored the graphic novel Putin's Fortune with illustrator Gildas Java, providing a detailed investigation into Vladimir Putin's rise to power and the accumulation of his wealth.



Savvy Strong

James Furlong

Summary

A veteran of the war in Afghanistan, Savannah " Savvy" Strong is a former marine suffering from severe, untreated PTSD, after a roadside bomb killed her best friend and left her partially disfigured. Now, she spends her days working at an auto shop in southern Los Angeles repairing cars and motorcycles, and her nights self-medicating, drinking and chasing loose women at the local nightclub. Anything to stop her mind from wandering. From remembering. From feeling. After a night of heavy drinking, Savvy is confronted by a group of Mexican gang members as she walks to the bus stop alone. The young men pester her incessantly. Having had enough of their nonsense, Savvy takes a swing at the leader of the group, and the group responds by dragging her into an alleyway, brutally beating her, and eventually sexually assaulting her. Savvy is able to identify the leader of the group in a police lineup, and is assured he will be punished to the full extent of the law. However, when the time for prosecution arrives, the rape kit is mysteriously nowhere to be found, and with the evidence lost, her ...

Contributor Bio

James Furlong has been in love with film for as long as he can remember. At a very young age, he came across Hayao Miyazaki's Nausicaä of the Valley of the Wind; the first film that truly made an impact on him. In Nausicaä , he found his first hero, and a film that has provided a blueprint for the stories he wants to tell. His passion for film led him to The Los Angeles Film School, where he studied directing and sound design. After graduating, he did everything he could to find his way onto any and every set possible, just to learn even more.

Outland Entertainment
9781964735207
Pub Date: 3/10/26
$19.99 USD/$26.99 CAD
Hardcover

68 Pages
Carton Qty: 30
Comics & Graphic Novels / Crime & Mystery

10.5 in H | 6.8 in W



My Death Flags Show No Sign of Ending Volume 3

Mitsuya Otosu, Izumi, Atiki

Summary

As part of Harold' s plan to avoid the worst possible future— his own demise— he approaches Tasuku Sumeragi with a deal the man simply cannot refuse! But that' s not all; when Harold asks for a training partner to improve his swordsmanship, he soon finds that his new rival is none other than Erika' s brother!

Contributor Bio

Otosu, Mitsuya

One Peace Books
9781642735451
Pub Date: 3/10/26
$12.95 USD/$16.95 CAD
Trade Paperback

176 Pages
Carton Qty: 0
Ages 9 to 12
Comics & Graphic Novels / East Asian Style
Series: My Death Flags Show No Sign of Ending

7 in H | 5 in W



One Peace Books
9781642735604
Pub Date: 3/10/26
$44.99 USD/$60.99 CAD
Trade Paperback

124 Pages
Carton Qty: 50
Travel / Asia
11.8 in H | 9.3 in W

POPEYE

Special Edition Hello, Tokyo! A Guide for Exploring Japan's Capital City (English Version)

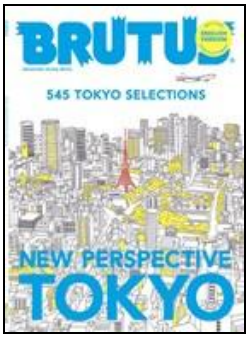
POPEYE POPEYE

Summary

Tokyo feels more lively than ever. You sense that excitement daily just walking through the city. Some is the influx of global tourists, and some is the numerous openings of new shops and buildings. But there's more going on. If you take a step back from your normal routines and think about the city from a broader perspective, you'll realize that Tokyo has so many exciting facets. That's been true for a Long time, of course, and surely will also be true in the future. But just in one example, think about Shibuya Scramble: Isn't it super cool in terms of graphical composition? So let's take that new perspective to go on a quest - a deep dive into Tokyo.

Contributor Bio

POPEYE



One Peace Books
9781642735598
Pub Date: 3/10/26
$39.99 USD/$53.99 CAD
Trade Paperback

78 Pages
Carton Qty: 50
Travel / Asia
11 in H | 9 in W

BRUTUS

ENGLISH VERSION NEW PERSPECTIVE TOKYO

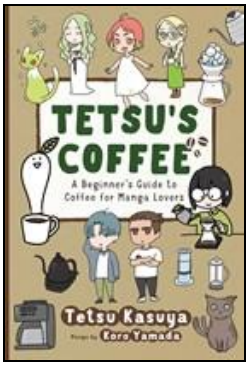
BRUTUS BRUTUS

Summary

Special Feature NEW PERSPECTIVE TOKYO 545 Tokyo Selections

Contributor Bio

BRUTUS



One Peace Books
9781642735147
Pub Date: 3/6/26
$18.95 USD/$24.95 CAD
Trade Paperback

280 Pages
B&W Manga Throughout
Carton Qty: 36
Cooking / Beverages

7 in H | 5 in W | 0.8 in T | 0.5 lb Wt

Tetsu's Coffee

A Beginner's Guide to Coffee for Manga Lovers

Tetsu Kasuya

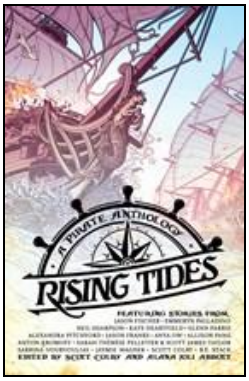
IN A DELIGHTFUL MANGA COMIC, WORLD BREWERS CUP CHAMPION TETSU KASUYA TEACHES EVERYTHING YOU'LL EVER NEED TO KNOW ABOUT BREWING COFFEE

Summary

World Brewers Cup Champion, Tetsu Kasuya, uses the power of manga in this easy-to-understand, all-you-need-to-get-started beginners' guide to coffee! If you' ve been drinking coffee for years, but only ever drink the " usual blend," then this book is for you! Learn how to select, brew, and enjoy the best coffee experience from Japanese master brewer Tetsu Kasuya!

Contributor Bio

While working at a venture IT company, Tetsu Kasuya developed type 1 diabetes. It was then that he discovered the wonders of coffee. In 2013, he became a barista at the coffee shop Coffee Factory, and in 2016, he became the first Asian to win the world ch



Outland Entertainment
9781964735139
Pub Date: 3/3/26
$22.95 USD/$29.95 CAD
Trade Paperback

224 Pages
Carton Qty: 40
Fiction / Anthologies (multiple authors)

8.5 in H | 5.5 in W | 0.6 in T | 0.7 lb Wt

Rising Tides

A Pirate Anthology

Scott Colby, Alana Abbott

Summary

Scoundrels! Scalawags! Scurvy dogs! So the lily-livered landlubbers that not be knowin' their portside from their stern see the cuts of our jibs. But we pirates know better, don' t we, me hearties? Aye, for we know that some among our lot sail as heroes! An' so, my crew an' I bring ye tales of daring! Of makin' a difference in the face of oppressive guv' mints, fearsome beasties, and terrifying magic! Of swashbucklers savin' the day and makin' the seas a bit calmer for all who seek their fortune upon the briny deep! Dead men tell no tales… but within these pages ye' ll find nineteen epic yarns from some of the finest storytellers ever to brave the Seven Seas. Set sail! Hoist the colors! X marks the spot for Rising Tides: A Pirate Anthology!

Contributor Bio

As a novelist, Scott Colby writes about sorcerous shenanigans in the Deviant Magic series and about pirate adventures in the Black Yonnixbooks. He' s also worked as an editor on many other speculative fiction projects. His overpriced apartment in Somerville, Massachusetts is full of Lego sets, houseplants, and coded messages detailing his plans for world domination. Find out more about Scott and his work at deviantmagic.com. Alana Joli Abbott is the author of interactive multiple choice novel apps including Blackstone Academy for the Magical Arts, the "Redemption Trilogy," and comics including Cowboys and Aliens II and Ithaca. Her game design has been featured in Tiny Dungeon 2e: The Hatchling Edition and Serenity Adventures. She is Editor in Chief at Outland Entertainment where she co-edits anthologies like Where the Veil Is Thin and Bridge to Elsewhere. Alana has visited ancient ruins around the world; sung madrigals semi-professionally; and earned her black belt in Shaolin Kempo Karate. She lives near New Haven



Paizo, Inc.
9781640787773
Pub Date: 4/1/26
$84.99 USD
Hardcover

224 Pages
Carton Qty: 0
Ages 14 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

11.3 in H | 8.8 in W

Starfinder Galactic Ancestries *(2nd Edition, Special edition)*

Starfinder Development Team, Paizo

Summary

The cantina is open!

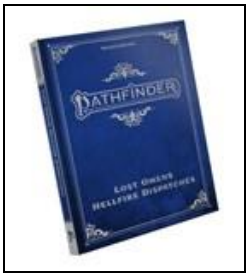
This 224-page rulebook is packed full of playable alien ancestries for Starfinder Second Edition games, including 21 brand new options like the lucky blue worlanisi, sentient rollerball bantrid, or even a blazing miniature sun called a novian. In addition to this intergalactic cast of science-fantasy species are a host of stellar options for familiar ancestries, including Starfinder favorites like reptilian vesk and insectoid shirrens, and fantasy classics like gnomes, elves, and goblins in space! On top of that, the brand-new Gap-touched versatile heritage connects players to the history-breaking event at the heart of the Starfinder setting while giving them special abilities, and the xenometric android allows readers to create robotic versions of any Starfinder alien, not just humans!

As with all Starfinder Second Edition material, *Starfinder Galactic Ancestries* is fully compatible with Pathfinder Second Edition, allowing players and Game Masters to incorporate interstellar options into their favorite fantasy campaign! What exciting alien character are you going ...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.

Other
9781640787759
9781640788022



Paizo, Inc.
9781640787803
Pub Date: 4/1/26
$64.99 USD
Hardcover

128 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Setting Guides

11.3 in H | 8.8 in W

Pathfinder Lost Omens Hellfire Dispatches *(2nd Edition, Special edition)*

Pathfinder Rules & Lore Team, Landon Winkler

Summary

A single spark has ignited the dry tinder of decades-long saber-rattling into the full-fledged inferno of the Hellfire Crisis, embroiling an entire region into the war between infernal Cheliax and its former holding of Andoran. Dispatches from each front reveal the past and present of the war, along with how the right group of heroes might shape the future of the conflict. From the front line to back-room intrigue and from grim reality to fantastical struggles, these dispatches cover the full range of the Hellfire Crisis.

In addition to news of the war and fronts where heroes might win important victories, this 128-page setting sourcebook provides new options for factions involved in the war. The Eagle Knights loyal to Andoran and the Hellknights divided by Cheliax's wartime demands were there when the first blows were struck. Others were pulled in as the crisis spread into their homes, from shadowy Nidal to the halls of power in Absalom and from the already-bloody forests of Nirmathas to settlements beneath the Inner Sea.

Pathfinder Lost Omens Hellfire Dispatches is an invaluable reso...

Contributor Bio

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Paizo, Inc.
9781640787810
Pub Date: 4/1/26
$64.99 USD
Hardcover

224 Pages
Carton Qty: 0
Ages 14 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

11.3 in H | 8.8 in W

Starfinder Galactic Ancestries *(2nd Edition)*

Starfinder Development Team, Paizo

Summary

The cantina is open!

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Other
9781640787759
9781640788022



Paizo, Inc.
9781640787797
Pub Date: 4/1/26
$44.99 USD
Hardcover

128 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Setting Guides

11 in H | 8.5 in W

Pathfinder Lost Omens Hellfire Dispatches *(2nd Edition)*

Pathfinder Rules & Lore Team, Landon Winkler

Summary

A single spark has ignited the dry tinder of decades-long saber-rattling into the full-fledged inferno of the Hellfire Crisis, embroiling an entire region into the war between infernal Cheliax and its former holding of Andoran. Dispatches from each front reveal the past and present of the war, along with how the right group of heroes might shape the future of the conflict. From the front line to back-room intrigue and from grim reality to fantastical struggles, these dispatches cover the full range of the Hellfire Crisis.

In addition to news of the war and fronts where heroes might win important victories, this 128-page setting sourcebook provides new options for factions involved in the war. The Eagle Knights loyal to Andoran and the Hellknights divided by Cheliax's wartime demands were there when the first blows were struck. Others were pulled in as the crisis spread into their homes, from shadowy Nidal to the halls of power in Absalom and from the already-bloody forests of Nirmathas to settlements beneath the Inner Sea.

Pathfinder Lost Omens Hellfire Dispatches is an invaluable reso...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Pathfinder Flip-Mat: Ravages of War

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Summary

The cruelty of war shapes nations and lives, but it also changes the land. *Pathfinder Flip-Mat: Ravages of War* provides you with the terrain to play through scenes of war. One side of this lavishly illustrated map presents a section of a besieged city with pinpoints of safety amid the destruction, while the other side shows a beachhead in the middle of assault. Rally the troops and jump into the action with *Pathfinder Flip-Mat: Ravages of War*! This set includes a durable, double-sided Flip-Mat, measuring 24" × 30" unfolded and 8" × 10" folded. Usable by experienced GMs and novices alike, this Pathfinder Flip-Mat fits perfectly into any Game Master's arsenal!

Paizo, Inc.
9781640787711
Pub Date: 4/1/26
$19.99 USD
Sheet Map, Folded

18 Pages
Carton Qty: 0
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
11 in H | 8.5 in W



Pathfinder Monster Core 2 Pawn Box *(2nd Edition)*

Paizo

Summary

Fearsome beasts, implausible aberrations, terrifying undead, and more! The vast variety of creatures from *Pathfinder Monster Core 2* come alive on your tabletop with this collection of more than 550 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG!
Printed on sturdy cardstock, each double-sided pawn contains a beautiful full-color image of a creature from *Pathfinder Monster Core 2*. Each pawn slots into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures.

Pathfinder Monster Core 2 Pawn Box is the best way to ensure you've got the perfect creature on hand for every Pathfinder Roleplaying Game encounter!

Paizo, Inc.
9781640787827
Pub Date: 4/14/26
$74.99 USD
Game

Carton Qty: 0
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Accessories
11 in H | 8.5 in W



Pathfinder Flip-Mat: Training Grounds

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Summary

Get up, get on your feet! The strongest armies are often the best trained, and *Pathfinder Flip-Mat: Training Grounds* gives officers a place to whip their recruits into shape. One side shows a martial academy where soldiers can learn about war and train for special engagements. The other side shows an open training ground complete with archery targets, fighting rings, and even tents for soldiers to get some R&R. Spread *Pathfinder Flip-Mat: Training Grounds* out on your table and get into the action!
This set includes a durable, double-sided Flip-Mat, measuring 24" × 30" unfolded and 8" × 10" folded. Usable by experienced GMs and novices alike, this Pathfinder Flip-Mat fits perfectly into any Game Master's arsenal!

Paizo, Inc.
9781640787834
Pub Date: 4/14/26
$19.99 USD
Sheet Map, Folded

18 Pages
Carton Qty: 0
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
11 in H | 8.5 in W



The New Gate Volume 16

Yoshiyuki Miwa, Shinogi Kazanami

Summary

Shin arrives at Hinomoto, land of the samurai, in order to safely send off the two women he met on his travels, Kanade Kujo and Karin Saegusa. Shin leads Kanade, who is desperate to save her sister from a devastating disease, on a search for a rare, magical healing herb. To find it, they must ascend to the peak of sacred Mt. Huji. But awaiting them at the top, shrouded in an impenetrable haze, is a powerful foe that Shin struggled with back in the game . . .

Contributor Bio

Shinogi Kazanami began posting his original web novel online in 2012--The New Gate. Due to its popularity, it was officially published in Japan 2013.

One Peace Books
9781642735390
Pub Date: 4/28/26
$12.95 USD/$16.95 CAD
Trade Paperback

168 Pages
Carton Qty: 0
Comics & Graphic Novels / East Asian Style
Series: The New Gate
7 in H | 5 in W



Apex Book Company
9781955765497
Pub Date: 4/28/26
$18.95 USD/$24.95 CAD
Trade Paperback

150 Pages
Carton Qty: 36
Fiction / Science Fiction
8.5 in H | 5.5 in W

Multitude

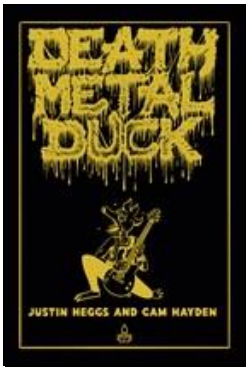
Marie Vibbert

Summary

We float to the surface, and we see that there is more to the world than the ocean. We see stars. Then one day, we hear a song from far away. It could be nothing, a new dance of energies made by stars muttering to themselves… but it could be everything. We pull tight to your direction in the hope that the universe may gift us a conversation. A banquet. In Australia, a SETI Technician asks her colleague, " A fake from 44 parsecs?" In Nevada, a soldier flinches as unidentified craft fly overhead. In Beirut, a mathematician pets her cat and thinks about language. We are coming. For the hospice orderly with open arms, the seamstress in her alleyway shop, the lawyer angry at her neighbor' s sloppy garden. For you are many, and cannot speak as one. And yet we see you communicate without words. We see you organize and build. We see you killing us.

Contributor Bio

Marie Vibbert is a Hugo- and Nebula nominated author whose short fiction has appeared over 100 times in top magazines like NATURE, ANALOG, and CLARKESWORLD, and has been translated into Czech, Chinese, and Vietnamese. Her debut novel, GALACTIC HELLCATS, was longlisted by the British Science Fiction Award, and her work has been called "everything science fiction should be" by the Oxford Culture Review. She is the editor of the 2026 Triangulation anthology, BAD ROMANCE. She also writes poetry, comics, and computer games. By day, she is a computer programmer in Cleveland, Ohio.



Black Panel Press
9781990521522
Pub Date: 4/14/26
$19.99 USD/$26.99 CAD
Hardcover

80 Pages
Carton Qty: 30
Comics & Graphic Novels / Slice of Life
10.3 in H | 6.8 in W

Death Metal Duck

Justin Heggs, Cam Hayden

Summary

Once the snarling frontman of thrash metal legends Puke Hammer, Curtis Paul is now more dad than demon, trading mosh pits for parent-teacher meetings. But when a chance to reunite the band arises, Curtis finds himself torn between diapers and distortion pedals, family dinners and filthy riffs. Told with sharp humor and raw heart, Death Metal Duck is a time-hopping, 70-page graphic novel that dives deep into the chaos of parenthood, the passion of playing music, and the messiness of second chances. Featuring real music by a local Alberta band reimagined as Puke Hammer' s discography, this book is a raucous, reverent ode to creativity, comics, and the enduring power of loud guitars. For fans of slice-of-life stories with a metal edge— this one' s for you.

Contributor Bio

Justin Heggs is the co-creator of Wolf Hands with Nick Johnson. Cam Hayden is a member of the National Cartoonist Society, he has a recurring strip called " Roomies from The Tomb" in Scary Monsters Magazine, a monthly comic page in Calgary' s Arts & Entertainment publication, Scene Magazine and contributes regularly to Freaky Magazine & Spread Love Comix. He has also appeared in CAR-Toons Magazine and various other anthologies.



Outland Entertainment
9781964735108
Pub Date: 4/14/26
$24.99 USD/$32.99 CAD
Hardcover

164 Pages
Carton Qty: 30
Comics & Graphic Novels / Fairy Tales, Folk Tales, Legends & Mythology
Series: Fox & Willow

9 in H | 6 in W

Fox & Willow

The Better To See You With

Allison Pang, Irma Ahmed

Summary

Time is running out, and with it the chance to stop Gideon’ s curse from becoming permanent. Desperate, the fox spirit insists Willow press on through a dangerous snowstorm. Beset by wolves and nearly freezing to death, the pair find rescue in the form of the huntress Red, her wolf Mara, and the handsome woodcutter, Arden. The storm blows long and fierce, forcing Willow and Gideon to take shelter in Arden’ s cabin. Hoping to arrange for help navigating through the mountains, Willow relays their tale to the curious woodcutter. Beset with guilt, Gideon finally reveals a terrible secret to Willow, and the betrayal shatters the bond between them, quite possibly forever. As Gideon leaves to search out the Snow Queen for answers alone, Willow must determine if she will abandon her friend… or come to accept who she has become...and save him.

Contributor Bio

Allison is the author of the Urban Fantasy Abby Sinclair series, the steampunk IronHeart Chronicles series and has also written several short stories and comics for various anthologies. She likes LEGOS, elves, LEGO elves...and bacon. Aimo is a professional sketch card artist who has done work for card companies such as Topps, Upper Deck, and Rittenhouse Archives on properties of Lucasfilm, New Line Cinema, and Marvel. She has a big love for comics and pretty pictures. And kitties. FAT AND FLUFFY KITTIES.



Dead Sky Publishing
9781639512300
Pub Date: 4/14/26
$19.99 USD/$26.99 CAD
Trade Paperback

300 Pages
Carton Qty: 40
Fiction / Horror

9 in H | 6 in W

Vampire Missionaries

Kathleen Rhodes

Summary

A haunting blend of Gothic horror, religious satire, and supernatural thriller, this is a bold, subversive story that pits faith against fangs in a battle for redemption.

Two young Mormon missionaries, Gabriel and Luke, wake up in their apartment, dazed, blood-soaked—and sprouting fangs. Loyal to their devotion they attempt to carry on their mission, but they quickly learn their newfound thirst isn't just metaphorical. Bound by blood to an ancient, manipulative vampire called Bishop, the boys are thrust into a spiritual crisis that threatens their faith, their morality, and the souls they vowed to save.

Each failed attempt to resist their monstrous urges pulls them deeper into a web of violence, seduction, and, at times, humorous, damnation. With Bishop's influence spreading across the small Oregon town like a plague, Gabriel and Luke must confront the seductive power of their transformation and make a harrowing choice: serve their new master and become harbingers of death or defy him—and risk eternal suffering to reclaim their morality.

Contributor Bio

Kathleen Rhodes is a novelist hailing from Oregon. Kathleen spent their formative years in the community of Gresham, Oregon, just below the poverty line. Working in mental health for twenty years as well as a non-practicing Mormon has granted them invaluable insights into the human psyche, which now come alive in the pages of their novel. The juxtaposition of real-life encounters with those in need of mental health support has fueled Kathleen’s imagination, giving rise to a collection of vivid, fictitious scenarios that captivate readers and challenge their perceptions. Beyond the realm of healthcare, Kathleen embraces the joys of family life. As a devoted mother to a spirited 10-year-old girl, and a loving wife, their household is also shared with two cherished canine companions, Lady, and Duke, along with a feline friends, Duchess and Snugs. When Kathleen isn't crafting compelling stories, they can be found indulging in their passions: painting, and gardening.



The Wrong Way to Use Healing Magic Volume 10

The Manga Companion

Reki Kugayama, Kurokata, KeG

Summary

Upon arriving in the Prayerlands of Samariarl, Usato meets with that nation’ s king to secure Samariarl’ s assistance in the looming war against the Demon Lord’ s forces. The king, however, has demands that must first be met, and they involve his daughter Eva, who bears a crushing fate upon her shoulders…

Contributor Bio

Kugayama, Reki

One Peace Books
9781642735475
Pub Date: 4/14/26
$12.95 USD/$16.95 CAD
Trade Paperback

200 Pages
Carton Qty: 0
Ages 9 to 12
Comics & Graphic Novels / East Asian Style
Series: The Wrong Way to Use Healing Magic
7 in H | 5 in W



Dear Benjamin Manwha Volume 3

ID, Chaewon Kang, Addis

Summary

Some battles are won with bullets. Others with the truth.

When Benjamin is kidnapped, the fragile balance between Isaac and Felix shatters, setting the stage for a desperate search—one that could cost them everything. Isaac, revealed to be a former Navy SEAL now a fugitive, is ready to do whatever it takes to bring his son home, even if it means striking one last deadly bargain with Felix, a hyper-dominant alpha who is unknowingly Benjamin’s father.

As they navigate a web of deception, buried secrets come to light—secrets that reveal why Isaac’s stepfather rose in the ranks while Isaac was forced into hiding. With every truth uncovered, the danger escalates. The fight for Benjamin’s future has begun, forcing Isaac and Felix to confront their pasts, their desires, and a ruthless man who will stop at nothing to keep his power. Will Felix stand by Isaac when he learns the truth about their son, or will lies tear them apart once more?

Volume 1 will contain season 1: Episodes 1-22
Volume 2 will contain season 2: Episodes 23-45
Volume 3 will contain season 3: Episodes 46-58 (different artist)

BLoved Publishing
9781964533186
Pub Date: 4/7/26
$23.99 USD/$31.99 CAD
Trade Paperback

350 Pages
Carton Qty: 10
Fiction / LGBTQ+
8.3 in H | 5.8 in W



Outland Entertainment
9781964735115
Pub Date: 4/7/26
$22.95 USD/$29.95 CAD
Trade Paperback

248 Pages
Carton Qty: 30
Fiction / Anthologies (multiple authors)

8.5 in H | 5.5 in W

I'll Kill You Last

An 80's Action Horror Anthology

Cullen Bunn

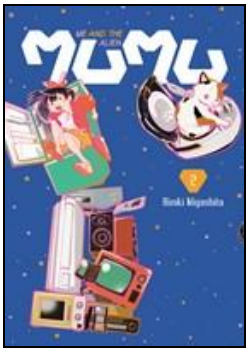
Summary

Do you love the high-octane action movies of the 80s? Larger than life heroes! One liners! Car chases! Big guns! Bigger muscles! Muscle car chases with even bigger guns! Do you love bloodcurdling terror? Vampires! Demons! Werewolves! Demonic vampires who turn into werewolves by the light of the full moon! Do you bleed Cannon films? Do you bleed horror? If so, this is the anthology for you! Twenty-two of the most exciting writers around have come together to bring you horror stories... that are firmly rooted in the sensibilities of 80s action movies! Get the popcorn ready! The action is big! The frights are even bigger!

Contributor Bio

Cullen Bunn is a comics writer, novelist, and short story writer, best known for his work on Uncanny X-Men, X-Men: Blue, Magneto, and various Deadpool miniseries for Marvel Comics, including the New York Times bestseller Deadpool Kills the Marvel Universe, and his creator-owned series The Damned and The Sixth Gun for Oni Press and Harrow County for Dark Horse Comics, as well as his middle grade horror novel Crooked Hills, and his short story work collection Creeping Stones & Other Stories. He also writes Venomized for Marvel, PumpkinHead for Dynamite, Subspecies for Action Lab, Shadow Roads fo

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Kodama
9781966523192
Pub Date: 4/1/26
$13.99 USD/$18.99 CAD
Trade Paperback

210 Pages
Carton Qty: 30
Comics & Graphic Novels / East Asian Style
Series: Me and the Alien Mumu

7 in H | 5 in W | 0.7 in T | 0.5 lb Wt

Me and the Alien Mumu Vol.2

Hiroki Miyashita

Summary

Turns out having a cat-shaped alien roommate leads to all sorts of interesting discoveries. An alien named Mumu is a survivor of a civil war that saw the destruction of his planet's scientists, leaving only its fools alive. The cat-shaped alien has infiltrated Earth, a planet with a lower level of civilization, to study their so-called "home appliances," which contain facets of all kinds of technological knowledge. From 5G to choosing the perfect rice cooker, Sakurako and her new alien roommate learn some surprising how-to tips about home appliances!

Contributor Bio

Now a Tokyo transplant, Hiroki Miyashita is originally from Ishikawa Prefecture. He began working as a manga assistant after graduating from Tokai University, training under Yoko Nihonbashi and Koichi Kiba. Miyashita later submitted his work to the GX editorial department and went on to win an Honorable Mention in the 8th GX Newcomer Awards. In 2004, he made his debut with the horror one-shot Porapyredon, and in 2005, launched his first serialized manga, Seigi Keikan Monju.



Starfinder Tales from the Vast Adventure Anthology

Rigby Bendele, Jeremy Corff, Rue Dickey, Derry Luttrell

Paizo, Inc.
9781640787896
Pub Date: 5/6/26
$44.99 USD
Hardcover

128 Pages
Carton Qty: 0
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Adventures

11 in H | 8.5 in W

Summary

Set a course for adventure among the distant stars! *Starfinder Adventure: Tales from the Vast Adventure Anthology* features four exciting Starfinder Second Edition adventures taking place in the most unpredictable part of the galaxy where anything can happen! Explore a pristine planet in a magically warped sector of space! Survive a haunted supply depot in deep space! Infiltrate a vault inside a false moon occupied by a uniquely out of touch community! Fight back against an imperial invasion on a distant world!

Starfinder Adventure: Tales from the VastAdventure Anthology is designed to play back-to-back as a campaign from 1st through 9th level, or each adventure can be played separately as a one-shot, providing Game Masters with versatile pre-written adventure content to use at their Starfinder tables regardless of their campaign's needs.



Starfinder Tales from the Vast Adventure Anthology ***(Special edition)***

Rigby Bendele, Jeremy Corff, Rue Dickey, Derry Luttrell

Paizo, Inc.
9781640787902
Pub Date: 5/6/26
$64.99 USD
Hardcover

128 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Adventures

11 in H | 8.5 in W

Summary

Set a course for adventure among the distant stars! *Starfinder Adventure: Tales from the Vast Adventure Anthology* features four exciting Starfinder Second Edition adventures taking place in the most unpredictable part of the galaxy where anything can happen! Explore a pristine planet in a magically warped sector of space! Survive a haunted supply depot in deep space! Infiltrate a vault inside a false moon occupied by a uniquely out of touch community! Fight back against an imperial invasion on a distant world!

Starfinder Adventure: Tales from the VastAdventure Anthology is designed to play back-to-back as a campaign from 1st through 9th level, or each adventure can be played separately as a one-shot, providing Game Masters with versatile pre-written adventure content to use at their Starfinder tables regardless of their campaign's needs.

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.



Paizo, Inc.
9781640787858
Pub Date: 5/6/26
$49.99 USD
Game

Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11.5 in H | 9 in W

Pathfinder Beginner Box

Secrets of the Unlit Star

Logan Bonner, James Case, Luis Loza, Mark Seifter

Summary

Take the first step into an amazing world of fantasy adventure! *Pathfinder Beginner Box: Secrets of the Unlit Star* contains everything you need to learn how to play the Pathfinder Roleplaying Game, including rules to create your own fantasy hero and tools to make your own amazing stories. This new version of the Beginner Box revitalizes player options, including more ancestries and four different classes, and includes all-new adventure scenarios, maps, and setting details for even more adventures!

Will you be a mighty barbarian, cutting down your foes in a furious rage, or a nimble monk, darting in and out of the fray with precise martial arts strikes? Maybe you'll choose a bard's music, soothing and supporting your allies, or perhaps you'll channel the ancient magic of your bloodline as a powerful sorcerer. It's all up to you!

Inside you will find a rich toolbox, filled with everything you need to get started, including rules for character generation, an introductory adventure, guidelines to build your own campaign, character sheets, a full-color map, character pawns, and dice. This d...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo's Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he's worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.

Also Available



Paizo, Inc.
9781640787889
Pub Date: 5/6/26
$19.99 USD
Sheet Map, Folded

18 Pages
Carton Qty: 0
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
11 in H | 8.5 in W

Pathfinder Flip-Mat: Wilderness Camps

Jason A. Engle, Stephen Radney-MacFarland

Summary

Most explorers can get by in a forest, but other biomes present unique challenges, and *Pathfinder Flip-Mat: Wilderness Camps* gives Game Masters two campsites for when their party ventures far from home. The first side shows a hunting camp in the rugged badlands, while the other side presents a primal encampment nestled deep in a humid, bug-infested jungle. Whether the PCs are setting their own camp or raiding a rival, *Pathfinder Flip-Mat: Wilderness Camps* has you covered.

This set includes a durable, double-sided Flip-Mat, measuring 24" × 30" unfolded and 8" × 10" folded. Usable by experienced GMs and novices alike, this Pathfinder Flip-Mat fits perfectly into any Game Master's arsenal!



Paizo, Inc.
9781640787919
Pub Date: 5/6/26
$29.99 USD
Sheet Map, Folded

36 Pages
Carton Qty: 0
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats
11 in H | 8.5 in W

Starfinder Flip-Mat: Vast Worlds Mutli-Pack

Damien Mammoliti

Summary

Set a course for the unknown and explore the varied planets in the deep space region known as the Vast with *Starfinder-Flip Mat: Vast Worlds Multi-Pack*! Four maps showcase four unique terrain types, including a bioluminescent alien swamp, a frozen planet, a wasteland fit for a road warrior, and a weird living world!

A special coating on each Flip-Mat allows you to use wet-erase, dry-erase, and permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry-erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each double-sided Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded. Usable by experienced GMs and novices alike, this Starfinder Flip-Mat Multi-Pack fits perfectly into any Game Master's arsenal!



Paizo, Inc.
9781640787780
Pub Date: 5/6/26
$29.99 USD
Trade Paperback

224 Pages
Carton Qty: 0
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
8.4 in H | 6.7 in W | 1 in T

Pathfinder Dark Archive (Remastered) *(2nd Edition)*

James Case, Mikhail Rekun, Mark Seifter, Pathfinder Rules & Lore Team, Paizo

Summary

From the fringes, the unknown beckons.

Pathfinder Dark Archive (Remastered) Pocket Edition contains secrets that any player or GM can use to reveal the paranormal lurking in their Pathfinder games, all updated to work perfectly with the remastered Pathfinder Second Edition rules! This spine-tinglingly secretive 224-page rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge!

The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability.

Beyond these new classes, eight secret case files each provide player options, GM tools, and lore into a different paranormal topic, including:

- Strange cryptids glimpsed in the night, gear to track them, and the powers you might gain by surviving an encounter with one.
- Cults and esoteric belief, with apocryphal divine magic and the secret of becoming a living vessel for an eldritch being.
- Temporal anomalies, with archetypes ...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys,



Paizo, Inc.
9781640787841
Pub Date: 5/6/26
$19.99 USD
Cards

Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Accessories

Starfinder Condition Cards

Starfinder Development Team, Jessica Catalan, Thurston Hillman, Jenny Jarzabski, Mike Kimmel, Dustin Knight, Paizo

Summary

Is your group's solarian dazzled by a rampaging laser wolf? Did the operative become invisible? Or was a brave soldier struck down, slipping closer to death? Pass out these cards to make remembering the rules simple! This 110-card deck includes rules for the Starfinder Second Edition conditions, with prominent reminder text you can read at a glance. Multiple copies of the most crucial conditions mean there are enough for the whole table, and a set of tracking cards lets you easily monitor condition values and durations!

Never again forget what conditions are affecting your heroic player characters or the alien foes they’re facing! Don’t reach for your rulebook when you need to reference one of these simple rules. Grab a deck of *Starfinder Condition Cards* today!



Paizo, Inc.
9781640787865
Pub Date: 5/6/26
$44.99 USD
Hardcover

128 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures
11 in H | 8.5 in W

Pathfinder Troubles in Grayce Adventure Anthology

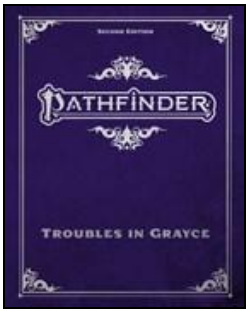
Paizo, Adam Daigle

Summary

Adventure Awaits! The idyllic calm in the hardworking town of Grayce has been shaken by recent events and its people need some help. Thankfully, a group of adventurers recently arrived in town fresh off their first adventure!

An anthology of six short independent adventures, *Troubles in Grayce* gives a Game Master many options for their players. Themed with light horror in mind, this adventure anthology brings stories of hunting a cryptid, exploring a sinister scientist’s abandoned home, the devious and deadly plot of a hidden hag, and event tracking down a murderous vampire! These adventures, each providing a level’s worth of experience, can be played independently or as a series if the party wants to spend more time in Grayce before branching out into larger adventures.

Pathfinder Adventure: Troubles in GrayceAdventure Anthology is designed for characters of levels 2-4 and is ideal for playing a one-shot with your gaming group or as part of a larger arc that takes players from *Pathfinder Beginner Box: Secrets of the Unlit Star* into the adventures in Grayce and then to Paizo’s next exc...



Paizo, Inc.
9781640787872
Pub Date: 5/6/26
$64.99 USD
Hardcover

128 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures
11 in H | 8.5 in W

Pathfinder Troubles in Grayce Adventure Anthology *(Special edition)*

Paizo, Adam Daigle

Summary

Adventure Awaits! The idyllic calm in the hardworking town of Grayce has been shaken by recent events and its people need some help. Thankfully, a group of adventurers recently arrived in town fresh off their first adventure!

An anthology of six short independent adventures, *Troubles in Grayce* gives a Game Master many options for their players. Themed with light horror in mind, this adventure anthology brings stories of hunting a cryptid, exploring a sinister scientist's abandoned home, the devious and deadly plot of a hidden hag, and event tracking down a murderous vampire! These adventures, each providing a level's worth of experience, can be played independently or as a series if the party wants to spend more time in Grayce before branching out into larger adventures.

Pathfinder Adventure: Troubles in GrayceAdventure Anthology is designed for characters of levels 2-4 and is ideal for playing a one-shot with your gaming group or as part of a larger arc that takes players from *Pathfinder Beginner Box: Secrets of the Unlit Star* into the adventures in Grayce and then to Paizo's next exc...



One Peace Books
9781642735406
Pub Date: 5/26/26
$13.95 USD/$18.95 CAD
Trade Paperback

168 Pages
Carton Qty: 0
Comics & Graphic Novels / East Asian Style
Series: The Rising of the Shield Hero Manga Comp
7 in H | 5 in W

The Rising of the Shield Hero Volume 26

The Manga Companion

Aiya Kyu, Minami Seira, Aneko Yusagi

Summary

" He was only a hero in name!" Naofumi and company seek information about the Three Heroes. At last, they manage to reunite with the Sword Hero, who had apprehended a group of bandits. But after the trauma Ren suffered during the battle against the Tortoise Spirit, he is not psychologically well. Worried for him, Naofumi invites Ren to come to their village, but there is an unexpected encounter . . . Can the Four Heroes, as scattered and divided as they are, come together to take on the rising Phoenix?!

Contributor Bio

Kyu, Aiya



Creepshow

13 Tales of Terror

Gwendolyn Kriste, Nancy A. Collins, Keith R. A. DeCandido, David Avallone, Nick Roberts, Lisa Morton, Jonathan Maberry, Dennis K. Crosby, Steve Niles, Simon Bestwick

Monstrous Books
9781946346414
Pub Date: 5/19/26
$24.99 USD/$33.99 CAD
Hardcover

260 Pages
Carton Qty: 0
Fiction / Horror
9 in H | 6 in W

Summary

Inspired by the hit TV series Creepshow from executive producer Greg Nicotero (The Walking Dead), this anthology boasts 13 new terrifying tales.

Each tale is accompanied by chilling artwork of The Creep introducing the story!



Creepshow

13 Tales of Terror

Nancy A. Collins, Jonathan Maberry, David Avallone, Keith R. A. DeCandido, Tim Waggoner, Lisa Morton, Gwendolyn Kriste, Nick Roberts, Thomas E. Sniegoski, Steve Niles

Monstrous Books
9781946346407
Pub Date: 5/19/26
$19.99 USD/$26.99 CAD
Trade Paperback

260 Pages
Carton Qty: 0
Fiction / Horror
9 in H | 6 in W

Summary

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Each tale is accompanied by chilling artwork of The Creep introducing the story!



The Death Mage Volume 9

The Manga Companion

Takehiro Kojima, Densuke

Summary

The device that could revive Vandal’ s mother, Dalshia, has been destroyed by the Frozen Spear Ice Age! What will Vandal do now?! Welcome to the latest entry in the pitch-dark fantasy, as a dhampir navigates a tough life— for the third time— backed by massive magical power and death attribute magic.

Contributor Bio

Kojima, Takehiro

One Peace Books
9781642734980
Pub Date: 5/19/26
$12.95 USD/$16.95 CAD
Trade Paperback

168 Pages
B&W Manga Throughout
Carton Qty: 6
Comics & Graphic Novels / East Asian Style
Series: The Death Mage
7 in H | 5 in W



You Talk Too Much, So Just Shut It Already! Volume 3

Shunpei Morita, Aldehyde Aldehyde

Summary

Hiiragi Tsukino was born deaf. But thanks to Taiyo’ s resourcefulness, she’ s able to overcome her past trauma and now fully enjoys summer break with her friends! However, on the long-awaited day of the summer festival, she’ s unable to meet up with the others. Just when all hope seems lost… could Taiyo be the one to come to her rescue?

Contributor Bio

Morita, Shunpei

One Peace Books
9781642735444
Pub Date: 5/12/26
$12.95 USD/$16.95 CAD
Trade Paperback

168 Pages
Carton Qty: 0
Comics & Graphic Novels / East Asian Style
Series: You Talk Too Much, So Just Shut It Alrea
7 in H | 5 in W



Paizo, Inc.
9781640782570
Pub Date: 8/11/20
$49.99 USD/$66.50 CAD
Hardcover

272 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

11 in H | 8.5 in W | 1.3 in T

Pathfinder Advanced Player's Guide

Logan Bonner, Lyz Liddell, Mark Seifter

Summary

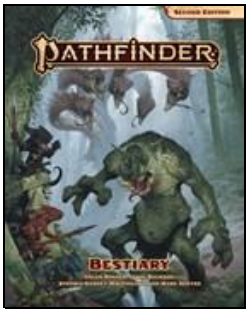
Ready to go beyond the basics? Expand the limits of what's possible with the *Pathfinder Advanced Player's Guide*! This 272-page Pathfinder Second Edition rulebook contains exciting new rules options for player characters, adding even more depth of choice to your Pathfinder game! Inside you will find brand new ancestries, heritages, and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! The must-have *Advanced Player's Guide* also includes exciting new options for all your favorite *Core Rulebook* classes and tons of new backgrounds, general feats, spells, items, and 40 flexible archetypes to customize your play experience even further!

The *Pathfinder Advanced Player's Guide* includes:

- Four new classes: the investigator, oracle, swashbuckler, and witch!
- Five new ancestries and five heritages for any ancestry: celestial aasimars, curious catfolk, hagspawned changelings, vampiric dhampirs, fate-touched duskwalkers, scaled kobolds, fierce orcs, fiendish tieflings, industrious ratfolk, and feathered tengu!
- 40 new archetypes inc...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo’s Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he’s worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



Paizo, Inc.
9781640783201
Pub Date: 1/12/21
$24.99 USD/$33.50 CAD
Trade Paperback

360 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

8.3 in H | 6.5 in W | 2 in T

Pathfinder Bestiary

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Summary

More than 400 of fantasy's fiercest foes burst from the pages of this enormous 360-page compendium of the most popular and commonly encountered creatures in the world of Pathfinder! From familiar enemies like orcs, dragons, and vampires to new horrors like the living-nightmare nilith and the three-headed mutoli, to suitable servants for summoners of every alignment, this must-have companion to the *Pathfinder Core Rulebook* is crawling with creatures perfect for your Pathfinder adventures!

The *Pathfinder Bestiary* includes:

- More than 400 monsters drawn from mythology, genre classics, and more than a decade of Pathfinder, with plenty of new monsters too!
- Gorgeous full-color illustrations on nearly every page!
- Detailed monster lists sorted by level, type, and rarity to help you find the right monster for any situation!
- Universal monster rules to simplify special attacks, defenses, and qualities like grab, swallow whole, and regeneration.
- Guidelines for providing appropriate monstrous treasures for any occasion.
- Detailed lore sidebars offering additional information about Pathfinder's most popul...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo’s Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he’s worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



Pathfinder Condition Card Deck *(2nd Edition)*

Paizo

Paizo, Inc.
9781640781788
Pub Date: 8/20/19
$22.99 USD/$30.50 CAD
Cards

110 Pages
Carton Qty: 76
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Accessories

3.5 in H | 5 in W | 1 in T | 0.5 lb Wt

Summary

Never miss a modifier again! With the *Pathfinder Condition Card Deck*, it's easy for players and GMs to keep track of Pathfinder Second Edition's most common conditions. Are you sickened by a cloud of poisonous gas? 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 110 full-color cards allows you to play faster and more easily than ever before. With multiple cards for common conditions, these cards keep your focus out of the rulebook and your head in the game!



Pathfinder Combat Pad (P2)

Paizo Staff

Paizo Inc.
9781640781771
Pub Date: 8/20/19
$24.99 USD/$33.50 CAD
Game

0 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1.1 lb Wt

Summary

Never miss a turn with the Pathfinder Combat Pad initiative tracker, now optimized for use with Pathfinder Second Edition! Usable with any roleplaying game, this wet and dry erase board includes magnets that stick right to it! List the names of heroes and foes on the magnets using a wet or dry erase marker, then place them in initiative order. When the order changes, simply slide the magnets to their new places. Take the uncertainty out of battle with the Pathfinder Combat Pad!

The Pathfinder Combat Pad includes:
• 1 Double-sided magnetic wet and dry erase board
• 2 Sheets of magnets, each with:
o 13 Blue player character magnets
o 13 Red enemy magnets
o 9 Green nonplayer character magnets
o 2 Round arrows
o 2 Turn arrows
o 2 Next round magnets



Pathfinder Advanced Player's Guide Spell Cards (P2)

Paizo Staff

Paizo Inc.
9781640782853
Pub Date: 2/23/21
$24.99 USD/$33.50 CAD
Game

160 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

5 in H | 4 in W | 3 in T | 1.1 lb Wt

Summary

Expand the array of magic at your fingertips with Pathfinder Spell Cards: Advanced Player's Guide! This must-have accessory for spellcasting characters contains more than 150 spell reference cards, containing the spells from every tradition and all focus spells from the Pathfinder Advanced Player's Guide in one place, giving you immediate access to key game details without flipping pages.

Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The possibilities are endless, but Pathfinder Spell Cards let you master the mysteries of magic!



Pathfinder Advanced Player's Guide Character Sheet Pack (P2)

Logan Bonner, Sarah E. Robinson

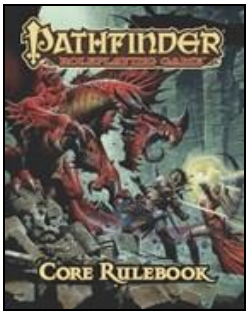
Paizo Inc.
9781640782969
Pub Date: 10/6/20
$14.99 USD/$19.99 CAD
Game

32 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 6 in W | 0.3 lb Wt

Summary

Advance your character with the Advanced Player's Guide Character Sheet Pack! Track your hero's statistics and accomplishments with these full-color character sheets designed to include exactly what your character needs! This product comes in a sturdy folder to store character sheets, with reference information such as game actions, a summary of crucial conditions, and death and dying rules. Inside are 16 sheets for characters and campaign tracking. These include specialized character sheets for each of the four classes from the Advanced Player's Guide, with class features and special actions already filled in! Plus you'll find sheets for the evil champions and for oracle spells and curses from that book. Furthermore, there are three standard blank sheets suitable for characters of any class, an alternate sheet with a simplified design, and expanded sheets to track character inventory, campaign notes, adventure logs, NPCs, spells, animal companions, and alchemy books.



Paizo, Inc.
9781601258878
Pub Date: 8/23/16
$24.99 USD/$33.50 CAD
Trade Paperback

576 Pages
Carton Qty: 6
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder First Edition Rulebooks

8.5 in H | 6.5 in W | 1.3 in T

Pathfinder RPG: Core Rulebook

Jason Bulmahn, Paizo

Summary

This new softcover version of 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!



Paizo Inc.
9781601258885
Pub Date: 8/23/16
$19.99 USD/$26.50 CAD
Paperback

328 Pages
Carton Qty: 28
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 1 in T | 1.5 lb Wt

Pathfinder Roleplaying Game: Bestiary (Pocket Edition)

Jason Bulmahn

Summary

Within this tome you'll find fire-breathing dragons and blood-drinking vampires, vile demons and shapechanging werewolves, sadistic goblins and lumbering giants, and so much more! Yet not all the creatures in this book are enemies, for some can serve lucky heroes as allies or advisors, be they summoned angels or capricious nymphs. And it doesn't stop there—with full rules for advancing monsters, adapting monsters to different roles, and designing your own unique creations, you'll never be without a band of hideous minions again!

The Pathfinder RPG Bestiary is the must-have companion volume to the Pathfinder RPG Core Rulebook!

This new softcover edition of the Pathfinder RPG Bestiary includes:
• More than 350 different monsters
• Dozens of monstrous variants to modify creatures and keep players on their toes
• Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat
• Extensive rules for creating effective and balanced monsters
• Rules for advancing monsters by hit dice, template, or class level
• Universal monster rules to simp...



Starfinder RPG Alien Archive Pocket Edition

John Compton, Adam Daigle, Crystal Fraiser, Amanda Hamon, Jason Keeley, Jonathan H. Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Rob McCreary

Paizo Inc.
9781640784390
Pub Date: 7/12/22
$24.99 USD/$33.50 CAD
Paperback

160 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 1 in T | 0.6 lb Wt

Summary

Strange aliens both friendly and fearsome fill this tome of creatures designed for use with the Starfinder Roleplaying Game! From the gravity-manipulating frujais and planet-killing novaspawn to space goblins and security robots, the creatures in this codex will challenge adventurers no matter what strange worlds they're exploring. What's more, player rules for a host of creatures let players not just fight aliens, but be them!

Inside Starfinder Alien Archive, you'll find the following:
• Over 80 bizarre life-forms both classic and new, from the reptilian ikeshtis and energy-bodied hallajins to robotic anacites and supernatural entities from beyond the realms of mortals.
• Over 20 races with full player rules, letting you play everything from a winged dragonkin to a hyperevolved floating brain.
• New alien technology to help give your character an edge, including weapons, armor, magic items, and more.
• A robust NPC-creation system to let Game Masters build any aliens or creatures they can imagine.
• New rules for magical monster summoning, quick templates to modify creatures on the...



Starfinder RPG Armory Pocket Edition

Alexander Augunas, Kate Baker, John Compton, Eleanor Ferron, Thurston Hillman, Mikko Kallio, Lyz Liddell, Ron Lundeen, Matt Morris, David N. Ross

Paizo Inc.
9781640784499
Pub Date: 9/13/22
$24.99 USD/$33.50 CAD
Paperback

160 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 1 in T | 0.7 lb Wt

Summary

It's a dangerous universe out there, and often the difference between survival and being the next meal for an angry ksarik is having the right equipment. From guns to augmentations to high-tech and magical devices for every imaginable situation, Starfinder Armory is your guide to everything you need, whether you are a frontline fighter, stealthy spy, or scholarly spellcaster.

Inside Starfinder Armory, you'll find the following:
• Scores of new weapons, filling out the options for weapons of every category, level, and type and rules to customize your weapons through weapon accessories, weapon fusions, and different weapon manufacturers.
• New suits of armor, including light, heavy, and powered armor for nearly every level and numerous armor upgrades.
• A wide range of new equipment-themed player options, including class features for every class!
• Dozens of new pieces of technological, magic, and hybrid items, as well as numerous personal items, new augmentations from cybernetics to magitech and necrografts, and more!

The pocket edition presents the same contents as the original ha...



Pathfinder Bestiary Battle Cards (P2)

Paizo Staff

Paizo Inc.
9781640782129
Pub Date: 3/10/20
$59.99 USD/$79.50 CAD
Game

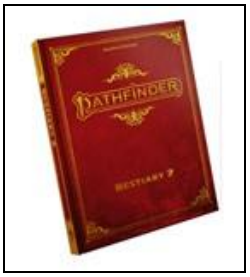
450 Pages
Carton Qty: 6
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

9 in H | 7 in W | 3 in T | 5.7 lb Wt

Summary

Keep the creatures of the Pathfinder Bestiary close at hand with this box-bursting collection of 450 reference cards featuring every monster from the core Pathfinder monster reference! Each 5 x 8 card is printed on sturdy cardstock and features a beautiful, full-color image of a Bestiary monster on one side, while the other side provides that monster’s statistics for quick and easy reference. With each encounter, show the players what their characters are facing while keeping the monster’s abilities at the ready, and watch your games come alive!

Previous Editions
Starfinder RPG: Character Operations Manual - 11/26/2019 $39.99 9781640781795
Starfinder Roleplaying Game: Pact Worlds - 4/17/2018 $44.99 9781640780224



Pathfinder Bestiary 2 (Special Edition) (P2)

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Paizo Inc.
9781640782242
Pub Date: 6/16/20
$69.99 USD/$92.99 CAD
Game

256 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 2.6 lb Wt

Summary

With more than 350 classic and brand new monsters, this 320-page hardcover rulebook greatly expands on the foes found in the Pathfinder Bestiary. From classic creatures like serpentfolk and jabberwock, returning favorites like the primal dragons or the Sandpoint devil, to brand new menaces sure to test even the bravest of heroes, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your Pathfinder game!

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The perfect way to commemorate Pathfinder's new edition! (Cover color and design subject to change.)

Pathfinder Bestiary 2 includes:
• More than 350 monsters drawn from mythology, genre classics, and more than a decade of Pathfinder, with plenty of new monsters too!
• Gorgeous full-color illustrations on nearly every page!
• Detailed monster lists sorted by level, type, and rarity to help you find the right monster for any situation!
• Universal monster rules to simplify special attacks, defenses, and qualitie...



Pathfinder Bestiary 2 (P2)

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Summary

More Monsters, More Mayhem!

More than 300 menacing monsters and fearsome foes await within this compendium of creatures from the world of Pathfinder! From classic adversaries like giants, dragons, and the jabberwock to potential allies and servants suitable for summoners of every alignment, this must-have expansion to the Pathfinder Bestiary seethes with enemies to challenge characters of any level.

Paizo Inc.
9781640782235
Pub Date: 6/16/20
$49.99 USD/$66.50 CAD
Hardcover

256 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 2.5 lb Wt



Pathfinder Bestiary 2 Pocket Edition (P2)

Logan Bonner, Jason Bulmahn, Stephen Radney MacFarland, Mark Seifter

Summary

With more than 350 classic and brand new monsters, this 320-page hardcover rulebook greatly expands on the foes found in the Pathfinder Bestiary. From classic creatures like serpentfolk and jabberwock, returning favorites like the primal dragons or the Sandpoint devil, to brand new menaces sure to test even the bravest of heroes, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your Pathfinder game!

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• Gorgeous full-color illustrations on nearly every page!
• Detailed monster lists sorted by level, type, and rarity to help you find the right monster for any situation!
• Universal monster rules to simplify special attacks, defenses, and qualities like grab, swallow whole, and regeneration.
• Detailed lore sidebars offering additional information about even more of Pathfinder's most popular monstrous friends and foes!

Paizo Inc.
9781640783225
Pub Date: 2/9/21
$24.99 USD/$33.50 CAD
Paperback

256 Pages
Carton Qty: 28
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 1 in T | 1.2 lb Wt



Pathfinder Bestiary 2 Pawn Collection (P2)

Paizo Staff

Paizo Inc.
9781640782624
Pub Date: 10/20/20
$39.99 USD/$52.99 CAD
Game

0 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 9 in W | 2 in T | 4.6 lb Wt

Summary

An army of monsters has arrived, and they're ready to invade your game! The Pathfinder Bestiary 2 Pawn Collection is the best way to present these monsters on your gaming table. This collection of creatures represents those found in Pathfinder Bestiary 2 and are perfect for use with the Pathfinder Roleplaying Game or any fantasy RPG. This collection presents beautiful full-color images of a wide array of deadly denizens, including more than 300 monsters such as dragons, giants, the Jabberwock, new elementals, deadly aquatic foes, vampiric menaces, creatures from other realities, demons, devils, angels, and much, much more! Printed on sturdy cardstock, each pawn slots into a size-appropriate plastic base from the Pathfinder Pawns Base Assortment, making them easy to mix with traditional metal or plastic miniatures. The Pathfinder Bestiary 2 Pawn Collection is the best way to ensure you've got the perfect monster for every Pathfinder Roleplaying Game encounter!



Pathfinder Bestiary 2 Battle Cards (P2)

Paizo Staff

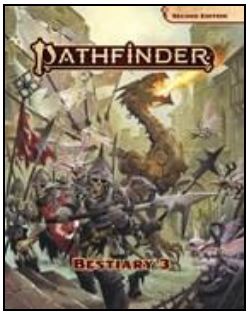
Paizo Inc.
9781640782792
Pub Date: 11/24/20
$59.99 USD/$79.50 CAD
Game

450 Pages
Carton Qty: 4
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

9 in H | 7 in W | 3 in T | 4.6 lb Wt

Summary

Expand your encounters with this massive collection of 450 reference cards, featuring every monster from Pathfinder Bestiary 2! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full-color image of a Bestiary 2 monster on one side, while the other side provides that monster's statistics for quick and easy reference. With each encounter, show the players what their characters are facing while keeping the monster's abilities at the ready, and watch your games come alive!



Pathfinder Bestiary 3

Pathfinder Rules & Lore Team

Paizo, Inc.
9781640783126
Pub Date: 4/27/21
$49.99 USD/$66.50 CAD
Hardcover

320 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

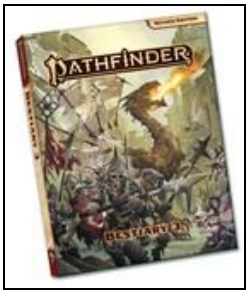
11 in H | 8.5 in W | 1.5 in T

Summary

With more than 300 classic and brand-new monsters, this 320-page beautifully illustrated hardcover rulebook completes the collection of creatures begun in the first two Pathfinder Bestiary volumes. From classic creatures like clockworks and tooth fairies, returning favorites like imperial dragons and mighty titans, to brand-new menaces found all over Golarion, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your Pathfinder game!

Pathfinder Bestiary 3 includes:

- More than 300 monsters drawn from mythology and folklore, genre classics, and more than a decade of Pathfinder, with plenty of new monsters too!
- Gorgeous full-color illustrations on nearly every page!
- Comprehensive monster lists sorted by level, type, and rarity to help you find the right monster for any situation!
- Universal monster rules to simplify special attacks, defenses, and qualities like grab, swallow whole, and regeneration.
- Detailed lore sidebars offering additional information about even more of Pathfinder's most popular friends and foes!



Pathfinder RPG Bestiary 3 Pocket Edition (P2)

Logan Bonner, Lyz Liddell, Mark Seifter

Paizo Inc.
9781640783485
Pub Date: 4/13/21
$24.99 USD/$33.50 CAD
Paperback

320 Pages
Carton Qty: 28
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

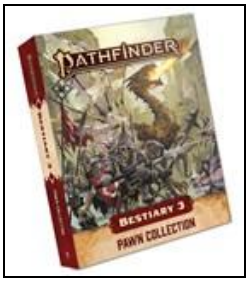
8 in H | 6 in W | 1 in T | 1.4 lb Wt

Summary

With more than 300 classic and brand-new monsters, this 320-page beautifully illustrated softcover rulebook completes the collection of creatures begun in the first two Pathfinder Bestiary volumes. From classic creatures like clockworks and tooth fairies, returning favorites like imperial dragons and mighty titans, to brand-new menaces found all over Golarion, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your Pathfinder game!

The pocket edition presents the same contents in a smaller-sized softcover for a lower price and better portability.

Pathfinder Bestiary 3 Pocket Edition includes:
• More than 300 monsters drawn from mythology and folklore, genre classics, and more than a decade of Pathfinder, with plenty of new monsters too!
• Gorgeous full-color illustrations on nearly every page!
• Comprehensive monster lists sorted by level, type, and rarity to help you find the right monster for any situation!
• Universal monster rules to simplify special attacks, defenses, and qualities like grab, swallow whole, and regen...



Paizo Inc.
9781640783324
Pub Date: 6/22/21
$39.99 USD/$52.99 CAD
Game

0 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 2 in T | 4.1 lb Wt

Pathfinder Bestiary 3 Pawn Collection (P2)

Paizo Staff

Summary

Complete the triple threat of monster pawns! The Pathfinder Bestiary 3 Pawn Collection collects the monsters found in Pathfinder Bestiary 3 and are perfect for use with the Pathfinder Roleplaying Game or any fantasy RPG. This collection presents beautiful full-color images of a wide array of new nasties, including more than 300 monsters such as dragons, clockworks, demons, devils, hags, kami, ouroboros, sprites, titans, valkyries, and more! Printed on sturdy cardstock, each pawn slots into a size-appropriate plastic base from the Pathfinder Pawns Base Assortment, making them easy to mix with traditional metal or plastic miniatures. The Pathfinder Bestiary 3 Pawn Collection is the best way to ensure you've got the perfect monster for every Pathfinder Roleplaying Game encounter!



Paizo Inc.
9781640783553
Pub Date: 10/12/21
$59.99 USD/$79.50 CAD
Game

450 Pages
Carton Qty: 4
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

9 in H | 7 in W | 3 in T | 5 lb Wt

Pathfinder Bestiary 3 Battle Cards (P2)

Paizo Staff

Summary

Add legions of monstrous foes to your collection with this massive set of reference cards, featuring over 300 monsters: every monster from Pathfinder Bestiary 3! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full color image of a Bestiary 3 monster on one side, while the other side provides that monster's statistics for quick and easy reference. With each encounter, show the players what their characters are facing while keeping the monster's abilities at the ready, and watch your games come alive!



Paizo, Inc.
9781640787032
Pub Date: 9/16/25
$29.99 USD/$39.99 CAD
Trade Paperback

160 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

6.5 in H | 8.5 in W | 0.3 in T | 0.6 lb Wt

Starfinder Galaxy Guide *(2nd Edition)*

Dustin Knight

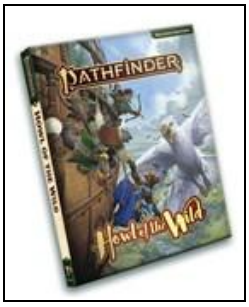
Summary

Blast off into Starfinder Second Edition with a star chart of the galaxy and a thrilling tour of adventuring locations across the vastness of interstellar space! The *Starfinder Galaxy Guide* is a 176-page primer designed for new and experienced players that explores popular types of science fantasy campaigns—galactic exploration, horror, war-torn space opera, and more—giving GMs and players tools for playing out those types of stories in their Starfinder game. The *Galaxy Guide* also introduces several powerful galactic factions as potential friends or foes, including AbadarCorp's holy corporate empire, the infernal orders of the Hellknights, and the world-preserving Xenowardens. Each major faction includes a new archetype players can use to create a character with ties to that faction. The galactic tour ends with a database of playable alien ancestries including a telepathic mega-brain with an atrophied body (contemplative), a friendly shapeshifter with a secretly bizarre true form (astrazoan), and more!

The pocket edition presents the same contents as the standard edition in a smaller ...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



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Hardcover

224 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 1.9 lb Wt

Pathfinder RPG: Howl of the Wild (P2)

Kate Baker, Rigby Bendele, Chris Bissette, Jeremy Blum, Logan Bonner, Dan Cascone, James Case, Jessica Catalan, Brite Cheney, Rue Dickey

Summary

A Wild Adventure! A sound echoes across the world's farthest wildernesses: the howl of countless animals and beasts! This all-new 224-page Pathfinder rulebook dives deep into the wilderness like never before! With new ancestries, character options, animal companions, wilderness foes and more, Howl of the Wild provides a traveler's pack worth of value for players and Game Masters alike!

Join a bumbling naturalist and an eccentric crew as they cross continents in their fantastic airship, searching for four legendary beasts. Along the expedition, you'll find...
• Six playable new ancestries to bring PCs' wildest characters to life: strong minotaurs, swift centaurs, magical merfolk, amphibious athamarus, animals awakened to consciousness, and insectile, metamorphic surkis!
• Archetypes, spells, and other player options inspired by nature, from additional options for shapeshifting druids to playable werecreatures to archetypes that let you fight with claw, tail, or wing.
• New animal companions, weapons and armor forged from the scales and fangs of magical beasts, and all the gear you...



Paizo, Inc.
9781640785854
Pub Date: 6/4/24
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Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 1 in T

Pathfinder Howl of the Wild *(Special edition)*

James Case, Paizo

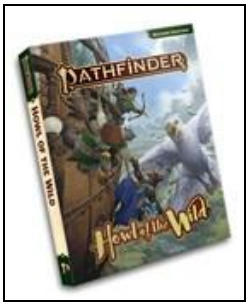
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- Archetypes, spells, and other player options inspired by nature, from additional options for shapeshifting druids to playable werecreatures to archetypes that let you fight with claw, tail, or wing.
- New animal companions, weapons and armor forged from the scales and fangs of magical beasts, and all the gear you need out in the ...



Paizo Inc.
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Pub Date: 9/10/24
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Paperback

224 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
8 in H | 6 in W | 0.8 lb Wt

Pathfinder RPG: Pathfinder Howl of the Wild Pocket Edition (P2)

Kate Baker, Rigby Bendele, Chris Bissette, Jeremy Blum, Logan Bonner, Dan Cascone, James Case, Jessica Catalan, Brite Cheney, Rue Dickey

Summary

A Wild Adventure! A sound echoes across the world's farthest wildernesses: the howl of countless animals and beasts! This softcover 224-page Pathfinder rulebook dives deep into the wilderness like never before! With new ancestries, character options, animal companions, wilderness foes and more, Howl of the Wild provides a traveler's pack worth of value for players and Game Masters alike!

The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability.

Join a bumbling naturalist and an eccentric crew as they cross continents in their fantastic airship, searching for four legendary beasts. Along the expedition, you'll find...
• Six playable new ancestries to bring PCs' wildest characters to life: strong minotaurs, swift centaurs, magical merfolk, amphibious athamarus, animals awakened to consciousness, and insectile, metamorphic surkis!
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Paizo, Inc.
9781640785663
Pub Date: 4/9/24
$59.99 USD/$79.50 CAD
Hardcover

376 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 0.9 in T | 2.8 lb Wt

Pathfinder Monster Core *(2nd Edition)*

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Summary

Heroes are defined by their foes—from shambling skeletons to terrifying dragons, each enemy leaves a mark on their growing legend. Make your legends memorable with foes from the new *Pathfinder Monster Core* rulebook for Pathfinder Second Edition! This 376-page hardcover book is packed with a wide range of monsters useful to all Pathfinder campaigns, giving the Game Master plenty of threats to throw at their adventurers, at any level of experience. The lavishly illustrated tome also includes guidelines for reading monster entries and adjusting existing monsters to tailor fit your story! This is the definitive resource for Pathfinder Second Edition monsters!

Pathfinder Monster Core is the third core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. Along with the *Player Core*, *GM Core*, and *Player Core 2*,...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo's Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he's worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



Paizo, Inc.
9781640785670
Pub Date: 4/9/24
$79.99 USD/$105.99 CAD
Hardcover

376 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 0.9 in T | 2.8 lb Wt

Pathfinder Monster Core *(2nd Edition, Special edition)*

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

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Paizo, Inc.
9781640785908
Pub Date: 7/9/24
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Trade Paperback

376 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.8 in T

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Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

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Paizo, Inc.
9781640785915
Pub Date: 7/9/24
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Game

0 Pages
Carton Qty: 4
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Acces

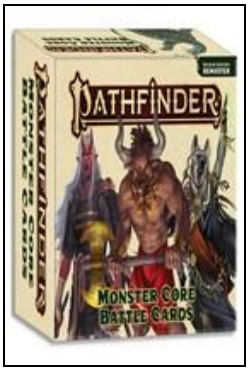
11 in H | 8.5 in W | 3.6 in T | 6.6 lb Wt

Pathfinder Monster Core Pawn Box *(2nd Edition)*

Paizo

Summary

The fearsome foes of *Pathfinder Monster Core* come alive on your tabletop with this collection of more than 450 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each double-sided pawn contains a beautiful full-color image of a monstrous friend or foe from *Pathfinder Monster Core*. The pawns slot into size-appropriate plastic bases included in the box, making them easy to mix with traditional metal or plastic miniatures, bringing your Pathfinder campaign to stunning life!



Pathfinder Monster Core Battle Cards (P2)

Paizo Staff

Summary

Keep the creatures of the Pathfinder Monster Core close at hand with this box-bursting collection of over 550 reference cards featuring every monster from the core Pathfinder monster reference! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full color image of a Pathfinder Monster Core monster on one side, while the other side provides that monster's statistics for quick and easy reference. With each encounter, show the players the terrifying visage of the monster their characters are facing while keeping its abilities at the ready, and watch your games come alive!

Paizo Inc.
9781640786455
Pub Date: 3/18/25
$79.99 USD/$105.99 CAD
Book

559 Pages
Carton Qty: 4
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

9 in H | 7 in W | 4 in T | 6.2 lb Wt



Pathfinder Monster Match!

Joe Pasini

Summary

The only thing more dangerous than the denizens of the world of Pathfinder is Golarion’s monstrous dating scene!

In *Pathfinder Monster Match!*, compete with your friends to court all kinds of curious creatures, from vivacious vampires and dashing dragons to… a sentient pile of ooze? Sure,why not! When animus turns to amorousness, a whole new world of romantic possibilities opens up!

Players will take their monstrous romantic prospects on a wide array of dates to get to know them better and give gifts to demonstrate their affection, all in hopes of finding their perfect match!

Pathfinder Monster Match! supports **2 to 6 love-starved adventurers and plays in about 30 minutes**. The game includes 80 cards, 90 wooden heart tokens, and 84 MATCH! tokens.

Designed by: Joe Pasini
Additional writing by: Michelle Y. Kim

Paizo, Inc.
9781640787414
Pub Date: 10/28/25
$39.99 USD/$52.99 CAD
Game

80 Pages
Carton Qty: 18
Ages 13 And Up
Games & Activities / Role Playing & Fantasy
Series: Paizo Games

6.5 in H | 9.3 in W | 2 in T | 1.2 lb Wt



Paizo, Inc.
9781640787476
Pub Date: 11/5/25
$89.99 USD/$119.50 CAD
Hardcover

278 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.9 in T | 2.8 lb Wt

Pathfinder Monster Core 2 *(2nd Edition, Special edition)*

Joshua Birdsong, Luis Loza, Paizo

Summary

Despite how far heroes travel or how many times they save the day, there are always new monsters lurking just around the corner. *Pathfinder Monster Core 2* is a 278-page sourcebook bursting with brand-new creatures as well as updated Pathfinder classics waiting to find a place at your table. The lavishly illustrated tome also includes guidelines for reading monster entries and adjusting existing monsters to tailor-fit your story! This book is a must-have for Game Masters ready to bring new and exciting challenges to their games!

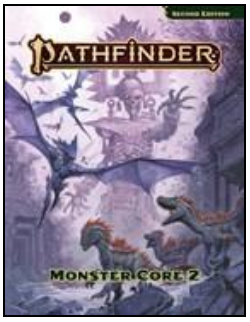
Pathfinder Monster Core 2 makes use of the updated rules for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback.

Pathfinder Monster Core 2 includes:

- Over 300 individual monster writeups, including common foes, like dangerous animals and mighty elementals, to deadly creatures that can threaten ...

Contributor Bio

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Hardcover

278 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.9 in T | 2.8 lb Wt

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Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Setting Guides

11.3 in H | 8.8 in W | 0.8 in T | 2.1 lb Wt

Pathfinder Lost Omens Draconic Codex *(2nd Edition)*

Eleanor Ferron, Paizo, Matt Morris

Summary

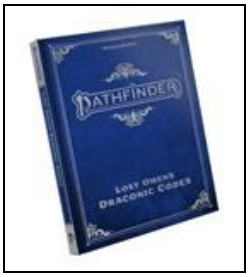
Dragons! The very name invokes power beyond reckoning, fire that can melt mountains and fangs the size of swords. To face a dragon is to face the ultimate challenge of any adventurer's career. The reward for victory: gold, enough to twist any mortal's heart into a bigger monster than the one they just slew. Inside this tome lies the secrets of dragonkind, as well as those mortals who look upon them with awe or with bitter envy. Research a fearsome foe or summon the courage to make an ally of these primordial beings and put your strength and wisdom to the test. Success will see triumph beyond measure, while failure leads to an ignominious end within the dragon's maw!

Inside, you'll find:

- Statistics for over 20 types of dragons, including expansions on the dragons found in *Monster Core* and *Monster Core 2*!
- Statistics for the ferocious archdragons, the oldest and mightiest dragons of their kinds!
- Expanded background and lore for dragons, including information on dragon physiology!
- Nine draconic deities for dragons and adventurers alike to worship!
- Ancestry and heritage options to play a drac...

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Paizo, Inc.
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Hardcover

224 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Setting Guides

11.3 in H | 8.8 in W | 0.5 in T

Pathfinder Lost Omens Draconic Codex *(2nd Edition, Special edition)*

Eleanor Ferron, Paizo, Katina Davis

Summary

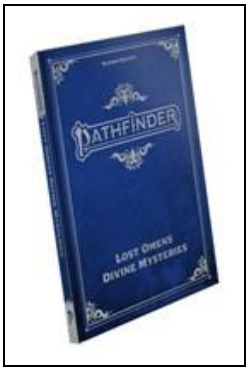
Dragons! The very name invokes power beyond reckoning, fire that can melt mountains and fangs the size of swords. To face a dragon is to face the ultimate challenge of any adventurer's career. The reward for victory: gold, enough to twist any mortal's heart into a bigger monster than the one they just slew. Inside this tome lies the secrets of dragonkind, as well as those mortals who look upon them with awe or with bitter envy. Research a fearsome foe or summon the courage to make an ally of these primordial beings and put your strength and wisdom to the test. Success will see triumph beyond measure, while failure leads to an ignominious end within the dragon's maw!

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Paizo Inc.
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Hardcover

320 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 2.6 lb Wt

Pathfinder Lost Omens Divine Mysteries Special Edition (P2)

Misha Bushyager, Jessica Catalan, Carlos Cisco, Rue Dickey, Brian Duckwitz, Aoife Ester, Ivis K. Flanagan, Tomas Gimenez Rioja, Leo Glass, Alastor Guzman

Summary

Uncover the secrets of the gods with Lost Omens Divine Mysteries! The influence of all-powerful deities is felt in every corner of the Lost Omens setting. Whether you're a valorous champion calling the righteous power of your patron down upon wicked foes or a sneaky rogue asking the god of thievery for a blessing on your next heist, faith and the forces behind it are key to every character's identity. Within this volume, you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshippers. The book also grants a glimpse into the machinations of a god, exploring how a new god rises, why a god takes worshippers in the first place, and what occurs when a god dies.

This 320-page resource for both players and Game Masters is the comprehensive look at all things divine, making it an essential addition to any Pathfinder Second Edition campaign and a remastered update and expansion of the popular Lost Omens Gods & Magic volume! The book updates for all of your favorite Pathfinder Second Edition deities, providing everything...



Paizo, Inc.
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Sheet Map, Folded

7 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Setting Guides

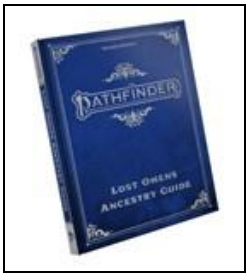
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Pathfinder Lost Omens Shining Kingdoms Poster Map Archive *(2nd Edition)*

Paizo

Summary

Your guide to the kingdoms! The nations of the Shining Kingdoms are home to brave knights, sly nobles, powerful rulers, and dangerous beasts. Within each nation is a notable and influential city, each with a storied history. The *Lost Omens Shining Kingdoms Poster Map Archive* presents seven huge, lavishly illustrated double-sided full color poster maps depicting these important cities and the Shining Kingdoms region. With this map archive, your adventures can take you to the port city of Augustana, the mercantile hub of Kerse, the dwarven temple-caverns of Larrad, the post-rebellion rebuilding of Isarn, the magic infused elven capital of Iadara, and the opulent metropolis of Oppara. Presented in a durable box for easy storage and retrieval, the *Shining Kingdoms Poster Map Archive* charts the path to endless adventures in the Shining Kingdoms or in any fantasy RPG campaign!



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Series: Pathfinder Second Edition Setting Guides

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Pathfinder Lost Omens Ancestry Guide *(Special edition)*

Pathfinder Rules & Lore Team

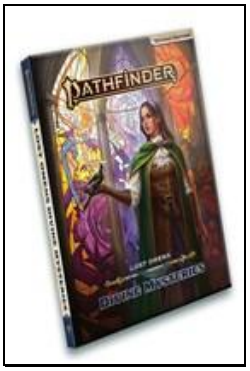
Summary

Remember who you are!

The Age of Lost Omens is filled with people of all types, including more than just those of common ancestries. *Lost Omens Ancestry Guide* places the spotlight on the uncommon and rare ancestries of the Inner Sea (like geniekin, androids, kitsune, sprites, and more!), providing information on their cultures and place in the world. The book also expands on the rules options for these ancestries and versatile heritages. Finally, *Lost Omens Ancestry Guide* also features new ancestries and versatile heritages including some that are brand new, as well as old favorites from throughout Golarion!

Written by Calder CaDavid, James Case, Jessica Catalan, Eleanor Ferron, Lyz Liddell, Luis Loza, Ron Lundeen, Patchen Mortimer, Andrew Mullen, Samantha Phelan, Jessica Redekop, Mikhail Rekun, David N. Ross, Mark Seifter, Owen K.C. Stephens, Isabelle Thorne, and Linda Zayas-Palmer.

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.



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Pathfinder Lost Omens Divine Mysteries (P2)

Misha Bushyager, Jessica Catalan, Carlos Cisco, Rue Dickey, Brian Duckwitz, Aoife Ester, Ivis K. Flanagan, Tomas Gimenez Rioja, Leo Glass, Alastor Guzman

Summary

Uncover the secrets of the gods with Lost Omens Divine Mysteries! The influence of all-powerful deities is felt in every corner of the Lost Omens setting. Whether you're a valorous champion calling the righteous power of your patron down upon wicked foes or a sneaky rogue asking the god of thievery for a blessing on your next heist, faith and the forces behind it are key to every character's identity. Within this volume, you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshippers. The book also grants a glimpse into the machinations of a god, exploring how a new god rises, why a god takes worshippers in the first place, and what occurs when a god dies.

This 320-page resource for both players and Game Masters is the comprehensive look at all things divine, making it an essential addition to any Pathfinder Second Edition campaign and a remastered update and expansion of the popular Lost Omens Gods & Magic volume! The book updates for all of your favorite Pathfinder Second Edition deities, providing everything...



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240 Pages
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Games & Activities / Role Playing & Fantasy

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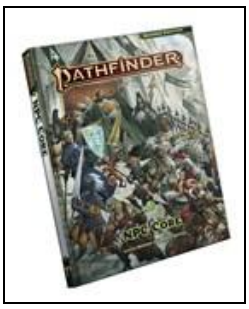
Pathfinder RPG NPC Core Special Edition (P2)

Raychael Allor, Rigby Bendele, Joshua Birdsong, Jeremy Blum, Logan Bonner, Dan Cascone, James Case, Jessica Catalan, Katina Davis, Rue Dickey

Summary

Populate Your World! Devotees of the gods, cunning mercenaries, fun-loving performers, crafty engineers, devious villains and more all have roles in your game with the Pathfinder NPC Core! Over 250 stat blocks for NPCs let you drop all kinds of characters into your game, from servants and farmers to masters of magic and martial arts. The NPCs are crafted to be fun and easy to use, with sets of adjustments to quickly change their ancestry, level, and more. You'll also find a trove of NPCs specific to non-human ancestries, like a dwarf general, goblin get-gang, and kobold egg guardian. Each section of NPCs is themed, and includes lore, custom rules, and random tables to spice up your gameplay. Never find yourself making up statistics on the fly again—you can find everything you need in the Pathfinder NPC Core!

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.



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Paperback

240 Pages
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Games & Activities / Role Playing & Fantasy
8 in H | 6 in W | 0.9 lb Wt

Pathfinder RPG: NPC Core Pocket Edition (P2)

Raychael Allor, Rigby Bendele, Joshua Birdsong, Chris Bissette, Jeremy Blum, Logan Bonner, Dan Cascone, James Case, Jessica Catalan, Katina Davis

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The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability.



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Cards

352 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Acces
9 in H | 7 in W | 4 in T | 4.4 lb Wt

Pathfinder NPC Core Battle Cards (P2) *(2nd Edition)*

Paizo

Summary

Faces friendly and fiendish! The soldiers, courtiers, criminals, and more from Pathfinder NPC Core make a grand entrance with NPC Core Battle Cards! This box of over 350 cards showcases nonplayer characters, with visuals perfect for fights and roleplaying scenes. Each card features a beautiful, fullcolor image of a character from NPC Core on one side, while the other side provides that character's statistics for quick and easy reference. Show your players what characters they're facing while keeping the NPC's abilities at the ready, and watch your games come alive!

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



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Game

110 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy

5 in H | 4 in W | 1 in T | 0.4 lb Wt

Pathfinder Deck of Endless NPCs

Jason Bulmahn

Summary

Creating an impromptu, original character every time the heroes enter a shop or chat with a local on the street can be a real challenge, but the Deck of Endless NPCs makes it as simple as drawing four cards from the deck. These cards combine to form a unique NPC, each with their own role, motivation, personality trait, and secret agenda! With over 100 million different combinations, you are sure to get an interesting new character to add to your story every time!

• 104 NPC cards, plus 6 rules cards explaining how to use the deck.
• The front of each card has a portrait of the NPC, featuring characters from dozens of ancestries and ethnicities.
• The back of each card explains the character’s role, goal, traits, and secret agenda, along with symbols to help determine some of the specific details.
• Includes ancestries from the Pathfinder Core Rulebook, Pathfinder Advanced Player’s Guide, and the Lost Omens Character Guide.



Paizo, Inc.
9781640785083
Pub Date: 4/11/23
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Cards

110 Pages
Carton Qty: 54
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder First Edition Accessories

5 in H | 3 in W | 0.8 in T

Starfinder Deck of Endless NPCs

Starfinder Development Team

Summary

Creating an impromptu, original character every time the heroes meet a contact on a crowded space station or chat with a local on an alien planet can be a challenge, but the *Starfinder Deck of Endless NPCs* makes it as simple as drawing four cards from the deck. These cards combine to form a unique NPC, each with their own role, motivation, personality trait, and secret agenda! With over 100 million different combinations, you are sure to get an interesting new character to add to your story every time!

The *Starfinder Deck of Endless NPCs* contains the following:

- 104 NPC cards, plus 6 rules cards explaining how to use the deck.
- The front of each card has a portrait of the NPC, featuring characters from dozens of species.
- The back of each card explains the character's role, goal, traits, and secret agenda, along with symbols to help determine some of the specific details.
- Includes species from across all *Alien Archives*, sourcebooks like the *Pact Worlds*, Starfinder Adventure Paths, and more!



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256 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 1 in T | 1 lb Wt

Pathfinder RPG: Guns & Gears (Remastered) Pocket Edition (P2)

Michael Sayre, Mark Seifter, Logan Bonner, Jessica Catalan, John Compton, Andrew D. Geels, Steven Hammond, Sen H.H.S., Brent Holtsberry, Jason Keeley

Summary

Gear Up and Throw Down! When sword and spell just won't be enough to win the day, it's time to power up your game with clockwork gears, lightning coils, and black powder! Guns & Gears (Remastered), the latest rulebook for the Pathfinder Roleplaying Game, brings the excitement of firearms and fantasy technology to your tabletop, updated to work perfectly with the remastered Pathfinder Second Edition rules!

Unravel the secrets of clockworks with the new inventor class or blow away your opposition as a firearm-wielding gunslinger! In addition to new classes, a plethora of archetypes, backgrounds, vehicles, siege engines, gadgets, and the remastered automaton ancestry are all ready to expand your game with options for battlefields large and small.

The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability.

Pathfinder RPG: Guns & Gears (Remastered) Pocket Edition features:
• Two new classes: the clever inventor and the sharpshooting gunslinger , updated to work perfectly with the Remastered Pathfinder Se...



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Series: Pathfinder Second Edition Remaster Rulebooks

11.3 in H | 8.8 in W | 0.8 in T

Pathfinder Guns & Gears (Remastered) *(Special edition)*

Michael Sayre, Mark Seifter, Paizo

Summary

Gear Up and Throw Down!

When sword and spell just won't be enough to win the day, it's time to power up your game with clockwork gears, lightning coils, and black powder! *Guns & Gears (Remastered)*, the latest hardcover rulebook for the Pathfinder Roleplaying Game, brings the excitement of firearms and fantasy technology to your tabletop, updated to work perfectly with the remastered Pathfinder Second Edition rules! Unravel the secrets of clockworks with the new inventor class or blow away your opposition as a firearm-wielding gunslinger! In addition to new classes, a plethora of archetypes, backgrounds, vehicles, siege engines, gadgets, and the remastered automaton ancestry are all ready to expand your game with options for battlefields large and small.

Pathfinder Guns & Gears (Remastered) features:

- Two new classes: the clever inventor and the sharpshooting gunslinger, updated to work perfectly with the remastered Pathfinder Second Edition rules
- The remastered automaton ancestry for players who want to play a customizable construct
- Firearms of all stripes, from the simple and effective ...



Pathfinder Guns & Gears (Remastered)

Michael Sayre, Mark Seifter, Paizo

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256 Pages
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11.3 in H | 8.8 in W | 0.8 in T

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Previous Editions
Pathfinder Guns & Gears - 10/26/2021 $49.99 9781640783690



Pathfinder Guns & Gears

Michael Sayre, Mark Seifter

Paizo, Inc.
9781640783690
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Hardcover

256 Pages
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Series: Pathfinder Second Edition Rulebooks

11 in H | 8.5 in W | 1.3 in T

Summary

Gear Up and Throw Down!

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Guns & Gears features:

- Two new classes: the clever inventor and the sharpshooting gunslinger
- Automaton ancestry for players who want to play a customizable construct
- Firearms of all stripes, from the simple and effective flintlock pistol to versatile gunblades
- More than a dozen new archetypes
- Scores of new gadgets and vehicles
- Siege engines and accompanying rules
- A gazetteer of Golarion revealing how firearms and technolog...



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Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 1 in T | 3.3 lb Wt

Starfinder Player Core *(2nd Edition)*

Jessica Catalan, Thurston Hillman, Jenny Jarzabski, Mike Kimmel, Dustin Knight

Summary

The *Starfinder Player Core* is the definitive entry point for Starfinder Second Edition, with everything a player needs to learn how to play the game! Choose from 10 ancestries, six character classes, and hundreds of feats and spells to create unique characters ready to take on a ruthless galaxy awash with magic and opportunity. *Starfinder Player Core* brings the Starfinder RPG into its new edition and is now 100% compatible with the acclaimed Second Edition of the hit Pathfinder Roleplaying Game. Along with *GM Core* and *Alien Core*, these books provide a new foundation for the future of tabletop gaming!

Starfinder Player Core includes:

- Complete character creation rules, walking you through building a character by selecting your Ancestry, Background, and Class, with a focus on the envoy, mystic, operative, solarian, soldier, and witchwarper classes!
- Core ancestry options include android, barathu, human, kasatha, lashunta, pahtra, shirren, skittermander, vesk, and ysoki!
- A vast catalogue of options allowing you to customize your character including versatile heritages, like the undead borai a...

Contributor Bio

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Other



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Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 1 in T | 3.3 lb Wt

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Series: Starfinder Second Edition Rulebooks

8.5 in H | 6.5 in W | 0.9 in T | 1.5 lb Wt

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Thurston Hillman

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Other



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Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 1 in T | 3.3 lb Wt

Pathfinder Player Core *(2nd Edition, Special edition)*

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Summary

Your Story Starts Here! *Pathfinder Player Core* presents a new entry point to Pathfinder Second Edition, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players!

Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. Along with the *GM Core*, *Monster Core*, and *Player Core 2*, these books provide a new foundation for the future of tabletop gaming!

Pathfinder Player Core includes:

- Easier to Learn!We've taken feedback from the *Beginner Box* and the *Core Rulebook* and made this new ...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo's Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he's worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



Paizo, Inc.
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464 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

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Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

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Series: Pathfinder Second Edition Remaster Rulebooks

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Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Summary

Your Story Starts Here! *Pathfinder Player Core* presents a new entry point to Pathfinder Second Edition, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players!

Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. Along with the *GM Core*, *Monster Core*, and *Player Core 2*, these books provide a new foundation for the future of tabletop gaming!

Pathfinder Player Core includes:

- Easier to Learn!We've taken feedback from the *Beginner Box* and the *Core Rulebook* and made this new ...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo's Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he's worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



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Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 1 in T

Pathfinder Player Core 2 *(2nd Edition, Special edition)*

Logan Bonner, Logan Seifter, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

Summary

Survival in a world beset by magic and evil takes more than a lucky roll of the dice. *Pathfinder Player Core 2* significantly expands options available to Pathfinder players, giving them the edge to take on any adventure. This 320-page rulebook remasters 8 classes from Pathfinder Second Edition, providing everything you need to create a wide array of new characters, ready to take on the world. It also includes more than 40 archetypes, expanded ancestries, and tons of feats, spells, and alchemical items to provide a near-endless array of exciting options for every Pathfinder character!

Pathfinder Player Core 2 is the fourth core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new presentations inspired by years of player feedback. Along with the *Player Core*, *GM Core*, and *Monster Core*, these books provide a new foundation for the future of tabletop gaming...

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Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

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8.5 in H | 6.8 in W | 0.8 in T

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Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

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Pathfinder RPG: Pathfinder War of Immortals Pocket Edition (P2)

James Case, Liane Merciel, Michael Sayre, Jessica Catalan, Matt Chapmond, Steven Hammond, Steven Helt, Brent Holtsberry, Jason Keeley, Michelle Y. Kim

Summary

Go Beyond Legendary! A god has been slain and nothing shall ever be the same again! As war and destruction spread across the world, new heroes must rise to the occasion and take arms to protect its mortal inhabitants. Two brand new classes provide new ways to engage with mythic themes—lay claim to your own spark of divinity and charge into battle as a mighty exemplar, or call upon the power of spiritual allies as a wise animist. Alongside these new classes are rules for running mythic games, archetypes for playing legendary characters, and a wide array of new items, spells, and monsters to tell stories straight out of myth and legend—but which fit perfectly into the remastered Pathfinder rules! Claim the power of the gods and battle the Universe's most fearsome foes with War of Immortals!

The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability.

The ideal resource for players and GMs looking to take a legendary step beyond the core rules, Pathfinder War of Immortals includes:
• Two new classes, the...



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Hardcover

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11 in H | 8.5 in W | 1 in T

Pathfinder War of Immortals

James Case, Liane Merciel, Michael Sayre, Paizo

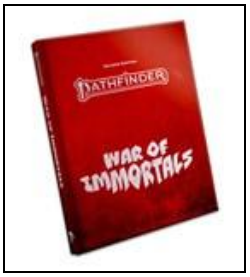
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The ideal resource for players and GMs looking to take a legendary step beyond the core rules, *Pathfinder War of Immortals* includes:

- Two new classes, the spiritual animist and the deific exemplar
- New feats and lineages for nephilim characters
- 5 new class archetypes including the avenger rogue archetype...



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Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 1 in T

Pathfinder War of Immortals ***(Special edition)***

James Case, Liane Merciel, Michael Sayre, Paizo

Summary

Go Beyond Legendary!

A god has been slain and nothing shall ever be the same again! As war and destruction spread across the world, new heroes must rise to the occasion and take arms to protect its mortal inhabitants. Two brand new classes provide new ways to engage with mythic themes—lay claim to your own spark of divinity and charge into battle as a mighty exemplar, or call upon the power of spiritual allies as a wise animist. Alongside these new classes are rules for running mythic games, archetypes for playing legendary characters, and a wide array of new items, spells, and monsters to tell stories straight out of myth and legend—but which fit perfectly into the remastered Pathfinder rules! Claim the power of the gods and battle the Universe's most fearsome foes with *War of Immortals*!

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Game

176 Pages
Carton Qty: 6
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 9 in W | 3 in T | 4 lb Wt

Pathfinder Beginner Box (P2)

Logan Bonner, Jason Bulmahn, Lyz Liddell, Mark Seifter

Summary

Take the first step into an amazing world of fantasy adventure! The Pathfinder Beginner Box contains everything you need to learn how to play the Pathfinder Roleplaying Game, including rules to create your own fantasy hero and tools to make your own amazing stories.

Will you be a courageous fighter, charging headfirst into battle, or a sly rogue, moving quietly to strike at foes from the shadows? Maybe you will be a knowledgeable wizard, wielding incredible arcane spells or a wise and pious cleric, using the power of your deity to shape the world for the better. It is all up to you!

Inside you will find a rich toolbox, filled with everything you need to get started, including rules for character generation, an introductory adventure, guidelines to build your own campaign, character sheets, a full-color map, character pawns, and dice. This deluxe box set is the ideal introduction to the Pathfinder Roleplaying Game, leading the way to a lifetime of adventure!

The Pathfinder Beginner Box includes:
• An 80-page Hero's Handbook, including rules for character generation, a solo adve...



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Pub Date: 9/16/25
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Game

16 Pages
Carton Qty: 60
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Series: Starfinder Second Edition Accessories

11 in H | 8.5 in W | 0.1 in T | 0.2 lb Wt

Starfinder Player Character Folio *(2nd Edition)*

Paizo

Summary

Keep critical character details at your fingertips with the *Starfinder Player Character Folio*! This comprehensive character record resource provides room for everything you need to know about your Starfinder Second Edition character's abilities and exploits.

This sturdy folio's 8 character-defining pages include:

- Expanded space for your hero's ability scores, feats, and class features
- A diagram to help fill every item slot, including augmentations!
- Room to chronicle your character's achievements, goals, and history.
- Quick reference charts to character advancement.
- Tons of space to track gear.
- Folder-flaps to hold handouts and other documents.
- …and much, much more!



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160 Pages
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Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.6 in T | 1.7 lb Wt

Starfinder Galaxy Guide *(2nd Edition)*

John Compton

Summary

Blast off into Starfinder Second Edition with a star chart of the galaxy and a thrilling tour of adventuring locations across the vastness of interstellar space! The *Starfinder Galaxy Guide* is a 176-page primer designed for new and experienced players that explores popular types of science fantasy campaigns—galactic exploration, horror, war-torn space opera, and more—giving GMs and players tools for playing out those types of stories in their Starfinder game. The *Galaxy Guide* also introduces several powerful galactic factions as potential friends or foes, including AbadarCorp's holy corporate empire, the infernal orders of the Hellknights, and the world-preserving Xenowardens. Each major faction includes a new archetype players can use to create a character with ties to that faction. The galactic tour ends with a database of playable alien ancestries including a telepathic mega-brain with an atrophied body (contemplative), a friendly shapeshifter with a secretly bizarre true form (astrazoan), and more!

The *Starfinder Galaxy Guide* includes:

- A double-sided map featuring the Starfinder ga...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



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Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.6 in T | 1.7 lb Wt

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This deluxe special edition is bound in faux leather with metallic deboss cover ele...

Contributor Bio

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Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.6 in T | 1.8 lb Wt

Starfinder Alien Core *(2nd Edition, Special edition)*

Paizo

Summary

Battles in outer space or on distant planets need aliens! Inside *Starfinder Alien Core Special Edition*, you'll find over 200 creatures, including science fantasy favorites like robots, spacefaring fey, and all-new dragons; alien beasts from friendly spiderlike empathnids to fearsome plantlike predator ksariks; and unique monsters that threaten the galaxy of Starfinder, like jinsul troopers and vicious Swarm components. You'll also find legacy Pathfinder creatures with a scifi update, like nanite-infesed allgolthus, and Starfinder classics like akata and tashtarai. These creatures cover all levels of play, from scavenging sluglike diathas to powerful Drift-dwelling spectra.

Starfinder Alien Core Special Edition is the only book GMs need to add enemies and allies of all sorts to their Starfinder Second Edition game, providing enough aliens of all power levels and thematic niches to populate countless worlds. And since Starfinder Second Edition is fully compatible with Pathfinder Second Edition, every alien presented in this massive tome can pull double duty in Pathfinder campaigns with ...

Contributor Bio

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Starfinder Alien Core *(2nd Edition)*

Paizo

Summary

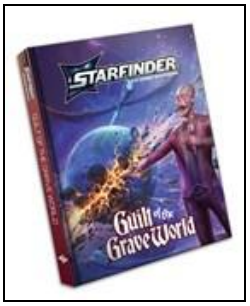
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Starfinder...

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Series: Starfinder Second Edition Adventures

11 in H | 8.5 in W | 0.5 in T | 1.2 lb Wt

Starfinder Guilt of the Grave World Adventure Path *(2nd Edition)*

Michael Bramnik

Summary

Prepare to take flight in the first Adventure Path for Starfinder Second Edition!

While working for a dwarven mining collective on a mysterious asteroid, a group of adventurers discover an ancient secret, the revelation of which puts them at odds with the Corpse Fleet—the dreaded undead space armada from the planet Eox. Can the heroes survive the trials that await them on the grave world and beyond, or will they be the first victims of the Corpse Fleet's ambitions of turning the galaxy into a cosmic graveyard?

This **128-page** hardcover space opera campaign spans **levels 1 to 5**, with roughly one level of epic adventure content in each of its five parts. Featuring themes exploration, horror, and wacky pop culture, it's the perfect entry point to the galaxy of Starfinder Second Edition.

In addition to the exciting Adventure Path, *Guilt of the Grave World* presents new tools to flesh out your campaign, including:

- Game rules for playing an elebrian, a rare ancestry that survived the magical destruction of their home world of Eox by entertaining cruel undead patrons.
- The corpsefolk versatile herita...

Contributor Bio

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Series: Starfinder Second Edition Adventures

12 in H | 9 in W | 2 in T | 1.9 lb Wt

Starfinder Murder in Metal City Deluxe Adventure *(2nd Edition)*

Jenny Jarzabski

Summary

A strange message beckons six strangers to Striving, an expansive megaplex city on Aballon, the planet of Machines. There, they gather in a neon-lit cafe, surrounded by androids and robots, to meet an old friend. The bartender brings them refreshments—and a holographic recording from their mutual acquaintance.

"Greetings, friends! If you're watching this, it's because I've experienced an unexpected shutdown—in organic terms, I'm dead."

The discovery of their friend's unexpected murder turns these strangers into a crew of unlikely investigators. To find the killer, they'll need to outrun murderous robots, outwit clever foes, and analyze perplexing clues—all while wondering if they're hunting the murderer, or if the murderer is hunting them! The streets of Striving can be an unforgiving place, and the investigators will need all their skills, resources—and no small amount of luck—to come out ahead, solve the murder, find the killer's hideout, and bring them to justice!

Murder in Metal City is a deluxe introductory boxed set adventure for four **1st-level** Starfinder Second Edition characters...

Contributor Bio

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Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.7 in T | 1.9 lb Wt

Starfinder GM Core *(2nd Edition, Special edition)*

Dustin Knight

Summary

Unleash your imagination, creating new galaxies and tales with the *Starfinder GM Core* for Starfinder Second Edition! This comprehensive 264-page rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's scenario on the mean streets to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and alien creatures, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Starfinder GM Core* also contains rules for quick-to-run cinematic starship combat and dynamic hacking rules!

Starfinder GM Core is the second core rulebook for the Starfinder Second Edition RPG! Along with the *Player Core* and *Alien Core*, these books provide a new foundation for the future of tabletop gaming!

Starfinder GM Core includes:

- The rules needed to run a game of Starfinder, including guidelines for creating challenging encounters, determining success, and giving out rewards.
- Advice aimed at making you an incredible Game Master, along with too...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Paizo, Inc.
9781640786998
Pub Date: 9/16/25
$69.99 USD/$92.99 CAD
Hardcover

264 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.7 in T | 1.9 lb Wt

Starfinder GM Core *(2nd Edition)*

Dustin Knight

Summary

Unleash your imagination, creating new galaxies and tales with the *Starfinder GM Core* for Starfinder Second Edition! This comprehensive 264-page rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's scenario on the mean streets to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and alien creatures, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Starfinder GM Core* also contains rules for quick-to-run cinematic starship combat and dynamic hacking rules!

Starfinder GM Core is the second core rulebook for the Starfinder Second Edition RPG! Along with the *Player Core* and *Alien Core*, these books provide a new foundation for the future of tabletop gaming!

Starfinder GM Core includes:

- The rules needed to run a game of Starfinder, including guidelines for creating challenging encounters, determining success, and giving out rewards.
- Advice aimed at making you an incredible Game Master, along with too...

Contributor Bio

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Other

Starfinder GM Core - Trade Paperback - 12/3/2025 $29.99 9781640787100



Paizo, Inc.
9781640787100
Pub Date: 12/3/25
$29.99 USD/$39.99 CAD
Trade Paperback

264 Pages
Carton Qty: 0
Ages 14 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Rulebooks

8.4 in H | 6.7 in W | 0.5 in T

Starfinder GM Core *(2nd Edition)*

Jessica Catalan, Thurston Hillman, Jenny Jarzabski, Mike Kimmel, Dustin Knight

Summary

Unleash your imagination, creating new galaxies and tales with the *Starfinder GM Core* for Starfinder Second Edition! This comprehensive 264-page rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's scenario on the mean streets to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and alien creatures, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Starfinder GM Core* also contains rules for quick-to-run cinematic starship combat and dynamic hacking rules!

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Other

Starfinder GM Core - Hardcover - 9/16/2025 $69.99 9781640786998



Starfinder GM Screen *(2nd Edition)*

Paizo

Paizo, Inc.
9781640787162
Pub Date: 11/5/25
$24.99 USD/$33.50 CAD
Game

4 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Accessories

11 in H | 8.5 in W | 0.5 in T | 0.9 lb Wt

Summary

Launch your game into overdrive with the *Starfinder GM Screen*. This sturdy four-panel horizontal screen features a stunning battle scene on one side by legendary artist Ben Wootten and handy charts and game tables on the other side to give a busy GM everything they need to run a Starfinder game, making it simple to run any adventure or create your own! Whether you need to quickly reference a rule simply keep your star charts and other plans secured from players' scanning eyes, the Starfinder GM Screen has you covered.

The *Starfinder GM Screen* measures 44" by 8.5", giving you plenty of space to hide your notes, dice rolls, and secret plans.



Starfinder Infinity Deck

Jason Keeley, Joe Pasini

Paizo, Inc.
9781640787254
Pub Date: 8/19/25
$34.99 USD/$46.50 CAD
Game

65 Pages
Carton Qty: 36
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Paizo Games

7 in H | 5 in W | 1.8 in T | 0.7 lb Wt

Summary

Gather your crew for some card-flinging fun!

Even seasoned spacefarers need a break sometimes, and those in the Starfinder galaxy often turn to the *Starfinder Infinity Deck* for some light and fun entertainment. The original rules for this ubiquitous deck of 65 cards, found in virtually every cantina and corner store in the Pact Worlds, were lost to the Gap, an infamous period of missing memory. Since then, countless alien species, cultures, and worlds have invented their own rules using this versatile deck of 65 suited playing cards.

The *Starfinder Infinity Deck* comes with rules for four games: a high-stakes gambling game, a card-collecting competition in which you'll salvage an abandoned starship, a tense two-player game that pits smuggler versus security, and a planet-hopping race to complete jobs-for-hire. Pick the perfect pairing for your players and pass the time in the world of Starfinder at your table at home. Games support a variety of player counts ranging from 1-5 players and take 10-30 minutes.

The *Starfinder Infinity Deck* includes:

- A deck of 65 high-quality cards with holo...



Paizo, Inc.
9781640786899
Pub Date: 8/19/25
$24.99 USD/$33.50 CAD
Game

2 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Accessories

11 in H | 8.5 in W | 0.3 in T | 1.1 lb Wt

Starfinder Combat Pad *(2nd Edition)*

Starfinder Development Team, Paizo

Summary

Maintain the flow of combat with the *Starfinder Combat Pad* initiative tracker, now optimized for use with the new Starfinder Second Edition! Usable with any roleplaying game, this board includes magnets that stick right to it! List the names of heroes and foes on the magnets using a wet or dry erase marker, then place them in initiative order. Easily track when a character delays their turn or starts dying by sliding the magnets. Take the uncertainty out of battle with the *Starfinder Combat Pad*!

The *Starfinder Combat Pad* includes:

- 1 double-sided magnetic wet and dry erase board, with areas to write in initiative numbers, track durations, and keep notes!
- 2 sheets of magnets, including:
  - 34 red enemy magnets
  - 18 blue player character magnets
  - 14 green nonplayer character magnets
  - 4 gray hazard magnets
  - 8 arrows in different colors for tracking turns and durations
  - 4 condition magnets in different colors



Paizo, Inc.
9781640781825
Pub Date: 3/31/20
$19.99 USD/$26.50 CAD
Cards

110 Pages
Carton Qty: 76
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder First Edition Accessories

3.8 in H | 5 in W | 0.8 in T

Starfinder Deck of Many Worlds

Joe Pasini

Summary

Hold a galaxy of science-fantasy worlds in your fingertips with the *Starfinder Deck of Many Worlds*!

Arriving in a new system and curious about who (and what) lives there? Want a unique home planet for your player character? Simply combine a few random cards from this 110-card deck to generate one of millions of possible worlds, complete with physical statistics, resident creatures, and much moreóincluding intriguing story hooks that spur countless science-fantasy adventures!



Starfinder Second Edition Playtest Rulebook

Paizo
9781640785946
Pub Date: 8/13/24
$47.99 USD
Hardcover

0 Pages
Carton Qty: 0
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

Summary

Get ready for the latest upgrade to the acclaimed science-fantasy Starfinder Roleplaying Game! The Starfinder Playtest Rulebook brings Starfinder into a new age of compatibility, as Starfinder switches to using the same rules engine that powers the popular Second Edition of the Pathfinder Roleplaying Game. Inside this playtest for the new edition, you'll find six new classes, 10 ancestries, new skills, new feats, futuristic equipment including augmentations and upgrades, new science-fantasy spells, and more! You can directly shape the future of Starfinder by participating in a fun and rigorous playtest using one of several playtest adventures released throughout the playest period, or by trying out the new rules in your own games. This 264-page softcover playtest rulebook is packed with new content that lets you build a science-fantasy character from level 1 to 20. Create a character to participate in the Starfinder Playtest or see how this new content might work in your Pathfinder campaign. The future is yours to shape! (You'll need a copy of Pathfinder Player Core and Pathfinder G...



Starfinder Second Edition Playtest Adventure: A Cosmic Birthday

Jenny Jarzabski

Paizo, Inc.
9781640785953
Pub Date: 8/20/24
$24.99 USD/$33.50 CAD
Trade Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Adventures
11 in H | 8.5 in W | 0.3 in T

Summary

A nascent cosmic entity stirs deep within one of the Pact Worlds planets. To aid the god's birth, its most devoted followers search the Ghost Levels of Absalom Station for a sufficient power source—a strange pocket dimension existing alongside the hub of the Pact Worlds. As the entity's emergence sends ripples across space time, a group of heroes becomes trapped in the Ghost Levels! With dangerous creatures and ominous power surges threatening the station, the heroes must team up with the residents of Little Akiton to investigate these horrifying new foes, stop their meddling—and stay alive!

A Cosmic Birthday is a complete Starfinder Second Edition Playtest adventure for 1st-level characters written by Jenny Jarzabski, and features fan-favorite Starfinder creatures updated to Second Edition, all-new cosmic horrors, and a mix of classic dungeon crawling and narrative-rich sandbox adventures. This adventure is designed to introduce the Starfinder Second Edition Playtest rules, giving players like you a chance to shape the new edition through feedback surveys about your playtest experien...



Starfinder Second Edition Playtest Adventure: Empires Devoured

Thurston Hillman

Paizo, Inc.
9781640786172
Pub Date: 11/12/24
$24.99 USD/$33.50 CAD
Trade Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Second Edition Adventures

11 in H | 8.5 in W | 0.3 in T

Summary

The Azlanti Star Empire and Veskarium—two interstellar powers with a long history of conquest and war—are set to sign a historic accord on the distant settlement of Atuity. A group of heroes attend the peace talks on behalf of the Pact Worlds, navigating civil unrest and negotiations to make sure everything goes as planned. When a surprise attack interrupts the diplomatic proceedings, the heroes must fight back against rogue Azlanti forces and mysterious saboteurs to protect Atuity (and the entire Adalawe system) from the destructive schemes of Devourer cultists who are preparing to activate a weapon of cosmic destruction!

Empires Devoured is a complete Starfinder Second Edition playtest adventure for 10th-level characters written by Thurston Hillman, and features classic creatures updated to Second Edition, all-new monsters and threats, and a mix of cinematic combats, intense negotiations, and dramatic events that will shake the galaxy. This adventure is designed to introduce the Starfinder Second Edition Playtest rules, giving players like you a chance to shape the new edition throu...



Pathfinder Character Sheet Pack

Pathfinder Rules & Lore Team

Paizo, Inc.
9781640781764
Pub Date: 8/20/19
$14.99 USD/$19.99 CAD
Game

32 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Accessories

10 in H | 8 in W | 0.5 in T

Summary

Get the most out of your Pathfinder heroes with these gorgeously designed black-and-white character sheets designed for ease of use and high in-game utility! With a specially designed two-sided character sheet for each of the 12 character classes in the *Pathfinder Core Rulebook* and additional sheets for tracking equipment and spells, there's no better way to bring a touch of class to your character's life! Collected into a special folder with flaps for easy care of character sheets, handouts, and more, the *Pathfinder Character Sheet Pack* has what you need to get the most out of your Pathfinder Second Edition hero!



Paizo, Inc.
9781640786813
Pub Date: 7/15/25
$69.99 USD/$92.99 CAD
Hardcover

288 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

11 in H | 8.5 in W | 0.8 in T | 2.3 lb Wt

Pathfinder Gatewalkers Adventure Path *(2nd Edition)*

James Jacobs, Jason Keeley, James L. Sutter

Summary

What lies beyond the gate? On the night of the Missing Moment, thousands stepped through portals across Golarion, seemingly against their will. When they returned, these so-called gatewalkers possessed strange, paranormal powers but no memory of where they had gone. Can the heroes unravel the mystery of the Missing Moment before the source of their new-found power consumes them? This 288-page hardcover compilation includes a complete Pathfinder campaign for characters level 1-10. This updated and remastered edition of the campaign has been adjusted to work perfectly with the remastered edition of the Pathfinder Roleplaying Game, and includes updates and improvements based on player feedback. It also presents a meaty rules appendix that offers feats, monsters, and magic items designed to support this world-spanning, mindbending campaign!

Contributor Bio

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Paizo Inc.
9781640782358
Pub Date: 1/18/22
$54.99 USD/$72.99 CAD
Hardcover

296 Pages
Carton Qty: 10
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 3 lb Wt

Pathfinder Absalom, City of Lost Omens (P2)

Alexandria Bustion, John Compton, Jeremy Corff, Katina Davis, Mabel Harper, Vanessa Hoskins, Virginia Jordan, Erik Mona, Liane Merciel, Samantha Phelan

Summary

For nearly 5000 years, the great city of Absalom has stood at the center of the Inner Sea's culture, commerce, and prophecy. Now, with the death of the city's founder-god Aroden, the disappearance of the city's lord mayor, and newly launched attacks from some of its greatest foes, Absalom stands at the gateway to a new and uncertain destiny! This lore-packed 296-page hardcover guide to the locations, denizens, and adventures of Pathfinder's most famous city is the largest Pathfinder city sourcebook to date, presenting a fascinating locale suitable for years of adventure! A huge 8-panel poster map of the city sets the scene in unprecedented detail, allowing your heroes to walk upon streets paved with centuries of history, following the steps of generations of questing heroes to chart a new path for the City at the Center of the World!



Paizo Inc.
9781640783454
Pub Date: 9/14/21
$49.99 USD/$66.50 CAD
Hardcover

256 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 2.2 lb Wt

Pathfinder RPG Secrets of Magic (P2)

Paizo Staff

Summary

Discover the untold potential of magic! Secrets of Magic, the newest hardcover rulebook for the Pathfinder Roleplaying Game! Secrets of Magic brings the popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume-the Book of Unlimited Magic-presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin!

Written by Logan Bonner, Mark Seifter, and Amirali Attar Olyaee, Kate Baker, Minty Belmont, Logan Bonner, James Case, Jessica Catalan, John Compton, Katina Davis, Jesse Decker, Chris Eng, Eleanor Ferron, Leo Glass, Joan Hong, Vanessa Hoskins, Jason Keeley, Joshua Ki...



Paizo, Inc.
9781640787407
Pub Date: 9/16/25
$34.99 USD/$46.50 CAD
Trade Paperback

32 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

12 in H | 9 in W | 1.1 in T | 1.4 lb Wt

Pathfinder Game Night: Dawn of the Frogs Deluxe Adventure *(2nd Edition)*

Jason Bulmahn

Summary

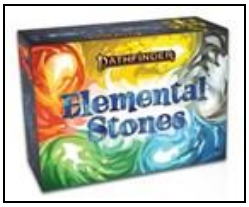
Gather your friends for the perfect taste of the Pathfinder RPG with this deluxe boxed set adventure designed specifically for brand new players!

The small village of Bog Bottom has a problem—locals have been going missing near an old, abandoned mill in the surrounding swamp known as Dunmire. But what awaits discovery in this ruin is far more sinister than a few wayward villagers—Bog Bottom is going to need a new band of heroes if it hopes to survive the upcoming Dawn of the Frogs!

Pathfinder Game Night: Dawn of the Frogs presents three short adventures for 1st level characters set in the swamp of Dunmire, and everything you need to play is included in this box! With its four pre-generated player characters, poster maps presenting all combat locations, a sheet of pawns representing the PCs and enemies, dice, and of course a 32-page adventure book, with *Dawn of the Frogs*, you'll have everything you need to play on your next three game nights!

Contributor Bio

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Paizo, Inc.
9781640785465
Pub Date: 2/13/24
$39.99 USD/$52.99 CAD
Game

Carton Qty: 6
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Paizo Games

12 in H | 8.5 in W | 2.1 in T | 2.6 lb Wt

Pathfinder Elemental Stones

Jason Bulmahn, Joe Pasini

Summary

Harness the Power of the Elements!

Take on the role of an elemental sovereign, shaping the very nature of reality in this fast-moving game of token placement and pattern matching for 2 to 4 players.

Players take turns to draft and play colorful (and colorblind-friendly) hexagonal tiles to match specific patterns and meet their own secret objective. With several dozen pattern cards, variable objectives, and a game state that's constantly in flux, you'll never play the same way twice. Simple setup, easy-to-learn rules, and a short play time of around 30 minutes means there's always time for one more game...

The box includes:

- 90 opaque plastic hexagon tokens
- Container Bag
- Game Board
- 58 square playing cards
- Rulebook

Contributor Bio

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Paizo, Inc.
9781640783911
Pub Date: 4/12/22
$29.99 USD/$39.99 CAD
Game

0 Pages
Carton Qty: 12
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Paizo Games

9 in H | 6 in W | 2.1 in T | 1 lb Wt

Pathfinder Goblin Firework Fight

Jason Bulmahn

Summary

Paizo Games presents an all-new fast-paced party game: *Pathfinder Goblin Firework Fight*!

Goblins have come to the town of Sandpoint, intent upon stealing their fireworks for an upcoming festival. Do you have the goblin grit to pillage your way to victory and emerge from the town with the most fireworks?

Pathfinder Goblin Firework Fight is a quick party game of theft and mayhem featuring the world-famous Pathfinder goblins! Pillage loot from the town or from your fellow goblins, but watch out! The other goblins are just as likely to steal from you!



Pathfinder Agents of Edgewatch Pawn Collection (P2)

Paizo Staff

Paizo Inc.
9781640783140
Pub Date: 4/27/21
$24.99 USD/$33.50 CAD
Game

0 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 0.9 lb Wt

Summary

Enemies and allies from the Agents of Edgewatch Adventure Path take their places on your tabletop with the Agents of Edgewatch Pawn Collection, featuring more than 100 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the Agents of Edgewatch campaign, including city guards, monstrous criminals, aberrant horrors, and many other friends and foes!

The Agents of Edgewatch Pawn Collection, together with the creatures and characters from other Pathfinder Pawns collections, provides pawns for nearly every Agents of Edgewatch encounter. Each cardstock pawn slots into a size-appropriate plastic base from the Pathfinder Bestiary Pawn Box or Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. With tons of distinct images, the Agents of Edgewatch Pawn Collection brings to life the enemies and allies from all six volumes of the Agents of Edgewatch Adventure Path.

The enemies and allies of the Agents of Edgewatch Advent...



Pathfinder Extinction Curse Pawn Collection (P2)

Paizo Staff

Paizo Inc.
9781640782679
Pub Date: 10/6/20
$24.99 USD/$33.50 CAD
Game

0 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 2 lb Wt

Summary

Deadly foes and memorable monsters from the Extinction Curse Adventure Path are ready to captivate your players and menace your tabletop with the Extinction Curse Pawn Collection, featuring more than 100 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the Extinction Curse campaign, including subterranean horrors, dangerous dinosaurs, evil clowns, and even a few potential friends and allies. The Extinction Curse Pawn Collection, together with the creatures from the Pathfinder Pawns: Bestiary Box, provides pawns for many Extinction Curse encounters. Each cardstock pawn slots into a size-appropriate plastic base from the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. The Extinction Curse Pawn Collection brings to life the enemies and allies from all six adventures of the Extinction Curse Adventure Path!



Paizo Inc.
9781640786264
Pub Date: 11/12/24
$29.99 USD/$39.99 CAD
Hardcover

420 Pages
Carton Qty: 16
Ages 16 And Up
Fiction / Fantasy

9 in H | 6 in W | 2 in T | 1.7 lb Wt

Contributor Images



Godsrain - A Pathfinder Novel

Liane Merciel

Summary

The first Pathfinder novel in years promises a world-changing tale of epic scale set amidst the War of Immortals!

Gods are not meant to die. They're supposed to be immortal, too powerful to be struck down or wither to dust like the people of Golarion. It has been more than a century since Aroden, god of humanity, met his mysterious doom, and his death ushered in a new era of uncertain prophecy and turmoil—the Age of Lost Omens. Now another god has died, his death broadcast across the skies in a metaphysical projection of his murder reverberating over any world on which he was worshipped. And from his rent corpse falls the Godsrain, a torrent of the god's blood and divine essence. Those touched by this rain are blessed—some would say cursed—with a god-spark that imbues upon them mythic power.

Four veteran adventurers—the barbarian Amiri, the wizard Ezren, the cleric Kyra, and her wife, the elven rogue Merisiel—witness this calamity, and with their newfound mythic power find themselves on the trail of fell forces looking to capitalize on the chaos. Using their unique skills, nas...

Contributor Bio

Liane Merciel - As a so-called "Army brat," Liane grew up in Germany, South Korea, and several different parts of the United States. She now lives in Philadelphia, where she practices law. She is an alumnus of Yale University and the College of William & Mary Law School. She is of Korean and European heritage. She could not bear to write her own "About" page or even, in all likelihood, to read it.



Paizo, Inc.
9781640787186
Pub Date: 5/20/25
$19.99 USD/$26.50 CAD
Trade Paperback

320 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Fiction

9 in H | 6 in W | 1.2 in T | 1.2 lb Wt

Godsrain

A Pathfinder Novel

Liane Merciel

Summary

The first Pathfinder novel in years promises a world-changing tale of epic scale set amidst the War of Immortals, now available in paperback!

Gods are not meant to die. They're supposed to be immortal, too powerful to be struck down or wither to dust like the people of Golarion. It has been more than a century since Aroden, god of humanity, met his mysterious doom, and his death ushered in a new era of uncertain prophecy and turmoilóthe Age of Lost Omens. Now another god has died, his death broadcast across the skies in a metaphysical projection of his murder, reverberating over any world on which he was worshipped. And from his rent corpse falls the Godsrain, a torrent of the god's blood and divine essence. Those touched by this rain are blessedósome would say cursedówith a god-spark that imbues them with mythic power. Four veteran adventurers—the barbarian Amiri, the wizard Ezren, the cleric Kyra, and her wife, the elven rogue Merisiel—witness this calamity, and with their newfound mythic power find themselves on the trail of fell forces looking to capitalize on the chaos. Using th...

Contributor Bio

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Other

Godsrain - A Pathfinder Novel - Hardcover - 11/12/2024 $29.99 9781640786264



Paizo, Inc.
9781640786967
Pub Date: 8/19/25
$29.99 USD/$39.99 CAD
Hardcover

284 Pages
Carton Qty: 16
Ages 16 And Up
Fiction / Science Fiction
Series: Starfinder Fiction

9.5 in H | 6.5 in W | 1.2 in T | 1.4 lb Wt

Era of the Eclipse

A Starfinder Novel

Tim Pratt

Summary

Everything has a beginning, even the death of history.

When two novice Starfinders, the energetic Dae and somber Chk Chk, make a startling discovery, they unlock a link to one of the galaxy's most momentous events: the Gap, and the disappearance of the now lost world of Golarion. Shrouded in mystery, the Gap ended with mortals across the cosmos suddenly finding themselves with memories stripped from their minds without warning or explanation. The android Tyrcell wakes up on Absalom Station, the core of the Starfinder setting, on the day after the Gap. With their memories wiped, they contend with chaos on the station while surviving and building a coalition of memory-addled allies. All the while, other forces begin to wake after the cosmic event and enact plans of their own. From the undead media mogul, Zo!, who seeks to capitalize on the event, to the fiendish servants known as Hellknights, there's no shortage of opportunists as the galaxy reels! Both stories collide as the Starfinder agents and Tyrcell, separated by centuries, uncover a gift left to mortals by Yaraesa, goddess of kn...

Contributor Bio

Tim Pratt is a Hugo Award-winning science fiction and fantasy author, and has been a finalist for World Fantasy, Philip K. Dick, Sturgeon, Stoker, Mythopoeic, and Nebula Awards, among others. He is the author of more than 30 books, most recently the multiverse space opera *The Knife and the Serpent*. He's also written for Forgotten Realms, Pathfinder Tales, and Arkham Horror. He's a senior editor and occasional book reviewer at *Locus*, the magazine of the science fiction and fantasy field. Since 2013 he's published a new story every month at **www.patreon.com/timpratt**. He lives in Berkeley, California with his family.

Ebooks
9781640786974
9781640786981



Paizo Inc.
9781640781900
Pub Date: 10/29/19
$12.99 USD/$17.50 CAD
Game

55 Pages
Carton Qty: 180
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

4 in H | 3 in W | 1 in T | 0.2 lb Wt

Pathfinder Critical Fumble Deck [P2]

Paizo Staff

Summary

The dice can be cruel and a critical fumble can spell doom for even the hardiest adventurer. But automatically failing to attack a target, to resist the effects of a magical curse, or overcome the symptoms of a ravenous disease isn't much fun. Instead, you can add memorable flavor and additional mechanical effects to such critical fumbles, raising rich stories from the ashes of poor luck. With more than 200 unique misfortunes, the Pathfinder Critical Fumble Deck is sure to add a new sense of danger to the Second Edition of the Pathfinder Roleplaying Game!



Pathfinder Critical Hit Deck

Paizo Staff

Summary

Scoring a critical hit can turn the tide of any battle, and with this deck of 52 Critical Hit cards you can turn those hits into devastating wounds, lasting afflictions, or even instant death! Never again simply increase the damage dealt on a critical hit and move on; instead, describe in detail how you crippled your enemy with an arrow to the knee, or how you scarred your foe with a carefully aimed bolt of magical fire. More than 200 in-game effects to add flavor and unpredictability to combat in the Second Edition of the Pathfinder Roleplaying Game!

Paizo Inc.
9781640781894
Pub Date: 10/15/19
$12.99 USD/$17.50 CAD
Game

52 Pages
Carton Qty: 180
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

4 in H | 3 in W | 1 in T | 0.2 lb Wt



Pathfinder Arcane Spell Cards (Remastered) (P2)

Paizo Staff

Summary

Master the secrets of arcane magic with Pathfinder Arcane Spell Cards! This essential accessory for arcane spellcasters collects all of the arcane spells from Pathfinder Player Core and Pathfinder Player Core 2. More than 250 spell reference cards put unrivaled understanding of the arcane directly into your hands!

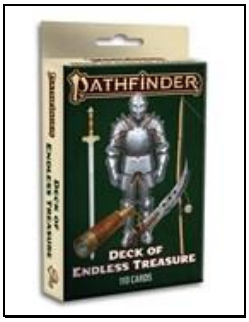
Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The possibilities are endless, but Pathfinder Arcane Spell Cards let you master the mysteries of magic!

Sales Points
• Supports Pathfinder Player Core and Pathfinder Player Core 2, the definitive player references for the remastered Pathfinder Second Edition!
• Spell cards are popular accessories with players, who outnumber Game Masters 5 to 1, creating a huge potential market of customers (because GMs will want them too!).
• Spells feature in every Pathfinder game session; cutting down page flipping and book reference on events that occur every combat round is a huge benefit to all Pathfinder campaigns.

Paizo Inc.
9781640786127
Pub Date: 11/12/24
$32.99 USD/$43.99 CAD
Book

250 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

5 in H | 4 in W | 3 in T | 1.4 lb Wt



Pathfinder Deck of Endless Treasure *(2nd Edition)*

Pathfinder Rules & Lore Team, Paizo

Paizo, Inc.
9781640786806
Pub Date: 7/15/25
$29.99 USD/$39.99 CAD
Cards

110 Pages
Carton Qty: 90
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Acces

8 in H | 5.3 in W | 0.8 in T | 0.4 lb Wt

Summary

Fill any magic shop or dragon's hoard with ease using the *Deck of Endless Treasure*! Draw and combine any four cards from this deck to generate a brand-new magic item ready for play, each with its own distinct powers, quirks, and story hooks. With over 100 million possible combinations, you'll never be without a unique treasure for your game!



Pathfinder Divine Spell Cards (Remastered) (P2)

Paizo Staff

Paizo Inc.
9781640786141
Pub Date: 12/3/24
$27.99 USD/$37.50 CAD
Book

160 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

4 in H | 3 in W | 3 in T | 0.9 lb Wt

Summary

Call down the might of the gods with Pathfinder Divine Spell Cards! This essential accessory features the full pantheon of divine spells from Pathfinder Player Core and Pathfinder Player Core 2. Honor the higher powers with over 160 spell reference cards!

Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The possibilities are endless, but Pathfinder Divine Spell Cards let you master the mysteries of magic!



Paizo, Inc.
9781640784512
Pub Date: 10/25/22
$34.99 USD/$46.50 CAD
Cards

90 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Accessories

4.5 in H | 6.8 in W | 2 in T

Pathfinder Book of the Dead Battle Cards

Paizo

Summary

Pathfinder's *Book of the Dead* adds a massive number of undead creatures to use as adversaries and for summon spells in your game. These colorful quick-reference cards bring these creatures to life on your tabletop in all their horrifying detail! Each card features a beautiful, full-color image of a *Book of the Dead* creature on one side, while the other side provides that creature's statistics. Hours of haunting horrors are finally at hand!



Paizo Inc.
9781640783812
Pub Date: 6/7/22
$22.99 USD/$30.50 CAD
Game

110 Pages
Carton Qty: 55
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

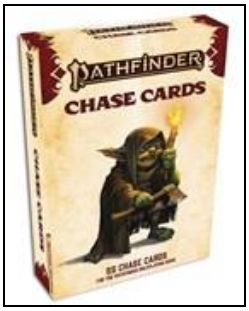
6 in H | 4 in W | 1 in T | 0.4 lb Wt

Pathfinder Alchemy Deck (P2)

Paizo Staff

Summary

Just as an alchemist's formula book holds the key to crafting alchemical items, the Pathfinder Alchemy Deck contains cards for every alchemical item from the Pathfinder Core Rulebook and the Advanced Player's Guide. Each card holds the item's statistics, a description, and a beautiful full-color illustration so you can see every item in your collection! Whether you're a GM building an alchemist's stall or a player assembling a formula book, the Alchemy Deck keeps your reagents at your fingertips!



Paizo Inc.
9781640782259
Pub Date: 6/16/20
$14.99 USD/$19.99 CAD
Game

55 Pages
Carton Qty: 180
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
4 in H | 3 in W | 1 in T | 0.2 lb Wt

Pathfinder Chase Cards Deck (P2)

Paizo Staff

Summary

Whether you're the hunter or the hunted, Pathfinder Chase Cards make your choices during the pursuit matter. Each full-color card in this beautifully illustrated 55-card deck contains obstacles to overcome during your chase, from an angry barking dog to an imposing stone wall, each one using checks from the Pathfinder Second Edition Roleplaying Game. Make the right check to overcome the obstacles and you might just catch your prey, but fail and you might be left with a cold trail. Lay the cards down on your table to create the path of your chase, allowing you to track each character's progress and determine the die rolls needed to avoid or navigate unexpected dangers. Lay out a desperate pursuit through a crowded city, a dangerous race through hostile wilderness, and a nerve-wracking run through deadly ruins and abandoned buildings—or mix and match the cards to create a chase that moves through multiple regions!



Paizo, Inc.
9781640787537
Pub Date: 12/3/25
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Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Revenge of the Runelords
11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Into the Apocalypse Archive

Jessica Redekop, Jeremy Corff, James Jacobs, Linda Zayas-Palmer

Summary

With one imminent apocalypse prevented, the heroes can finally focus on directly opposing the machinations of Runelord Xanderghul, whose pursuit of revenge continues to threaten the Saga Lands—and Golarion as a whole! But to reach him and force that confrontation, the heroes must risk it all in conjuring a personification of doomsday known as the Oliphant, for this titanic legend is their only pathway into the deadly realm where Xanderghul awaits: the Apocalypse Archive of Jandelay!

Into the Apocalypse Archive is a Pathfinder Second Edition adventure for four 18th-level mythic characters. This adventure concludes the Revenge of the Runelords Adventure Path, a three-part campaign in which a group of adventurers fight against the evil plans of Runelord Xanderghul—the most powerful of all runelords. This adventure also includes rules for large-scale apocalyptic disasters and presents a range of legendary artifacts and monsters to reward and challenge high-level characters.

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.

Also Available
Pathfinder Adventure Path: Crypt of Runes - Trade Paperback - 11/5/2025 $29.99 9781640787513
Pathfinder Adventure Path: Lord of the Trinity Star - Trade Paperback - 10/28/2025 $29.99 9781640787438



Paizo, Inc.
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Pub Date: 11/5/25
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Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Revenge of the Runelords

11 in H | 8.5 in W | 0.2 in T | 0.7 lb Wt

Pathfinder Adventure Path: Crypt of Runes

Bill Fischer, Laura Lynn Horst

Summary

The ancient wizard Xanderghul—the most powerful of all the runelords—has returned and seeks revenge upon the world. But before he can be stopped, the cult he created must be confronted in a mysterious dungeon known as the Crypt of Runes. Can the heroes find this place quickly enough to stop the Risen of the Trinity Star from bringing a host of apocalypses to the Saga Lands?

Crypt of Runes is a Pathfinder adventure for four 15th-level mythic characters. This adventure continues the Revenge of the Runelords Adventure Path, a three-part campaign in which a group of adventurers fight against the evil plans of Runelord Xanderghul—the most powerful of all runelords. This adventure also includes articles about ancient cults and the terrors of the nightmare realm of Leng, powerful new magic items to aid heroes against their foes, and several sinister new monsters.

The Revenge of the Runelords Adventure Path is the fourth installment in the Runelords saga, following the Rise of the Runelords, Shattered Star, and Return of the Runelords Adventure Paths, providing a fitting capstone for the Pathf...

Contributor Bio

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Other
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Trade Paperback

96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Revenge of the Runelords

11 in H | 8.5 in W | 0.2 in T | 0.7 lb Wt

Pathfinder Adventure Path: Lord of the Trinity Star

Michelle Y. Kim, Jeremy Corff, Steven Helt, James Jacobs, Erin Roberts

Summary

During the Godsrain, a strange falling star with three tails was seen in the skies over the Saga Lands, yet no attempt to find its landing site has been successful. What fell to the world that night has now emerged, and as heroes work with the ruler of New Thassilon to help bring the nation to the global political stage, disaster strikes as a foe thought long dead rises and returns for revenge!

Lord of the Trinity Star is a Pathfinder Second Edition adventure for four mythic 12th-level characters. This adventure begins the Revenge of the Runelords Adventure Path, a three-part campaign in which a group of mythic adventurers face the Runelords—some of the most powerful and legendary foes in Pathfinder's history, concluding an epic story nearly two decades in the telling. This adventure also includes information about Nocticula (goddess of art, midnight, and exiles), new and powerful magic items to claim, and several new monsters to threaten mythic heroes!

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, an...

Contributor Bio

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Other
Pathfinder Adventure Path: Into the Apocalypse Archive - Trade Paperback - 12/3/2025 $29.99 9781640787537



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Pub Date: 9/16/25
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Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Myth-Speaker

11 in H | 8.5 in W | 0.3 in T | 0.7 lb Wt

Pathfinder Adventure Path: Titanbane

Dave Nelson, John Compton

Summary

Having realized their divine power, the PCs must confront the mythic threat awakening beneath Iblydos itself. To do so, they must rescue a legendary blade capable of dealing the killing blow, seek allies within a city of monsters, and rile a mountain-sized beast to uncover one of the archipelago's greatest secrets—and decide the islands' future.

Titanbane is a Pathfinder Second Edition adventure for four 7th-level characters. This adventure concludes the Myth-Speaker Adventure Path, a three-part campaign in which the player characters assume the role of regional hero-gods and have the opportunity to restore the tradition of myth-speaking to a realm inspired by Ancient Greece. This volume also includes a gazetteer of the lands surrounding Iblydos; two articles for continuing your mythic PCs' story and abilities; and a toolbox of new items, spells, and creatures from the mythic isles of Iblydos.

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional mate...

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Other
Pathfinder Adventure Path: Death Sails a Wine-Dark Sea - Trade Paperback - 8/19/2025 $29.99 9781640786943



Paizo, Inc.
9781640786943
Pub Date: 8/19/25
$29.99 USD/$39.99 CAD
Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Myth-Speaker

11 in H | 8.5 in W | 0.3 in T | 0.7 lb Wt

Pathfinder Adventure Path: Death Sails a Wine-Dark Sea

Brian Duckwitz, Rigby Bendele, John Compton

Summary

The PCs have become mortal demigods, yet their uncontrolled mythic power threatens to consume them from the inside. If they're to survive, they must seek a sphinx's sacred wisdom, steal ambrosia from giant bees, reclaim a temple to house the followers flocking to their new faith, and even delve into the Iblydan realm of the dead to gain past hero-gods' blessing. Along the way, they learn more of about their mythic power's source, the approaching catastrophe it represents, and what they might do to stop it.

Death Sails a Wine-Dark Sea is a Pathfinder Second Edition adventure for four 4th-level characters. This adventure continues the Myth-Speaker Adventure Path, a three-part campaign in which the player characters assume the role of regional hero-gods and have the opportunity to restore the tradition of myth-speaking to a realm inspired by Ancient Greece. This volume also includes a gazetteer of the Iblydan Archipelago, a system for managing the cult forming around the pantheon of player characters, and a toolbox of new items, exemplar abilities, and creatures from the mythic isles of ...

Contributor Bio

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Also Available
Pathfinder Adventure Path: Titanbane - Trade Paperback - 9/16/2025 $29.99 9781640787063
Pathfinder Adventure Path: The Acropolis Pyre - Trade Paperback - 7/15/2025 $29.99 9781640786837



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96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Myth-Speaker

11 in H | 8.5 in W | 0.2 in T | 0.7 lb Wt

Pathfinder Adventure Path: The Acropolis Pyre

John Compton, Kendra Leigh Speedling

Summary

The city-states of Iblydos rule an archipelago steeped in mythic power, legendary beasts, and ancient history. Yet the region suffers; the myth-speaking rites that elevate great heroes into mortal demigods are failing, with few of the hero-gods surviving to guide their people and grant magic. All of this changes when a god's death awakens a forgotten source of mythic potential, transforming the player characters into the first new hero-gods in recent memory. But what is this mythic power, and will it revitalize Iblydos or doom it entirely? The port of Bailax hosts lavish funeral games for a recently deceased hero, inviting visitors and locals alike to compete for prizes and glory. However, an ominous meteor crashes nearby and interrupts the festivities. What the adventurers find there won't just transform them into mythic hero-gods, but also will incite Bailax to violent revelry and arson. Can the new hero-gods stop the city from self-destruction?

The Acropolis Pyre is a Pathfinder Second Edition adventure for four 1st-level characters. This adventure begins the Myth-Speaker Adventure...

Contributor Bio

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Pathfinder Adventure Path: Death Sails a Wine-Dark Sea - Trade Paperback - 8/19/2025 $29.99 9781640786943



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Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: To Blot Out the Sun (Shades of Blood 3 of 3) (P2)

Jessica Catalan

Summary

On the trail of Nizca, the vampire who orchestrated the plan to shroud the sun in shadow, the PCs discover the basement of the central command tower of the former prison. They must ascend the tower from within, fighting past deadly guardians and strange Azlanti magic and machinery, to reach the tower’s top where Nizca races to repair their device and successfully blot out the sun so they can reunite with their lover to the east. Can the PCs stop night from falling over Golarion?

“To Blot Out the Sun” is a Pathfinder Adventure for four 7th-level characters. This adventure concludes the Shades of Blood Adventure Path, a three-part monthly campaign in which a group of adventurers explore a ruined ancient prison to stop a vampiric threat to cover the skies in shadow. This volume includes a look at a Nin, patron of the campaign’s villain and god of mathematical laws of undeath, reveals unsolved mysteries, delves deeper into vampires, and provides a toolbox of magical contraptions and techniques as well as a bestiary of shadowy monsters.

Each monthly full-color softcover Pathfinder Adven...



Paizo Inc.
9781640786684
Pub Date: 5/20/25
$29.99 USD/$39.99 CAD
Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SHADES OF BLOOD TP (P2)

11 in H | 8 in W | 0.8 lb Wt

Pathfinder Adventure Path: The Broken Palace (Shades of Blood 2 of 3) (P2)

James Jacobs

Summary

Delving deeper into the ruined prison, the PCs make their way through cell blocks now inhabited by subterranean monsters and undead echoes of the past, before finding themselves in what appears to be an idyllic village where the sun crosses the clouded sky each day. The clueless villagers are being preyed upon by their vampire masters and the PCs must break the spell and ascend into the Broken Palace to remove the threat of Lady Nalushae once and for all.

“The Broken Palace” is a Pathfinder Adventure for four 4th-level characters. This adventure continues the Shades of Blood Adventure Path, a three-part monthly campaign where a group of adventurers explore a ruined ancient prison to stop a vampiric threat to cover the skies in shadow. This volume also includes a look into the faith of Zura, demon lord of vampires and cannibalism, and a toolbox of new magic items, an ancient relic that replicates the sun, and a selection of devious bloodthirsty monsters.



Paizo Inc.
9781640786585
Pub Date: 4/15/25
$29.99 USD/$39.99 CAD
Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SHADES OF BLOOD TP (P2)

11 in H | 8 in W | 0.8 lb Wt

Pathfinder Adventure Path: Thirst for Blood (Shades of Blood 1 of 3) (P2)

Luis Loza, Jim Groves

Summary

The remote island settlement of Talmandor’s Bounty is thrown into chaos as a strange magical effect plunges the region into shadow. Urged to investigate the event, the PCs travel to a nearby island and discover an ancient Azlanti prison that was buried during Earthfall. Inside, a cult of the blood god Camazotz thrives, and in dealing with them the PCs learn that greater threats lay deeper inside the ancient complex. Can the PCs discover who’s behind the supernatural shadow and stop them before it’s too late?

“Thirst for Blood” is a Pathfinder Adventure for four 1st-level characters. This adventure begins the Shades of Blood Adventure Path, a three-part monthly campaign in which a group of adventurers explore a ruined ancient prison to stop a vampiric threat to cover the skies in shadow. This volume also includes a look into Camazotz, god of bats, blood, caverns, and nocturnal predators, a gazetteer of the island settlement of Talmandor’s Bounty, new player options, and a selection of dangerous monsters.

Each monthly full-color softcover Pathfinder Adventure Path volume contains an ...



Paizo Inc.
9781640786516
Pub Date: 3/18/25
$29.99 USD/$39.99 CAD
Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SPORE WAR (P2)
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: A Voice in the Blight (Spore War 3 of 3) (P2)

Rigby Bendele

Summary

Treerazer's plots for a swift win against the elven nation of Kyonin have been thwarted by the heroics of a band of adventurers. As they seek critical secrets from a mysterious voice calling from an otherplanar realm, though, will a desperate acceleration of the demon lord's plans spell doom for the elves? Can the heroes stop him in time?

"The Voice in the Blight" is a Pathfinder adventure for four 18th-level characters. This adventure concludes the Spore War Adventure Path, a three-part monthly campaign in which a group of adventurers aid the elves in a war against an army of demons. This adventure also includes an article that explores the regional ramifications of the Spore War, powerful new magic items to aid heroes against their foes, and several sinister new monsters.



Paizo Inc.
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Pub Date: 2/18/25
$29.99 USD/$39.99 CAD
Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SPORE WAR (P2)
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: The Secret of Deathstalk Tower (Spore War 2 of 3) (P2)

James Jacobs, Linda Zayas-Palmer, Aoife Ester

Summary

The demon army of Tanglebriar is on the march, bringing death and terror to the elven nation of Kyonin. Can a group of heroes complete a desperate mission deep behind enemy lines to stop sinister forces from completing a secret weapon before the demon Treerazer can use it to win the war?

"The Secret of Deathstalk Tower" is a Pathfinder adventure for four 14th-level characters. This adventure continues the Spore War Adventure Path, a three-part monthly campaign in which a group of adventurers aid the elves in a war against an army of demons. This adventure also includes an article about the demon lord Treerazer (the primary antagonist of this campaign), an exploration of the sinister ooze monsters known as blights, powerful new magic items to aid heroes against their foes, and several sinister new monsters.

Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign.



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Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SPORE WAR (P2)
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Whispers in the Dirt (Spore War 1 of 3) (P2)

Jason Bulmahn

Summary

As political tensions propel the Inner Sea to the edge of continental war, the elf queen of Kyonin has asked you to represent the elven nation in an important diplomatic alliance. When an unexpected act of violence threatens to sabotage the alliance before it begins, you must swiftly learn the truth—a truth that promises terror and devastation and the start of an all-out-war with the demonic armies of Tanglebriar!

“Whispers in the Dirt” is a Pathfinder adventure for four 11th-level characters. This adventure begins the Spore War Adventure Path, a three-part monthly campaign in which a group of adventurers fight armies of demons, corrupted fey, and fungal monsters in the defense of the elven nation of Kyonin. This adventure also includes information about the elven lands of Kyonin, several new magical items to discover and elven ancestry feats to explore, and several new monsters from the fungal to the fiendish.



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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH TRIUMPH OF THE TUSK (P2)
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Hoof, Cinder, and Storm (Triumph of the Tusk 2 of 3) (P2)

David Schwartz, Shay Snow, John Compton, Leo Glass, Michelle Y. Kim

Summary

Having bested an orc hold and proven they’re no mere dignitaries, the PCs are invited to the mighty orc city of Urgir to quell the raging ancestor storms and protect the invaluable aurochs herds that sustain Belkzen’s people. Yet many would exploit the ongoing chaos: orc rebels in the vertical mining city of Blisterwell, Shoanti raiders answering old vendettas, and more. The PCs must repel these attacks, turning foes into friends in Belkzen’s ongoing fight for survival.

"Hoof, Cinder, and Storm” is an orc-focused Pathfinder adventure for four 6th-level characters. The adventure continues the Triumph of the Tusk Adventure Path, a three-part monthly campaign in which an eclectic band of dignitaries become battle-hardened survivalists fighting for orcs’ homeland and independence. This volume includes a collection of additional adventures in Belkzen, an overview of Shoanti culture, new magical items, and fearsome creatures that stalk the badlands!



Pathfinder Adventure Path: The Resurrection Flood

Brian Duckwitz

Paizo, Inc.
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96 Pages
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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH TRIUMPH OF THE TUSK (P2)

11 in H | 8.5 in W | 0.3 in T

Summary

For ages, the orcs of Belkzen have been marginalized, subjugated, and vilified, relegated to the rocky northern wastes. Yet in recent battles waged against their undead nemeses, orcs showed the world that they have a common enemyóthe evil lich-lord known as the Whispering Tyrant. Now, openminded leaders like Ardax the White-Hair have initiated a grand diplomatic campaign to bury old grudges and forge alliances across the continent. There are few takers. In the Triumph of the Tusk Adventure Path, the PCs are dignitaries representing the few orc communities or foreign organizations who answered Ardax's call. Their mission of peace soon turns violent when supernatural weather disasters, betrayals, undead uprisings, and even deicide turn the orcs' homeland into a desperate battlefield. With the PCs' help, Belkzen won't just survive, but will earn the respect it has always deserved!

The Resurrection Flood is an orc-focused Pathfinder Second Edition adventure for four 3rd-level characters. The adventure begins the Triumph of the Tusk Adventure Path, a three-part campaign in which an eclect...



Pathfinder Adventure Path: Destroyer's Doom

Kendra Leigh Speedling

Paizo, Inc.
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Trade Paperback

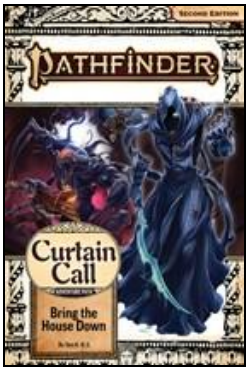
96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH TRIUMPH OF THE TUSK (P2)

11 in H | 8.5 in W | 0.3 in T

Summary

At last, the orc nation of Belkzen is on the offensive! As their ally Ardax gathers his army, the PCs scout ahead to clear the way and infiltrate Wyvernsting, capital of orc traitors. To sneak into the city, they must liberate the Drowning Sands orcs and borrow boats able to cross a quicksand sea. Once inside Wyvernsting, the PCs must sabotage the defenses, motivate rebellious factions to rise up against their enemies, and finally join Ardax's forces in besieging the city. Yet when the dust clears, the PCs identify the root of the undead uprising that's ravaged the land: a haunted divinity that dwells high in Belkzen's mountains.

Destroyer's Doom is an orc-focused Pathfinder Second Edition adventure for four 9th-level characters. The adventure concludes the Triumph of the Tusk Adventure Path, a three-part campaign in which an eclectic band of dignitaries become battle-hardened survivalists fighting for orcs' homeland and independence. This volume includes opportunities to continue the adventure, an exploration of orc faiths, a gazetteer of the treacherous city of Wyvernsting, new mag...



Pathfinder Adventure Path: Bring the House Down (Curtain Call 3 of 3) (P2)

Sen H.H.S.

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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH CURTAIN CALL (P2)
11 in H | 8 in W | 0.9 lb Wt

Summary

The time has come for your opera's premiere, but when an unexpected disaster strikes, the adventuring producers are forced to become adventuring heroes once again, as they scramble to untangle and then stand against a nefarious plot. Can you ensure all your hard work in producing an opera pays off while simultaneously opposing the plans of a malevolent god?

"Bring the House Down" is a Pathfinder adventure for four 18th-level characters. This adventure concludes the Curtain Call Adventure Path, a three-part monthly campaign in which a group of adventurers help to produce an opera based on their own prior adventures while simultaneously facing a new threat that only the most powerful of heroes can stop. This adventure also reveals long-standing truths about one of Pathfinder's most secretive and mysterious gods, powerful magical items and artifacts to discover, and several strange and devastating new monsters fit to challenge the game's most powerful heroes!



Pathfinder Adventure Path: Singer, Stalker, Skinsaw Man

Kendra Leigh Speedling

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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH CURTAIN CALL (P2)
11 in H | 8.5 in W | 0.3 in T

Summary

Production has begun on a brand new opera that promises to bring your group's heroic adventures to the stage, but as it turns out, producing an opera can be as complex and even at times as dangerous as adventuring ever is—particularly when a mysterious stalker spreads mayhem. Can you keep your production on schedule and under budget in the face of nefarious sabotage and sinister agendas?

Singer, Stalker, Skinsaw Man is a Pathfinder Second Edition adventure for four 14th-level characters. This adventure continues the Curtain Call Adventure Path, a three-part campaign in which a group of adventurers help to produce an opera based on their own prior adventures while simultaneously facing a new threat that only the most powerful of heroes can stop. This adventure also includes an article about Arshea (the demigod of freedom and beauty), several new theatrically-themed spells and magical items, and four manipulative and unsettling new monsters.

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support ar...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH CURTAIN CALL (P2)

11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Stage Fright

Richard Pett

Summary

Rumors abound that an old enemy, a dangerous foe you defeated at the culmination of your first huge adventure, has come back. Yet confronting your old nemesis once again is only the beginning of what's next for your group, for a famous director has singled you out as the subject of her newest opera. How dangerous could it be, helping to produce an extravaganza based on your own heroic legacy?

Stage Fright is a Pathfinder Second Edition adventure for four 11th-level characters. This adventure begins the Curtain Call Adventure Path, a three-part campaign in which a group of adventurers help to produce an opera based on their own prior adventures while simultaneously facing a new threat that only the most powerful of heroes can stop. This adventure also includes information about theatrical traditions of Golarion as well as an entire potential cast of diverse actors to help bring the new opera to life, several new magical items to discover and operatic abilities to master, and several new monsters from the whimsical to the truly horrific.

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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH WARDENS OF WILDWOOD (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Severed at the Root (Wardens of Wildwood 2 of 3) (P2)

Jessica Catalan, John Compton, Alexi Greer

Summary

Under surprising new leadership, the Wildwood Lodge begins a campaign of violence. Shocked, the PCs and their allies form a new lodge in exile to oppose this new regime. As they recruit new friends to their cause, the PCs must deny the Wildwood Lodge a powerful relic created by the renegade druid Ghorus, all while investigating the strange, primal magic the Wildwood Lodge has uncovered. If the PCs are to prevail, they will need to track down one of the Verduran Forest’s most dangerous inhabitants and convince her to aid their cause—or ensure she cannot aid their enemy.

“Severed at the Root" is a wilderness-themed Pathfinder adventure for four 8th-level characters. The adventure continues the Wardens of Wildwood Adventure Path, a three-part monthly campaign in which a group of adventurers navigate a tricky balance between idyllic wilderness, a hungry nation, and primal forces beyond the natural world. This volume also includes a look at manifestations of the Plane of Wood, an ecology of the godlike green men, several new magical items, and new monstrous threats!

Each monthly full-c...



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Series: PATHFINDER ADV PATH WARDENS OF WILDWOOD (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Pactbreaker (Wardens of Wildwood 1 of 3) (P2)

Andrew White

Summary

Though they arrived as guests, the PCs are soon deputized as part-time guards for the annual Greenwood Gala, a convention for primal-tradition powerbrokers and a festival associated with the Green Faith. After entering competitions, making connections, and shutting down troublemakers, they earn a privileged seat at the ceremony renewing the Treaty of the Wildwood—a ceremony ruined when saboteurs assassinate several of the Verduran Forest's eminent leaders. This is the final insult many forest dwellers needed; as vigilantes and militias of arboreals, fey, and beasts mobilize to punish Andoran and Taldor, the PCs must avert bloodshed and maintain order long enough for the Wildwood Lodge to choose a new leader and restore peace.

"Pactbreaker" is a wilderness-themed Pathfinder adventure for four 5th-level characters. The adventure begins the Wardens of Wildwood Adventure Path, a three-part monthly campaign in which a group of adventurers navigate a tricky balance between idyllic wilderness, a hungry nation, and primal forces beyond the natural world. This volume also includes a look at ...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SEASON OF GHOSTS (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Let the Leaves Fall (Season of Ghosts 2 of 4) (P2)

Joan Hong, Grady Wang, Shao Han Tan

Summary

Cut off from the rest of the world by a sinister curse, the people of Willowshore face the daunting possibility of a winter on their own. Stockpiling food, preparing for the change in seasons, and dealing with an increasing number of supernatural events take up the heroes' time as they work to make sure Willowshore is ready to face winter, but the true test lies along the ancient pathway leading west out of town. By taking this so-called Pilgrim's Path, the heroes of Willowshore can travel to an ancient monastery that, they hope, will contain clues as to how to defeat the curse. Yet what dwells now in the ruins may not part with its secrets willingly...

"Let the Leaves Fall" is a Pathfinder adventure for four 4th-level characters. This adventure continues the Season of Ghosts Adventure Path, a four-part monthly campaign inspired by Asian horror in which a band of adventurers must protect their hometown from supernatural peril. This adventure also includes articles about a local autumnal festival and the reincarnation-focused philosophy of Sangpotshi, new magic items, spells, and rit...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SEASON OF GHOSTS (P2)
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: The Summer that Never Was (Season of Ghosts 1 of 4) (P2)

Sen H.H.S., James Jacobs

Summary

The Season of Ghosts Adventure Path begins!

A terrible curse descends upon the town of Willowshore! Located in haunted Shenmen in the heart of the sprawling continent of Tian Xia, this horror-themed campaign pits the heroes against supernatural threats and the harsh realities of facing an upcoming winter when all contact with the outside world has been cut off by a mysterious wall of fog. What fiendish menace might be behind the Willowshore Curse, and can it be stopped before everyone in town is lost? The Season of Ghosts Adventure Path is a four-part series of connected adventures that form a complete Pathfinder campaign for characters of 1st to 12th level.

In the campaign’s opening adventure, the heroes awaken disoriented and alone in a forest clearing after taking part in a traditional festival on the last day of Spring. They soon discover their hometown of Willowshore has been invaded by monsters and has fallen under a sinister spell. Yet defeating the monsters is only the first step in discovering the frightening nature of a supernatural curse that has gripped the land, and a...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SKY KINGS TOMB (P2)
11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Heavy is the Crown

Jessica Catalan

Summary

For all his epic deeds, the first high king earned countless enemies, and word of his tomb's rediscovery has gathered an eclectic army of dwarves' ancient enemies. To preserve the tomb and save a dwarven city, the adventurers must infiltrate, splinter, and sabotage the gathering legion. Only in this chaos can the adventurers catch up to their rival at the tomb itself. The question isn't just whether they can prevail, but whether their victory makes them worthy of the tomb's greatest secrets.

Heavy is the Crown is a Pathfinder Second Edition adventure for four 8th-level characters, concluding the Sky King's Tomb Adventure Path, a three-part campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king's tomb, seek subterranean treasures, and heal millennia-old injustices—all while stopping an ambitious villain from weaponizing those same discoveries. This adventure also includes exciting ways to continue the campaign, an overview of the subterranean Darklands, a gazetteer of a lost dwarven homeland, and fearsome creatures that prowl the darkest c...



Pathfinder Adventure Path: Cult of the Cave Worm

Scott D. Young

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96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SKY KINGS TOMB (P2)
11 in H | 8.5 in W | 0.3 in T

Summary

Finding a legendary tomb requires tracking an equally legendary cave worm said to dwell there. As the adventurers set out from Highhelm, they must brave the Darklands' dangers, navigate a treacherous fey city, and recover the relic that retraces the cave worm's path. Yet in doing so, they learn of nefarious rivals who also seek the tombórivals the adventurers might stop by infiltrating an unforgiving underground metropolis.

Cult of the Cave Worm is a Pathfinder Second Edition adventure for four 5th-level characters, continuing the Sky King's Tomb Adventure Path, a three-part campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king's tomb, seek subterranean treasures, and heal millennia-old injustices—all while stopping an ambitious villain from weaponizing those same discoveries. This adventure also includes a study of cave worm ecology, a gazetteer of the hryngar city of Hagegraf, potent relics, and several monsters to threaten underground explorers.

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure ...



Pathfinder Adventure Path: Mantle of Gold (Sky King’s Tomb 1 of 3) (P2)

John Compton, Crystal Frasier, Caryn DiMarco

Paizo Inc.
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96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH SKY KINGS TOMB (P2)
11 in H | 8 in W | 0.7 lb Wt

Summary

Invited to a prestigious storytelling festival in Highhelm, the greatest dwarven city, a clan’s eclectic guests explore every corner of the metropolis to build their own legends. Yet when these budding celebrities find a relic linked to one of dwarvenkind’s greatest heroes, they’re drawn into a mysterious ancient urban intrigue that kicks off a deadly treasure hunt.

“Mantle of Gold” is a Pathfinder adventure for four 1st-level characters. This adventure begins the Sky King’s Tomb Adventure Path, a three-part monthly campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king’s tomb, seek subterranean treasures, and heal millennia-old injustices—all while stopping an ambitious villain from weaponizing those same discoveries. This adventure also includes a detailed look at lost dwarven treasures, tricks for adventuring in the dark, potent relics, and several monsters to threaten underground explorers.

Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, an...



Pathfinder Adventure Path: The Worst of All Possible Worlds

Luis Loza

Paizo, Inc.
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Trade Paperback

96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH STOLEN FATE (P2)
11 in H | 8.5 in W | 0.3 in T

Summary

The final cards of a powerful artifact based on the legendary Harrow deck finally lie within the grasp of the heroes who seek to defend the very future of reality from being set in stone, but fate itself has its own plans. Will the heroes of Stolen Fate make their own way into an unknown future and clash against the very creators of this potent magical artifact, or is destiny truly a force that cannot be withstood?

The Worst of All Possible Worlds is a Pathfinder Second Edition adventure for four 18th-level characters. This adventure concludes the Stolen Fate Adventure Path, a three-part campaign in which a band of adventurers are thrust into the role of the defenders of destiny itself. This adventure also includes new magical items and treasures to be discovered, including the final 18 powerful cards from the Deck of Destiny, and several brand new monsters to test even the mightiest of heroes.

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional mat...



Pathfinder Adventure Path: The Destiny War

Chris Sims

Paizo, Inc.
9781640785175
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Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH STOLEN FATE (P2)
11 in H | 8.5 in W | 0.3 in T

Summary

More scattered cards of the mysterious and powerful Harrow deck known as the Deck of Destiny must be gathered before those who would use the Harrow's power to alter fate itself for their own needs can get them first. But this time, the cards come to the heroes when one of their competitors grows aggressive and attacks them in their own home. Only by gathering allies, exploring an ancient ruin, and exploring a corrupted demiplane can the heroes stand a chance over their latest enemy—a demonic mercenary who's taken an apocryphal Harrow card as his own identity.

The Destiny War is a Pathfinder Second Edition adventure for four 14th-level characters. This adventure continues the Stolen Fate Adventure Path, a three-part monthly campaign in which a band of adventurers are thrust into the role of the defenders of destiny itself. This adventure also includes new magical items and treasures to be discovered, including another 18 powerful cards from the Deck of Destiny, and a mix of monsters to torment the player characters.

Each full-color softcover Pathfinder Adventure Path volume contains an ...



Pathfinder Adventure Path: The Choosing

Ron Lundeen

Paizo, Inc.
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96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH STOLEN FATE (P2)
11 in H | 8.5 in W | 0.3 in T

Summary

A vision of a strange shop in the Grand Bazaar of Absalom accompanies the unexpected arrival of powerful magic cards that mysteriously manifest in the possession of a band of adventurers. But when an investigation of this vision reveals murder, treachery, and fiendish machinations, the adventurers are thrown into a race to control the very future of all things to come, tied to the ubiquitous fortune-telling cards known as the Harrow! Who has chosen your characters for this deadly quest, and what might become of your destinies should you fail?

The Choosing is a Pathfinder Second Edition adventure for four 11th-level characters. This adventure begins the Stolen Fate Adventure Path, a three-part campaign in which a group of adventurers race against time to gather the scattered parts of a powerful deck of magical fortune-telling cards. This adventure also includes a detailed look at a brand new demiplane tied to the Harrow deck, new rules options to explore these magical cards, and several new monsters ready to test your characters' mettle.

Each full-color softcover Pathfinder Adventure Pa...



Pathfinder Adventure Path: Dreamers of the Nameless Spires

James Jacobs

Paizo, Inc.
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$26.99 USD/$35.99 CAD
Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Gatewalkers
11 in H | 8.5 in W | 0.3 in T

Summary

A dream is never just a dream! The gatewalkers' quest for answers reaches its exciting conclusion when they return to the spooky town of Ruwido for a reunion with their cryptic employer, the eminent researcher Dr. Ritalson. The occasion turns sour, however, when the characters discover that matters at home have been far from quiet. The final leg of the party's quest to unravel their memory gaps and fulfill Sakuachi's destiny takes them to the Crown of the World, where ice-rimed temples, dream-devouring monsters, and ancient alien evils await.

Dreamers of the Nameless Spires is a Pathfinder Second Edition adventure for four 8th-level characters. This adventure concludes the Gatewalkers Adventure Path, a three-part campaign in which a team of paranormal investigators unravel the mystery behind a mass amnesic episode which left them with lost memories and strange powers. This adventure also includes an article about the mysterious elven goddess of twilight, Findeladlara; new rules options perfect for paranormalist adventurers; and strange new creatures to befriend or bedevil your players...



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96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Gatewalkers

11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: They Watched the Stars

Jason Keeley

Summary

It's written in the stars! After learning the truth behind the alien being responsible for their missing memories, the characters join forces with Sakuachi, a young oracle whose destiny is inextricably bound to theirs. To help Sakuachi fulfill her quest to find a living god and seal away an ancient evil, the party travels across frigid northlands toward the demon-ravaged wastes of Sarkoris. As they voyage across the harrowing waters of the Lake of Mists and Veils and push through monster-filled ruins, the party must rely on their own wits, their new friends, and the stars above to guide them to safety.

They Watched the Stars is a Pathfinder Second Edition adventure for four 4th-level characters. This adventure continues the Gatewalkers Adventure Path, a three-part campaign in which a team of paranormal investigators unravel the mystery behind a mass amnesic episode which left them with lost memories and strange powers. This adventure also includes a gazetteer of the shrouded waters and eerie shores of the Lake of Mists and Veils; new rules options perfect for paranormalist adventurers...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH WARDENS OF WILDWOOD (P2)

11 in H | 8 in W | 0.8 lb Wt

Pathfinder Adventure Path: Shepherd of Decay (Wardens of Wildwood 3 of 3) (P2)

Mike Kimmel, John Compton

Summary

Having neutralized the enemy’s new weapons, the PCs and their allies assault the Wildwood Lodge directly to oust its murderous despot. Yet after recruiting local allies and besieging living fortresses, they discover their foe has fled to an unfamiliar realm: the Plane of Wood. The PCs pursue, arriving in an elemental town that is all too familiar with the Wildwood Lodge’s trickery. The PCs must earn the inhabitants’ trust and investigate their foe’s final gambit before giving chase into a blighted wilderness and averting an invasion that could devastate the Verduran Forest.

“Shepherd of Decay" is a wilderness-themed Pathfinder adventure for four 11th-level characters. The adventure concludes the Wardens of Wildwood Adventure Path, a three-part monthly campaign in which a group of adventurers navigate a tricky balance between idyllic wilderness, a hungry nation, and primal forces beyond the natural world. This volume also includes a look at how to continue the campaign, a gazetteer of a settlement on the Plane of Wood, several new magical items, and new monstrous threats!

Each mon...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH BLOOD LORDS (P2)
11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Field of Maidens

Jenny Jarzabski

Summary

Secrets Hidden in Stone! The Field of Maidens, an eerie stretch along the nation of Geb's southern border, lies studded with the petrified remains of invaders from centuries past. Long neglected and largely abandoned, the area takes on new significance when a traitor claws her way back from the dead and races toward her master concealed in the statue-filled badlands. At the same time, foreign invaders have infiltrated the stony sentinels to move against Geb. The player characters must piece together clues, unravel tangled motives, and bring to light machinations that threaten to destabilize the nation from the Field of Maidens.

Field of Maidens is a Pathfinder adventure for four less-than-good-hearted 8th-level characters. The adventure continues the Blood Lords Adventure Path, a six-part campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the celestial matriarchy of Holomog and examines the undead shadows that plague the world's dark places. New items, spells, monsters, and more await your ...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH BLOOD LORDS (P2)
11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Graveclaw

Jason Tondro

Summary

Toil and Trouble! After stopping a poisonous plot against the living population of Graydirge, the player characters must seek out the hag pulling the strings from behind the scenes. Yet hags congregate in covens, and facing off against the insidious hag coven called the Graveclaw leads to a race across the undead-haunted nation of Geb. From shadowed forests to an undersea temple, and from rusted-out factories to university lecture halls, the characters must investigate the trails of misery and fear the hags leave in their wake. The characters must vanquish the Graveclaw to protect the residents of Geb—or end up stewing in a hag's cauldron!

Graveclaw is a Pathfinder Second Edition adventure for four 4th-level characters. The adventure continues the Blood Lords Adventure Path, a six-part campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a nation of the dead. The adventure also includes an article exposing the secrets of hag covens and plenty of new rules for fighting against hags. New spells and new items complete the witch's brew in th...



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Series: PATHFINDER ADV PATH SEASON OF GHOSTS (P2)

11 in H | 8 in W | 0.8 lb Wt

Pathfinder Adventure Path: To Bloom Below the Web (Season of Ghosts 4 of 4) (P2)

Liane Merciel, Jeremy Blum, Michelle Y. Kim, Joshua Kim

Summary

The Season of Ghosts comes to an end!

With the arrival of spring, the town of Willowshore can begin to recover from the ordeals brought on by a harrowing winter. The sinister curse that afflicted the town may have been lifted, but repercussions quickly manifest as a new murderous threat invades the region, even as the town's heroes navigate dangerous political terrain with the monstrous rulers of their nation. Will Willowshore ever find peace?

"To Bloom Below the Web" is a Pathfinder adventure for four 10th-level characters. This adventure continues the Season of Ghosts Adventure Path, a four-part monthly campaign in which a band of adventurers must protect their hometown from supernatural peril. This adventure also includes an article to help continue your campaign beyond the scope of this Adventure Path, a look at horrific urban legends, spells and feats the PCs can encounter in this adventure, and a mix of brand new monsters to threaten your PCs.



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Series: PATHFINDER ADV PATH SEASON OF GHOSTS (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: No Breath to Cry (Season of Ghosts 3 of 4) (P2)

Dan Cascone, Eleanor Ferron, Jeremy Blum, Dana Ebert, Joshua Kim, Michelle Y. Kim

Summary

After making an astounding discovery in the ruins of an old monastery, the heroes of the town of Willowshore return home to face the coming of winter. As unusually powerful storms, an increased number of hauntings, and other strange supernatural events continue to build in town, it becomes apparent that the troubles facing Willowshore are far greater than originally thought. But now, at last, the heroes know what they can do about it. The source of their home town's troubles lie beyond, in other realities and dimensions, but the truths the heroes are destined to learn there will shock them to the core!

“No Breath to Cry” is a Pathfinder adventure for four 7th-level characters. This adventure continues the Season of Ghosts Adventure Path, a four-part monthly campaign in which a band of adventurers must protect their hometown from supernatural peril. This adventure also includes articles about the sinister fiends known as nindorus and the exploration of other realities, new magic items, rituals, and strange supernatural powers to discover, and a mix of brand new monsters to threaten y...



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Series: PATHFINDER ADV PATH BLOOD LORDS (P2)
11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Ghost King's Rage

Jessica Catalan

Summary

Commands from the King! The newest Blood Lords have discovered the identity of their peer behind the conspiracy that threatens the nation. The ghost king Geb wants this traitor destroyed, but the player characters must first question a fractured soul held in the realm where souls venture after death. This is only the first of their dangerous trials, as the traitor's realm is one of shadowy horror and mind-bending reality that only the most powerful characters can survive!

Ghost King's Rage is a Pathfinder Second Edition adventure for four less-than-good-hearted 18th level characters. The adventure concludes the Blood Lords Adventure Path, a six-part campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a nation of the dead. The adventure also includes an article about Narakass, deity of renewal and cleansing, along with several artifacts held by the psychopomps, shepherds who bring souls into the afterlife. New spells and new monsters complete the furious finale of *Ghost King's Rage*!

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11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: A Taste of Ashes

Brian Duckwitz

Summary

Ashes, Ashes, We All Fall Down!

The newest Blood Lords follow the trail of a deadly plot to the bone-walled metropolis of Yled, just as the city is gearing up for war against the undead nation's greatest enemy. From spectral theater performances to the city's secret defense installations, the Blood Lords race to stop a plan to bring forth horrors from beyond death—and before their foes leave nothing more than ashes in their wake.

A Taste of Ashes is a Pathfinder adventure for four less-than-good-hearted 15th-level characters. This adventure continues the Blood Lords Adventure Path, a six-part campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the Warmaster Council orchestrating the nation's defenses and explores trade routes across the Inner Sea region. New items, spells, monsters, and more await in *A Taste of Ashes*!

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Mast...



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Series: PATHFINDER ADV PATH BLOOD LORDS (P2)

11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: The Ghouls Hunger

Leo Glass, James Jacobs

Summary

The Bloody Burden of Aristocracy! Formally inducted to the Blood Lords as recognition for their past victories, the player characters soon find that the dangers hidden in this prestigious role are as great as the rewards. The new aristocrats of Geb must fend off intrigues of their power-hungry peers, escort the priest-king of a subterranean ghoul nation, and quell a cannibalistic cult—all while investigating the plot to poison living residents across Geb and beyond. The mysterious mastermind behind this plot stalks the halls of power, where the characters now tread, and he knows that his enemies are closing in!

The Ghouls Hunger is a Pathfinder Second Edition adventure for four less-than-good-hearted 11th-level characters. This adventure continues the Blood Lords Adventure Path, a six-part campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the worship of Kabriri, the demon lord of ghouls, and presents numerous downtime activities for the newest Blood Lords to expand their authority. New ite...



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Series: PATHFINDER ADV PATH BLOOD LORDS (P2)

11 in H | 8.5 in W | 0.3 in T

Pathfinder Adventure Path: Zombie Feast

Mike Kimmel

Summary

Something gnawing at you? The undead nation of Geb gains most of its international trade from the export of food grown on zombie-worked farms, but lately one farm has been the site of a series of strange occurrences. Dispatched to investigate the problem, the player characters discover a grave threat to Geb's minority living population, bringing them to the attention of the insidious Blood Lords who rule the land in the name of their undead wizard-king. Defeating the wicked forces behind the plot is the first step on a long road to gaining influence and power in Geb, but if the investigators can't solve the problem to the Blood Lords' satisfaction, their first step may be their last!

Zombie Feast is a Pathfinder Second Edition adventure for four less-than-good-hearted 1st-level characters. The adventure begins the Blood Lords Adventure Path, a six-part campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the Great Factions of Geb, whose favors are key to rising in political influence, and pro...



Pathfinder Adventure Path: Cradle of Quartz

Andrew Mullen

Paizo, Inc.
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Trade Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Outlaws of Alkenstar

11 in H | 8.5 in W | 0.3 in T

Summary

Time is of the essence when the formula for the devastating explosive pyronite falls into the wrong hands. To secure the formula and even the score with the sinister rival who ruined them, a motley gang of outlaws must brave the weird and wild wastes of the Spellscar Desert. At the center of this mutant-filled wasteland, the outlaws discover an abandoned temple of time called the Cradle of Quartz. But while redemption and a fresh start might be nice perks, the outlaws seek something far more valuable among the Cradle's time-warped halls: revenge.

Cradle of Quartz is a Pathfinder Second Edition adventure for four 4th-level characters. This adventure continues the Outlaws of Alkenstar Adventure Path, a three-part campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes an exploration of the magic-warped wastes east of Alkenstar, the Spellscar Desert; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or b...



Pathfinder Adventure Path: Punks in a Powderkeg (Outlaws of Alkenstar 1 of 3) (P2)

Vanessa Hoskins, Stephanie Lundeen

Paizo Inc.
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96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH OUTLAWS ALKENSTAR 1 (P2)

11 in H | 8 in W | 1 in T | 0.7 lb Wt

Summary

A ragtag band of gunslinging outlaws get their hands dirty in the greasy alleyways and whisky-soaked saloons of Alkenstar, the City of Smog. To get revenge on the mogul who destroyed them, the renegades will have to stick up an illicit bank, foil a crooked shieldmarshal, and escort a reclusive inventor to safety. All the while, countless rough-and-tumble rivals aim to waylay the party and seize the inventor's latest concoction: pyronite, an explosive substance with the potential to change the face of the world. In a city where the clockwork guards are literally as tough as brass, the antiheroes will need true grit to dole out overdue justice.

“Punks in a Powderkeg” is a Pathfinder adventure for four 1st-level characters. This adventure begins the Outlaws of Alkenstar Adventure Path, a three-part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes a gazetteer of the characters' home saloon; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and ne...



Pathfinder Adventure Path: The Smoking Gun

Cole Kronewitter

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96 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Outlaws of Alkenstar

11 in H | 8.5 in W | 0.3 in T

Summary

With the chips down and the cards stacked against them, a crew of vengeance-seeking vigilantes must infiltrate Alkenstar's upper crust in order to clear their names and halt a villain's plot to bring the city to its knees. In this action-packed finale, the characters must pull off a daring high-rise heist at a garish gala, shut down a necromancer's shocking schemes in a volatile hydropower plant, and dismantle their last remaining rival's master plan aboard a luxury gearboat, all before an explosive conclusion destined to blast the city apart!

The Smoking Gun is a Pathfinder Second Edition adventure for four 8th-level characters. This adventure concludes the Outlaws of Alkenstar Adventure Path, a three-part campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes a breakdown of the world's largest arms manufacturer, the Gunworks; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or bedevil your players...



Pathfinder Adventure Path: Burning Tundra (Quest for the Frozen Flame 3 of 3) (P2)

Jason Tondro

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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH QUEST FROZEN FLAME (P2)

11 in H | 8 in W | 0.7 lb Wt

Summary

The Broken Tusks find sanctuary at last in the settlement of Hillcross, but invading frost giants quickly force the clan’s scouts to lead their mighty following’s defense against the siege and take on new titles. To put a stop to the slaughter, the newly named Mammoth Lords take the fight to their foes by riding their bestial mounts through the sucking muck of the Tamarnian Tar Forest. At the heart of these black woods, amid the ruins of a half-sunken crusaders’ castle, the heroes wield the sacred light of the Primordial Flame to defeat their ancient enemies once and for all.

“Burning Tundra” is a Pathfinder adventure for four 8th-level characters. This adventure concludes the Quest for the Frozen Flame Adventure Path, a three-part monthly campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes a gazetteer of the mountain meeting grounds called Hillcross; megafauna animal companions and ancestral gear that complement the new Mammoth Lord character archetype; and new prehistoric creatures to befriend or ...



Pathfinder Adventure Path: Lost Mammoth Valley (Quest for the Frozen Flame 2 of 3 (P2)

Jessica Catalan

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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH QUEST FROZEN FLAME (P2)

11 in H | 8 in W | 0.7 lb Wt

Summary

With danger close behind, the Broken Tusks journey through the bountiful but treacherous Lost Mammoth Valley in search of the Primordial Flame. The Tusks' scouts solve the riddles of the primordial valley and recruit a motley league of unlikely followers, all while evading the watchful gaze of the vale's villainous overlords. In order to fulfill their quest, the scouts must ultimately go toe to toe with these vile masters: a vicious white dragon, a sadistic necromancer, and a boarish beast-god.

"Lost Mammoth Valley" is a Pathfinder adventure for four 4th-level characters by Jessica Catalan. This adventure continues the Quest for the Frozen Flame Adventure Path, a three-part monthly campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes an examination of megafauna, including advice and rules for creating your own new giant animals; a glossary of Mammoth Lords' depictions of Golarion's most popular deities; and new prehistoric creatures to befriend or bedevil your players.

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Pathfinder Adventure Path: Broken Tusk Moon (Quest for the Frozen Flame 1 of 3) (P2)

Ron Lundeen

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Series: PATHFINDER ADV PATH QUEST FROZEN FLAME (P2)

11 in H | 8 in W | 0.7 lb Wt

Summary

For generations, the Broken Tusk following has roamed their small patch of the Realm of the Mammoth Lords in relative peace. Now, to avoid annihilation from a maniacal war horde, they must flee into the unknown. If the Broken Tusks are to survive their flight, a team of their best scouts will need to chart a safe path through an unforgiving wilderness. Along the way, they'll uncover the mysteries of a powerful artifact that promises to change the course of history.

"Broken Tusk Moon" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Quest for the Frozen Flame Adventure Path, a three-part monthly campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes a catalog of the characters' band, the Broken Tusks; new spells, feats, and items perfect for trappers and foragers; and new prehistoric creatures to befriend or bedevil your players.

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Series: PATHFINDER ADV PATH AGENTS EDGEWATCH (P2)

11 in H | 8 in W | 0.8 lb Wt

Pathfinder Adventure Path: Ruins of the Radiant Siege (Agents of Edgewatch 6 of 6) (P2)

Amber Stewart

Summary

The Agents of Edgewatch Adventure Path reaches its exciting climax! Only one member of the fiendish Twilight Four remains, but having completed her pact with the murderous god Norgorber, the already powerful politician has risen to new heights as she is imbued with both a spark of divinity and the authority of Absalom's crown. Now, the heroic Edgewatch agents must stop a massive, labyrinthine excavator before it stampedes the entire Radiant Festival fairgrounds, then secure a sacred relic long hidden in one of Absalom's most famous siege castles. With this powerful artifact in hand, all that's left is to ascend the reanimated nightmarescape of Beldrin's Tower and face off against the daemonic Gray Queen once and for all!

“Ruins of the Radiant Siege” is a Pathfinder adventure for four 18th-level characters. This adventure concludes the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which players take on the role of city watchdogs and dole out justice to Absalom's most nefarious criminal elements. This volume also includes new rules and inspiring legends about the ...



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Series: PATHFINDER ADV PATH AGENTS EDGEWATCH (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Belly of the Black Whale (Agents of Edgewatch 5 of 6) (P2)

Cole Cronewitter

Summary

The Agents of Edgewatch Adventure Path continues! Having been betrayed by their confidants and stripped of their badges, the Edgewatch agents must perform a daring prison break to spring the wrongly incarcerated primarch. Old enemies become new friends as the heroes work for an infamous underworld crime lord in order to prove their fealty and receive blueprints to the enchanted prison galley known as the Black Whale. Once they've rescued their key ally, the heroes must find a way to clear their sullied names and, in the process, exact justice upon the treacherous business mogul who betrayed them in the first place.

Belly of the Black Whale is a Pathfinder adventure for four 15th-level characters. This adventure continues the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which players take on the role of city watchdogs and dole out justice to Absalom's most nefarious criminal elements. This volume also includes new rules and exciting lore regarding Absalom's notorious prisons, the slithering snake goddess Ravithra, and a throng of new monsters and villains for ur...



Pathfinder Adventure Path: Assault on Hunting Lodge Seven (Agents of Edgewatch 4 of 6) (P2)

Ron Lundeen

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Series: PATHFINDER ADV PATH AGENTS EDGEWATCH (P2)

11 in H | 8 in W | 0.7 lb Wt

Summary

The Agents of Edgewatch Adventure Path continues! Armed with the identity of a powerful Norgorber cultist belonging to the so-called Twilight Four, the agents infiltrate a soiree of alchemists and poisoners in order to apprehend the sinister Infector in his underground hideout. But before they can get their high-ranking criminal back to headquarters, foul weather and bureaucratic obstructions force them to hole up in the abandoned Hunting Lodge Seven, where they must barricade themselves against mysterious assailants and assassins intent on getting at their prisoner. Can the heroes stave off the assault long enough to see the Infector put behind bars? And what occult mysteries will they uncover when they pursue their next lead, a foray into the haunted old amusement park called Harrowland?

“Assault on Hunting Lodge Seven” is a Pathfinder adventure for four 12th-level characters. This adventure continues the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which players take on the role of city watchdogs and dole out justice to Absalom's most nefarious criminals. Th...



Pathfinder Adventure Path: Sixty Feet Under (Agents of Edgewatch 2 of 6) (P2)

Michael Sayre

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Series: PATHFINDER ADV PATH AGENTS EDGEWATCH (P2)

11 in H | 8 in W | 0.7 lb Wt

Summary

The Edgewatch agents follow up on a lead in Absalom's financial hub, where they unravel a series of clues to determine the target of an impending bank robbery and put a stop to the crime before it occurs. The robbery turns out to be just one piece to a much larger puzzle though-after the heroes investigate the bank robbers' slummy thief den, the trail ultimately leads them into the city's expansive network of underground catacombs, where the agents infiltrate and disband one of Absalom's most vicious murder cults.

"Sixty Feet Under" is a Pathfinder adventure for four 4th- or 5th-level characters. This adventure continues the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which the players take on the role of city watch officers doling out justice to Absalom's most nefarious criminal elements. This adventure also includes new rules and details about Golarion's mystical subcontinent of Vudra, the various guard factions within Absalom, and a slew of new monsters.

Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario,...



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Series: PATHFINDER ADV PATH STRENGTH OF THOUSANDS (P2)

11 in H | 8.5 in W | 0.8 in T

Pathfinder Adventure Path: Kindled Magic

Alexandria Bustion, Eleanor Ferron

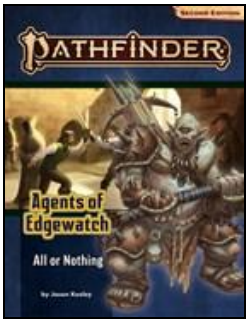
Summary

School's in session!

The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world!

Kindled Magic is a Pathfinder Second Edition adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells-including lore of the prestigious Magaambya!

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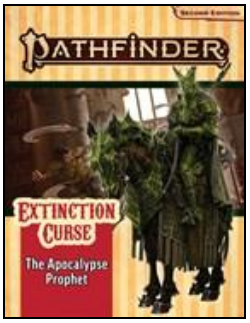
Pathfinder Adventure Path: All or Nothing (Agents of Edgewatch 3 of 6) (P2)

Jason Keeley

Summary

When the Edgewatch agents receive a much-deserved promotion and transfer to Absalom's interjurisdictional Starwatch company, they find that with increased responsibilities come increased risks. Following the trail of clues left behind by the murderous Norgorber cultist called the Skinner, the agents find themselves caught between two sides of a gang war in the Docks, and they must choose which gang to tip the scales in favor of in order to get the evidence they need. Their investigation takes them to the Lucky Nimbus casino to perform a daring heist, then the gladiatorial arena known as the Irorium to stop a devastating plot that threatens thousands of lives!

“All or Nothing” is a Pathfinder adventure for four 9th-level characters. This adventure continues the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which the players take on the role of city watch officers and dole out justice to Absalom's most nefarious criminal elements. This adventure also includes new rules and inspiring details about some of Absalom's infamous gangs, the different contests of strength a...



Pathfinder Adventure Path: The Apocalypse Prophet (Extinction Curse 6 of 6) (P2)

Pathfinder Adventure Path

Lyz Liddell

Paizo Inc.
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96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH EXTINCTION CURSE (P2)

11 in H | 9 in W | 1 in T | 0.7 lb Wt

Summary

The heroes have at last earned the magical energies drawn from the life-giving aeon orbs. They must now scale the highest peaks of the Starstone Isle, outwitting wily demons and facing the mightiest xulgath invaders from deep beneath the earth. In a trap-laden vault constructed by Aroden himself, the cunning high priest of the xulgaths labors to unlock the secrets of the dreaded extinction curse. If the heroes cannot stop him, an apocalyptic devastation will wipe out all life in Absalom and beyond!

“The Apocalypse Prophet” is a Pathfinder adventure for four 18th-level characters. This adventure concludes the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This volume also includes a gazetteer of the forbidding Kortos Mountains, an examination of relics left by the dead god Aroden, new monsters, and new rules.

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Pathfinder Adventure Path: Siege of the Dinosaurs (Extinction Curse 4 of 6) (P2)

Kate Baker

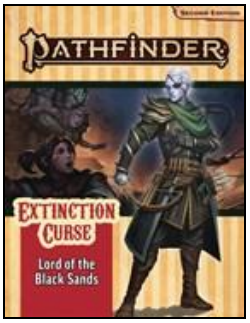
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Game

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 0.7 lb Wt

Summary

Surrounded by Scales and Claws
The remote town of Willowside is an eager new audience for the Circus of Wayward Wonders. But just after the circus arrives, the town is beset by dinosaur-riding monsters from deep beneath the earth. When the town protectors go missing, the circus's heroes must unearth an ancient mystery, expose a cunning betrayal, and break the siege of the dinosaurs! The Extinction Curse Adventure Path continues with “Siege of the Dinosaurs,” an adventure for 12th- to 14th-level characters.



Pathfinder Adventure Path: Lord of the Black Sands (Extinction Curse 5 of 6) (P2)

Mikko Kallio

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Game

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11 in H | 8 in W | 0.7 lb Wt

Summary

On the hunt for a life-giving aeon orb far below the surface world, the heroes venture into a blighted Darklands waste known as the Vault of the Black Desert. Facing off against lurking, vampire-like urdefhan and even stranger subterranean beasts, the heroes track the lost artifact to an enclave of undead dark elves in the twisted city at the vault's blackened heart, where they must confront the malevolent mummy who strives to become the desert's eternal sovereign!

"Lord of the Black Sands" is a Pathfinder adventure for four 15th-level characters. This adventure continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This volume also includes a gazetteer of the ominous city of Shraen, new monsters, and new rules.

Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaig...



Pathfinder Adventure Path: Curse of the Crimson Throne

Nicolas Logue, F. Wesley Schneider, Richard Pett, Michael Kortes, Greg A. Vaughan, Tito Leati

Paizo, Inc.
9781640782327
Pub Date: 6/16/20
$29.99 USD/$39.99 CAD
Trade Paperback

480 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
8.5 in H | 6.5 in W | 1.3 in T

Summary

The kings and queens of Korvosa have long ruled under the shadow of the Curse of the Crimson Throne—an infamous superstition claiming that no monarch of the city of Korvosa shall ever die of old age or produce an heir. Whether or not there is any truth to the legend of the curse, Korvosa's current king is but the latest victim to succumb to this foul legacy. Now, the metropolis teeters on the edge of anarchy, and it falls to a band of new heroes to save Korvosa from the greatest threat it has ever known!

This softcover compilation presents the fan-favorite campaign for use with the Pathfinder Roleplaying Game First Edition, including new and revised content and nearly 500 pages packed with mayhem, excitement, and adventure! The *Curse of the Crimson Throne Pocket Edition* contains:

- All six chapters of the original Adventure Path, expanded and updated for use with the Pathfinder Roleplaying Game First Edition.
- An in-depth gazetteer of the city of Korvosa as it exists under the rule of its new queen.
- An array of new rules options for characters, ranging from campaign traits to spells to mag...

Other
Pathfinder Adventure Path: Curse of the Crimson Throne - Hardcover - 11/8/2016 $59.99 9781601258908



Paizo Inc.
9781640782167
Pub Date: 6/2/20
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Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH EXTINCTION CURSE (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Life’s Long Shadows (Extinction Curse 3 of 6) (P2)

Greg A. Vaughan

Summary

Fresh from their successes in Escadar, the heroes bring their traveling circus to the Isle of Kortos—the so-called Starstone Isle at the heart of the Inner Sea. As their circus tours the farming communities in the breadbasket known as the Swardlands, the heroes get a chance to explore the three aeon towers that impart enchanted bounty to the land. Yet all is not well in the Swardlands, as ecological damage and raiding beasts threaten the hardworking farmers and loggers. The heroes must overcome the aeon towers' stony guardians, entrenched xulgath hordes, and a zealous dero murderer before they can confront the xulgaths’ alchemist leader and disrupt his disastrous scheme to use the aeon towers to bring ruin to everyone on the island!

“Life's Long Shadows” is a Pathfinder adventure for four 9th-level characters. This adventure, from author Greg A. Vaughan, continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This adventure also includes inf...



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9781640782013
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Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH EXTINCTION CURSE (P2)

11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: The Show Must Go On (Extinction Curse 1 of 6) (P2)

Jason Tondro

Summary

The Extinction Curse Adventure Path begins! The Circus of Wayward Wonders has just arrived in the remote town of Abberton, and the player characters are the stars of the show! When the ringmaster turns up dead, the fate of the traveling circus and its entertainers hangs in the balance, and the heroes must scramble to put on a successful show and find the killer—all at the same time! Investigations only lead to more questions, and the heroes find themselves center stage in a dangerous, prehistoric plot that threatens not just Abberton, but every inhabitant of the Starstone Isles!

“The Show Must Go On” is a Pathfinder Second Edition adventure for four 1st-level characters. This adventure begins the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the Starstone Isles at the heart of the Inner Sea. The adventure also includes advice on how to run a traveling circus, new circus-themed rules, and a menagerie of monsters both wondrous and wicked.

Each monthly full-color softcover Pa...



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition

James Jacobs, Nicolas Logue, Wolfgang Baur, Greg A. Vaughan, Steve Greer, Richard Pett

Paizo Inc.
9781640782068
Pub Date: 3/10/20
$34.99 USD/$46.50 CAD
Paperback

420 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 1 in T | 1.6 lb Wt

Summary

Six Lethal Adventures, One Legendary Campaign
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 begins with this goblin raid and 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!
Celebrating both the fifth anniversary of the Pathfinder Adventure Path and the tenth anniversary of Paizo Publishing, this new edition expands the original campaign with new options and refined encounters throughout, incorporating 5 years of community feedback.



Pathfinder Adventure Path: Legacy of the Lost God (Extinction Curse 2 of 6) (P2)

Jenny Jarzabski

Paizo Inc.
9781640782099
Pub Date: 3/10/20
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Paperback

96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH EXTINCTION CURSE (P2)

11 in H | 8 in W | 0.7 lb Wt

Summary

The heroes bring their Circus of Wayward Wonders to the city of Escadar to capitalize on their newfound fame and skills. But old enemies lurk in the city, including the cruel Mistress Dusklight and her Celestial Menagerie. Investigating the looming xulgath threat in a shuttered temple to Aroden, the dead god of humanity, the heroes learn that all their foes are working together. The revelation forces them to enter the Celestial Menagerie to bring the evil ringmaster to justice.

"Legacy of the Lost God" is a Pathfinder adventure for four 5th-level characters. This adventure continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This adventure also includes information about catfolk of Golarion and the villainous xulgaths, as well as new monsters and circus-themed rules.

Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to giv...



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96 Pages
Carton Qty: 25
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH AGE OF ASHES (P2)
11 in H | 8.5 in W | 0.8 in T

Pathfinder Adventure Path: Broken Promises

Luis Loza

Summary

The Age of Ashes Adventure Path concludes! The heroes have defeated the Scarlet Triad, but in doing so have learned a shocking truth—the Scarlet Triad has been financed all these years by the enigmatic ruler of the island nation of Hermea, the gold dragon Mengkare! After a devastating manifestation of a violent dragon god erupts from the portals the heroes have been using the entire campaign, they must travel to Hermea to confront Mengkare about the Scarlet Triad and find out what the gold dragon's plans actually are. Does he seek to save the world... or to end it in a devastating Age of Ashes?

Broken Promises is a Pathfinder Second Edition adventure for four 18th-level characters. This adventure concludes the Age of Ashes Adventure Path, a six-part campaign in which a group of adventurers uncovers and fights against a global draconic plot. This adventure also includes a gazetteer of the utopian city of Promise, advice for Game Masters on how the events of this campaign can change the world, a wealth of new options for player characters to discover, and more than half a dozen new mo...



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96 Pages
Carton Qty: 50
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH AGE OF ASHES (P2)
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Adventure Path: Against the Scarlet Triad (Age of Ashes 5 of 6) [P2]

John Compton

Summary

The Age of Ashes Adventure Path continues! The heroes have clashed many times with the Scarlet Triad, and have defeated several lower-tier leaders within the slaver organization, but now the time is right to confront the evil slavers in their fortress! Yet the Scarlet Triad has the support of Katapesh, one of the largest cities in the land. Before the heroes can finish off the Triad, they must first find a way to ruin their reputation and erode the protection afforded by Katapesh's powerful Pactmasters. But what astonishing secret regarding the Scarlet Triad's true ruler awaits discovery beneath an ancient Red Pyramid?

Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This fifth adventure is for 15th-level characters, and also includes an investigation of the magical elf gates that connect portals all over Golarion, an exploration of the mysterious rulers of the vast city of Katapesh, a wealth of new options for player characters to discover, and over half a dozen new monsters!

Each monthly full-color softcover Pathfinder Adventure Path volu...



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Pub Date: 10/29/19
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96 Pages
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Series: PATHFINDER ADV PATH AGE OF ASHES (P2)
11 in H | 8.5 in W | 0.8 in T

Pathfinder Adventure Path: Fires of the Haunted City

Linda Zayas-Palmer

Summary

The Age of Ashes Adventure Path continues! The Scarlet Triad has turned their attention to a ruined dwarven city, where they seek an alliance with sinister gray dwarves and a powerful dragon. The heroes use their ring of portals to travel to this distant region, where they must earn the trust of several dwarven guilds before the Scarlet Triad can array their forces and bring about a fiery doom of slavery and undeath to an entire city!

Fires of the Haunted City is a Pathfinder Second Edition adventure for 12th-level characters. This adventure continues the Age of Ashes Adventure Path, a six-part campaign in which a group of adventurers uncovers and fights against a global draconic plot. This adventure also includes a gazetteer of the dwarven city of Kovlar, a discussion of the evil dwarven god of toil—Droskar, and a wealth of new rules options for player characters to discover, along with more than half a dozen new monsters!

Each full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to gi...



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Games & Activities / Role Playing & Fantasy
Series: PATHFINDER ADV PATH AGE OF ASHES (P2)
11 in H | 8.5 in W | 0.8 in T

Pathfinder Adventure Path: Tomorrow Must Burn

Ron Lundeen

Summary

The Age of Ashes Adventure Path continues! In defeating the treacherous Cult of Cinders, the heroes discover a nefarious group pulling the cult's strings—a mysterious merchant's guild called the Scarlet Triad. Following clues and utilizing another portal found below their castle on Hellknight Hill, the heroes come to the recently founded nation of Ravounel, where they must stand against the Scarlet Triad as the group attempts to establish an underground slave trade. But as the heroes clash more and more with the Scarlet Triad, it becomes increasingly apparent the slavers have even more sinister plans for the Inner Sea region—plans that must be stopped!

Tomorrow Must Burn is a Pathfinder Second Edition designed for four 9th-level characters. This adventure continues the Age of Ashes Adventure Path, a six-part campaign in which a group of adventurers uncovers and fights against a global draconic plot. This adventure also includes a gazetteer to the newly formed nation of Ravounel, an exploration of the dragons of the world, a wealth of new options for player characters to discover (from...



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Pathfinder Adventure Path: Cult of Cinders (Age of Ashes 2 of 6) [P2]

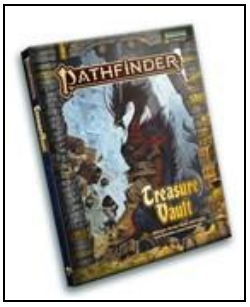
Eleanor Ferron

Summary

The Age of Ashes Adventure Path continues! The heroes have claimed the citadel atop Hellknight Hill as their own, but a ring of magical portals in the castle basement could allow cultists from the southern jungles to invade again at any moment. The PCs must travel through the first of these portals to ally with new friends and face off against the dragon-worshiping Cult of Cinders before the villains can bring powerful forces of destruction to bear!

Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This second adventure is for 5th-level characters, and also includes an exploration of the society of the jungle-dwelling Ekujae elves, new magic items, rules for campaigning in jungles and rebuilding entire castles to serve as a base of operations, and more than half a dozen new monsters!

Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path v...



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Games & Activities / Role Playing & Fantasy
11 in H | 8 in W | 1 in T | 1.8 lb Wt

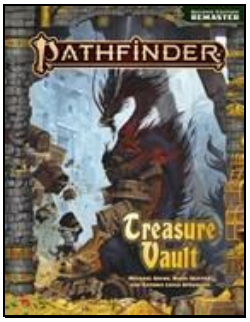
Pathfinder RPG: Treasure Vault (Remastered) (P2)

Michael Sayre, Mark Seifter, Kendra Leigh Speedling, Logan Bonner, Dan Cascone, Jessica Catalan, Kim Frandsen, Andrew D. Geels, Sen H.H.S., Steven Hammond

Summary

Pathfinder Treasure Vault (Remastered) reveals the glittering hoard of a terrifying dragon, as presented by the creature’s plucky kobold assistant. This 224-page hardcover rulebook presents a catalog of gear from nearly every category of equipment and magic item available in the Pathfinder RPG, updated to work perfectly with the remastered Pathfinder Second Edition rules! Give your character the perfect tool for the job with signature weapons, customizable relics, and wondrous items to fit your every need while preparing for any eventuality with potions, elixirs, wands, and more!

Each chamber of the dragon’s vault contains a mountain of treasure, from deadly weapons and forgotten suits of armor to mysterious alchemical items and deadly poisons. There is something in the vault for everyone, including:
• Nearly 600 items spread across numerous equipment types.
• Over 50 weapons, such as the devastating earthbreaker hammer and the ferocious falcata.
• Shields and armor of all types and materials, like the magical starfall shield that turns you into a living comet!
• An entire chapter,...



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Trade Paperback

224 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Ruleb

6.5 in H | 8.5 in W | 0.4 in T | 0.8 lb Wt

Pathfinder Treasure Vault (Remastered) *(2nd Edition)*

Michael Sayre, Mark Seifter, Kendra Leigh Speedling

Summary

Pathfinder Treasure Vault (Remastered) reveals the glittering hoard of a terrifying dragon, as presented by the creature's plucky kobold assistant. This 224-page rulebook presents a catalog of gear from nearly every category of equipment and magic item available in the Pathfinder RPG, updated to work perfectly with the remastered Pathfinder Second Edition rules!

Give your character the perfect tool for the job with signature weapons, customizable relics, and wondrous items to fit your every need while preparing for any eventuality with potions, elixirs, wands, and more! Each chamber of the dragon's vault contains a mountain of treasure, from deadly weapons and forgotten suits of armor to mysterious alchemical items and deadly poisons.

There is something in the vault for everyone, including:

- Nearly 600 items spread across numerous equipment types.
- Over 50 weapons, such as the devastating earthbreaker hammer and the ferocious falcata.
- Shields and armor of all types and materials, like the magical starfall shield that turns you into a living comet!
- An entire chapter, "Alchemy Unleashed," t...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



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Hardcover

224 Pages
Carton Qty: 22
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.8 in T | 2 lb Wt

Pathfinder Battlecry! *(2nd Edition)*

Logan Bonner, Jason Keeley, Michael Sayre

Summary

Report for Duty!

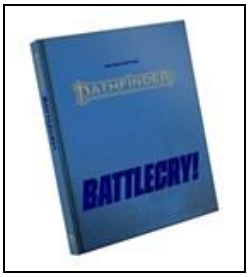
When diplomacy between nations fails and neither side backs down, war is the inevitable result. From border skirmishes to large-scale invasions, conflict comes in many forms—the perfect chance for heroes to win glory! And war has come to the world Golarion, embroiling the nations of the Inner Sea in a conflict that will forever change the Pathfinder setting!

This new rulebook for the Pathfinder Roleplaying Game covers all aspects of war, including two bold new character classes! Help steer the flow of battle as a cunning commander or protect your allies from harm as an indomitable guardian. You'll also find archetypes that allow you to raise a small battalion of undead soldiers or wield a personal siege weapon, the new larger-than-life jotunborn ancestry, an armory of magic weapons, and rules for running combat alongside troops that you command to fill out your army's ranks. Golarion's generals need you, so heed the Battlecry!

Additional writing by Saif Ansari, Kate Baker, Rigby Bendele, Tineke Bolleman, Jessica Catalan, Jeremy Corff, Rue Dickey, John Godek III, Luis L...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo's Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he's worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



Paizo, Inc.
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Hardcover

224 Pages
Carton Qty: 22
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

11 in H | 8.5 in W | 0.7 in T | 2 lb Wt

Pathfinder Battlecry! *(2nd Edition, Special edition)*

Logan Bonner, Jason Keeley, Michael Sayre, Dennis Muldoon

Summary

Report for Duty!

When diplomacy between nations fails and neither side backs down, war is the inevitable result. From border skirmishes to large-scale invasions, conflict comes in many forms—the perfect chance for heroes to win glory! And war has come to the world Golarion, embroiling the nations of the Inner Sea in a conflict that will forever change the Pathfinder setting!

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This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

Additional writing by Sa...

Contributor Bio

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224 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

8.5 in H | 6.5 in W | 0.5 in T | 0.9 lb Wt

Pathfinder Battlecry! *(2nd Edition)*

Logan Bonner, Jason Keeley, Michael Sayre

Summary

Report for Duty!

When diplomacy between nations fails and neither side backs down, war is the inevitable result. From border skirmishes to large-scale invasions, conflict comes in many forms—the perfect chance for heroes to win glory! And war has come to the world Golarion, embroiling the nations of the Inner Sea in a conflict that will forever change the Pathfinder setting!

This new rulebook for the Pathfinder Roleplaying Game covers all aspects of war, including two bold new character classes! Help steer the flow of battle as a cunning commander or protect your allies from harm as an indomitable guardian. You'll also find archetypes that allow you to raise a small battalion of undead soldiers or wield a personal siege weapon, the new larger-than-life jotunborn ancestry, an armory of magic weapons, and rules for running combat alongside troops that you command to fill out your army's ranks. Golarion's generals need you, so heed the Battlecry! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability.

Add...

Contributor Bio

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Paizo, Inc.
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Hardcover

128 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures

11.3 in H | 8.8 in W | 0.5 in T

Pathfinder Adventure: Claws of the Tyrant

Alexander Augunas, Rigby Bendele, Erin Roberts

Summary

Face the terrors of the Gravelands! The fate of two goddesses hangs in the balance as disgraced graveknight Seldeg Bhedlis prepares a ritual to rewrite history itself. Brave heroes and wicked villains alike assemble either to hinder or assist Seldeg in his plans in this heart-stopping adventure anthology for Pathfinder Second Edition!

Claws of the Tyrant is an anthology of three interconnected adventures set in the former nation of Lastwall, now known as the Gravelands.

"Gravelands Survivors" is a Pathfinder Adventure for four 1st-level characters that follows a group of refugees as they race to keep a holy artifact out of Seldeg's clutches.

In "Ashes for Ozem," an adventure for four 7th-level characters, the players assume the roles of agents assembled by Seldeg to infiltrate a stronghold of good and destroy it from within.

In "Of Blood and Faith," an adventure designed for four 18th-level characters, the Knights of Lastwall and their allies prepare for the final confrontation with Seldeg and end the graveknight's machinations once and for all.

This anthology also includes a collecti...



Paizo Inc.
9781640786561
Pub Date: 4/15/25
$44.99 USD/$59.99 CAD
Hardcover

128 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1.3 lb Wt

Pathfinder Adventure: Claws of the Tyrant (P2)

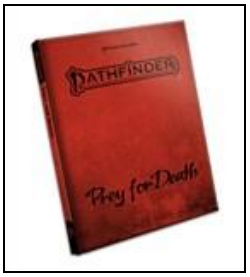
Alexander Augunas, Rigby Bendele, Erin Roberts, Joseph Blomquist, Sasha Laranoa Harvin

Summary

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This anthology also includes a col...



Pathfinder Adventure: Prey for Death

Vanessa Hoskins

Summary

The infamous Red Mantis assassins are feared throughout the world for their ruthlessness and legacy—those they slay stay dead! Yet they are not without honor, so when a group of assassins sent on a dangerous mission are met with unexpected treachery, they must clear their own names while remaining true to their murderous calling, even as greater plots and shocking truths reveal themselves.

Prey for Death is a deluxe hardcover Pathfinder Second Edition adventure for 14th level characters, and gives players the chance to play members of the world's most notorious assassin's guild. The adventure also includes new items, lore, and character backgrounds, as well as a several powerful monsters ready to threaten high level characters!

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

Paizo, Inc.
9781640786011
Pub Date: 8/6/24
$64.99 USD/$86.50 CAD
Hardcover

128 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
11 in H | 8.5 in W | 0.5 in T



Pathfinder Adventure: Prey for Death

Vanessa Hoskins

Summary

The infamous Red Mantis assassins are feared throughout the world for their ruthlessness and legacy—those they slay stay dead! Yet they are not without honor, so when a group of assassins sent on a dangerous mission are met with unexpected treachery, they must clear their own names while remaining true to their murderous calling, even as greater plots and shocking truths reveal themselves.

Prey for Death is a deluxe hardcover Pathfinder Second Edition adventure for 14th level characters, and gives players the chance to play members of the world's most notorious assassin's guild. The adventure also includes new items, lore, and character backgrounds, as well as a several powerful monsters ready to threaten high level characters!

Paizo, Inc.
9781640786004
Pub Date: 8/6/24
$44.99 USD/$59.99 CAD
Hardcover

128 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Adventures
11 in H | 8.5 in W | 0.5 in T



Paizo, Inc.
9781640784574
Pub Date: 10/25/22
$59.99 USD/$79.50 CAD
Hardcover

128 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Adventures

11 in H | 8.5 in W | 1 in T

Pathfinder Adventure: Crown of the Kobold King Anniversary Edition

Jason Bulmahn, Tim Hitchcock, Nicolas Logue, F. Wesley Schneider

Summary

Celebrate Paizo's 20th Anniversary with a glorious new edition of *Crown of the Kobold King*, the epic original Pathfinder adventure!

The town of Falcon's Hollow is no stranger to peril, yet the danger growing in the dungeons below a nearby ruin pose a threat that only a new band of heroes can face. Ravenous undead, cunning kobolds, and sinister necromancers are but a few of the foes that shall soon menace the small lumber town, yet none are potentially as dangerous as the Kobold King himself!

This deluxe, 128-page hardcover gathers three classic Pathfinder adventures into one unforgettable compilation, expanding them into a mini-campaign and introducing a brand-new dungeon level for heroes to explore. Completely updated to Pathfinder Second Edition, the insidious Kobold King and his minions return to bedevil a new generation of adventurers! Will your heroes save the town of Falcon's Hollow from the Kobold King, or are they doomed to become the king's latest trophies?

The *Crown of the Kobold King Anniversary Edition* contains:

- The original adventures *Hollow's Last Hope*, *Crown of the Kobo*...



Paizo Inc.
9781640784529
Pub Date: 10/25/22
$39.99 USD/$52.99 CAD
Hardcover

128 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 9 in W | 1.4 lb Wt

Pathfinder Adventure: Crown of the Kobold King Anniversary Edition (P2)

Jason Bulmahn, Tim Hitchcock, Nicolas Logue, F. Wesley Schneider

Summary

Celebrate Paizo’s 20th Anniversary with a glorious new edition of Crown of the Kobold King, the epic original Pathfinder adventure! The town of Falcon’s Hollow is no stranger to peril, yet the danger growing in the dungeons below a nearby ruin pose a threat that only a new band of heroes can face. Ravenous undead, cunning kobolds, and sinister necromancers are but a few of the foes that shall soon menace the small lumber town, yet none are potentially as dangerous as the Kobold King himself!

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The Crown of the Kobold King Anniversary Edition contains:
• The original adventures Hollow’s Last Hope, Crown of the...



Pathfinder Adventure: The Slithering (P2)

Ron Lundeen

Paizo Inc.
9781640782723
Pub Date: 8/11/20
$22.99 USD/$30.50 CAD
Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
11 in H | 8 in W | 0.5 lb Wt

Summary

In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones capable of recovering the ancient magic required to break it. Tracking the course of the slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes can survive the slithering to experience it!

The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, The Slithering provides a wealth of secrets and dangers!



Pathfinder Adventure: Shadows at Sundown

Landon Winkler

Paizo, Inc.
9781640784215
Pub Date: 6/7/22
$24.99 USD/$33.50 CAD
Trade Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
11 in H | 8.5 in W | 0.3 in T

Summary

Over ten years ago, the city of Korvosa suffered under the rule of the tyrannical Queen Ileosa. The city has recovered from her rule, but now people are seeing her ghost appearing after dark in places where her cruelty hit particularly hard. Whispers of conspiracies, people vanishing off the streets, and the death of a prominent local religious leader have the city of Korvosa on edge. Can you unravel the truth about this latest threat to the city before it's too late?

Shadows at Sundown is a Pathfinder Second Edition adventure for 11th-level characters. Featuring the potential return of several classic villains, an extensive investigation of a supernatural mystery, and several dangerous locations to explore, this adventure is ready to give your group the chance to save the city of Korvosa from some of its most notorious dangers—or the chance for the heroes to see their final sunset!



Pathfinder Adventure: Night of the Gray Death (P2)

Ron Lundeen

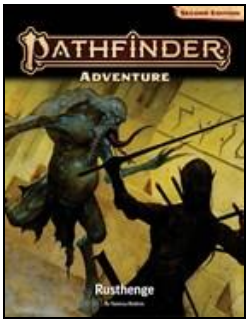
Paizo Inc.
9781640783720
Pub Date: 10/26/21
$22.99 USD/$30.50 CAD
Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
11 in H | 8 in W | 0.6 lb Wt

Summary

Galt’s executioners are the masked and mysterious Gray Gardeners. Held above the laws of the chaotic nation, these grim killers soak the revolution-wracked land in dread and blood. They behead the guilty and innocent alike with their magical guillotines, but few possess the courage to stand against them. Powerful heroes must infiltrate the Gray Gardeners and put an end to their reign of terror. As the heroes race from haunted crypts to the elegant opulence of an ill-fated masque, the midnight chime will bring salvation or doom to a nation.

Night of the Gray Death is a deluxe adventure in Gothic horror for 16th-level characters written by Ron Lundeen. It exposes the secrets of the Gray Gardeners with new monsters, new magic items, and new challenges to test the mightiest heroes. Mysteries and intrigue abound during the Night of the Gray Death!



Pathfinder Adventure: Rusthenge (P2)

Vanessa Hoskins

Paizo Inc.
9781640785427
Pub Date: 10/31/23
$24.99 USD/$33.50 CAD
Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
6 in H | 6 in W | 0.5 lb Wt

Summary

Rusthenge is a deluxe Pathfinder adventure for 1st-level characters. The ruins of Rusthenge have stood silent vigil over the southern coastline of Chakikoth Isle for eons, dating back to the era of the runelords of ancient Thassilon. The town of Iron Harbor was built in Rusthenge's shadow, but now that New Thassilon has risen from the depths of the distant past, the old ruins are coming under unexpected scrutiny. Something sinister is afoot in Rusthenge, and it falls to a brand new band of adventurers to learn the truth of the ancient evil that stirs deep within its long-abandoned halls! This adventure also includes new items and character backgrounds, as well as a pair of new monsters tied to the region's notorious history.



Pathfinder Adventure: The Enmity Cycle

Brian Duckwitz

Paizo, Inc.
9781640785168
Pub Date: 6/6/23
$24.99 USD/$33.50 CAD
Trade Paperback

64 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8.5 in W | 0.3 in T

Summary

The Enmity Cycle is a deluxe Pathfinder adventure for 4th-level characters. On the cusp of completing a grand project that would wow audiences and build solidarity between the five squabbling cities of Thuvia, a trio of renowned artists suddenly go missing. Who could be behind such treacheryóand why? Explore the Thuvian city of Lamasara as your characters investigate the disappearance and prevent a poisoned performance from shaking the desert nation. This adventure also includes a gazetteer of Thuvia and a selection of new magic and monsters.



Pathfinder Adventure Gear Deck [P2]

Paizo Staff

Paizo Inc.
9781640782075
Pub Date: 3/10/20
$22.99 USD/$30.50 CAD
Game

110 Pages
Carton Qty: 76
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

5 in H | 4 in W | 1 in T | 0.5 lb Wt

Summary

Adventuring is dangerous business, and those who wander into long forgotten dungeons or into trackless swamps without the right preparation are doomed to failure. With this 110-card deck of vital adventuring gear, you don’t have to worry about forgetting to bring the right piece of equipment ever again. Each card features a beautiful illustration of the item on one side, with all of the rules for play located on the back. Every piece of gear in the Pathfinder Second Edition Core Rulebook is here in this deck, from backpacks and torches or mirrors and waterskins, each listing its price and bulk for ease of reference. Sorting through your gear has never been easier!



Paizo, Inc.
9781640785571
Pub Date: 11/28/23
$79.99 USD/$105.99 CAD
Hardcover

336 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 1 in T

Pathfinder GM Core *(2nd Edition, Special edition)*

Logan Bonner, Mark Seifter

Summary

Unleash your imagination, creating worlds and stories beyond measure with the new *Pathfinder GM Core* for Pathfinder Second Edition!

This comprehensive 336-page rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's dungeon delve to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and monsters, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Pathfinder GM Core* also contains a dragon's hoard of magic items and treasure to entice and reward your players, from simple healing potions to magic weapons and armor and legendary artifacts, including dozens of brand-new items!

Pathfinder GM Core is the second core rulebook for the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier-to-access volumes with new pres...

Contributor Bio

Logan was an integral member of the design team that crafted Pathfinder Second Edition, and oversees the rules engine today as Paizo's Pathfinder Lead Designer. As a 20-year veteran of the tabletop game industry, he has over a hundred credits as a designer, author, developer, and editor. For Paizo, he oversaw the remastered core books, *Secrets of Magic*, *Book of the Dead*, *Rage of Elements*, *NPC Core*, and many more. The other games he's worked on range widely, including Fiasco, Spectaculars, Dungeons & Dragons, and the Mistborn Adventure Game. Born on the great plains of Kansas, he graduated Fort Hays State University with a BFA in fine art. He then reversed the polarity on the flatness and dryness meters to relocate to Seattle, Washington, where he has lived since 2006.



Paizo, Inc.
9781640785588
Pub Date: 11/28/23
$59.99 USD/$79.50 CAD
Hardcover

336 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks
11 in H | 8.5 in W | 0.8 in T | 2.6 lb Wt

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Other



Paizo, Inc.
9781640785601
Pub Date: 3/12/24
$29.99 USD/$39.99 CAD
Trade Paperback

336 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Remaster Rulebooks

8.5 in H | 6.5 in W | 0.6 in T | 1.3 lb Wt

Pathfinder GM Core *(2nd Edition)*

Logan Bonner, Mark Seifter

Summary

Unleash your imagination, creating worlds and stories beyond measure with the new *Pathfinder GM Core* for Pathfinder Second Edition!

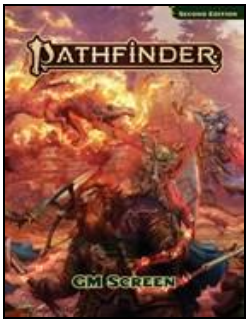
This comprehensive 336-page rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's dungeon delve to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and monsters, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Pathfinder GM Core* also contains a dragon's hoard of magic items and treasure to entice and reward your players, from simple healing potions to magic weapons and armor and legendary artifacts, including dozens of brand-new items!

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Other



Paizo Inc.
9781640785694
Pub Date: 7/9/24
$24.99 USD/$33.50 CAD
Book

4 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Accessories

11 in H | 8 in W | 1.1 lb Wt

Pathfinder RPG: Pathfinder Core GM Screen (P2)

Logan Bonner

Summary

A good Game Master keeps many secrets, only to reveal them to the players when the time is right. Keep your secrets safe behind the Pathfinder Core GM Screen. This sturdy four-panel horizontal screen features a stunning battle scene on one side and handy charts and game tables on the other side to give a busy GM everything they need to run Pathfinder. This screen has been updated with rules from the Pathfinder Remaster and includes a useful chart of new terms, making it simple to run any adventure from Pathfinder Second Edition!

The Pathfinder Core GM Screen measures 44" by 8.5", giving you plenty of space to hide your notes, dice rolls, and secret plans.



Pathfinder Fists of the Ruby Phoenix Adventure Path

James Case, Luis Loza, David N. Ross

Paizo, Inc.
9781640784901
Pub Date: 1/24/23
$54.99 USD/$72.99 CAD
Hardcover

256 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Adventures

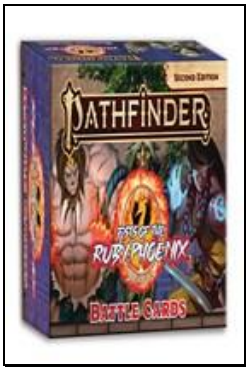
11 in H | 8.5 in W | 1 in T

Summary

Prepare for the fight of your life!

The Ruby Phoenix Tournament gathers the most talented martial artists, mages, and misfits from around the world to compete on a world stage. The grand prize? Winner's choice of a priceless treasure from the vault of Hao Jin, the Ruby Phoenix, herself! This hardcover compilation includes all three adventures of the popular Fists of the Ruby Phoenix Adventure Path in one epic book. Explore a complete adventure for 11th- to 20th-level characters, plus fantastic gazetteers, inspiring character options, dozens of creatures, and more!

Pathfinder Second Edition's most ambitious campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Fists of the Ruby Phoenix Adventure Path, a fist-smashing tournament campaign like no other, along with support articles, rules, monsters, and more!



Pathfinder RPG: Fists of the Ruby Phoenix Battle Cards (P2)

Paizo Staff

Paizo Inc.
9781640784895
Pub Date: 2/7/23
$42.99 USD/$56.99 CAD
Paperback

200 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

7 in H | 5 in W | 3 in T | 2.4 lb Wt

Summary

Get ready for the fight of a lifetime with this collection of 200 reference cards featuring every creature and combatant from the Fists of the Ruby Phoenix Adventure Path! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full color image of an enemy on one side and the enemy's combat statistics on the other. Show your players who's on the other side of the ring while keeping your villains' stats at the ready for every exhibition match, monster encounter, and epic brawl in the Ruby Phoenix Tournament!



Paizo Inc.
9781640783607
Pub Date: 10/19/21
$19.99 USD/$26.50 CAD
Game

0 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

11 in H | 8 in W | 1 in T | 1.7 lb Wt

Pathfinder Fists of the Ruby Phoenix Pawn Collection (P2)

Paizo Staff

Summary

Step into the arena and pit your players against ruthless rivals from the Fists of the Ruby Phoenix Adventure Path! The Fists of the Ruby Phoenix Pawn Collection features more than 170 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the Fists of the Ruby Phoenix campaign, including malevolent martial artists, charming challengers, and brutal beasts to meet, beat, and defeat in the grand arena! The Fists of the Ruby Phoenix Pawn Collection, together with the creatures from the Pathfinder Pawns Bestiary Box, provides pawns for nearly all Fists of the Ruby Phoenix encounters. Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. With tons of distinct images, the Fists of the Ruby Phoenix Pawn Collection brings to life the enemies and allies from all three adventures of the Fists of the Ruby Phoe...



Paizo, Inc.
9781640784772
Pub Date: 6/4/24
$69.99 USD/$92.99 CAD
Hardcover

256 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Fifth Edition Adventures

11 in H | 8.5 in W | 1 in T

Pathfinder Abomination Vaults Adventure Path (5E)

Vanessa Hoskins, James Jacobs, Stephen Radney-MacFarland

Summary

One of Pathfinder's most popular and exciting campaigns comes to 5e at last!

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. Evil stirs in the depths of the Abomination Vaults, a sprawling dungeon where a wicked sorcerer attempted to raise an army of monsters hundreds of years ago. The town's newest heroes must venture into a sprawling dungeon filled with beasts and traps to prevent a spiteful spellcaster from rising again!

This complete compilation of the original Adventure Path campaign has been adapted to the newest version of the world's oldest RPG. You've heard about the quality and depth of Pathfinder campaigns for years—now explore the Abomination Vaults yourself without having to learn a new game system!

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Paizo, Inc.
9781640784789
Pub Date: 6/4/24
$89.99 USD/$119.50 CAD
Hardcover

256 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Fifth Edition Adventures

11 in H | 8.5 in W | 1 in T

Pathfinder Abomination Vaults Adventure Path (5E) *(Special edition)*

Vanessa Hoskins, James Jacobs, Stephen Radney-MacFarland

Summary

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This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.



Paizo, Inc.
9781640784109
Pub Date: 6/7/22
$54.99 USD/$72.99 CAD
Hardcover

256 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Adventures

11 in H | 8.5 in W | 0.8 in T | 2.1 lb Wt

Pathfinder Abomination Vaults Adventure Path *(2nd Edition)*

Vanessa Hoskins, James Jacobs, Stephen Radney-MacFarland

Summary

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

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Paizo, Inc.
9781640784116
Pub Date: 6/7/22
$74.99 USD/$99.50 CAD
Hardcover

256 Pages
Carton Qty: 14
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Adventures

11 in H | 8.5 in W | 0.8 in T | 2.2 lb Wt

Pathfinder Abomination Vaults Adventure Path *(2nd Edition, Special edition)*

Vanessa Hoskins, James Jacobs, Stephen Radney-MacFarland

Summary

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

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Paizo, Inc.
9781640784727
Pub Date: 12/27/22
$39.99 USD/$52.99 CAD
Cards

200 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

4.5 in H | 6.8 in W | 2 in T

Pathfinder Abomination Vaults Battle Cards

Paizo

Summary

Delve deep into this massive collection of 200 reference cards featuring every monster from the Abomination Vaults Adventure Path! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full-color image of a monster on one side, while the other side provides that monster's Pathfinder Second Edition statistics for quick and easy reference. Show the players what their characters are facing while keeping statistics at the ready for every creepy aberration, sneaky hunter, subterranean horror, and cautious ally in the massive megadungeon called the Abomination Vaults!



Paizo, Inc.
9781640784338
Pub Date: 11/8/22
$39.99 USD/$52.99 CAD
Hardcover

128 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.5 in T | 1.3 lb Wt

Pathfinder Kingmaker Companion Guide *(2nd Edition)*

James Jacobs, Mike Welham

Summary

With Friends Like These...

The heroes of the Stolen Lands can use all the help they can get! The *Pathfinder Kingmaker Companion Guide* presents seven fully detailed NPC companions inspired by the Kingmaker video game, ready to provide all sorts of assistance, each accompanied by a fully detailed personalized adventure to expand and explore their story. Notes on how an additional six companions can aid your adventures, extensive rules for camping and cooking strange and even magical meals to bolster your characters' abilities, and a fully detailed system to incorporate weather and hazards like blizzards, flash floods, tornadoes, supernatural storms, and more into your campaign make the *Pathfinder Kingmaker Companion Guide* an indispensable addition to your Kingmaker campaign or indeed any Pathfinder campaign!

Each companion character introduces a plethora of new character options to further enhance and bolster player characters' abilities and options, including over a dozen feats, nearly a dozen spells, ten new alchemical and magical items, three dozen new exploration and downtime activitie...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Paizo, Inc.
9781640784291
Pub Date: 11/8/22
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Hardcover

640 Pages
Carton Qty: 8
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Adventures

11 in H | 8.5 in W | 1.4 in T | 4.4 lb Wt

Pathfinder Kingmaker Adventure Path *(2nd Edition)*

Tim Hitchcock, Robert G. McCreary, Jason Nelson, Richard Pett, Neil Spicer, Greg A. Vaughan, Greg A Vaughan

Summary

Pathfinder's most-popular campaign ever returns in this massive new hardcover compilation updated to the latest Pathfinder rules!

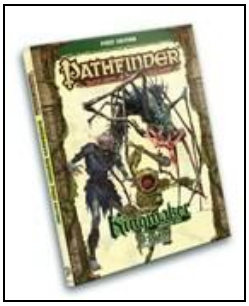
In this new, revised version of the classic Kingmaker Adventure Path campaign, the Stolen Lands have long been the domain of bandits and monsters, but no longer! Your party has been granted a charter to explore these wilds, defeat its dangers, and build a brand new nation. Yet not everyone will welcome you as new neighbors, and powerful supernatural forces have their own plans for the region. Can you defeat your kingdom's enemies and become leaders of one of the greatest new nations in the world?

This hardcover edition of the Kingmaker Adventure Path contains:

- All six chapters of the original Kingmaker Adventure Path, expanded and updated for use with Pathfinder Second Edition.
- Hundreds of pages of new content that expands the campaign to cover the full range of levels from 1 to 20.
- Works with tie-in Bestiaries (sold separately) to allow easy conversion to Pathfinder First Edition or the Fifth Edition rules of the world's oldest roleplaying game!
- Extensive rule...

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Paizo, Inc.
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Hardcover

160 Pages
Carton Qty: 20
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder First Edition Rulebooks

11 in H | 8.5 in W | 0.5 in T | 1.5 lb Wt

Pathfinder Kingmaker Bestiary (First Edition) *(5th Edition)*

James Jacobs, Jason Nelson, Jeff Lee

Summary

Here There be Monsters!

From feral beasts to supernatural sprits from the realm of fey, the Kingmaker Adventure Path forces heroes to test their might against hundreds of foes—be they bandit lords, evil kings, or demigods. This book presents rules for over 200 monsters and villains, 45 traps and hazards, and seven companion NPCs presented with a low-level and mid-level stat block, making them suitable for play as adventuring companions or even pregenerated player characters—all compatible with any Pathfinder First Edition game. Designed to work alongside the new Pathfinder Kingmaker Adventure Path campaign book, this volume makes quick conversion of the campaign to Pathfinder First Edition a breeze! Challenge your heroes while playing through the Kingmaker Adventure Path, or populate a campaign entirely of your own design!

Written by: Russ Brown, Carlos Cabrera, Jeremy Corff, Joel Flank, Steven T. Helt, Victoria Jaczko, Jeff Lee, Tom McQueen, Jacob W. Michaels, Julian Neale, Jason Nelson, Justin Sluder, Margherita Tramontano, and Mike Welham.

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



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208 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Fifth Edition Rulebooks

11 in H | 8.5 in W | 0.6 in T | 1.8 lb Wt

Pathfinder Kingmaker Bestiary (Fifth Edition) *(5th Edition)*

James Jacobs, Jason Nelson, Paizo, Jeff Ibach

Summary

Here There be Monsters!

From feral beasts to supernatural sprits from the realm of fey, the Kingmaker Adventure Path forces heroes to test their might against hundreds of foes—be they bandit lords, evil kings, or demigods. This book presents rules for many monsters and villains, as well as traps, hazards, and potential allies compatible with any 5E game. Designed to work alongside the new Pathfinder Kingmaker Adventure Path campaign book, this volume makes quick conversion of the campaign to 5E a breeze! Challenge your heroes while playing through the Kingmaker Adventure Path, or populate a campaign entirely of your own design!

Written by: Jeremy Corff, Robert J. Grady, Tim Hitchcock, Jeff Ibach, Victoria Jaczko, Matt Kimmel, Jeff Lee, Julian Neale, Chris Perrin, Tom Phillips, and Alex Riggs.

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



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Hardcover

128 Pages
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Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.5 in T

Pathfinder Kingmaker Companion Guide *(Special edition)*

James Jacobs

Summary

With Friends Like These...

The heroes of the Stolen Lands can use all the help they can get! The *Pathfinder Kingmaker Companion Guide* presents seven fully detailed NPC companions inspired by the Kingmaker video game, ready to provide all sorts of assistance, each accompanied by a fully detailed personalized adventure to expand and explore their story. Notes on how an additional six companions can aid your adventures, extensive rules for camping and cooking strange and even magical meals to bolster your characters' abilities, and a fully detailed system to incorporate weather and hazards like blizzards, flash floods, tornadoes, supernatural storms, and more into your campaign make the *Pathfinder Kingmaker Companion Guide* an indispensable addition to your Kingmaker campaign or indeed any Pathfinder campaign!

Each companion character introduces a plethora of new character options to further enhance and bolster player characters' abilities and options, including over a dozen feats, nearly a dozen spells, ten new alchemical and magical items, three dozen new exploration and downtime activitie...



Paizo, Inc.
9781640784437
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Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

11 in H | 8.5 in W | 0.8 in T

Pathfinder Dark Archive

James Case, Mikhail Rekun, Mark Seifter, Paizo

Summary

From the fringes, the unknown beckons. Pathfinder Dark Archive contains secrets that any player or GM can use to reveal the paranormal lurking in their Pathfinder games! This spine-tinglingly secretive 224-page hardcover rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge! Beyond these new classes, eight secret case files each provide player options, GM tools, and lore into a different paranormal topic, including:

- Strange cryptids glimpsed in the night, gear to track them, and the powers you might gain by surviving an encounter with one
- Cults and esoteric belief, with apocryphal divine magic and the secret of becoming a living vessel for an eldritch being
- Temporal anomalies, with archetypes that skim along the surface of time and a new mystery for oracles unbound from causality
- Each file concludes with a short adventure to immerse players in the paranormal, spanning across Golarion
- play all eight to uncover the inexplicable phenom...



Paizo, Inc.
9781640784444
Pub Date: 8/9/22
$74.99 USD/$99.50 CAD
Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks
11 in H | 8.5 in W | 0.8 in T

Pathfinder Dark Archive *(Special edition)*

James Case, Mikhail Rekun, Mark Seifter, Paizo

Summary

From the fringes, the unknown beckons. Pathfinder Dark Archive contains secrets that any player or GM can use to reveal the paranormal lurking in their Pathfinder games! This spine-tinglingly secretive 224-page hardcover rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge! Beyond these new classes, eight secret case files each provide player options, GM tools, and lore into a different paranormal topic, including:

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- Cults and esoteric belief, with apocryphal divine magic and the secret of becoming a living vessel for an eldritch being
- Temporal anomalies, with archetypes that skim along the surface of time and a new mystery for oracles unbound from causality
- Each file concludes with a short adventure to immerse players in the paranormal, spanning across Golarion
- play all eight to uncover the inexplicable phenom...



Paizo Inc.
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Paperback

224 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
8 in H | 6 in W | 0.7 lb Wt

Pathfinder Dark Archive Pocket Edition (P2)

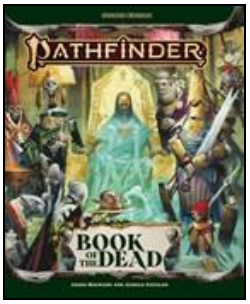
James Case, Mikhail Rekun, Mark Seifter, Rigby Bendele, Logan Bonner, Dan Cascone, Jessica Catalan, Banana Chan, Kay Hashimoto, Sen. H.H.S.

Summary

From the fringes, the unknown beckons. Pathfinder Dark Archive contains secrets that any player or GM can use to reveal the paranormal lurking in their Pathfinder games! This spine-tinglingly secretive 224-page softcover rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge!

Beyond these new classes, eight secret case files each provide player options, GM tools, and lore into a different paranormal topic, including:
• Strange cryptids glimpsed in the night, gear to track them, and the powers you might gain by surviving an encounter with one
• Cults and esoteric belief, with apocryphal divine magic and the secret of becoming a living vessel for an eldritch being
• Temporal anomalies, with archetypes that skim along the surface of time and a new mystery for oracles unbound from causality

Each file concludes with a short adventure to immerse players in the paranormal, spanning across Golarion—play all eight to uncover the in...



Paizo, Inc.
9781640784017
Pub Date: 5/10/22
$49.99 USD/$66.50 CAD
Hardcover

224 Pages
Carton Qty: 16
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Second Edition Rulebooks

11 in H | 8.5 in W | 1 in T

Pathfinder Book of the Dead

Jason Bulmahn, Jessica Catalan

Summary

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

Other
Pathfinder RPG Book of the Dead Pocket Edition (P2) - Paperback - 6/7/2022 $24.99 9781640784031



Paizo Inc.
9781640784031
Pub Date: 6/7/22
$24.99 USD/$33.50 CAD
Paperback

224 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

8 in H | 6 in W | 0.6 lb Wt

Pathfinder RPG Book of the Dead Pocket Edition (P2)

Paizo Staff

Summary

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.



Paizo, Inc.
9781640787599
Pub Date: 1/7/26
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

11 in H | 8.5 in W

Starfinder Flip-Mat: Imperial Bases

Damien Mammoliti

Summary

Rebels always strike first! When the heroes need to infiltrate, escape, or overthrow an imperial military base, this map has you covered. One side features a formidable cliffside military base occupying a terrestrial planet. The other side shows a majestic magitech outpost that the heroes might encounter in a high-tech world, or even in another dimension.
Starfinder Flip-Mat: Imperial Bases measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Starfinder 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 cleanup is just a Flip away?



Paizo, Inc.
9781640787520
Pub Date: 11/5/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

11 in H | 8.5 in W | 0.3 in T | 0.4 lb Wt

Starfinder Flip-Mat: Renegade Outpost

Damien Mammoliti

Summary

All your bases belong to us!

When the PCs need to infiltrate a renegade outpost, cultist compound, or outlaw base, or if they want to build their own hideout, spread this map out on the table and roll initiative. One side features a desert outpost surrounded by an armed perimeter of razorwire and turrets. The other side shows an arboreal outpost protected by magic on an alien world. Get ready to play out any infiltration, siege, or battle for the base with *Starfinder Flip-Mat: Renegade Outpost*!

Starfinder Flip-Mat: Renegade Outpost measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Starfinder 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 cleanup is just a Flip away?



Paizo, Inc.
9781640787049
Pub Date: 9/16/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Starfinder Flip-Mat: Garage Warehouse

Damien Mammoliti

Summary

When the adventurers need to explore a warehouse full of bodacious loot, infiltrate a corporate factory, or find a reinforced garage to park their favorite vehicles, slap this map on the table!

One side features an industrial warehouse with fortified doors and storage spaces packed with equipment characters (and enemies!) can climb or duck behind for tactical cover. The other side shows a mechanical garage full of machinery and lofty catwalks perfect for snipers. Get into tactical position with *Starfinder Flip-Mat: Garage Warehouse*!

Starfinder Flip-Mat: Garage Warehouse measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!



Paizo Inc.
9781601259622
Pub Date: 9/5/17
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

10 in H | 8 in W | 0.7 lb Wt

Starfinder Flip-Mat: Basic Terrain

Paizo Staff

Summary

An alien landscape, an abandoned space station, the twisting corridors of your own starship—the possibilities for adventure are endless with Starfinder Flip-Mat: Basic Terrain!

Appropriate for use with any roleplaying game, this invaluable gaming accessory presents two subtle textures—dusty ground and metallic grating—providing Game Masters a blank canvas on which to create any terrestrial battlefield, space-age facility, or adventure set piece they desire.

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel.

- 24" × 30" mat
- Folds to 8" × 10"
- 1" squares on each side

Don’t feel like you always have to run your game in someone else’s world. With Starfinder Flip-Mat: Basic Terrain, the setting of your next adventure is wherever you can imagine.

"Price Includes VAT"



Paizo, Inc.
9781640786790
Pub Date: 7/15/25
$29.99 USD/$39.99 CAD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.4 in T | 0.7 lb Wt

Starfinder Flip-Mat: Cityscape Multi-Pack

Damien Mammoliti

Summary

It all happens in the city!

Starfinder Flip-Mat: Cityscape Multi-Pack includes two double-sided tactical maps, with each map face depicting a different district in a sprawling futuristic city! One side features a modern city square with holographic displays. Another presents a maze of crisscrossing alleyways and rooftops perfect for intrigue. A third offers a residential district and major apartment complex, while the fourth side unveils the heart of a vibrant commercial district, with a maglev station to serve as the perfect departure point for any number of destinations and adventures. The ideal maps for any futuristic or near-modern game, this set has you covered for almost any urban encounter!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Paizo, Inc.
9781640786660
Pub Date: 5/27/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Starfinder Flip-Mat: Derelict Starships

Damien Mammoliti

Summary

These ships don't sink, they just float forever.

Explore the husks of abandoned starships in *Starfinder Flip-Mat: Derelict Starships*. One side of this mat recreates a classic starship used by intrepid adventurers across the cosmos, only long-after they've been forced to abandon it. You can even use this side as battle damaged version of the classic starship featured on *Starfinder Flip-Mat: Sunrise Maiden*. The other side of the mat shows the shorn off section of a larger warship, where active battles could still be taking place! Both sides work as the setting for a full session of exploration in the depths of space.

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Paizo, Inc.
9781640786486
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Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Starfinder Flip-Mat: Alien Ruins

Damien Mammoliti

Summary

Find the horrors and wonders left behind by the galaxy's most ancient civilizations in *Starfinder Flip-Mat: Alien Ruins*.

One side of this mat puts heroes right into the action in a set of ruins located inside a shifting maze of high stone walls, where they'll find the hidden ruins of a forgotten culture. This side also matches up perfectly to the red planet map presented in *Starfinder Flip-Mat: Planetary Terrain Multi-Pack*, allowing you to create a massive encounter space. The other side of the mat shows the interior of a dark cavern filled with the semi-active remains of a once powerful alien species. Both sides can be turned into a set piece for almost any science-fantasy adventure!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Paizo, Inc.
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Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Starfinder Flip-Mat: Space Station

Damien Mammoliti

Summary

Suit up and get ready to explore the galaxy's most iconic and dangerous space stations with *Starfinder Flip-Mat: Space Station*.

One side of this mat showcases the interior of a station you could find almost anywhere in the galaxy, complete with a mess hall, storage, and even a docked fighter. This side also matches up perfectly to *Starfinder Flip-Mat: Basic Terrain*, allowing you to construct an even larger station. The other side of the mat is a grimmer station or research outpost, filled with the leftovers of deadly experiments and gruesome battles. Both sides can be turned into a set piece for almost any science-fantasy adventure!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Paizo, Inc.
9781640786318
Pub Date: 12/3/24
$29.99 USD/$39.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.5 in T | 0.8 lb Wt

Starfinder Flip-Mat: Planetary Terrain Multi-Pack

Damien Mammoliti

Summary

Every planet is just a map away!

With four unique maps each bringing a science-fantasy planet to life, *Starfinder Flip-Mat: Planetary Terrain Multi-Pack* has what you need to take your Starfinder campaign to new worlds. One mat in this dual set displays a winter forest perfect for frigid worlds like Triaxus. The other side of this map depicts the desert of a red planet, with a perfect ambush point. The second map begins with a cratered surface great for lunar adventures or the surface of lifeless worlds like Apostae or Eox. The second side of this map showcases a brilliant blue and purple gas giant, with orbital platforms to let your adventurers fight in new dimensions. Push the boundaries of space with new worlds to explore and new maps to bring them to life!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10"...



Paizo, Inc.
9781640786110
Pub Date: 10/8/24
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Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Starfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Starfinder Flip-Mat: Basic Terrain

Damien Mammoliti

Summary

Nothing's basic in the future!

From the open streets of a cityscape to the docking bay of a hi-tech station, your journey into the science-fantasy setting of Starfinder starts here with *Starfinder Flip-Mat: Basic Terrain*. One side of this mat displays the open interior of a futuristic space station, such as the center of the Starfinder setting: Absalom Station. The other side depicts the open streets of one of countless concrete urban sprawls found throughout the galaxy. Both provide a blank canvas to draw any terrain or adventure set piece a Game Master might need. Team this with the *Starfinder Flip-Mat: Planetary Terrain Multi-Pack*, and you'll be set to run all the futuristic adventures you want!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



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Paperback

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.3 lb Wt

Starfinder Flip-Mat: Mining Operation

Damien Mammoliti

Summary

Look to the stars and say ‘mine’. Whether a critical infrastructure site for an evil mega-corp or a long-abandoned asteroid dig with a hidden secret beneath, there’s always something worth discovering at the bottom of a mine. This double-sided map features a large surface dig site on a barren landscape with elevators leading below the surface and into the mines. The second side features the mine interior, with shafts and corridors leading off and connecting back to the other map side via the same elevators. Starfinder Flip-Mats present ready-to-use science-fantasy set pieces for the busy Game Master. With Starfinder Flip-Mat: Mining Operation, you’ll dig up all sorts of adventures!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel.

- 24" × 30" mat
- Folds to 8" × 10"
- 1" squares on both sides



Paizo Inc.
9781601259639
Pub Date: 9/5/17
$19.99 USD/$26.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 1 in T | 0.3 lb Wt

Starfinder Flip-Mat: Basic Starfield

Jason A. Engle, Stephen Radney-MacFarland

Summary

Worlds of Adventure
An alien landscape, an abandoned space station, the twisting corridors of your own starship-the possibilities for adventure are endless with *Starfinder Flip-Mat: Basic Terrain*! Designed for the Starfinder Roleplaying Game but appropriate for any RPG, this invaluable gaming accessory presents two subtle textures-dusty ground on one side and metal floor plating on the other-providing Game Masters a blank canvas on which to draw any terrestrial battlefield, space-age facility, or adventure set piece they desire. Whether your party is facing down a convoy of ratfolk scavengers or breaking into a robot prison on a machine planet, you'll always have the right map at hand.
Don't feel like you always have to run your game in someone else's world. With *Starfinder Flip-Mat: Basic Terrain*, the setting of your next adventure is wherever you can imagine!
- 24" × 30" mat
- Folds to 8" × 10"
- 1" squares on each side

ISBN-13: 978-1-60125-962-2
PZO7302 Starfinder Flip-Mat: Basic Starfield
Battle Among the Stars
Fill the peaceful void of space with missiles and laser strikes with ...



Pathfinder Flip-Mat: Primal Dungeon

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Summary

Whether your players are exploring a forest primeval or a lost and forgotten nexus of natural power, no Game Master wants to spend time drawing sites for their primal encounters. Fortunately, with *Pathfinder Flip-Mat: Primal Dungeon*, you don't have to! One side features a damp, cavernous sprawl dotted with fungi, while the other shows and ancient ritual site overtaken by primal forces. Set this map on your table and get your players into the action!

Pathfinder Flip-Mat: Primal Dungeon measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder 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 cleanup is just a Flip away?

Paizo, Inc.
9781640787544
Pub Date: 1/7/26
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
10 in H | 8 in W | 0.3 in T



Pathfinder Flip-Mat: Ritual Sites

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Summary

Whether you delve into sinister magic or empower sacred rites, a powerful ritual calls for a special location. This Flip-Mat present two ideal locations for rituals large and small. One side features a dark fey abode, a deep forest location complete with a carved dolmen and strange vegetation, while the other side presents a sandy location that could exist near a shore or in a vast desert that includes an inner chamber with mysterious crystals. Prepare for your ritual with *Pathfinder Flip-Mat: Ritual Sites*!

Pathfinder Flip-Mat: Ritual Sites measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder 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 cleanup is just a Flip away?

Paizo, Inc.
9781640787452
Pub Date: 12/3/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
10 in H | 8 in W | 0.3 in T



Pathfinder Flip-Mat: Bayou Hideout

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Paizo, Inc.
9781640787421
Pub Date: 11/5/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.2 in T | 0.4 lb Wt

Summary

Whether the heroes need a safe place to lay low or they need to seek out the secret sanctum of thieves, cultists, or worse, thick vegetation and foreboding terrain make the deep bayou a perfect shelter off the beaten path. Both sides of this glorious, double-sided map depict buildings standing up above the waterline, surrounded by the brackish waters of the swamp. One features a large meeting hall with docked skiffs, while the other side places a handful of smaller buildings in the waterlogged community. Whether your PCs are raiding a swamp-based gang or stopping by to trade at a remote waypoint, *Pathfinder Flip-Mat: Bayou Hideout* has you covered!

Pathfinder Flip-Mat: Bayou Hideout measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal.



Pathfinder Flip-Mat: Basic Terrain Multi-Pack

Jason A. Engle

Paizo, Inc.
9781640787605
Pub Date: 11/5/25
$29.99 USD
Sheet Map, Folded

36 Pages
Carton Qty: 0
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

11 in H | 8.5 in W

Summary

Get Back to Basics! Whether you need a wild plain, a city square, an arena floor, or the open sea, set the scene for nearly any adventure with the *Pathfinder Flip-Mat: Basic Terrain Multi-Pack*! Cover all your ground effectively with four different full-color textures: grassland, stone floor, street, and water! Usable by experienced GMs and novices alike for a vast variety of games, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal, giving you vibrant playspaces you can customize however you like! Don't waste your time sketching when you could be playing. With the *Pathfinder Flip-Mat: Basic Terrain Multi-Pack*, now you can focus on what matters the most: the action in your game.

Previous Editions
Pathfinder FlipMat: Basic Terrain MultiPack - 9/3/2013 $24.99 9781601255570



Pathfinder Flip-Mat: Command Center

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Paizo, Inc.
9781640787087
Pub Date: 10/8/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Summary

As battles rage throughout the land, generals direct forces from well-defended command centers—and this tactical map can set the scene! One side shows a stone keep on a mountain face with an assortment of defensive towers surrounding a simple courtyard, and the other depicts a command center in a large palace complex overlooking the sea. Order your armies or defend your battle plans with *Pathfinder Flip-Mat: Command Center*!

Pathfinder Flip-Mat: Command Center measures 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal.



Pathfinder Flip-Mat: Siege

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Paizo, Inc.
9781640786950
Pub Date: 8/19/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Summary

This exciting tactical map sets the scene for a sensational siege! One side features a walled fortification before the battle begins, along with a moat and trenches, protecting a ballista from invading soldiers. The other side shows the same fortification, but after the battle has been raging and blood has been spilled. Draw your sword and charge into battle with *Pathfinder Flip-Mat: Siege*!

Pathfinder Flip-Mat: Siege 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, Pathfinder 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 cleanup is just a Flip away?



Pathfinder Flip-Mat: City Districts Multi-Pack

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Paizo, Inc.
9781640786851
Pub Date: 7/15/25
$29.99 USD/$39.99 CAD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.4 in T | 0.7 lb Wt

Summary

Big, crowded cities teem with adventure, so give your players something to see while they're out and about the town. This Flip-Mat Multi-Pack shows a street view of four different districts in a fantasy metropolis, each with busy intersections, persuasive vendors, and danger in the alleys waiting to prey on those who walk the streets. When you need a good city scene in your adventures, *Pathfinder Flip-Mat: City Districts Multi-Pack* has you covered!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat: Alchemical Lab

Jason A. Engle, Stephen Radney-MacFarland

Paizo, Inc.
9781640786592
Pub Date: 4/15/25
$19.99 USD/$26.50 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T

Summary

Every alchemist needs a good workshop, and this alchemist lab makes for the perfect place to concoct strange brews and crafty mutagens. One side shows an expansive alchemical lab filled with every piece of equipment and selection of reagents an alchemist could need. The other side shows the same location after a catastrophic mishap. Whether your PCs have a practical home base from which to work or they are tasked with taking down a rogue scientist, *Pathfinder Flip-Mat: Alchemical Lab* has you covered.

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, Pathfinder 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 cleanup is just a Flip away?



Pathfinder Flip-Mat: Ballroom

Jason Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640786479
Pub Date: 2/18/25
$19.99 USD/$26.50 CAD
Book

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

10 in H | 8 in W | 0.5 lb Wt

Summary

Sometimes adventurers need to relax with a nice party. Of course, that’s when things go askew. Don’t fret, Pathfinder Flip-Mat: Ballroom has you covered to stage the scene! One side features an elegant ballroom perfect for a large dance or high-society party. The other side includes a more utilitarian ballroom, complete with a stage for musicians and tables and chairs for guests to witness the festivities. Don’t waste time drawing these scenes when you can unfold Pathfinder Flip-Mat: Ballroom on your table and get straight to the action!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat: Basic Environments Multi-Pack

Jason A. Engle, Stephen Radney-MacFarland, Jason A Engle

Paizo, Inc.
9781640785939
Pub Date: 7/9/24
$29.99 USD/$39.99 CAD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

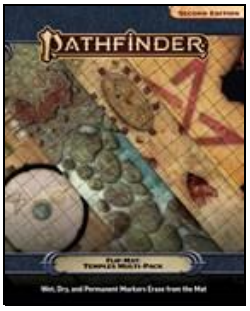
10 in H | 8 in W | 0.5 in T | 0.8 lb Wt

Summary

Oh, give me a biome!

Whether you need an old-growth forest, a perilous glacier, an arid desert, or the open prairies, set the scene for nearly any adventure with the *Pathfinder Flip-Mat: Basic Environments Multi-Pack*! Cover your ground in any situation with four different full-color environments: deep forest, grassy plain, rocky desert, and a polar landscape! Usable by experienced GMs and novices alike for a vast variety of games, Pathfinder Flip-Mats fit perfectly into any Game Master’s arsenal, giving you vibrant playspaces you can customize however you like!

With the *Pathfinder Flip-Mat: Basic Environments Multi-Pack*, you can focus on what matters the most: the action in your game. A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. This set includes two flip mats, each measuring 24" × 30" unfolded, and 8" x 10" folded.



Paizo Inc.
9781640785649
Pub Date: 3/12/24
$26.99 USD/$35.99 CAD
Book

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
10 in H | 8 in W | 0.8 lb Wt

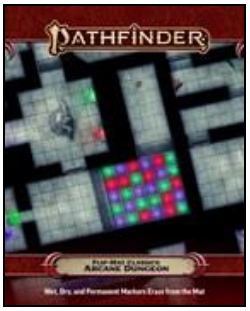
Pathfinder Flip-Mat: Temples Multi-Pack

Jason Engle, Stephen Radney-MacFarland

Summary

Say Your Prayers! In a world steeped in divine magic, temples are centers for the power of the gods. Though the temples of benevolent deities can provide respite to weary heroes, those devoted to malevolent deities are perilous strongholds for villains and monstrous legions alike. Whether your heroes are in search of a holy place to defend or a profane temple where they can battle the forces of evil, Pathfinder Flip-Mat: Temples Multipack has you covered. This trove of temples features a tranquil and verdant sanctuary of healing, a rugged seaside temple to a god of violence and destruction, a temple of undeath nestled in a dilapidated graveyard, and a diabolical temple, where the stage has been set for the arrival of the terrors of Hell.

This set includes two Flip-Mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!



Paizo, Inc.
9781640785632
Pub Date: 2/13/24
$16.99 USD/$22.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 0 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
10 in H | 8 in W | 0.3 in T

Pathfinder Flip-Mat Classics: Arcane Dungeon

Jason A. Engle

Summary

Whether players are exploring an archmage's vaults or delving through magical dimensions, no Game Master wants to spend time drawing sites for their arcane encounters. Fortunately, with *Pathfinder Flip-Mat Classics: Arcane Dungeon*, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Whether it's used as a complete dungeon or as piecemeal puzzles, this double-sided combat map is the perfect place for all manner of magical confrontations and conundrums!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 se...

Previous Editions
Pathfinder Flip-Mat: Arcane Dungeons - 6/18/2013 $13.99 9781601255280



Paizo Inc.
9781640785397
Pub Date: 10/3/23
$16.99 USD/$22.99 CAD
Paperback

0 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.7 lb Wt

Pathfinder Flip-Mat Classics: Haunted Dungeon

Stephen Radney-MacFarland, Jason Engle

Summary

The reputed horrors of ancient dungeons—and the treasures within—are enough to attract any group of adventurers. But regardless of a group's foolhardy urge to explore places they should maybe leave alone, no Game Master wants to spend time drawing every creepy crypt or sinister hallway. This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, depicting the two different spooky underground locations, this double-sided map makes the perfect place to seek truths and treasures best left forgotten!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry e...



Paizo Inc.
9781640785328
Pub Date: 8/15/23
$16.99 USD/$22.99 CAD
Paperback

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: Urban Tavern

Jason Engle, Stephen Radney-MacFarland

Summary

Get ready for a barroom blitz! 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 line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, depicting two different city-based taverns, this double-sided map makes the perfect place to start your next adventure!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with...



Pathfinder Flip-Mat Classics: Noble Estate

Jason A. Engle

Paizo, Inc.
9781640785076
Pub Date: 4/11/23
$16.99 USD/$22.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
10 in H | 8 in W | 0.3 in T

Summary

Elegant treasures and political secrets lie hidden within noble estates, making them excellent targets to rob or defend, but regardless of a group's inclination, no Game Master wants to spend time drawing every opulent courtyard or banquet hall. Depicting the ground floor and roof of a grand noble estate, this beautifully detailed double-sided map sets the perfect scene for escapades among the elite!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat Classics: Winter Forest

Jason A. Engle

Paizo, Inc.
9781640785014
Pub Date: 3/7/23
$16.99 USD/$22.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats
10 in H | 8 in W | 0.3 in T

Summary

Whether your party is on the run after escaping an icy prison or hunting mythical creatures that emerge only in winter, no Game Master wants to spend time drawing every snowbank and icicle-laden copse of pines. Full of beautiful details, including a frozen lake and a snow-draped cave entrance, *Pathfinder Flip-Mat Classics: Winter Forest* makes the perfect setting for forays into the bone-chilling cold!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat: Alien Ruins

Jason A. Engle

Summary

Whether it's a partially buried space ship that crash landed eons ago, or a strange landscape of eerie architecture not of this world, these alien ruins will surely fill your game with mystery and wonder. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players stumble across something out of this world, these maps have you covered. With *Pathfinder Flip-Mat: Alien Ruins*, you'll be ready the next time your players stumble upon the truly unexpected!

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, Pathfinder 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 cleanup is just a Flip away?

Paizo, Inc.
9781640784949
Pub Date: 2/7/23
$16.99 USD/$22.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T



Pathfinder Flip-Mat: Kingmaker Adventure Path Campsite Multi-Pack

James Jacobs, Jason Engle

Summary

Whether it’s a semi-permanent encampment, a fortified wilderness hideout, or simply a place to set up tents, every wilderness explorer eventually needs a campsite. This Flip-Mat Multi-Pack features three different campsites for your players to explore, including a simple clearing in the woods, a hidden forest hideout, and a sprawling goblin encampment. Designed specifically to work with Pathfinder’s Kingmaker Adventure Path, these high-utility maps also make an ideal resource for any fantasy RPG campaign!

Each Flip-Mat measures 24" by 30" unfolded and 8" by 10" folded, with the goblin encampment presented on two separate flip-mats that, when laid out side by side, present an enormous double-sized flip-mat for your adventure! A Flip-Mat’s coated surface can handle any dry-erase, wet-erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master’s arsenal!

Paizo Inc.
9781640784161
Pub Date: 11/8/22
$29.99 USD/$39.99 CAD
Game

36 Pages
Carton Qty: 32
Ages 16 And Up
Games & Activities / Role Playing & Fantasy

10 in H | 8 in W | 1 lb Wt



Pathfinder FlipMat: Kingmaker Adventure Path Noble Manor MultiPack

Jason A Engle

Paizo, Inc.
9781640784178
Pub Date: 11/8/22
$29.99 USD/$39.99 CAD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder FlipMats

10 in H | 8 in W | 0.6 in T | 0.7 lb Wt

Summary

Be it an aristocrat's manor or a sovereign's throne hall, all nobles and rulers need places to live and to hold court. This FlipMat MultiPack features two wings of a sprawling mansion fit for nobility as well as two versions of a throne roomó rustic wood and elegant stoneó to represent two different variations on the same ruler's grand hall. Designed specifically to work with Pathfinder's Kingmaker Adventure Path, these highutility maps also make an ideal resource for any fantasy RPG campaign! Each FlipMat measures 24"" by 30"" unfolded and 8"" by 10"" folded. A FlipMat's coated surface can handle any dryerase, weterase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder FlipMats fit perfectly into any Game Master's arsenal!

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Pathfinder FlipMat: Kingmaker Adventure Path River Kingdoms Ruins MultiPack

Jason A Engle

Paizo, Inc.
9781640784185
Pub Date: 11/8/22
$29.99 USD/$39.99 CAD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder FlipMats

10 in H | 8 in W | 0.4 in T | 0.7 lb Wt

Summary

Mysterious ruins lie hidden within faroff reaches in the wilderness, ancient remnants of longlost civilizations. This FlipMat MultiPack features four such ruined locations: an overgrown keep in the woods, a decrepit river crossing, a dilapidated swamp settlement, and a longforgotten shrine. Designed specifically to work with Pathfinder's Kingmaker Adventure Path, these highutility maps also make an ideal resource for any fantasy RPG campaign! Each FlipMat measures 24"" by 30"" unfolded and 8"" by 10"" folded. A FlipMat's coated surface can handle any dryerase, weterase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder FlipMats fit perfectly into any Game Master's arsenal!

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Pathfinder Flip-Mat Classics: Pirate Island

Jason A. Engle

Paizo, Inc.
9781640784697
Pub Date: 11/1/22
$16.99 USD/$22.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T

Summary

“X” marks the spot for adventure on this mysterious pirate islandówho knows what treasures (and dangers) lie in wait beyond its shores? This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the adventurers find themselves shipwrecked on a remote shoreline or have come to a strange isle to seek out its hidden treasures, this map has you covered! Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat Classics: Pirate Island*, you'll be ready for the next time the PCs set sail!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent m...



Pathfinder Flip-Mat Classics: Theater

Corey Macourek

Paizo, Inc.
9781640784482
Pub Date: 8/9/22
$16.99 USD/$22.99 CAD
Sheet Map, Folded

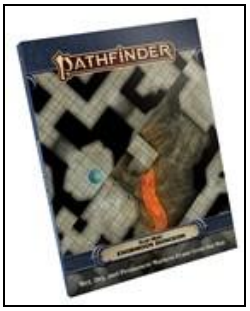
18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T

Summary

Heroes enjoy being the center of attention, so what better place for adventure than on stage at the theater? Whether the adventurers are just eager for a night's entertainment as audience members or are on a mission against a sinister production or a raid against a rival theatrical band, with *Pathfinder Flip-Mat Classics: Theater*, you'll be ready for the curtain call in a heartbeat!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat: Enormous Dungeon

Jason A. Engle, Stephen Radney-MacFarland

Paizo, Inc.
9781640784284
Pub Date: 7/12/22
$26.99 USD/$35.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 24
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T

Summary

What's better than a brand new dungeon Flip-Mat to explore? The BIGGEST dungeon Flip-Mat of all time, of course! This ginormous 30" x 46" map presents two sprawling dungeon complexes—one on each side—to vex and intrigue your players. Unveil this titanic dungeon on your tabletop and watch as your players are staggered by the awesome challenges ahead! Their party's biggest problems just got even bigger!

Each Enormous Flip-Mat measures 30" x 46" unfolded, and 8" x 10" folded. A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. 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 cleanup is just a Flip away?



Pathfinder Flip-Mat Classics: Pathfinder Lodge

Corey Macourek

Paizo, Inc.
9781640784147
Pub Date: 5/10/22
$14.99 USD/$19.99 CAD
Sheet Map, Folded

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T

Summary

Adventurers need a place to gather between their far-off journeys and dangerous quests, and the Pathfinder Lodge provides the perfect guildhall for their rare moments of rest between adventures. Of course, an adventurer never gets to rest for long, and Pathfinder Flip-Mat Classics: Pathfinder Lodge allows you to hit your players where it hurts them most—in the safety of their own hideout!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat Classics: Tavern Multi-Pack

Jason Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640783904
Pub Date: 1/18/22
$24.99 USD/$33.50 CAD
Game

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.8 lb Wt

Summary

Sooner or later, every group of adventurers ends up in a tavern! Pathfinder Flip-Mat Classics provide ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master, chosen from the most useful and most popular releases in the Flip-Mat line. Whether the adventurers are just looking for a place to rest, heading somewhere to meet up with an ally or patron, looking for their next job, or about to get ambushed in the middle of town, the taverns included in this Multi-Pack have you covered with four different locations in all! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat Classics: Tavern Multi-Pack, you'll be prepared next time your players are ready for a pub crawl!



Pathfinder Flip-Mat Classics: Thieves' Guild

Jason Engle

Paizo Inc.
9781640783638
Pub Date: 10/26/21
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Summary

Whether your players are plumbing the depths of a treasure vault or escaping through a sewer, no Game Master wants to spend time drawing sites for the complex maze of a thieves' guild. Fortunately, with Paizo Publishing's latest Pathfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Whether it's used for a full-on invasion of a thieves' guild's headquarters or tracking down a burglar, this double-sided map is the perfect place for larcenous adventure! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat Classics: Thieves' Guild, you'll be ready next time your players dare to oppose the city's criminals!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

On tabletops...



Paizo Inc.
9781640783416
Pub Date: 7/27/21
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: Museum

Jason Engle

Summary

While a museum is meant to be a place of learning and wonder, it’s no surprise at just how often adventures pop up within them! There’s always a fresh new surprise waiting at the museum, and no Game Master wants to put the action on pause to draw every exhibition room and display case. Fortunately, you don’t have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the heroes are simply visiting the museum to research a mystery or have been hired to handle a problem within an exhibit itself, this double-sided combat map features a classic museum for you to use at your table. Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat Classics: Museum, you’ll be ready next time your players come looking for answers!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper tow...



Paizo Inc.
9781640783348
Pub Date: 6/22/21
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.2 lb Wt

Pathfinder Flip-Mat Classics: Twisted Caverns

Jason Engle, Stephen Radney-MacFarland

Summary

Whether your party is venturing into a maze of twisty passages or escaping from the creature that dragged them to the center of its distressingly bone-strewn lair, no Game Master wants to spend time drawing every narrow cave tunnel and dead end. Fortunately, with Paizo's latest Pathfinder Flip-Mat Classics, you don't have to! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, including a fungus-infested cave and a spiraling descent, this double-sided map makes the perfect setting for encounters in the dank and dark!
Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat Classics: Twisted Caverns, you'll be prepared next time your players head underground!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded...



Paizo Inc.
9781640783096
Pub Date: 3/23/21
$14.99 USD/$19.99 CAD
Book

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: Red Light District

Jason Engle, Stephen Radney-MacFarland

Summary

Whether your party is looking for contacts in the criminal underworld or fleeing from an angry thieves' guild, no Game Master wants to spend time drawing every darkened alley and ramshackle storefront. Fortunately, with Paizo's latest Pathfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. This double-sided map is the perfect place for urban adventures and even matches up with Pathfinder Flip-Mat Classics: Pub Crawl, providing a setting for any encounter needing a seedy atmosphere!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy-simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

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 dynam...



Paizo Inc.
9781640782952
Pub Date: 1/12/21
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: Slum Quarter

Jason Engle

Summary

Whether your party's tracking a gang of notorious thieves or hiding out from the law themselves, no Game Master wants to spend time drawing every cluttered alley and squalid flophouse. Fortunately, with Paizo's latest Pathfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, including a battered gatehouse, dozens of hovels, and mazelike backstreets, this double-sided map makes the perfect setting for forays into any city's seamier side!

Don't waste your time sketching when you could be playing. With Pathfinder *Flip-Mat Classics: Slum Quarter*, you'll be prepared next time your players head to the wrong side of town!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy-simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

On tabletops across the world, the Fli...



Pathfinder Flip-Mat Classics: Falls & Rapids

Jason Engle

Summary

Whether your party is at the mercy of deadly rapids or is headed toward a plummet over a crushing waterfall, no Game Master wants to slow the action down by drawing every river bend and jagged rock. Fortunately, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the heroes are in flight or pursuit, this double-sided combat map features rapids, rocky bends, misty falls, and ambush spots aplenty! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Falls & Rapids, you'll be ready next time your players find themselves up the river without a paddle!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy-simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

On tabletops across the world, the Flip-Mat Revolution is changing the way players...

Paizo Inc.
9781640782693
Pub Date: 10/6/20
$14.99 USD/$19.99 CAD
Game

0 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.6 lb Wt



Pathfinder Flip-Mat Classics: Cathedral

Corey Macourek

Summary

Smile in pride as your players mumble desperate prayers to gods benevolent or malign while they fight for their lives upon Flip-Mat Classics: Cathedral! This gorgeous double-sided battle-scale map features the same temple on each side, one dedicated to good and the other to evil!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

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 wh...

Paizo Inc.
9781640782433
Pub Date: 6/30/20
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt



Pathfinder Flip-Mat Classics: Bandit Outpost

Corey Macourek

Paizo Inc.
9781640782365
Pub Date: 6/16/20
$13.99 USD/$18.99 CAD
Game

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Summary

There are bandits in the hills, and Pathfinder Flip-Mat Classics: Bandit Outpost lets heroes take the fight to the enemy's lair! From the look-out tower to the prison cells to quarters for the goons, the Bandit Outpost is a perfect set-piece for any campaign, and easily doubles as a suitable home for the heroes after they have rescued it from evil.

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

On tabletops across the world, the Flip-Mat Revolution is ...



Pathfinder Flip-Mat: Bigger Ancient Dungeon

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640782273
Pub Date: 6/16/20
$19.99 USD/$26.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.6 lb Wt

Summary

Ready to explore?
Some dungeons are older and larger than others! Each side of this Flip-Mat features a different massive ancient dungeon. One side is an enormous and primeval dungeon sprawl on the edge of a volcano, while the other is an age-old mausoleum under a ruined city. Now instead of sketching, you can devote more time to playing! With Pathfinder Flip-Mat: Bigger Ancient Dungeon, you'll be ready next time your players want to delve deep into the ancient past, with all its danger and treasure!



Pathfinder Flip-Mat Classics: City Market

Corey Macourek

Paizo Inc.
9781640782174
Pub Date: 6/2/20
$13.99 USD/$18.99 CAD
Game

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 10 in W | 0.5 lb Wt

Summary

Get ready to shop with Flip-Mat Classics: City Market, a gorgeous double-sided battle-scale map with a market on one side, and blank cobblestone side on the other so you can detail your own marketplace or other urban encounter!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.

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 plas...



Pathfinder Flip-Mat Classics: City Gates

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640781863
Pub Date: 12/24/19
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Summary

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

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, Pathfinder Flip-Mats fit perfectly into any Game Master’s arsenal!



Paizo Inc.
9781640781429
Pub Date: 7/16/19
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 1 in T | 0.4 lb Wt

Pathfinder Flip-Mat Classics: Dragon’s Lair

Jason A. Engle, Stephen Radney-MacFarland

Summary

Get the Hoard!
Whether the player characters are tracking down a dangerous red dragon or leading an assault on a great wyrm's cave, no Game Master wants to spend time drawing out the whole scene. With Pathfinder Flip-Mat Classics: Dragon's Lair, you don't need to. This durable Flip-Mat illustrates two scenes where your heroes can fight for glory and treasure.
Flip-Mat Classics
The most popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings-city streets, forests, ships, taverns, and more-and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!



Paizo Inc.
9781640780941
Pub Date: 12/11/18
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt

Pathfinder Flip-Mat Classics: Warehouse

Jason A. Engle, Stephen Radney-MacFarland

Summary

Who knows what criminal conspiracies and deadly deals might unfold amid the maze of merchandise in Pathfinder Flip-Mat Classics: Warehouse? With a full suspicious scene on each side—one along the waterfront and the other with a holding yard—this durable accessory can serve as ambush site or hideout in any tabletop fantasy campaign!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat Classics: Ancient Dungeon

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640780828
Pub Date: 10/30/18
$13.99 USD/$18.99 CAD
Game

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt

Summary

Delve the deepest, oldest tombs and catacombs with Flip-Mat Classic: Ancient Dungeon, a gorgeous double-sided battle-scale map of two complete dungeon levels! Both sides show numerous rooms and corridors that you populate with your own ancient treasures and terrors!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat Classics: Desert

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640780736
Pub Date: 10/16/18
$13.99 USD/$18.99 CAD
Game

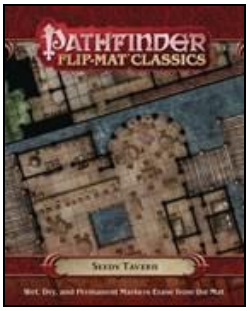
0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt

Summary

Whether your adventurers are trekking across a trackless desert or taking a brief rest at an ambush-ready oasis, no Game Master wants to slow the action down by drawing sites for urban encounters. Fortunately, with Flip-Mat Classics: Desert, you don’t have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. This double-sided combat map presents two distinct encounter locations perfect for all manner of desert confrontations.

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a...



Pathfinder Flip-Mat Classics: Seedy Tavern

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640780644
Pub Date: 9/18/18
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.6 lb Wt

Summary

Fortunately, with Flip-Mat Classics: Seedy Tavern, you don’t have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. This double-sided combat map presents three distinct taverns perfect for all manner of sinister confrontations. It even connects with Map Pack: Sewer System for more seedy adventure!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded.



Pathfinder Flip-Mat Classics: Watch Station

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640780606
Pub Date: 8/28/18
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt

Summary

Whether your players are on the right side of the law or under arrest, no Game Master wants to spend time drawing interrogation rooms and holding cells. Fortunately, with Flip-Mat Classics: Watch Station, you don’t have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Pathfinder Flip-Mat Classics: Watch Station also connects with Pathfinder Map Pack: Sewer System, allowing you to create a customizable dungeon of your own design.

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks ...



Paizo Inc.
9781640780545
Pub Date: 8/28/18
$24.99 USD/$33.50 CAD
Game

36 Pages
Carton Qty: 40
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.8 lb Wt

Pathfinder Flip-Mat Multi-Pack: Forests

Jason A. Engle, Stephen Radney-MacFarland

Summary

When the heroes decide to explore vast stretches of wilderness, Pathfinder Flip-Mat Multi-Pack: Forests has you covered. The four sides of this Flip-Mat Multi-Pack present meandering brooks, winding trails, groves, grottos and other forest locations perfect for exploration and ambush. Each side connects to the other parts of the wilderness in some way, allowing you to present a nearly endless forest! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat Multi-Pack: Forests, you'll be ready next time your players wish to brave the primordial woodlands!

This set includes two flip mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder 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 ...



Paizo Inc.
9781640780576
Pub Date: 6/12/18
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: Battlefield

Jason A. Engle

Summary

Whether your players are leading the charge or fleeing a superior force, no Game Master wants to spend time drawing sites for ambushes and epic clashes. Fortunately, with Flip-Mat Classics: Battlefield, you don’t have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Whether it’s used during a huge organized conflict or simply anytime a fight breaks out, this double-sided combat map is the perfect place to resolve battles!

The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!

A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a ...



Pathfinder Flip-Mat Classics: Darklands

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640780552
Pub Date: 5/8/18
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt

Summary

Go Spelunking!
Crawl into the depths of the earth with Flip-Mat Classics: Darklands! Whether the adventurers are just checking out a cave or fighting their way through a subterranean tunnel system, this Flip-Mat provides a ready-to-use combat map for a variety of encounters. Don't forget to bring plenty of light and watch out for collapses when using Flip-Mat Classics: Darklands!
Flip-Mat Classics
The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings-city streets, forests, ships, taverns, and more-and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come!



Pathfinder Flip-Mat Multi-Pack: Dungeons

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781640780125
Pub Date: 2/20/18
$24.99 USD/$33.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.8 lb Wt

Summary

When you need an endless dungeon, full of foul chambers and hiding spots for vicious fiends, Pathfinder Flip-Mat Multi-Pack: Dungeons has you covered. The four sides of this Flip-Mat Multi-Pack present levels in an interlocking dungeon. Each side connects to the other dungeons in some way, allowing any delve you run to last all night, and into the next morning! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat Multi-Pack: Dungeons, you’ll be ready next time your players delve deeper and deeper!

This set includes two flip mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat’s coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder 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 cleanup is just a Flip away?

3; "Price Includes VAT"



Paizo Inc.
9781601259837
Pub Date: 10/31/17
$19.99 USD/$26.50 CAD
Game

0 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.6 lb Wt

Pathfinder Flip-Mat: Bigger Keep

Jason A. Engle, Stephen Radney-MacFarland

Summary

Whether your are on a secret mission to rescue the crown prince, or defending a kingdom against the onslaught of hobgoblin hordes, Pathfinder Flip-Mat: Bigger Keep has you covered. Each side of the Flip-Mat features the various levels of a massive keep. One side features the courtyard and the terrain around the keep, while the second side features the upper level of the fortress! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Bigger Keep, you’ll be ready next time your players want to seek out forbidden lore!

Pathfinder Flip-Mat: Bigger Keep measures 27 by 39 inches, which gives you 45% more gaming space than the standard Pathfinder Flip-Mat.

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 cleanup is just a Flip away?

"Price Includes VAT"



Paizo Inc.
9781640780033
Pub Date: 9/5/17
$14.99 USD/$19.99 CAD
Game

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.2 lb Wt

Pathfinder Flip-Mat: Cavernous Lair

Jason A. Engle, Amanda Hamon Kunz

Summary

DOOM FROM THE DEEP

Dare the deadly depths with *Pathfinder Flip-Mat: Cavernous Lair*. While one side of this Flip-Mat features a view of barren, cave pocked cliffs, the other presents a mazelike tangle of tunnels and caverns. This portable, affordable map measures 24" × 30" unfolded, and 8" × 10" folded. Usable by experienced GMs and novices alike, and friendly to both dry erase and wet erase markers, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!

Get to the game faster with *Pathfinder Flip-Mat: Cavernous Lair*, and be ready next time your players prepare to delve underground!

- "Price Includes VAT"



Paizo Inc.
9781601259462
Pub Date: 7/25/17
$19.99 USD/$26.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
11 in H | 8 in W | 0.7 lb Wt

Pathfinder Flip-Mat: Bigger Caverns

Jason A. Engle, Stephen Radney-MacFarland

Summary

Whether you’re tracking a dragon into its lair or trying to escape from the underground prisons of an ancient evil, Pathfinder Flip-Mat: Bigger Caverns has you covered. Each side of the Flip-Mat features a massive underground cave complex. One side shows an underground river and jewel-encrusted chamber, while the other details the twisting passages leading out! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Bigger Caverns you’ll be ready next time your players want to venture into the lightless depths of the world!

Bigger Flip Mats are 45% larger than normal Flip-Mats. Flip-Mat: Bigger Caverns is 27" x 39" 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, Pathfinder 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 cle...



Paizo Inc.
9781601259424
Pub Date: 6/20/17
$14.99 USD/$19.99 CAD
Game

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat: Airship

Jason A. Engle

Summary

Whether you’re exploring an ancient relic of a lost skyfaring civilization or piloting your own airship through the clouds, Pathfinder Flip-Mat: Airship has you covered. Each side of the Flip-Mat features a lavishly illustrated view of a high fantasy airship. One side features the exterior of this futuristic vehicle, designed to resemble a flying dragon, while the second takes your players onto the contraption’s deck! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Airship, you’ll be ready next time your players want to take off into the wild blue yonder.

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, Pathfinder 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 cleanu...



Paizo Inc.
9781601259349
Pub Date: 4/11/17
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.4 lb Wt

Pathfinder Flip-Mat: Forbidden Jungle

Jason A. Engle

Summary

Whether you’re searching for a lost relic hidden within remnants of an ancient empire or fleeing the violence of a hungry tribe of cannibals, Pathfinder Flip-Mat: Forbidden Jungle has you covered. Each side of the Flip-Mat features the thick foliage of dense rainforests hiding savage tribes, terrible traps, and hidden riches. One side features the twisting highlands of the jungle with winding paths overlooking rushing rivers while the second uncovers a hidden enclave of jungle dwellers! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Forbidden Jungle, you’ll be ready next time your players want to hack their way into danger amid uninviting lands.

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, Pathfinder 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 ti...



Paizo Inc.
9781601259295
Pub Date: 3/7/17
$19.99 USD/$26.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.7 lb Wt

Pathfinder Flip-Mat: Bigger Ship

Jason A. Engle

Summary

Whether you’re sailing into a stormy naval battle or sneaking into a ship to steal buccaneer plunder, Pathfinder Flip-Mat: Bigger Ship has you covered. Each side of the Flip-Mat features the deck plans for a truly massive vessel. One side features the top deck of the behemoth galleon, while the other details the lower decks! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Bigger Ship you’ll be ready next time your players want to sail the high seas!

Bigger Flip Mats are 45% larger than normal Flip-Mats. Flip-Mat: Bigger Ship is 27" x 39" 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, Pathfinder 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 cleanup is just a Flip away?

“Price Includes VAT”



Pathfinder Flip-Mat: Bigger Forest

Stephen Radney-MacFarland, Jason A. Engle

Paizo Inc.
9781601259035
Pub Date: 11/15/16
$19.99 USD/$26.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.7 lb Wt

Summary

Whether you're sneaking through the undergrowth to preempt a bandit ambush or hunting elusive forest creatures, Pathfinder Flip-Mat: Bigger Forest has you covered. With an area that's a whole 45% bigger than a standard Flip-Mat, Game Masters can now dream even bigger! Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Bigger Forest, you’ll be ready next time your players want to brave the dark and deep forests!

Fully laid out, Flip-Mat: Bigger Forest measures 27 by 39 inches, but folds down to a convenient and portable 8 by 10 inches—easy enough to toss into your bag for the game! Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!

“Price Includes VAT”



Pathfinder Flip-Mat: Mythos Dungeon

Jason A. Engle, Stephen Radney-MacFarland

Paizo Inc.
9781601258953
Pub Date: 10/18/16
$14.99 USD/$19.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
11 in H | 8 in W | 0.5 lb Wt

Summary

Whether you are struggling to maintain your sanity in a mind-warping dungeon filled with elder evils or simply looking for a good place to curl up and drool, Pathfinder Flip-Mat: Mythos Dungeon has you covered. Each side of the Flip-Mat features the ruins of a madness-inspired dungeon home to alien entities probably best left undisturbed. Don’t waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Mythos Dungeon, you’ll be ready next time your players want to go search of the unknown!

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, Pathfinder 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?

“Price Includes VAT”



Paizo Inc.
9781601258854
Pub Date: 9/20/16
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: Waterfront Tavern

Jason A. Engle

Summary

Every city needs a seedy, dingy waterfront tavern, and the latest Flip-Mat release delivers, with a new two-sided full-color durable laminated map depicting a dockside dive your players won't soon forget! Consort with unsavory characters in a darkened, curtained booth. Sidle up to the criminal element at the well-soaked, crooked bar, and try not to smash the cheap furniture or fall from the balcony when the inevitable fight breaks out. 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! The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now, with Flip-Mat Classics, they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! "Price Inclu...



Paizo Inc.
9781601258472
Pub Date: 8/30/16
$13.99 USD/$18.99 CAD
Game

0 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat Classics: River Crossing

Corey Macourek, Stephen Radney-MacFarland

Summary

Down to the River The river represents freedom of travel—and danger! Depicting a treacherous river bend and surrounding woods, Flip-Mat Classics: River Crossing makes a great set piece for escaping pursuers, holding a bridge, or battling an aquatic beast! A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Removing permanent ink is easy—simply trace over any permanent mark with a dry erase marker, wait 10 seconds, then wipe off both marks with a dry cloth or paper towel. Each Flip-Mat measures 24" x 30" unfolded, and 8" x 10" folded. The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! “Price Includes VAT”



Pathfinder Flip-Mat: Bigger Tavern

Bigger Tavern

Jason A. Engle

Paizo Inc.
9781601258229
Pub Date: 3/15/16
$19.99 USD/$26.50 CAD
Game

18 Pages
Carton Qty: 48
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.6 lb Wt

Summary

There’s room for everyone at the bar with Pathfinder Flip-Mat: Bigger Tavern. With an area that's a whole 45% larger than most Pathfinder Flip-Mats, Game Masters can have bigger encounters than ever before! Each side of this massive gaming accessory presents a unique tavern ready to be used in any fantasy campaign. Don't feel like you need to constrain your adventure. With Pathfinder Flip-Mat: Bigger Tavern there’s a seat for everyone!

Fully laid out, Flip-Mat: Bigger Tavern measures 27 by 39 inches, but folds down to a convenient and portable 8 by 10 inches—easy enough to toss into your bag for the game! Its coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Pathfinder Flip-Mats fit perfectly into any Game Master's arsenal!

“Price Includes VAT”

No Image Available

Pathfinder Flip-Mat Classics: Prison

Prison

Corey Macourek, Stephen Radney-MacFarland

Paizo Inc.
9781601257789
Pub Date: 10/13/15
$13.99 USD/$18.99 CAD
Game

0 Pages
Carton Qty: 30
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.6 lb Wt

Summary

Throw away the key! The world is filled with tough customers, and the worst end up here! From the guard tower to solitary confinement, Flip-Mat Classics: Prison is a perfect set-piece for any campaign, and it makes an intriguing home base for heroes (or villains!) who take it over. It’s a riot!

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, Pathfinder Flip-Mats fit perfectly into any Game Master’s arsenal!

The world’s most popular Flip-Mats roar back into print with Flip-Mat Classics! 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?



Paizo Inc.
9781601257406
Pub Date: 6/9/15
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
10 in H | 8 in W | 0.5 lb Wt

Pathfinder Flip-Mat: Warship

Warship

Jason A. Engle

Summary

- Battle comes to the high seas with this encounter between two unstoppable ships of war. This portable, affordable map measures 24" x 30", and features a coated surface designed to can handle any dry erase, wet erase, or even permanent marker.
- Price includes VAT.



Paizo Inc.
9781601256812
Pub Date: 10/21/14
$13.99 USD/$18.99 CAD
Game

18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-mat
10 in H | 8 in W | 0.4 lb Wt

Pathfinder Flip-Mat: Tech Dungeon

Jason A. Engle, Paizo Staff

Summary

- Whether the vessel of alien invaders or a labyrinth from the far future, battles from beyond time and space unfold on *Pathfinder Flip-Mat: Tech Dungeon*. With a distinct technological dungeon on each side, this durable accessory can serve as a setting for exploration, battle, or anything in-between in any tabletop fantasy or sci-fi campaign.
- This portable, affordable map measures 24" x 30" unfolded, and features a coated surface designed to can handle any dry erase, wet erase, or even permanent marker.
- Note: Price includes VAT.



Pathfinder FlipMat: Basic Terrain MultiPack

Jason A Engle

Paizo, Inc.
9781601255570
Pub Date: 9/3/13
$24.99 USD/$33.50 CAD
Sheet Map, Folded

36 Pages
Carton Qty: 40
Ages 13 to 16
Games & Activities / Role Playing & Fantasy
Series: Pathfinder FlipMats

8 in H | 5.3 in W

Summary

Get Back to Basics! Whether you need a wild plain, a city square, an arena floor, or the open sea, set the scene for nearly any adventure with the Pathfinder FlipMat: Basic Terrain MultiPack! Cover all your ground effectively with four different fullcolor textures: grassland, stone floor, street, and water! Usable by experienced GMs and novices alike for a vast variety of games, Pathfinder FlipMats fit perfectly into any Game Master's arsenal, giving you vibrant playspaces you can customize however you like! Don't waste your time sketching when you could be playing. With the Pathfinder FlipMat: Basic Terrain MultiPack, now you can focus on what matters the most: the action in your game. ì Price Includes VATî

Contributor Bio

Paizo Inc. is publisher of the awardwinning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, Starfinder sciencefantasy roleplaying game, as well as numerous board games and accessories. In the 15+ years since its founding, Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into eight languages, and has been licensed for comic book series, graphic novels, toys, apparel, computer games, and more.



Pathfinder Flip-Mat: Basic

Paizo

Paizo, Inc.
9781640785403
Pub Date: 6/4/13
$16.99 USD/$22.99 CAD
Sheet Map, Folded

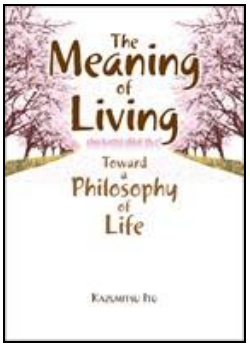
18 Pages
Carton Qty: 60
Ages 16 And Up
Games & Activities / Role Playing & Fantasy
Series: Pathfinder Flip-Mats

10 in H | 8 in W | 0.3 in T | 0.4 lb Wt

Summary

A dungeon filled with insidious traps, a magnificent imperial throne room, the citadel of an immortal tyrant—the possibilities for adventure are endless with *Pathfinder Flip-Mat: Basic*. Appropriate for use with any roleplaying game, this invaluable gaming accessory presents two subtle textures—smooth stone and fine dirt—providing Game Masters a blank canvas on which to create any dungeon, battleground, and adventure set piece they desire.

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, Pathfinder 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 cleanup is just a Flip away?



The Meaning of Living

Toward a Philosophy of Life

Kazumitsu Ito

One Peace Books
9781642735574
Pub Date: 11/17/25
$11.99 USD/$15.99 CAD
Trade Paperback

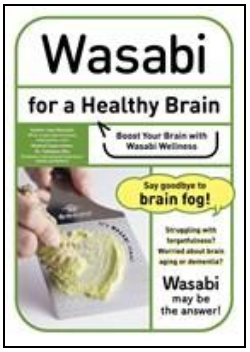
110 Pages
Carton Qty: 50
Literary Collections / Asian
7 in H | 5 in W | 0.3 lb Wt

Summary

In this essay, I have attempted a " philosophical critique." In short, I have tried to summarize my thoughts on the foundation for living, the meaning of living, relationships with others, societal positions, and the courage to make history. I have tried to avoid esoteric philosophical terms as much as possible. Furthermore, I have also incorporated some of my own experiences as anecdotes. In this way, I hope to convey my message to people living in contemporary times.

Contributor Bio

He earned his M.D. from the University of Tokyo in 1995, and his master' s degree in Japan Studies from the Open University of Japan in 2022. He has published seven books in Japan: Data Analysis of Japanese Literature; English Translation of Basho's Linked Verse; Basho's Linked Verse-Complete Translation; Essays on Miyazawa Kenji and Endo Shusaku; 15 Poems in Modern Japan; Essays on Japan's Literature; and The Meaning of Living. In addition, he will publish four books in the United States: Statistical Data Analysis; Basho's Linked Verse; Essays on Miyazawa Kenji and Endo Shusaku; and this book.



Wasabi for a Healthy Brain

Isao Okunishi

One Peace Books
9781642735611
Pub Date: 10/20/25
$14.00 USD/$19.00 CAD
Trade Paperback

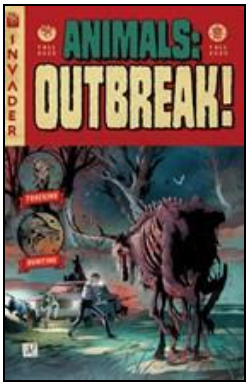
96 Pages
Carton Qty: 50
Cooking / Health & Healing
9 in H | 6 in W | 0.3 lb Wt

Summary

This book uncovers the remarkable health benefits of authentic real-wasabi, from boosting cognitive performance to supporting overall vitality. Drawing on the latest research, it highlights wasabi' s unique bioactive properties and offers simple, effective ways to enjoy them. Freshly grated wasabi reveals not only its fiery punch but also delicate aromas and natural sweetness that elevate every dish. With vivid illustrations and enticing recipes, the book invites readers to embrace " Wasakatsu" — making real wasabi part of everyday meals— as a refreshing path to clarity, energy, and joy.

Contributor Bio

Isao Okunishi is the Director of Development at Kinjirushi Co., Ltd. and head of its Functional Ingredients Research Institute. After completing his Master' s degree in Science at Nagoya University in 1995, he joined Kinjirushi in 1998, where he has led groundbreaking research on the functional properties of wasabi. His work has contributed to the development of health supplements and cosmetics based on wasabi' s natural compounds. In 2022, he earned his Ph.D. from Kagoshima University.



Animals: Outbreak *(Illustrated)*

Ed Condon, Keith Foster, Nico Mierez

Summary

Invader Comics Presents: Animals: Outbreak #1. In Olympic National Park, animals have begun killing people, and it's up to Sheriff Bertrand to figure out why. Last year, a hunter in Olympic National Park died from what an eyewitness insisted was a long-dead elk coming back to life in order to exact revenge. A bear stalked a camper with human intelligence and determination. Animals were killing people, and it was up to Sheriff Jack Bertrand to figure out why. The "why" turns out to be a contagious virus that increases animal intelligence and ferocity, turning docile forest creatures into calculating killers. As Jack Bertrand and Wildlife Agent Dan Simmons frantically track the murderous animals, they find out the animals are tracking them!

Contributor Bio

Keith Foster writes the horror comic Animals, the long-running giant monster comic Kodoja, the “space superhero” comic Space Minotaur and the interplanetary kung fu comic Three Protectors. His debut novel, The Witchmaster of Norway, will be everywhere in 2026. He is a Managing Partner at Invader Comics, co-hosts the Making Comics podcast

Invader Comics
9798896607267
Pub Date: 11/28/25
$15.99 USD/$20.99 CAD
Trade Paperback

68 Pages
Carton Qty: 0
Comics & Graphic Novels / Horror
Series: Animals



Death's Immortal Hunter *(Illustrated)*

Camilo Ponce, Dean Kotz, Dave Mims, Kevin Miller

Summary

Invader Comics Presents: Death's Immortal Hunter #1. Part Highlander, part Constantine, part Hellboy, “ Death's Immortal Hunter” follows The Hunter on his quest to rid humanity of the demons he himself unleashed. He can never rest, never stop, never relent ... until the job is done! At the center of the story is the Hunter — a mysterious figure who, despite his noble intentions, has pierced the veil between life and death. This disruption has unleashed chaos, allowing both light and darkness to thrive without restraint. In response, Death — a literal entity — delivers an ultimatum: restore the balance, or face the Reaping, a cosmic reckoning that will reset existence itself.

Contributor Bio

Kevin Miller, a writer/producer who has worked with Discovery, The History Channel, and Comedy Central. Kevin is a lifelong fan of comics as well as film, and his work displays that affection with a graceful blend of, and respect for, both.

Invader Comics
9798896607274
Pub Date: 11/28/25
$9.99 USD/$12.99 CAD
Trade Paperback

66 Pages
Carton Qty: 0
Comics & Graphic Novels / Science Fiction
Series: Death's Immortal Hunter



Invader Comics
9798892697071
Pub Date: 5/7/25
$9.99 USD/$12.99 CAD
Trade Paperback

100 Pages
Carton Qty: 0
Comics & Graphic Novels /
Science Fiction
Series: First Wave

0.3 in T | 0.3 lb Wt

First Wave *(Illustrated)*

Invader Comics

Summary

First Wave is Invader's quarterly anthology offering a first look at our best books. 100 pages of B&W versions of first issues, teasers, covers, and more in a smaller, manga-inspired format.



Invader Comics
9798892697064
Pub Date: 6/4/25
$19.99 USD/$26.99 CAD
Trade Paperback

226 Pages
Carton Qty: 0
Young Adult Fiction /
Comics & Graphic Novels
Series: A Boy Like Me

0.6 in T | 0.6 lb Wt

A Boy Like Me *(Illustrated)*

Jennie Wood

Summary

Born a girl, Peyton Honeycutt meets Tara Parks in the eighth grade bathroom shortly after he gets his first period. It is the best and worst day of his life. Determined to impress Tara, Peyton sets out to win her love by mastering the drums and basketball. He takes on Tara's small-minded mother, the bully at school, and the prejudices within his conservative hometown. In the end, Peyton must accept and stand up for who he is or lose the woman he loves.

Contributor Bio

Jennie Wood is a non-binary author, comic creator, musician, and optioned screenwriter. They created the critically acclaimed, award-winning Flutter graphic novel series, originally published by Invader (then 215 Ink). Featured in The New York Times, Boston Globe, and on Law & Order: SVU, Flutter was named one of the best LGBTQ graphic novels of 2013 and 2015 by The Advocate. In November 2018, Dark Horse Comics published The Flutter Collection, all three volumes combined into one book. That collection won the Next Generation Indie Book award for best graphic novel of 2019.



Invader Comics
9798888963616
Pub Date: 6/21/23
$24.99 USD/$33.99 CAD
Trade Paperback

141 Pages
Carton Qty: 0
Comics & Graphic Novels / Horror
Series: Darla

Darla *(Illustrated)*

Josh Ruben

Summary

The debut comic from director Josh Ruben follows the groundbreaking path he's forged through the horror genre with his films Werewolves Within and Scare Me. Darla is a demented mash up of Dead Zone and Requiem for a Dream that explores the disturbing underbelly of Americana through politics, health, psychosis and murder.

Contributor Bio

Josh Ruben is an American actor, writer, and director known for his work on the Comedy Central series CollegeHumor, directing many of its original videos and appearing in bits like The CollegeHumor Show. He also directed and starred in the feature films Scare Me, Werewolves Within, and Heart Eyes.



Invader Comics
9798887572277
Pub Date: 5/31/23
$22.99 USD/$30.99 CAD
Trade Paperback

244 Pages
Carton Qty: 0
Comics & Graphic Novels
Series: Keepsakers
0.5 in T | 1.3 lb Wt

Keepsakers *(Illustrated)*

Tayson Martindale

Summary

In a world where nightmares are more than just bad dreams, stuffies are the last line of defense against the things that go bump in the night. When Becky Burns experiences a great loss, a stuffie named Fenny is assigned to protect her. But Fenny soon realizes that she may be in over her head, and it may be more than just monsters that Becky is facing. The Keepsakers is a double-sized, 240+ PAGE story about the importance of letting go, and the power of holding on.

Contributor Bio

Edmonton creator Tayson Martindale has developed a unique blend of storytelling that appeals equally to the young and the old - much like Bone or Calvin & Hobbes. His books highlight his special talent for speaking to the child that still lives in all our hearts.



Invader Comics
9798888963593
Pub Date: 5/24/23
$14.99 USD/$19.99 CAD
Trade Paperback

84 Pages
Carton Qty: 0
Comics & Graphic Novels / Crime & Mystery
Series: Unknown Caller

Unknown Caller *(Illustrated)*

Kevin Miller, Marco Perugini

Summary

Years after a tragic accident, a man returns to his hometown seeking revenge. Is he driven by ghosts or simply the voices in his own head? From the mind of Kevin Miller, creator of Recall, with art by Marco Perugini and letters by Keith Gleason, Unknown Caller blurs the line between reality and psychosis. Just because it's happening in your head, doesn't mean it's not real.

Contributor Bio

Kevin Miller, a writer/producer who has worked with Discovery, The History Channel, and Comedy Central. Kevin is a lifelong fan of comics as well as film, and his work displays that affection with a graceful blend of, and respect for, both.



Invader Comics
9798887572369
Pub Date: 9/30/22
$14.99 USD/$19.99 CAD
Trade Paperback

84 Pages
Carton Qty: 0
Comics & Graphic Novels / Science Fiction
Series: Recall

Recall *(Illustrated)*

Daniel Zeze, Kevin Miller

Summary

A couple finds themselves pursued by mysterious lights in the sky along a remote highway. Is their pursuit a dream or something more sinister? Inspired by the Betty and Barney Hill abduction, the first widely publicized alien abduction in the United States, Recall is a graphic novel about race, romance, and fear.

Contributor Bio

Kevin Miller, a writer/producer who has worked with Discovery, The History Channel, and Comedy Central. Kevin is a lifelong fan of comics as well as film, and his work displays that affection with a graceful blend of, and respect for, both.



Monstrous Books
9781946346230
Pub Date: 8/31/23
$24.99 USD/$33.99 CAD
Hardcover

262 Pages
Carton Qty: 26
Fiction / Horror
Series: Dead Detectives Society

9 in H | 6 in W | 0.6 in T | 1.1 lb Wt

Dead Detectives Society #1

James Aquilone, Steve Niles, Jonathan Maberry

Throughout history and infinite dimensions, there exists a secret group of supernatural investigators operating on the fringes of society, working strange cases with little reward. They are the Dead Detectives Society!

Summary

THRILLING MYSTERIES OF THE MACABRE!

Throughout history and infinite dimensions, there exists a secret group of supernatural investigators operating on the fringes of society, lurking in the shadows, working strange cases with little reward. They are hardboiled zombies and ghosts, mythological creatures, ass-kicking vampires, tortured humans, and uncanny sleuths whose normal is the bizarre and weird.

Now, for the first time, Kevin J. Anderson, Steve Niles, Nancy A. Collins, Joe R. Lansdale & Kasey Lansdale, David Avallone, Jonathan Maberry, Lisa Morton, Nancy Holder & Alan Philipson, John Jennings, Tim Waggoner, Jeff Strand, Rena Mason, and James Aquilone bring their weird investigators together for Dead Detectives Society #1, a one-of-a-kind anthology of 13 all-new stories.

With 13 illustrations in the print editions!

Contributor Bio

James Aquilone is the owner of Monstrous Books, writer of the Dead Jack: Zombie Detective series, and



Monstrous Books
9781946346216
Pub Date: 8/31/23
$19.99 USD/$26.99 CAD
Trade Paperback

262 Pages
Carton Qty: 30
Fiction / Fantasy
Series: Dead Detectives Society

9 in H | 6 in W | 0.6 in T | 0.8 lb Wt

Dead Detectives Society #1

James Aquilone, Steve Niles, Kevin J. Anderson

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Summary

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Contributor Bio

James Aquilone is the owner of Monstrous Books, writer of the Dead Jack: Zombie Detective series, and editor of the anthologies *Classic Monsters Unleashed*, *Dead Detectives Society*, and the 50th anniversary *Kolchak: The Night Stalker* graphic novel. He's won the Bram Stoker Award and two Rondo Hatton Classic Horror Awards.



Monstrous Books
9781946346186
Pub Date: 7/28/23
$28.99 USD/$38.99 CAD
Hardcover

380 Pages
Carton Qty: 18
Fiction / Fantasy

9 in H | 6 in W

Shakespeare Unleashed

(Unleashed Series Book 2)

James Aquilone

From the blood of Macbeth and the ghosts of Hamlet, *Shakespeare Unleashed* reimagines the Bard's greatest works as short horror stories and horror sonnets.

Summary

SHAKESPEARE IN BLOOD!

From the blood of Macbeth and the ghosts of Hamlet, to the dark fantasy of The Tempest and the twisted love of Romeo and Juliet, Shakespeare Unleashed reimagines the Bard’ s greatest works as short horror stories… as well as horror sonnets.

With new stories by Joe R. Lansdale & Kasey Lansdale, Ian Doescher, Jonathan Maberry, Seanan McGuire, Lee Murray, Steve Rasnic Tem, Gemma Files, Tim Waggoner, John Palisano, Lisa Morton, Gene Flynn, Hailey Piper, Philip Fracassi, Gwendolyn Kiste, and others.

Dark sonnets by Linda D. Addison, Alessandro Manzetti, Jessica McHugh, Sara Tantlinger, Stephanie M. Wytovich, and Lucy A. Snyder, among others.

Also includes an introduction by Weston Ochse and illustrations by J.K. Woodward.

Contributor Bio

James Aquilone is the owner of Monstrous Books, writer of the Dead Jack: Zombie Detective series, and editor of the anthologies *Classic Monsters Unleashed*, *Dead Detectives Society*, and the 50th anniversary *Kolchak: The Night Stalker* graphic novel. He’ s won the Bram Stoker Award and two Rondo Hatton Classic Horror Awards.



Monstrous Books
9781946346193
Pub Date: 7/28/23
$19.99 USD/$26.99 CAD
Trade Paperback

380 Pages
Carton Qty: 20
Fiction / Fantasy

9 in H | 6 in W

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(Unleashed Series Book 2)

James Aquilone

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Summary

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Battle Quest Comics
9780997917833
Pub Date: 5/28/25
$9.99 USD/$13.95 CAD
Trade Paperback

128 Pages
Carton Qty: 44
Comics & Graphic Novels / Dystopian
Series: The 27 Run

10 in H | 7 in W | 0.3 in T | 0.6 lb Wt

The 27 Run: Crash

Justin Zimmerman, Russell Brown

Summary

An amnesiac Pilot wakes to an AI-driven nightmare world filled with 27 gigantic, hungry creatures. He's got a Mech he doesn'tt remember how to use, he's surrounded by post-apocalyptic nothingness and his only chance to survive is...well, it's not looking good.

Contributor Bio

Justin Zimmerman is the writer of The 27 Run: CRASH. Justin, MFA in Film, is a nationally recognized writer, director and professor. His work has appeared in over 200 film festivals across the globe. He’s also been the recipient of several grants and fellowships, he contributed a story to the Eisner Award-winning graphic novel Love Is Love, and his scripts and comics have been optioned on multiple occasions.



Battle Quest Comics
9780997917819
Pub Date: 9/4/24
$12.99 USD/$17.95 CAD
Trade Paperback

136 Pages
Carton Qty: 40
Comics & Graphic Novels / Fantasy
Series: The Trident of Aurelia

10 in H | 7 in W | 0.2 in T | 0.6 lb Wt

The Trident of Aurelia: The Storm

Lee Moyer, Melissa Spandri

Summary

Trident , the thrilling series Peter Beagle (*The Last Unicorn*) calls "fascinating and ominous," returns in *The Storm*. Two-time *Hugo Award*-winning creator Lee Moyer joins international artist sensation Melissa Spandri and legendary letterer Tom Orzechowski in a new mermaid tale for the ages. Imperia has fallen, and the Empress seeks sanctuary in Porto Stelle, the only island left untouched by the evil Halrik the Conqueror. Five mermaids begin a desperate and dangerous quest to save their people, seeking allies through the Citadel of Worlds

Contributor Bio

Lee Moyer is a two-time Hugo Award-winning illustrator and designer in Portland, Oregon. The rich history of illustration informs everything he does - from Art Nouveau posters to hand-drawn logotypes to classic pin-ups. He’s served as art director for Electronic Arts, docent at the Smithsonian Institution, and lead concept artist for Dungeons & Dragons



Battle Quest Comics
9781734696097
Pub Date: 5/29/24
$14.99 USD/$20.95 CAD
Trade Paperback

170 Pages
Carton Qty: 30
Comics & Graphic Novels / Fantasy
Series: No'madd The Unconquerable

10 in H | 7 in W | 0.3 in T | 0.8 lb Wt

No'madd: The Cave of Broken Tombs

Andrew Kafoury, Aaron McConnell

Summary

In his second adventure, No'madd and his son must unite with a sorceress and journey into a frozen land filled with poisons, thorns, and nightmares - a land long forsaken by the Gods. All while the alien V-or attack No'madd's allies and again threaten the Ah'kee City. Can anything prepare our hero for the V-or onslaught - or the sacrifices that must be made? See why IGN.com calls No’ madd " Epic fantasy!” (This compendium collects No'madd: The Cave of Broken Tombs 1-5 and No'madd: The Star of Fallen Foes.)

Contributor Bio

Andrew Kafoury is from Portland, Oregon, where he serves as the publisher for Battle Quest Comics®. He's also the writer/creator of No'madd , The Young No'madds, Elatari and Steel Siege. You can see more of his work at BattleQuestCom.



Battle Quest Comics
9781734696035
Pub Date: 2/22/23
$14.99 USD/$20.95 CAD
Trade Paperback

162 Pages
Carton Qty: 42
Comics & Graphic Novels / Fantasy
Series: No'madd The Unconquerable

10 in H | 7 in W | 0.3 in T | 0.7 lb Wt

No'madd: The City of Empty Towers

Andrew Kafoury, Aaron McConnell

Summary

In his first adventure, No'madd embarks on a perilous quest to confront the intruders who threaten his home. His journey takes him beyond the sea of storms to a land masked in legend. There, he must unravel the fate of a lost race and confront a ruthless enemy who threatens to devastate the fabric of the galaxy!

Contributor Bio

Andrew Kafoury is from Portland, Oregon, where he serves as the publisher for Battle Quest Comics®. He's also the writer/creator of No'madd , The Young No'madds, Elatari and Steel Siege. You can see more of his work at BattleQuestComics.com.



Steel Siege: The Vulture and The Dove

Andrew Kafoury, Eric Vargas, Russ Brown, Justin Zimmerman

Summary

In a war-torn world, the Titan Mechs of House Shorah are on a rampage to annihilate their enemies in the last of the Generator Cities. The only hope for peace is a bitter ex-soldier, Vulture, and a diplomat, Dove, who must get across a battlefield filled with hundreds of deadly machines that will stop at nothing to destroy them.

Contributor Bio

Andrew Kafoury is from Portland, Oregon, where he serves as the publisher for Battle Quest Comics®. He's also the writer/creator of No'madd, The Young No'madds, Elatari and Steel Siege. You can see more of his work at BattleQuestComics.com.

Battle Quest Comics
9780997917802
Pub Date: 10/11/23
$9.99 USD/$13.95 CAD
Trade Paperback

128 Pages
Carton Qty: 60
Comics & Graphic Novels / Science Fiction
Series: Steel Siege

10 in H | 7 in W | 0.3 in T | 0.6 lb Wt



The Trident of Aurelia: Inheritance

Lee Moyer, Melissa Spandri

Summary

A long-abandoned trident calls out to a drowning woman. As Orianna takes it in her hand, she transforms into a mermaid, and her life changes forever. Hers is a story of ancient sorceries, a cadre of mermaid allies, alien monsters and a massive Leviathan, a story Peter Beagle (The Last Unicorn) calls "enchanting and ominous!"

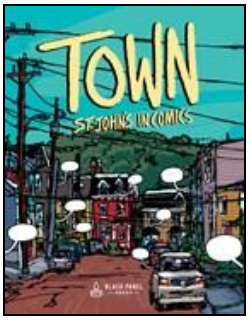
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Battle Quest Comics
9781734696042
Pub Date: 6/14/23
$12.99 USD/$17.95 CAD
Trade Paperback

128 Pages
Carton Qty: 48
Comics & Graphic Novels / Fantasy
Series: The Trident of Aurelia

10 in H | 7 in W | 0.3 in T | 0.6 lb Wt



Black Panel Press
9781990521478
Pub Date: 1/13/26
$17.99 USD/$23.99 CAD
Hardcover

84 Pages
Carton Qty: 20
Comics & Graphic Novels / Anthologies

11 in H | 8.5 in W

Town

St. John's in Comics

Wallace Ryan, Andrew Hawthorn, Sam Dinn, Kelly Bastow, Paul Tucker, Leon Chung, Nancy Pedri, Kevin Woolridge, Mike Feehan

Summary

Town: St. John’s in Comics is a graphic anthology that captures the spirit of St. John’s, Newfoundland and Labrador — its crooked streets, tangled wires, salt-stained houses, and the people who live in them. Told by artists who call this place home, each story spotlights a different neighborhood, from Rabbittown to Rawlin's Cross, through a unique visual voice. Some are funny, some melancholic, some bursting with color, and others inked in black and white, but all of them share the same beating heart: a deep connection to place. It’s not just a comic about a city. It’s a comic of a city — shaped by it, inspired by it, and impossible without it. Created and published by Black Panel Press, curated with care by writer and comics scholar Nancy Pedri, and designed by Paul Tucker, Town is both a tribute to St. John’s and a contribution to its living history.

Contributor Bio

Wallace Ryan is one of the province’s first comic book artists, active since 1979. He co-created the province’s first comic book and continues to contribute to publications like Newfoundland Quarterly. Ryan’s style for this anthology features detailed black-and-white artwork with grey tones. “This book is a great little look into St. John’s through the eyes of the artists who live here.” Andrew Hawthorn is an author, illustrator, and journalist living in St. John’s. His work has appeared in Tales of the Teenage Mutant Ninja Turtles, Mythology from the Rock, Newfoundland Quarterly and The 19th Annual Year’s Best Fantasy and Horror, from St. Martin’s Griffin. His first collection, My Milkshake Brings all the Boys to the Yardarm was published by Heavy Sweater Comics in 2023. “I like black and white sketchy art, and that’s what I try to do.” Samuel Dinn is a cartoonist based in St. John’s, NL. His detailed black-and-white artwork is influenced by the underground comix movement, especially the crosshatching style of Robert Crumb. Dinn balances respect for traditional forms with his own mo...



Black Panel Press
9781775101543
Pub Date: 2/27/24
$34.99 USD/$44.99 CAD
Hardcover

136 Pages
Carton Qty: 18
Ages 13 And Up
Comics & Graphic Novels / Nonfiction

11 in H | 8.5 in W | 0.6 in T | 1.7 lb Wt

Conquest

Julius Caesar's Gallic War

Tarek Ben Yakhlef, Vincent Pompetti

Summary

Experience the epic conquest of Gaul through stunning watercolor art.

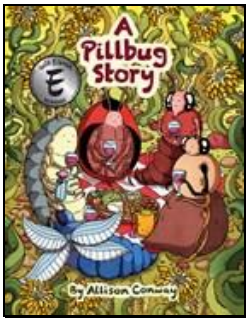
In 58 B.C., Julius Caesar seizes an opportunity to conquer Celtica, launching the Gallic War. With his elite Tenth Legion, Caesar faces his greatest enemy: Vercingetorix, the Gallic chieftain. Their friendship turns to rivalry as they fight for supreme power.

Painted entirely by hand, *Conquest: Julius Caesar's Gallic War* adapts Caesar's firsthand account, blending historical reality with myth and legend. Discover political alliances, military strategies, and personal stories that changed the Roman Empire forever. For fans of historical fiction and graphic novels.

Contributor Bio

Graduate of the Sorbonne (University Paris I) in medieval history and art history, Tarek launched "Paris Tonkar" in 1991, the first art book dedicated entirely to urban street art in Paris, which is still considered an important reference for urban art lovers. Since 1999 Tarek has written more than sixty graphic novels with various publishers. His work has won several awards including the Saint-Michel Award for Best Screenplay for his graphic novel Sir Arthur Benton in 2007. Although his time is often balanced between photography, street art, and television, from writing a US TV pilot to exhibiting street art in Montreal, his interest inevitably returns to comics. He regularly attends conferences on comics, history and contemporary art, including the Cold War Symposium at Caen's Memorial in 2007, presenting his own particular insights from his experience in the industry.

Vincent Pompetti is an italian artist born in Liège, Belgium, originally from Pineto and Atri, in the Abruzzo region of Italy. He graduated from the St. Luc Institute of Fine Arts in 1998 with a specialization in gr...



Black Panel Press
9781990521218
Pub Date: 6/18/24
$19.99 USD/$24.99 CAD
Trade Paperback

196 Pages
Carton Qty: 20
Ages 12 And Up
Comics & Graphic Novels / Anthologies

9 in H | 6 in W | 0.5 in T | 1.3 lb Wt

A Pillbug Story

Allison Conway

Summary

Eisner Award Nominee, Best Humor Publication

It's summer in the countryside. The wildlife, down to the tiniest creature, is thriving. It's the New York City of the insect world; a melting pot of bugs, birds, and beasts of all kinds.

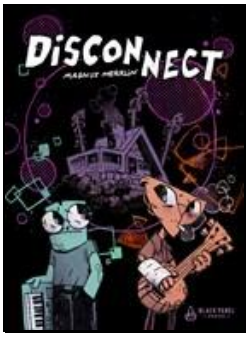
Millie the pillbug feels like a bug apart. Unlike her friends, Millie needs to stay moist all the time, she doesn't pee, and she's the only vegetarian. How will she ever fit in and find meaning in her short life?

The bug world is harsh. One minute you're snacking on a scrumptious aphid, the next you're being eaten alive by your spouse! Plus you've got social drama and your family questioning your 'alternative' lifestyle to deal with. Ugh.

With humor, delight, and a touch of terror, NYC-based author Allison Conway brings us a collection of slice-of-life comics about being a young, female isopod in a modern, ever-changing world.

Contributor Bio

Allison Conway is a Brooklyn-based illustrator and comic artist who grew up in the woods near Lake Geneva, Wisconsin. Her childhood fascination with the natural world, especially the hidden lives of small creatures, deeply influences her work. She graduated from the Savannah College of Art and Design with a BFA in Illustration in 2016.



Black Panel Press
9781990521379
Pub Date: 7/8/25
$24.99 USD/$33.50 CAD
Hardcover

160 Pages
Carton Qty: 24
Ages 16 And Up
Comics & Graphic Novels / Literary

8 in H | 6 in W | 0.8 in T | 1.3 lb Wt

DiSCONNECT

Magnus Merklin

Summary

"DiSCONNECT is a touching graphic novel about music lovers in mourning and the always changing nature of friendship." -- Foreword One year after the passing of their friend, two young musicians return to the summer home where they used to record with their trio DiSCONNECT. When discovering an unfinished song written by their departed friend, the two decide to work together to finish it. With different ideas on what being back together means, they both project their sadness onto each other. The creative process and their relationship is at stake as their grief looms underneath. DiSCONNECT is the debut graphic novel by Danish artist Magnus Merklin, blending traditional and digital techniques to explore grief, friendship, and creative healing.

Contributor Bio

Magnus Merklin is a Danish illustrator, comic book artist, typeface designer, and teacher. He studied Graphic Storytelling at The Animation Workshop in Denmark, where he honed his skills in writing, illustration, and sequential art. His first comic short story, Coffee Brake, was nominated for Best Debut in Denmark. He has gone to Los Angeles, where he interned with Man Of Action (writing for TV animation), and Toronto, where he collaborated with The RAID studio and contributed to the double anthology Barada & Nikto. Now based in Portugal, Magnus is the creator of Disconnect, a graphic novel



Pushing Buttons

A Futuristic Workplace Kerfuffle

Ursula Blix

Black Panel Press
9781990521430
Pub Date: 9/2/25
$14.99 USD/$19.99 CAD
Hardcover

84 Pages
Carton Qty: 25
Ages 12 And Up
Comics & Graphic Novels / Science Fiction

10 in H | 7.5 in W

Summary

In Department C11, new employee Margit operates one of the company's 3AZ machines. Ah, the first day at a new job! And just in time to avoid that eviction notice. All thanks to Margit's best friend, supervisor Chloe. Is there anything greater than getting to work with your best friend? Even if Chloe sometimes can be a bit… So what does a 3AZ machine do, you ask? Excellent question. It doesn't concern you! So just turn that knob, pull that lever, and push that button. And no whistling under any circumstances! In this futuristic slice of life, debut Danish graphic novelist Ursula Blix explores the dynamics of two best friends turned manager and employee.

Contributor Bio

Ursula Blix is a Danish comic artist and illustrator based in Denmark. She graduated from The Animation Workshop in Viborg in 2023 with a degree in Graphic Storytelling. Her work is known for its bold visual style and character-focused narratives, often exploring emotional and social dynamics through a speculative lens.



Pavil's Mask

Jeremy Perrodeau, Andrew Benteau

Black Panel Press
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Hardcover

160 Pages
Carton Qty: 18
Ages 12 And Up
Comics & Graphic Novels / Science Fiction

11 in H | 8.5 in W | 0.8 in T | 1.9 lb Wt

Summary

When a mysterious aircraft crashes on the windswept archipelago of Lapyoza, its lone survivor—Pavil—utters only two words: "Crystal! Empire!" Is Pavil merely the scribe he claims to be, or something more sinister? Despite their suspicions, the people of Lapyoza cannot deny him hospitality. He will stay as their guest, but he must contribute to the community before he can return to the Empire. Thus, Pavil, an ordinary citizen of the Empire, finds himself immersed in the life of Lapyoza, a remote village battered by relentless winds on an isolated archipelago. Far from the bustling imperial cities, Pavil observes the simple yet mysterious rituals of the villagers—changing the face of a massive totem, collecting peculiar artifacts, melting them down, and renewing them in a never-ending cycle. Drawn deeper into the secrets of Lapyoza, Pavil edges closer to the truth behind the sacred masks and the unseen entity, Hodä, revered by all but known to none.

Contributor Bio

Jeremy Perrodeau is a French author and comic book writer, known for his compelling narratives and deep character development. He has a particular knack for exploring complex themes through engaging storytelling, often blending science fiction and historical elements. Perrodeau began his career in the world of comics in the early 2010s, where he quickly made a name for himself with his thoughtful approach to writing. His works often touch on philosophical and societal issues, creating a deep connection with his readers. One of Perrodeau's most notable works is Le visage de Pavil (Pavil’s Mask) Andrew Benteau is a French–English translator and the founder of Black Panel Press, an independent publisher of international graphic novels. He specializes in translating comics and illustrated books, with a focus on maintaining the tone, pacing, and intent of the original work. His approach combines a careful attention to language with a deep understanding of the publishing process.



He Lost His Keys in Space

Lizzy Lang, Luke Milton

Summary

Earth's first and worst ambassador, Vega Ulysses, has freshly completed a tumultuous twelve year mission of galactic diplomacy, paid off his mortgage, and can finally return home to Earth. There's just one problem-- he lost his keys in space! Now, with his reluctant crew of outsiders in tow, Vega must retrace his steps, searching wild, diverse planets teeming with hostile aliens, silly robots and rude cosmic entities-- all forcing him to confront the havoc he has wreaked while haphazardly advancing Earth's selfish, consumerist agenda. A delirious take on sci-fi cartoons of the eighties, He Lost His Keys in Space reads like an entire animated series in a book. A darkly funny satire of the most ridiculed planet in the universe: Earth!

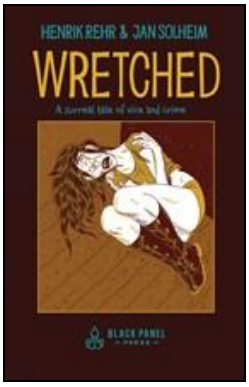
Contributor Bio

Lizzy Lang is an author and colorist based in Perth, Australia. Luke Milton has given up on a lot of things. He was once the writer, director, and designer of many theatre productions, ranging from six-episode live sagas to unhinged puppet musicals. He also used to run the city’s 24 Hour Comics events where he also created many deranged best-forgotten comics, alongside peers who went on to become comics superstars. He did three years of burlesque and cosplay photography. He hosted over 500 shows of three different podcasts. He used to know how to crochet and is a novice at the ukulele. Luke lives in Perth, Western Australia, allegedly the most isolated c

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Hardcover

164 Pages
Carton Qty: 24
Ages 12 And Up
Comics & Graphic Novels / Science Fiction

10.3 in H | 6.8 in W | 0.7 in T | 1.4 lb Wt



Wretched

A Surreal Tale of Vice and Crime

Henrik Rehr, Jan Solheim

Summary

A nightmare, anxiety attack, or bad trip?

A woman is seemingly trapped in a feverish dream, attempting to navigate through a distorted world in a stumbling language, struggling to comprehend what's happening around her:

"No one speaks my language here... I'm sweating, even though it's actually quite cold. I think I have a fever..."

"I see their smiles, I hear their friendly voices, but I KNOW what they feel!"

"Wretched" is written by Henrik Rehr, one of the most active Danish series creators of the last 30 years, and illustrated by Jan Solheim, whose superior line work demonstrates why he is one of the country's most sought-after illustrators.

Contributor Bio

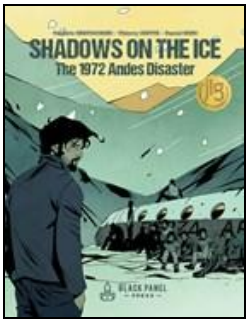
Henrik Rehr (born in 1964 in Denmark). Rehr has been working in comics since 1984, initially being published in Scandinavia, but in 1989 he took over the classic newspaper strip Ferd’nand, which was published in 100 papers across the globe. His tenure on Ferd’nand ended in 2006, when the strip ended. Rehr has since been doing art for the strips Beetle Bailey and Petzi. Aside from his work on existing characters, Rehr has also published 35 graphic novels since 1987, among them Denmark Besat, Swøm!, Tribeca Sunset, Reykjavik, Bloodwedding, Gavrilo Princip, La Chute de Cuba, Leon et Sofia Tolstoi and Dostoievski, Le Soleil Noir. Rehr’s work has been published in 17 languages.
He has been living with his family in New York City since 1992.

Jan Solheim (born 1971 in Copenhagen, Denmark) is a Danish illustrator and comics artist. For more than 30 years he has been working professionally in illustration, comics, storyboarding, and animation design. Solheim became a member of the Copenhagen based Pinlig Selskab studios in the late 80s. A place he shared with

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Hardcover

144 Pages
Carton Qty: 40
Ages 16 And Up
Comics & Graphic Novels / Crime & Mystery

8.5 in H | 5.5 in W | 0.6 in T | 0.9 lb Wt



Black Panel Press
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Pub Date: 1/14/25
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Hardcover

112 Pages
Carton Qty: 18
Ages 16 And Up
Comics & Graphic Novels / Nonfiction

11 in H | 8.5 in W | 0.6 in T | 1.6 lb Wt

Shadows on the Ice

The 1972 Andes Disaster

Frédéric Bertocchini, Thierry Diette, Pascal Nino

Summary

On a fateful Friday the 13th in October 1972, a plane traveling from Uruguay to Chile, carrying a young rugby team, crashed in an inaccessible area in the heart of the Andes Mountains. For many weeks, the survivors had to endure intense cold, biting hunger, thirst, and the despair of being completely abandoned. To survive, they eventually resorted to eating the flesh from the frozen bodies of the deceased. In this harrowing and almost inhuman ordeal, they were spared nothing.

Contributor Bio

Born in Ajaccio, Corsica, in 1973, Frédéric Bertocchini is a historian, journalist, and prolific comics scriptwriter. He holds a doctorate in Ancient History and has authored numerous historical and biographical graphic novels, often focusing on Corsican themes. Notable works include Jim Morrison: Poète du Chaos, Aiò Zitelli!, and Janis Joplin: Pearl. He is also the founder of the Ajaccio International Comics Festival, which he led from 2002 to 2011.

Thierry Diette is a French illustrator known for his expressive and realistic drawing style. He previously collaborated with Bertocchini on La Cordillère des Âmes, a graphic novel recounting the 1972 Andes plane crash. In 1972, Des Ombres sur la Glace, Diette's artwork vividly portrays the harrowing experiences of the survivors.?

Pascal Nino is a seasoned French colorist who has contributed to numerous comic books. His coloring work in 1972, Des Ombres sur la Glace enhances the narrative's emotional depth, using a palette that reflects the stark and unforgiving environment of the Andes.?



Black Panel Press
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Hardcover

112 Pages
Carton Qty: 16
Ages 12 And Up
Comics & Graphic Novels / Fantasy

11 in H | 8.5 in W

King Arthur & the Ladies of the Lake

Vincent Pompetti

Summary

Dive into King Arthur & The Ladies of the Lake, a riveting graphic novel by Vincent Pompetti that reimagines the timeless Arthurian legends. Through stunning watercolor illustrations, the story unfolds in the 5th century, a time of myth and magic.

Arthur, guided by Merlin, embarks on a quest for peace and justice, clashing with ancient pagan rites and the encroaching tide of Christianity. Amidst epic battles and dark sorcery, a new perspective emerges, centering the pivotal yet overlooked roles of the mystical Ladies of the Lake. This tale intertwines historical depth with fantasy, inviting readers to explore the rich tapestry of Arthur's world like never before.

Contributor Bio

Vincent Pompetti is an italian artist born in Liège, Belgium, originally from Pineto and Atri, in the Abruzzo region of Italy. He graduated from the St. Luc Institute of Fine Arts in 1998 with a specialization in graphic novels. Two years later he authored and published his first graphic novel with Glénat called Planète Divine, leading to a collaboration with the scenarist and graffiti specialist Tarek. From that collaboration resulted several significant works including Sir Arthur Benton, and more recently The Gallic Wars and the pirate story, The Malouin. Both artists have invested in the independent publisher Tartamudo, with José Jover, and created the artist association known as Pegasus. Vincent collaborates with the Urban Art Magazine “Paris Tonkar”, and simultaneously develops his career in painting and illustration, having exhibited his art in Switzerland, Canada, Italy, and mainly in France.



Black Panel Press
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Hardcover

134 Pages
Carton Qty: 24
Ages 12 And Up
Comics & Graphic Novels / Nonfiction

10 in H | 7 in W | 1 in T | 1.4 lb Wt

The Last Starry Night

Vincent Van Gogh

Jamison Odone

Summary

After his release from the Saint-Paul asylum in 1890, Vincent Van Gogh wandered the French countryside before stumbling on the Auberge Ravoux, a quaint little inn in Auvers-sur-Oise.

Although still plagued by mental illness, he found some peace there among his adoptive family, painting over 75 works of art in just three months.

A 132-page color graphic novel by Jamison Odone, based on the first-hand account of Adeline Ravoux, the innkeeper’s daughter, with whom Vincent shared a special bond.



Black Panel Press
9781990521270
Pub Date: 10/29/24
$19.99 USD/$26.99 CAD
Hardcover

96 Pages
Carton Qty: 20
Ages 16 And Up
Music / Genres & Styles

10 in H | 10 in W | 0.5 in T | 1.3 lb Wt

Kiss the Sky: Jimi Hendrix 1942-1970

J.M. Dupont, Mezzo

Summary

Before he became the legendary guitarist, Hendrix navigated a childhood reminiscent of Dickens, evolving into an obscure musician and facing a journey paved with hardships. In this intimate portrait by Mezzo and JM Dupont, authors of the acclaimed Love in Vain, explore the dark and desperate quest for recognition that defined the early chapters of Hendrix's life.

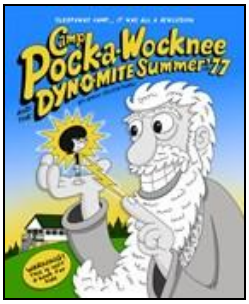
This narrative, a perfect blend of lyricism and realism, delves not only into the tormented soul of the future rock star but also unveils his lesser-known musical odyssey. Join Hendrix on his path as he encounters legendary artists during his formative years – Little Richard, Ike & Tina Turner, BB King, Curtis Mayfield, Sam Cooke, Wilson Pickett, Bob Dylan, and the Rolling Stones.

Intriguing and captivating, this book promises a deeper understanding of the iconic figure. Uncover the story behind Hendrix's rise from obscurity to immortality.

Contributor Bio

Jean-Michel Dupont (born January 21, 1956, in Valenciennes, France) is a French comics writer and former journalist specializing in rock music and cinema. He has authored several graphic novels, including Love in Vain (2014), a biography of bluesman Robert Johnson, and Les Gueules rouges (2017). His work has earned multiple accolades, such as the Prix des Libraires de Bande Dessinée and the Elvis d'Or for Kiss the Sky .?

Mezzo (pseudonym of Pascal Mesenburg, born 1960 in Drancy, France) is a French comic book artist and illustrator known for his dark, detailed, and expressive style. He began his career in underground fanzines and gained recognition with works like Le Roi des mouches, created with writer Michel Pirus. His collaborations with Dupont, including Love in Vain and Kiss the Sky, have been critically acclaimed .?



Black Panel Press
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Trade Paperback

304 Pages
Carton Qty: 14
Ages 16 And Up
Comics & Graphic Novels / Humorous

8 in H | 6.5 in W | 0.8 in T | 1.3 lb Wt

Contributor Images



Camp Pock-a-Wocknee & The Dynomite Summer of '77

Eric Glickman

Summary

Sleepaway camp... it was all a Jewlusion.

"Full of mischief, raging hormones, and a whiff of the supernatural, Glickman's romp is an endearing, gleefully raunchy coming-of-age tale." -Kirkus Reviews, 'Best Books of 2023' issue

"Glickman's graphic novel will hit a rich vein of nostalgia for many who miss the halcyon days of color wars and canteen." -The Forward

"The story is laugh-out-loud wacky" -San Diego Jewish World

NAMED ONE OF KIRKUS' BEST BOOKS OF 2023!

Camp Pock-a-Wocknee & the DYN-O-MITE Summer of '77 is a coming-of-age graphic novel celebrating the traditions, friendships, and idiocy that make up summers at Jewish sleepaway camp.

Combining the nostalgic mood of *The Wonder Years*, the raucousness of *Superbad*, and the adolescent angst of *Pen15*, this 300-page graphic novel juxtaposes classic, black and white, comic strip art with stories that capture the tension created when the innocence of childhood crashes into the messiness of adolescence.

Contributor Bio

Eric Glickman is part of his family's three generations that all went to the same Jewish sleepaway camp. Following in his parents' footsteps, Eric spent 10 summers there as a camper, waiter, and counselor. Later, his three children also went there for many summers.

Eric spent 36 years as an advertising creative and helped convince millions of people to eat soup in a can packed with meat & veggies, wiggly-jiggly, gelatinous, fruit-flavored desserts, poultry that is seasoned, fried then served in a bucket, and cheesy crackers shaped like fish. He is currently getting his master's at NYU in Art Education + Community Practice.



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Hardcover

144 Pages
Carton Qty: 20
Ages 13 And Up
Comics & Graphic Novels / Historical Fiction

11 in H | 8.5 in W | 0.6 in T | 2 lb Wt

The Adventures of the Mad Tsar

Lionel Chouin, Tarek Ben Yakhlef

Summary

It all starts in the capital: to be closer to his subjects, the Tsar of Russia, dressed in peasant clothes, strolls through the streets of St. Petersburg. Disaster strikes! The Tsar is captured by a group of conspirators wishing to use his uncanny "resemblance" to the Tsar (himself) for sinister ends.

What fate awaits the true Tsar, now a simple peasant, in the hands of his enemies? And most importantly, what do they have in store for him next?

A 146-page collection of three short stories that will see our protagonist resist a coup d'état, compete in feats of strength to decide the next Khan of the Caucasus, and run in his country's very first election. A parody about the misadventures of a fictional Tsar of Russia, based on Peter the Great and other Tsars and historical figures of the Russian Empire. Written by Tarek Ben Yakhlef, a Tunisian-French historian and street artist.

Contributor Bio

Born on December 1, 1972, in Quimper, France, Lionel Chouin is a French comic book artist and colorist. After obtaining a degree in Applied Arts, he moved to Angoulême, where he co-founded the Guy 2000 atelier with fellow artists. There, he began his comics career, notably collaborating with Denis Bajram on the science fiction series Les Mémoires Mortes, published by Les Humanoïdes Associés in 2000. He later worked on the series Les Morin-Lourdel with writer Raymond Maric for Glénat. In 2005, Chouin partnered with Tarek to create the trilogy Le Tsar Fou at Emmanuel Proust Éditions, showcasing a dynamic and expressive art style. He resides in Rennes, France. ?

Born in 1971 in Paris, Tarek Ben Yakhlef, known professionally as Tarek, is a French comic book writer and painter. He studied art history and medieval history at Paris 1 Panthéon-Sorbonne and philosophy at the École Pratique des Hautes Études. Tarek's career encompasses writing, painting, and urban art. He gained recognition with the award-winning graphic novel Monsieur Lune and further acclaim with the espionage series Sir Arth...



Black Panel Press
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$24.99 USD/$32.99 CAD
Hardcover

134 Pages
Carton Qty: 20
Ages 16 And Up
Comics & Graphic Novels / Humorous

10.3 in H | 6.8 in W | 0.6 in T | 1.4 lb Wt

Animals Rule This Land

Luke Milton

Summary

The world has ended, you’re the only human left in a village full of erratic, freshly-evolved animals, and a maniacal rabbit in a vest is gifting you a blood-covered toaster.

They say they want to be friends, so why are you constantly being drugged and threatened by henchmen, kidnapped and insulted by the dog next door, and falling prey to a seemingly friendly duck who's running an unnecessarily complicated bread scam?

The animals have taken over, and it’s time to pay the price for drinking all that milk, eating all those eggs, and coveting an unquantifiable amount of chicken nuggets. And where the hell did your cat go?

If you like watching Saturday morning cartoons under the influence, or prefer your animals double-crossing, you're sure to enjoy Animals Rule This Land.

Here comes contemporary Australian cartoonist Luke Milton and his ragtag band of miscreants in his debut graphic novel Animals Rule This Land.

Contributor Bio

Luke Milton has given up on a lot of things. He was once the writer, director, and designer of many theatre productions, ranging from six-episode live sagas to unhinged puppet musicals. He also used to run the city’s 24 Hour Comics events where he also created many deranged best-forgotten comics, alongside peers who went on to become comics superstars. He did three years of burlesque and cosplay photography. He hosted over 500 shows of three different podcasts. He used to know how to crochet and is a novice at the ukulele.

Luke lives in Perth, Western Australia, allegedly the most isolated capital city in the world, although Honolulu might have some beef with that. He works in school libraries and attempts to spread the joys of reading and creativity to children who would rather be on TikTok. This is his debut graphic novel.