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2026
CATALOG





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2026 CATALOG

PATHFINDER

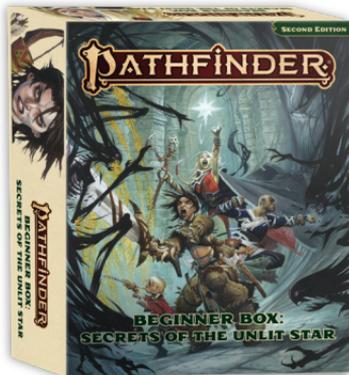


Pathfinder is one of the most popular and comprehensive tabletop roleplaying games on the planet. Taking place in the fantastic world of Golarion during an era of uncertain prophecy known as the Age of Lost Omens, Pathfinder gives players the chance to play heroes in a vast landscape of danger and adventure!



PATHFINDER

Pathfinder is a full-service RPG, providing players and GMs exciting and ever-evolving options to customize their characters and adventures. The following are some of Pathfinder's most popular product lines, presented in further detail throughout the rest of this catalog.



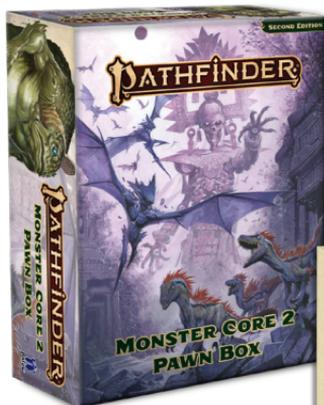
Beginner Box

The perfect introduction to Pathfinder and the best first step in a lifetime journey in fantasy RPGs! Contains dice, pawns, maps, and everything required for weeks of play!

Core Rulebooks

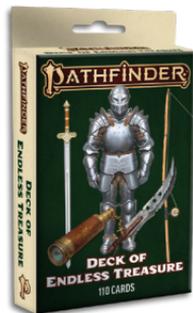
The remastered Pathfinder Second Edition features four Core Rulebooks—*Player Core*, *GM Core*, *Monster Core*, and *Player Core 2*. Numerous additional rulebooks offer new classes, monsters, treasures, and additional ways to customize your Pathfinder experience.





Accessories

From GM Screens to spell and monster cards to decks designed to aid rules reference, chases, critical hits and more, Pathfinder offers numerous game aids to speed up play and crank up the fun!



Adventures

Quarterly Adventure Path releases present entire Pathfinder campaigns, while stand-alone modules ranging widely in level and theme provide near endless adventure designed to challenge and reward your heroic adventurers.



The Age of Lost Omens

Lost Omens world books present new details and character options rooted in the rich and ever-evolving lore of the world of Golarion—a dangerous realm beset by magic and evil, tottering on a sword's edge of uncertainty and desperate for the brave actions of adventuring heroes.



PATHFINDER



2026 PATHFINDER RELEASES

January

Flip-Mat: Primal Dungeon

February

Dark Archive (Remastered) HC, SE, SK
Season of Ghosts Adventure Path HC, SE
Flip-Mat: Boreal Forest
Pathfinder Battlecry! Pawn Box

March

Monster Core 2 PE
Hellbreakers Adventure Path HC, SE
Flip-Mat: Grand Mansion Multi-Pack
Spellfinder Card Game
Novel: Operation Hellmouth

April

Monster Core 2 Pawn Box
Lost Omens: Hellfire Dispatches HC, SE
Flip-Mat: Ravages of War
Dark Archive (Remastered) PE

May

Beginner Box: Secrets of the Unlit Star
Troubles in Grayce Adventure Anthology HC, SE
Flip-Mat: Training Grounds

June

Things Go to Hell (Free RPG Day Adventure)
Flip-Mat: Wilderness Camps
Pathfinder Quest

July

Hell's Destiny Adventure Path HC, SE
Lost Omens: High Seas HC, SE
Flip-Mat: Fleet Flagship

August

Impossible Magic HC, SE, SK
Bastion of Blasphemies Adventure Path HC, SE
Flip-Mats: Barfight!
Flip-Mat: Dockside Warehouse
Pathfinder Dice Gods Dice Game

September

The Dead God's Hand Adventure HC, SE
Flip-Mat: The Dead God's Hand Multi-Pack

October

Pathfinder Game Night: The Dragon's Crown
Adventure Box
Lost Omens: Cheliox, Infernal Inheritance HC, SE
Flip-Mat: Haunted Library

November

Feybound HC, SE, SK
Impossible Magic PE
Vaultlines Adventure Path HC, SE
Lost Omens: Cheliox Poster Map Archive
Flip-Mat: Crossroads Caverns
Novel: Abomination Vaults

December

Flip-Mat: Workshops Multi-Pack



ACRONYM KEY: HC hardcover; PE softcover pocket edition;
SE special edition; SK sketch cover edition.



PATHFINDER BEGINNER BOX: SECRETS OF THE UNLIT STAR

Leave the ordinary behind and take your first step into a world of amazing fantasy adventure with the *Pathfinder Beginner Box: Secrets of the Unlit Star!* This 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 tell your own incredible stories. This new version of the *Beginner Box* revitalizes player options, including more ancestries and four different classes, and includes all-new adventures, maps, and setting details!

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 party, or maybe you'll channel the ancient magic of your bloodline as a powerful sorcerer. It's all up to you!



The Pathfinder Beginner Box: Secrets of the Unlit Star includes:

- A 72-page *Hero's Handbook*, including rules for character generation, a solo adventure, skills, spells, and equipment.
- An 88-page *Game Master's Guide*, containing an introductory adventure, over 20 pages of monsters, rules for building your own adventure, and magic items.
- Four premade characters so you can jump right into the action and four blank character sheets if you want to make your own hero.
- Over 100 character and monster pawns to use on the full-color double-sided adventure map.
- Four game reference cards to help players remember their actions.
- A complete set of polyhedral dice, including a d20, d12, d10, d8, d6, and d4.

Pathfinder Beginner Box: Secrets of the Unlit Star (May)

ISBN
PZO12013-BX

978-1-64078-785-8
\$49.99

PATHFINDER



PATHFINDER PLAYER CORE

Pathfinder Player Core is the first core rulebook of the fully remastered Pathfinder Second Edition RPG! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata, 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*, this 464-page rulebook provides 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 *Pathfinder Core Rulebook* and made this new entry into the Pathfinder Roleplaying Game easier to navigate and get right into the fun.
- Complete character creation rules, walking you through building a character by selecting your Ancestry, Background, and Class, with a focus on the bard, cleric, druid, fighter, ranger, rogue, witch, and wizard! Core ancestry options include human, dwarf, elf, gnome, goblin, halfling, leshy, and orc!
- A mountain of options allowing you to customize your character, including versatile heritages, like the changeling and nephilim, skills and feats, and hundreds of spells (including dozens of new ones), ensuring that the character you build represents your hero not just in story, but in rules as well!
- Everything you need to know to start playing, from advice on how to explore the world to tips on surviving deadly combat with terrifying foes.
- A primer on the Lost Omens setting, so your character can be a part of an exciting and diverse world!
- Rules and tools to advance your character through play, taking them from a fresh-faced adventurer ready to take on the world to a veteran hero, wielding powerful magic that can reshape reality!
- Fully integrated errata from the first four years of Pathfinder Second Edition, including revisions to the witch, expanded options for every character class, streamlined spells, new equipment, and more!

Pathfinder Player Core

ISBN 978-1-64078-553-3
PZO12001-HC \$59.99

Pathfinder Player Core Sketch Cover Hobby Retailer Edition

ISBN 978-1-64078-555-7
PZO12001-SK \$59.99

Pathfinder Player Core Special Edition

ISBN 978-1-64078-554-0
PZO12001-SE \$79.99

Pathfinder Player Core Pocket Edition

ISBN 978-1-64078-556-4
PZO12001-PE \$29.99

PATHFINDER



PATHFINDER GM CORE

Pathfinder GM Core is the second core rulebook for the fully remastered Pathfinder Second Edition RPG! 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 overcoming the dastardly obstacles 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 includes:

- The rules needed to run a game of Pathfinder, including guidelines for creating challenging encounters, determining success, and giving out rewards.
- Advice aimed at making you an incredible Game Master, along with the tools to ensure you and everyone else at your table has a safe and enjoyable experience.
- Guidelines to help you create your own content, from campaigns and adventures to hazards and monsters.
- Rules subsystems to help you handle a wide array of game situations, including rules for chases, duels, research, infiltration, and more!
- A guide to the Lost Omens setting, with a look at several important regions, an examination of the peoples and cultures of the world, and a glimpse into what lies beyond the veil of the Universe!
- Fully integrated errata from the first four years of Pathfinder Second Edition, including improvements to staves and talismans and all-new apex magic items!

Pathfinder GM Core

ISBN 978-1-64078-558-8
 PZO12002-HC \$59.99

Pathfinder GM Core Sketch Cover Hobby Retailer Edition

ISBN 978-1-64078-559-5
 PZO12002-SK \$59.99

Pathfinder GM Core Special Edition

ISBN 978-1-64078-557-1
 PZO12002-SE \$79.99

Pathfinder GM Core Pocket Edition

ISBN 978-1-64078-560-1
 PZO12002-PE \$29.99

PATHFINDER



PATHFINDER MONSTER CORE

Pathfinder Monster Core is the third core rulebook for the fully remastered Pathfinder Second Edition RPG! This 376-page 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 includes:

- Over 400 individual monster write-ups, including everything from common animals, like wolves and bears, to terrifying supernatural foes, such as the rune giant or the grim reaper!
- Eight brand-new dragons to challenge your players, including the power-hungry fortune dragon, the peerless adamantine dragon, the mischievous mirage dragon, the fiendish diabolic dragon, and more!
- Classic monsters drawn from mythology, like the minotaur and the medusa, as well as creatures drawn from the legends of the Lost Omens setting, including favorites like the wicked sinspawn and unpredictable proteans.
- Simple templates that allow you to customize a monster, making it more or less powerful with just a few simple adjustments.
- Guidelines for reading and using monster statistics, ensuring you get the most out of a creature both in and out of combat.
- Lists of creatures sorted by both type and level, making it easy to find the monster you need when you need it.
- Fully integrated errata from the first four years of Pathfinder Second Edition, including new balance adjustments to ensure that every creature presents a thrilling level-appropriate challenge!
- Hundreds of beautiful full-color creature illustrations!

Pathfinder Monster Core

ISBN 978-1-64078-566-3
PZO12003-HC \$59.99

Pathfinder Monster Core Sketch Cover Hobby Retailer Edition

ISBN 978-1-64078-568-7
PZO12003-SK \$59.99

Pathfinder Monster Core Special Edition

ISBN 978-1-64078-567-0
PZO12003-SE \$79.99

Pathfinder Monster Core Pocket Edition

ISBN 978-1-64078-590-8
PZO12003-PE \$29.99

PATHFINDER



PATHFINDER PLAYER CORE 2

Pathfinder Player Core 2 is the fourth core rulebook for the fully remastered Pathfinder Second Edition RPG! This 320-page rulebook significantly expands the options available to Pathfinder players, giving them the edge to take on any adventure. The book 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! The ideal character resource for players looking to move beyond *Pathfinder Player Core*.



Pathfinder Player Core 2 includes:

- Eight fully detailed classes, including the alchemist, barbarian, champion, investigator, monk, oracle, sorcerer, and swashbuckler, each containing multiple character paths, multiclassing options, and dozens of feats!
- Expanded ancestry options include the catfolk, gnoll, hobgoblin, kobold, lizardfolk, ratfolk, and tengu, alongside three versatile heritages—the dhampir, duskwalker, and an all-new heritage debuting in this volume!
- More than 40 archetypes, allowing you to further customize your character's story and abilities. Turn your hero into an aerial acrobat, a high-riding cavalier, a treacherous pirate, and so much more!
- Spells, alchemical items, and magic items to round out the new classes and to provide some new tricks to the classes from *Pathfinder Player Core*.
- Fully integrated errata from the first four years of Pathfinder Second Edition, including a revised alchemist, champion, and oracle!
- Published under the new Open RPG Creative (ORC) license, giving players and Game Masters even more freedom for making their own creations based on Pathfinder Second Edition.

Pathfinder Player Core 2

ISBN 978-1-64078-597-7
PZO12004-HC \$59.99

Pathfinder Player Core 2 Sketch Cover Hobby Retailer Edition

ISBN 978-1-64078-599-1
PZO12004-SK \$59.99

Pathfinder Player Core 2 Special Edition

ISBN 978-1-64078-598-4
PZO12004-SE \$79.99

Pathfinder Player Core 2 Pocket Edition

ISBN 978-1-64078-622-6
PZO12004-PE \$29.99

PATHFINDER



PATHFINDER MONSTER CORE 2

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 376-page hardcover bursting with brand-new creatures as well as updated Pathfinder classics clawing their way to 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 includes:

- Over 300 individual monsters, including common foes, like dangerous animals and mighty elementals, to deadly creatures that can threaten even the most hardened heroes, such as the unsettling swarm striders and the devastating obsidiasaemon!
- Eight brand-new dragons to challenge your players, including the powerful cinder dragon, the terrifying despair dragon, the steadfast requiem dragon, the clever rune dragon, and more!
- Classic monsters drawn from mythology, like the coatl and the garuda, as well as creatures drawn from the legends of Pathfinder's Lost Omens setting, including favorites like the majestic dweomercat and the unstoppable Spawn of Rovagug!
- Simple templates that allow you to customize a monster, making it more or less powerful with just a few quick adjustments.
- Guidelines for reading and using monster statistics, ensuring you get the most out of a creature both in and out of combat.
- Lists of creatures sorted by both type and level, making it easy to find the monster you need when you need it.
- Fully integrated errata from the first 5 years of Pathfinder Second Edition, including new balance adjustments to ensure that every creature presents a thrilling level-appropriate challenge!
- Hundreds of beautiful full-color creature illustrations!

Pathfinder Monster Core 2

ISBN 978-1-64078-746-9
PZO12009-HC \$69.99

Pathfinder Monster Core 2 Sketch Cover Hobby Retailer Edition

ISBN 978-1-64078-748-3
PZO12009-SK \$69.99

Pathfinder Monster Core 2 Special Edition

ISBN 978-1-64078-747-6
PZO12009-SE \$89.99

Pathfinder Monster Core 2 Pocket Edition

ISBN 978-1-64078-768-1
PZO12009-PE \$29.99

PATHFINDER



PATHFINDER IMPOSSIBLE MAGIC

The perfect spell can solve just about any problem. From simple cantrips to reality-warping magic, this new rulebook contains a plethora of options for any adventurer who wants to delve into the unknown and unlock their true magical potential. Within these pages lies the magnificent spellcraft of four wonderfully magical and unique classes! Strike with both spell and blade as a magus. Command an army of the undead as a necromancer. Scribe unique magic onto enemies and allies alike as a runesmith. Fight alongside a powerful magical companion as a summoner. You'll also find over 240 spells (some so impactful that they scar the soul), several fantastical archetypes that will bring a magical twist to any table, new arcane schools derived from the heart of the Impossible Lands themselves, and wondrous magical items that will allow even the most mundane of characters to experience the power of magic. All of this is made manifest before you with *Impossible Magic*!



Pathfinder Impossible Magic (August)

ISBN 978-1-64078-807-7
 PZO12014-HC \$69.99

Pathfinder Impossible Magic Sketch Cover Edition (August)

ISBN 978-1-64078-809-1
 PZO12014-SK \$69.99

Pathfinder Impossible Magic Special Edition (August)

ISBN 978-1-64078-808-4
 PZO12014-SE \$89.99

Pathfinder Impossible Magic Pocket Edition (November)

ISBN 978-1-64078-848-0
 PZO12014-PE \$29.99





PATHFINDER FEYBOUND

Step through the veil into the grandest party of two worlds. At the Yestereve Revels, every kind of fey from lowly gremlin to towering warrior of the Wild Hunt joins the merrymaking. Speak to a fey queen to receive a boon, sling mud with the grimmest muckdwellers, and savor the taste of a decadent berry pie—even if it means you may never leave. Every delight can be had at the Yestereve Revels!

At the gala and beyond, players and GMs can use creatures, items, archetypes and more inspired by fey and fairy tales. Cast curses, transformations, and memory magic! Be inspired by a trickster muse for bards! Ride a unicorn! Play fey ancestries—fauns, gremlins, nymphs, and sprites—or choose the fadrim versatile heritage to add a bit of fey magic to any character. Explore the world of the fey! *Feybound* also includes a gazetteer of the First World, a first draft of the Universe the fey call home, and expanded details on the godlike beings called the Eldest.

Pathfinder Feybound (November)

ISBN	978-1-64078-834-3
PZO12015-HC	\$64.99

Pathfinder Feybound Sketch Cover Edition (November)

ISBN	978-1-64078-836-7
PZO12015-SK	\$64.99

Pathfinder Feybound Special Edition (November)

ISBN	978-1-64078-835-0
PZO12015-SE	\$84.99

PATHFINDER



PATHFINDER WAR OF IMMORTALS

A god has been slain, and nothing shall ever be the same again! As war and destruction spread across the land, new heroes must rise to the occasion and take up arms to protect the mortal world. Lay claim to your own spark of divinity with two brand-new character classes: 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. Claim the power of the gods, and battle the Universe's most fearsome foes with *War of Immortals!*

Pathfinder War of Immortals

ISBN 978-1-64078-619-6
PZO12006-HC \$67.49

Pathfinder War of Immortals Sketch Cover Hobby Retailer Edition

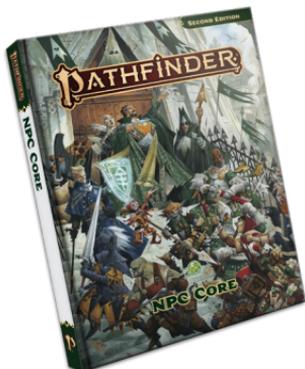
ISBN 978-1-64078-621-9
PZO12006-SK \$67.49

Pathfinder War of Immortals Special Edition

ISBN 978-1-64078-620-2
PZO12006-SE \$87.49

Pathfinder War of Immortals Pocket Edition

ISBN 978-1-64078-638-7
PZO12006-PE \$29.99



PATHFINDER NPC CORE

Steadfast allies, cunning enemies, and good old shopkeepers—NPC Core brings the people of your game world to life. Prepare and run your games faster with a vast collection of non-player characters ready to go at a moment's notice. Special characters from notable ancestries show off the unique themes of their cultures. You'll also find fun details to inspire your specific NPCs, along with extra tools like familiars, companions, ready-to-use spell lists, and NPC relationship rules! Populate your world with NPC Core!

Pathfinder NPC Core

ISBN 978-1-64078-649-3
PZO12007-HC \$69.99

Pathfinder NPC Core Sketch Cover Hobby Retailer Edition

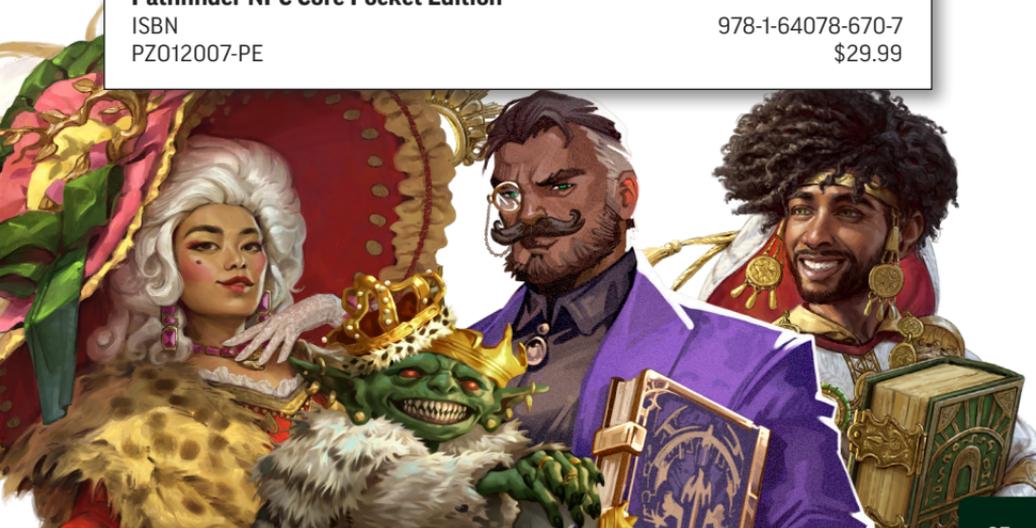
ISBN 978-1-64078-660-8
PZO12007-SK \$69.99

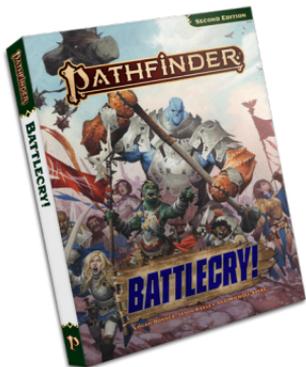
Pathfinder NPC Core Special Edition

ISBN 978-1-64078-650-9
PZO12007-SE \$89.99

Pathfinder NPC Core Pocket Edition

ISBN 978-1-64078-670-7
PZO12007-PE \$29.99





PATHFINDER BATTLECRY!

Report for duty! When diplomacy between nations fails and neither side wishes to back 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! This new rulebook 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, a new larger-than-life 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!*

Pathfinder Battlecry!

ISBN 978-1-64078-691-2
PZO12008-HC \$64.99

Pathfinder Battlecry! Sketch Cover Hobby Retailer Edition

ISBN 978-1-64078-693-6
PZO12008-SK \$64.99

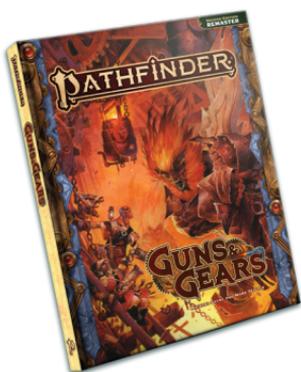
Pathfinder Battlecry! Special Edition

ISBN 978-1-64078-692-9
PZO12008-SE \$84.99

Pathfinder Battlecry! Pocket Edition

ISBN 978-1-64078-717-9
PZO12008-PE \$29.99





PATHFINDER GUNS & GEARS (Remastered)

If sword and spell aren't enough to win the day, it's time to level up your game with clockwork gears, lightning coils, and black powder! *Guns & Gears* brings the excitement of firearms and fantasy technology to your tabletop! Unravel the secrets of clockworks with the new inventor class or blow away your opposition as a firearm-wielding gunslinger! In addition to these new classes, a plethora of archetypes, backgrounds, vehicles, siege engines, gadgets, and the new automaton ancestry are all ready to expand your game with options for battlefields large and small. Fully remastered to the latest version of the Pathfinder RPG!

Pathfinder Guns & Gears (Remastered)

ISBN 978-1-64078-643-1
PZO12010-HC \$69.99

Pathfinder Guns & Gears (Remastered) Sketch Cover Hobby Retailer Edition

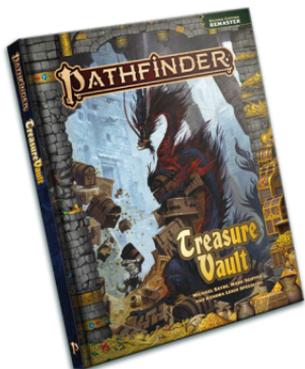
ISBN 978-1-64078-661-5
PZO12010-SK \$69.99

Pathfinder Guns & Gears (Remastered) Special Edition

ISBN 978-1-64078-644-8
PZO12010-SE \$89.99

Pathfinder Guns & Gears (Remastered) Pocket Edition

ISBN 978-1-64078-667-7
PZO12010-PE \$29.99



PATHFINDER TREASURE VAULT (Remastered)

Pathfinder Treasure Vault 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 new gear from nearly every category of equipment and magic item available in the Pathfinder RPG while also introducing entirely new categories of items as well—nearly 600 new items in all! 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! Fully remastered to the latest version of the Pathfinder RPG!

Pathfinder Treasure Vault (Remastered)

ISBN	978-1-64078-671-4
PZO12011-HC	\$64.99

Pathfinder Treasure Vault (Remastered) Sketch Cover Retailer Edition

ISBN	978-1-64078-673-8
PZO12011-SK	\$64.99

Pathfinder Treasure Vault (Remastered) Special Edition

ISBN	978-1-64078-672-1
PZO12011-SE	\$84.99

Pathfinder Treasure Vault (Remastered) Pocket Edition

ISBN	978-1-64078-705-6
PZO12011-PE	\$29.99



PATHFINDER DARK ARCHIVE (Remastered)

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 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!

Pathfinder Dark Archive (Remastered)

ISBN 978-1-64078-755-1

PZO12012-HC \$64.99

Pathfinder Dark Archive (Remastered) Sketch Cover Edition

ISBN 978-1-64078-757-5

PZO12012-SK \$64.99

Pathfinder Dark Archive (Remastered) Special Edition

ISBN 978-1-64078-756-8

PZO12012-SE \$84.99

Pathfinder Dark Archive (Remastered) Pocket Edition (April)

ISBN 978-1-64078-778-0

PZO12012-PE \$29.99



PATHFINDER



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 the Remastered Pathfinder Second Edition. Measures 44" x 8.5".

Pathfinder Core GM Screen

ISBN 978-1-64078-569-4
PZO10001-MC \$24.99



PATHFINDER COMBAT PAD

Maintain the flow of combat with the *Pathfinder Combat Pad* initiative tracker! List the names of heroes and foes on included 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. Includes more than 80 magnets!

Pathfinder Combat Pad

ISBN 978-1-64078-177-1
PZO2203 \$24.99



PATHFINDER HARROW DECK

Divine your destiny with the *Pathfinder Harrow Deck*, the legendary fortune-telling cards from Pathfinder's Age of Lost Omens setting! With this set of 54 full-color, fortune-telling cards, you'll learn how to include the harrow in any tabletop RPG game and enhance play with immersive fortune-telling methods and other insights. With vivid all-new art, exciting print treatments, patterned backing, and a size common to many real-world tarot decks, the *Harrow Deck* straddles the line between game supplement and storytelling set piece!

Pathfinder Harrow Deck

ISBN
PZ02236

978-1-64078-533-5
\$39.99



PATHFINDER MONSTER CORE 2 PAWN BOX

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 (April)

ISBN
PZO10013-MC

978-1-64078-782-7
\$74.99



PATHFINDER BATTLECRY! PAWN BOX

Generals and goblins! Cavalry and clockworks! Angels and devils! The armed legions of *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! Each double-sided pawn contains a beautiful full-color image of a creature, including a plethora of troop NPCs, from foot soldiers and veteran military units to armies of animated statues, hordes of undead, and massed spellcasters!

Pathfinder Battlecry! Pawn Box

ISBN
PZO10013-MC

978-1-64078-744-5
\$64.99



PATHFINDER NPC CORE BATTLE CARDS

Hundreds of friends, foes, and bystanders stand assembled in this complete collection of characters drawn from *Pathfinder NPC Core*! Each 4" x 6" card is printed on sturdy cardstock and features a beautiful, full-color image of an *NPC Core* character on one side, while the other side provides that character's statistics for quick and easy reference.

Pathfinder NPC Core Battle Cards

ISBN
PZO10011-MC

978-1-64078-707-0
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PATHFINDER



PATHFINDER REMASTER: 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!



PATHFINDER REMASTER: PRIMAL SPELL CARDS

This must-have accessory is a comprehensive collection of all the primal spells presented in *Pathfinder Player Core* and *Pathfinder Player Core 2*. Put the bounty of nature at your fingertips with over 200 spell reference cards!

Pathfinder Remaster: Arcane Spell Cards

ISBN

978-1-64078-612-7

PZO10003-MC

\$32.99

Pathfinder Remaster: Primal Spell Cards

ISBN

978-1-64078-613-4

PZO10004-MC

\$27.99



PATHFINDER REMASTER: 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!



PATHFINDER REMASTER: OCCULT SPELL CARDS

Open your mind to the unknown! Featuring all of the occult spells from *Pathfinder Player Core* and *Pathfinder Player Core 2* on over 240 reference cards, this is a vital accessory for those who dabble in the esoteric arts.



PATHFINDER REMASTER: FOCUS SPELL CARDS

Unlock the potential of your inner magic with *Pathfinder Remaster: Focus Spell Cards*! This must-have accessory for characters with that little extra bit of magic features all the focus spells from *Pathfinder Player Core* and *Pathfinder Player Core 2* on over 220 reference cards.

Pathfinder Remaster: Divine Spell Cards

ISBN

978-1-64078-614-1

PZO10005-MC

\$27.99

Pathfinder Remaster: Occult Spell Cards

ISBN

978-1-64078-615-8

PZO10006-MC

\$32.99

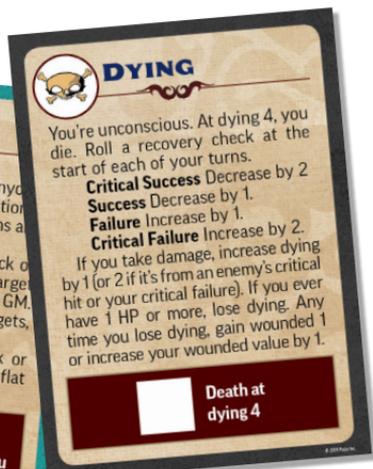
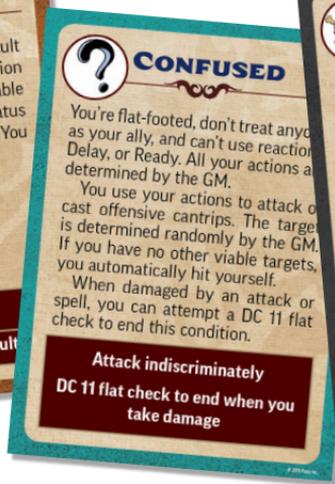
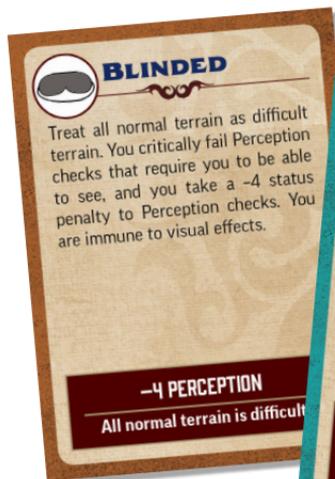
Pathfinder Remaster: Focus Spell Cards

ISBN

978-1-64078-616-5

PZO10007-MC

\$27.99



PATHFINDER CONDITION CARD DECK

These 108 cards include rules for the Pathfinder 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!

Pathfinder Condition Card Deck

ISBN
PZO2204

978-1-64078-178-8
\$22.99

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Pathfinder Adventure Gear Deck

ISBN 978-1-64078-207-5
PZO2216 \$22.99

Pathfinder Alchemy Deck

ISBN 978-1-64078-381-2
PZO2228 \$22.99

Pathfinder Chase Deck

ISBN 978-1-64078-225-9
PZO2217 \$14.99

Pathfinder Critical Fumble Deck

ISBN 978-1-64078-190-0
PZO2206 \$12.99

Pathfinder Critical Hit Deck

ISBN 978-1-64078-189-4
PZO2205 \$12.99

Pathfinder Deck of Endless NPCs

ISBN 978-1-64078-438-3
PZO2229 \$24.99

Pathfinder Deck of Endless Treasure

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PZO10010-MC \$29.99

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PZO2231 \$22.99

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PZO2230 \$22.99

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PZO2223 \$14.99

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ISBN 978-1-64078-300-3
PZO2222 \$22.99

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ISBN 978-1-60478-328-7
PZO2224 \$22.99

Pathfinder Relics Deck

ISBN 978-1-64078-476-5
PZO2234 \$22.99

Pathfinder Weapons & Armor Deck

ISBN 978-1-64078-220-4
PZO2209 \$22.99



Hellbreakers

ADVENTURE PATH





HELLBREAKERS ADVENTURE PATH

As the Hellfire Crisis dawns and spreads its turmoil throughout Avistan, the nation of Isgar is stirred to action by the rebel organization the Hellbreakers League, which seeks to free Isgar from its oppressor, the infernal nation of Chelifax. 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 Chelifax or will they be ground beneath the boot of oppression? Join the Hellbreakers and do your part! A complete Pathfinder campaign for levels 1 to 10! Includes a gazetteer of the lands and people that make up the nation of Isgar and a look into the cults of Urgathoa, as well as useful new items, exciting character options, and a host of dangerous monsters.

Hellbreakers Adventure Path

ISBN

978-1-64078-769-8

PZO15222-HC

\$79.99

Hellbreakers Special Edition

ISBN

978-1-64078-770-4

PZO15222-SE

\$99.99

PATHFINDER

Hell's Destiny

ADVENTURE PATH





HELL'S DESTINY ADVENTURE PATH

War between the hell-sworn nation of Cheliaz and its old enemy Andoran ripples across the Inner Sea. Yet Cheliaz's greatest foe might be its own long-oppressed people—including several heroes trapped there when Cheliaz declares martial law and seals its borders. These heroes won't just free themselves; they'll unite the infernal empire's worst enemies to defeat Cheliaz on land, by sea, and even to the depths of Hell itself!

Hell's Destiny is a complete Adventure Path designed for four characters, starting at 10th level and reaching 20th level by the campaign's conclusion. *Hell's Destiny* also includes a gazetteer of the dynamic port city of Corentyn, an exploration into Cheliaz's diabolical aristocracy, as well as useful new items, exciting character options, and a host of dangerous monsters.

Hell's Destiny Adventure Path (July)

ISBN

PZO15223-HC

978-1-64078-799-5

\$79.99

Hell's Destiny Special Edition (July)

ISBN

PZO15223-SE

978-1-64078-800-8

\$99.99

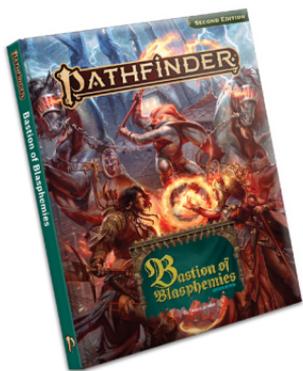
PATHFINDER



Bastion of Blasphemies

ADVENTURE PATH





BASTION OF BLASPHEMIES ADVENTURE PATH

Florin Kindler lost her parents to one of Ustalav's most notorious hauntings—they perished, as so many have, after a visit from the Black Coach of Bastardhall. Arguably the most notorious of all the haunted castles in the Inner Sea region, Bastardhall's mysteries have brought Florin and her adventuring companions in search of answers to the centuries-long curse that blights the ruins, but the castle has other plans than simply giving up its secrets, as those who dare to enter its haunted halls are doomed to vanish forever. Will your PCs be able to break the curse of Bastardhall and escape, or are they fated to become the latest in a long line of vanishings into one of Golarion's most infamous ruins? *The Bastion of Blasphemies Adventure Path* is a complete Pathfinder campaign by Pathfinder co-creator James Jacobs, with adventures ranging from level 5 to 13, making it the perfect follow-up for players who have finished the *Troubles in Grayce Adventure Anthology*.

Bastion of Blasphemies Adventure Path (August)

ISBN

PZO15224-HC

978-1-64078-810-7

\$79.99

Bastion of Blasphemies Special Edition (August)

ISBN

PZO15224-SE

978-1-64078-811-4

\$99.99

PATHFINDER

Vaultlines

ADVENTURE PATH





VAULTLINES ADVENTURE PATH

Trouble rumbles in the Darklands beneath the world's surface! Ley lines twisted by the godlike vault builders ages ago have begun to unwind, devastating subterranean communities. These vaultlines shake all the Darklands, from the claustrophobic tunnels of Nar-Voth to the wondrous caverns of Sekamina and the continent-sized vaults of Orv. Meanwhile, patient and cunning serpentfolk seize on the chaos to finally wrest control of the world from humanity, the hated foes who drove them into the darkness long ago. Your PCs escape a dire fate during a subterranean prison break, but a powerful villain intent on dominating the lands below and above the surface is freed as well. Now you must race through the monster-infested Darklands, from claustrophobic tunnels to jungle-filled hidden worlds, pursuing an enemy connected to an ageless evil. Schemes of the ancient vault builders and Yig, the Father of Serpents, are now unearthed. Can you untangle sinister plots and ancient rivalries set into motion before human reckoning? The vault builders may have formed the Cradle of the Darklands long ago, but you will decide who rules it! The *Vaultlines Adventure Path* is a complete Pathfinder campaign for 11th- to 20th-level characters.

Vaultlines Adventure Path (November)

ISBN

978-1-64078-837-4

PZO15225-HC

\$79.99

Vaultlines Special Edition (November)

ISBN

978-1-64078-838-1

PZO15225-SE

\$99.99

SEASON OF GHOSTS

ADVENTURE PATH





SEASON OF GHOSTS ADVENTURE PATH

Something strange is happening to your hometown of Willowshore! Nestled on the banks of a river winding through the legendary Specterwood in Tian Xia's haunted land of Shenmen, the people of Willowshore are no strangers to supernatural threats, but the danger that comes to town on the first day of summer is unlike anything you've ever seen before. Over the four seasons to come, you and your fellow home-grown heroes must face evil spirits, sinister fiends, and frightening curses, lest the town of Willowshore succumb to the Season of Ghosts! The *Season of Ghosts Adventure Path* is a four-part series of connected adventures that form a complete Pathfinder horror campaign ranging from level 1 to 12.

Season of Ghosts Adventure Path

ISBN

978-1-64078-765-0

PZO14008-HC

\$79.99

Season of Ghosts Adventure Path Special Edition

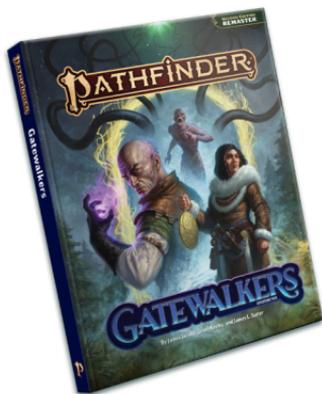
ISBN

978-1-64078-766-7

PZO14008-SE

\$99.99

PATHFINDER



GATEWALKERS ADVENTURE PATH

After they walked through that glowing gateway, nothing was ever the same. A band of characters becomes paranormal investigators in order to figure out the cause of a global amnesiac episode. Their quest takes them to lands near, far, and outside this reality altogether. Along the way, the characters meet fellow "gatewalkers," defeat alien monsters, and explore strange realms also touched by the so-called Missing Moment. And when it comes time to learn the grim truth of what happened to them on that fated summer night, what then? The *Gatewalkers Adventure Path* is a three-part series of connected adventures that form a complete Pathfinder campaign ranging from level 1 to 11.

Pathfinder Gatewalkers Adventure Path Hardcover

ISBN

PZO14005-HC

978-1-64078-681-3

\$69.99

Pathfinder Gatewalkers Adventure Path Hardcover Special Edition

ISBN

PZO14005-SE

978-1-64078-682-0

\$89.99



KINGMAKER ADVENTURE PATH

The *Kingmaker Adventure Path* presents a full-length campaign that chronicles the rise of a new nation—a kingdom built and ruled by your player characters! Face off against bands of bloodthirsty bandits, deadly and dangerous monsters, and mysterious menaces from other realities as you fight to claim the Stolen Lands as your own. Will you rule with justice and mercy, or will you become the very monsters you fought to oppose? In the *Kingmaker Adventure Path*, the destiny of the world's newest nation is yours to decide! The *Kingmaker Adventure Path* is a six-part series of connected adventures that form a complete Pathfinder campaign ranging from level 1 to 20.

Kingmaker Adventure Path Hardcover

ISBN 978-1-64078-429-1
PZO2020 \$99.99

Kingmaker Kingdom Management Screen

ISBN 978-1-64078-432-1
PZO2022 \$24.99

Kingmaker Kingdom Tracker Folio

ISBN 978-1-64078-435-2
PZO2024 \$24.99

Kingmaker Bestiary Hardcover (Pathfinder First Edition)

ISBN 978-1-64078-431-4
PZO2021 \$44.99

Kingmaker Companion Guide

ISBN 978-1-64078-4338
PZO2023 \$39.99

Kingmaker Poster Map Folio

ISBN 978-1-64078-4376
PZO2026 \$24.99

Kingmaker Pawn Box

ISBN 978-1-64078-4154
PZO2027 \$59.99

Kingmaker Flip-Mat: Campsite Multi-Pack

ISBN 978-1-64078-416-1
PZO2028 \$29.99

Kingmaker Flip-Mat: Noble Manor Multi-Pack

ISBN 978-1-64078-417-8
PZO2029 \$29.99

Kingmaker Flip-Mat: River Kingdoms Ruins Multi-Pack

ISBN 978-1-64078-418-5
PZO2030 \$29.99

PATHFINDER



ABOMINATION VAULTS ADVENTURE PATH

Enter the megadungeon! Evil stirs in the depths of the Abomination Vaults, a sprawling dungeon where the evil sorcerer Belcorra Haruvex attempted to raise an army of monsters hundreds of years ago. Brave heroes must venture into a dungeon full of beasts and traps to prevent a spiteful villain from rising again! The *Abomination Vaults Adventure Path* is a three-part series of connected adventures that form a complete Pathfinder campaign ranging from level 1 to 11.

Abomination Vaults Adventure Path Hardcover

ISBN 978-1-64078-410-9
PZO2033 \$54.99

Abomination Vaults Adventure Path Special Edition Hardcover

ISBN 978-1-64078-411-6
PZO2033-SE \$74.99

Abomination Vaults Battle Cards

ISBN 978-1-64078-472-7
PZO2232 \$39.99



FISTS OF THE RUBY PHOENIX ADVENTURE PATH

The time has come again for the Ruby Phoenix Tournament! The sorcerer Hao Jin has invited only the strongest martial artists, adventurers, and fortune seekers to her world-famous fighting competition. A motley roster of contenders must compete for this decade's champion title and their choice of one of the Ruby Phoenix's grand treasures. Who will come out on top, and who will be left in the dust? There's only one way to find out! The *Fists of the Ruby Phoenix Adventure Path* is a three-part series of connected adventures that form a complete Pathfinder campaign ranging from level 11 to 20.

Fists of the Ruby Phoenix Adventure Path Hardcover

ISBN

PZO2035

978-1-64078-490-1

\$54.99

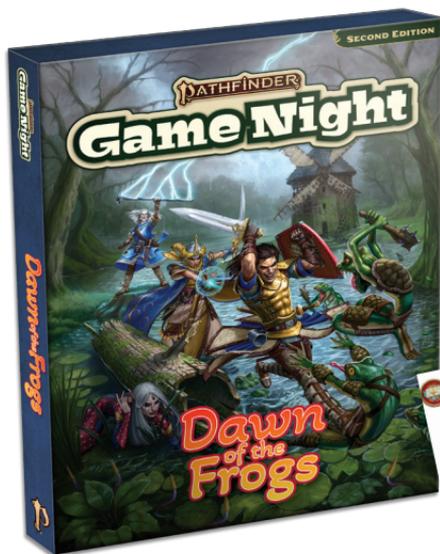
Fists of the Ruby Phoenix Pawn Collection

ISBN

PZO1045

978-1-64078-360-7

\$24.99



PATHFINDER GAME NIGHT: DAWN OF THE FROGS

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 includes four pregenerated player characters, poster maps presenting all combat locations, a sheet of pawns representing the PCs and enemies, dice, and a 32-page adventure book!

Pathfinder Game Night: Dawn of the Frogs

ISBN
PZO14006-BX

978-1-64078-740-7
\$34.99



PATHFINDER GAME NIGHT: THE DRAGON'S CROWN

Take your first steps into a world of high adventure with this deluxe boxed set adventure designed specifically for brand new players! Not all dragons are mighty and cruel. Some are small and friendly, but even the tiniest dragons covet their wealth. So when a house drake's beloved crown is stolen by a pesky imp who leaves her for dead after a fight atop the rooftops of the city of Korvosa, it falls to a fresh-faced band of heroes to step in and save the day! But who could have guessed that a frantic chase after a thieving imp over city roofs could lead to a mission against one of the neighborhood's newest crime lords—the mysterious (and likely awful) King Stankus? Can you face threats that span from Korvosa's heights to its rancid sewer depths and emerge with the dragon's crown? This box contains everything you need to play three short single-night adventures for 1st-level heroes and includes four pregenerated player characters, poster maps presenting all combat locations, a sheet of pawns representing the PCs and enemies, dice, and a 32-page adventure book!

Pathfinder Game Night: The Dragon's Crown (October)

ISBN

PZO14011-BX

978-1-64078-827-5

\$34.99



TROUBLES IN GRAYCE ADVENTURE ANTHOLOGY

The perfect next step after the *Beginner Box*! The idyllic calm in the hardworking town of Grayce has been shaken by recent events and its people need help. Thankfully, a group of adventurers recently arrived in town, fresh off their first adventure! This action-packed anthology of six short adventures deeply immerses players in the town introduced in the *Beginner Box*, setting a light horror tone that calls for heroism. The anthology includes a dangerous cryptid hunt, the exploration of a sinister scientist's abandoned home, the devious and deadly plot of a hidden hag, and even tracking down a murderous vampire! Each adventure includes a level's worth of experience and can be played independently or as part of a larger connected story that leads to the *Bastion of Blasphemies Adventure Path*!

Troubles in Grayce Adventure Anthology (May)

ISBN

PZO14009-HC

978-1-64078-786-5

\$44.99

Troubles in Grayce Special Edition (May)

ISBN

PZO14009-SE

978-1-64078-787-2

\$64.99



THE DEAD GOD'S HAND

Delve into ancient secrets below the City at the Center of the World in this hardcover campaign-arc adventure for characters level 1-7! Captured by a hryngar clan somewhere in the maze of tunnels below the city of Absalom, the heroes stage a bloody revolt and battle their way into the long-lost Sanctum of Aroden, a legendary religious refuge sealed away from the world with the god of humanity's death a century ago. But some secrets are best left buried forever, and investigation into the mysterious Dead God's Hand, said to be hidden at the heart of the complex, uncovers machinations that could threaten all of Absalom with the birth of a terrible new divinity! Based on Pathfinder Publisher Erik Mona's multi-year, multi-group office Pathfinder campaign, *The Dead God's Hand* is a deadly adventure filled with dungeon exploration, ancient mysteries, and phantasmagoric tests that see the player characters reliving events from the life of Aroden, the dead god of humanity whose murder triggered the beginning of the current age!

The Dead God's Hand (September)

ISBN 978-1-64078-821-3
 PZO14007-HC \$49.99

The Dead God's Hand Special Edition (September)

ISBN 978-1-64078-822-0
 PZO14007-SE \$69.99

Pathfinder Flip-Mat: The Dead God's Hand Multi-Pack (September)

ISBN 978-1-64078-823-7
 PZO11042-FM \$29.99

PATHFINDER



CROWN OF THE KOBOLD KING

The town of Falcon's Hollow is no stranger to peril, yet the danger growing nearby poses a threat that only a new band of heroes can handle. Ravenous undead, cunning kobolds, and sinister necromancers are but a few of the menaces facing the small lumber town, yet none are as dangerous as the Kobold King himself! This deluxe 128-page hardcover gathers three classic Pathfinder adventures into an unforgettable compilation, updating them to Pathfinder Second Edition and expanding them into a mini-campaign with a brand-new dungeon for heroes to explore. Will your heroes save Falcon's Hollow from the Kobold King, or are they doomed to become the king's latest trophies? *Crown of the Kobold King* is a deluxe super-adventure designed for characters level 1-6.

Crown of the Kobold King

ISBN

PZ09562

978-1-64078-452-9

\$39.99

Pathfinder Flip-Mat: Crown of the Kobold King

ISBN

PZ030123

978-1-64078-454-3

\$16.99



CLAWS OF THE TYRANT

Claws of the Tyrant is a hardcover anthology of three interconnected adventures set in the ravaged nation of Lastwall, now known as the Gravelands. “Gravelands Survivors” (1st level) follows a group of refugees as they race to keep a holy artifact from the clutches of a vile graveknight. In “Ashes for Ozem” (7th level), the players are evil agents assembled by the graveknight to infiltrate a stronghold of good and destroy it from within. In “Of Blood and Faith” (18th level), the Knights of Lastwall and their allies prepare for a final confrontation to end the graveknight’s machinations once and for all.

Claws of the Tyrant

ISBN
PZO14003-HC

978-1-64078-656-1
\$44.99

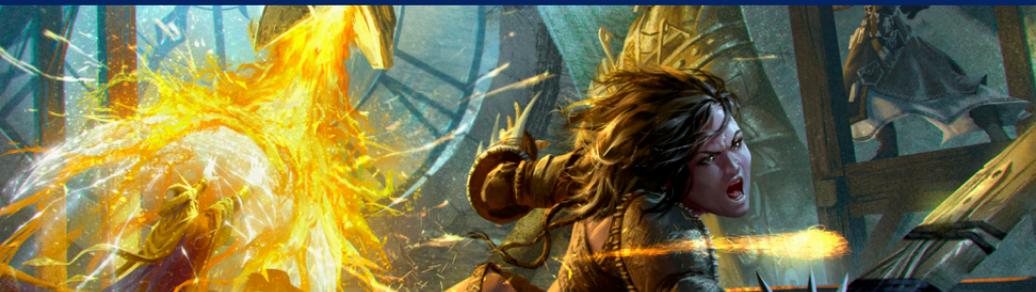
A WORLD OF ADVENTURE!

From the crumbling spires of the ancient runelords in distant Varisia to the bustling merchant kingdoms of the Inner Sea, Pathfinder's Lost Omens campaign setting forms the panoramic backdrop for Paizo's innovative Pathfinder fantasy roleplaying supplements, adventures, and novels.

Golarion is a world beset by danger. To the north, the undead armies of the Whispering Tyrant converge into a massive army, their loose jaws slaving for the flesh of the living, while long-simmering tensions between the nations of Andoran, Taldor, and Chelax threaten to bloom into open warfare. In the east, guillotine blades fall daily amid the eternal revolutions of Galt, while to the west the thrice-damned House of Thrune rules a great diabolical empire in dangerous decline.

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





LOST OMENS WORLD GUIDE

This indispensable 136-page hardcover guidebook to the world of Pathfinder presents everything you need to know for a lifetime of adventure in the uncertain Age of Lost Omens. The god of humanity is dead and prophecy is broken, leaving adventuring heroes like you to carve their own destinies out of an uncertain future! This gazetteer features 10 diverse regions packed with thrilling and deadly possibilities and is accompanied by a giant two-sided poster map depicting the heart of the Pathfinder setting. Detailed character backgrounds for each region root your character even more deeply into the campaign setting. It's the perfect starting place for newcomers to Pathfinder and the most concise, up-to-date presentation of the Age of Lost Omens for Pathfinder Second Edition.



Lost Omens World Guide

ISBN

PZ09301

978-1-64078-172-6

\$36.99

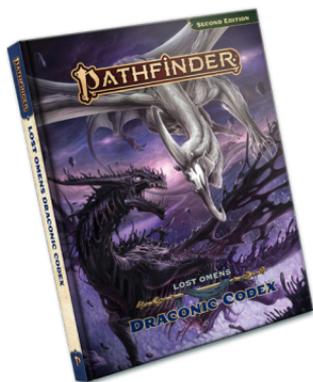
Lost Omens World Guide Special Edition

ISBN

PZ09301-SE

978-1-64078-447-5

\$62.99



LOST OMENS DRACONIC CODEx

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 224-page tome lies the secrets of dragonkind, as well as those mortals who look upon them with awe or 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!

Lost Omens Draconic Codex

ISBN

PZO13007-HC

978-1-64078-749-0

\$64.99

Lost Omens Draconic Codex Special Edition

ISBN

PZO13007-SE

978-1-64078-750-6

\$84.99



LOST OMENS HELLFIRE DISPATCHES

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 in the war between infernal Cheliax and its former holding, 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. 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 conflict. 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 to 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.

Lost Omens Hellfire Dispatches (April)

ISBN

PZO13008-HC

978-1-64078-779-7

\$44.99

Lost Omens Hellfire Dispatches Special Edition (April)

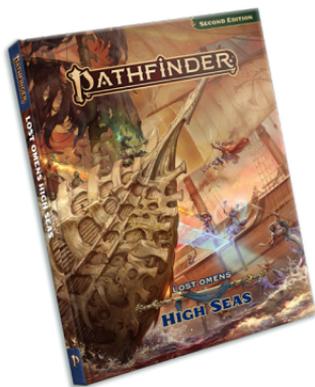
ISBN

PZO13008-SE

978-1-64078-780-3

\$64.99

PATHFINDER



LOST OMENS HIGH SEAS

Set a course for new adventures with this expansive hardcover guide to the open waters of the Inner Sea. Since time immemorial, the people of Golarion have been traveling out to the sea to gather resources, ply their trades, and seek secrets both above and below the water. Explore the failed utopia of the island of Hermea, the home of deadly Red Mantis assassins on Mediogalti Island, the mysteries of the Mordant Spire grown from the remains of a dead god, the countless pirate-scoured islands of the Shackles, or the dangerous depths of underwater regions. Each entry within this gazetteer includes the history, culture, and current events of the region, as well as a major city to include in a variety of adventures. The book also includes new character options and a fold-out poster map!

Lost Omens High Seas (July)

ISBN

PZO13009-HC

978-1-64078-804-6

\$44.99

Lost Omens High Seas Special Edition (July)

ISBN

PZO13009-SE

978-1-64078-805-3

\$64.99



LOST OMENS CHELIAX, INFERNAL INHERITANCE

As the Hellfire Crisis comes to an end, the powers that be must reckon with a changed world. Within the *Infernal Inheritance* dwell scheming nobles, remnants of ancient empires, and diabolic dangers. Explore Cheliaz, a devil-bound nation transformed by war; Corentyn, a naval power establishing its militaristic and economical might; Iser, a recently liberated nation discovering its forgotten past; Nidal, a nation wreathed in shadow and bound to a wicked god; Ravounel, a former Chelaxian holding that's seeking its own place in the world; and Scorchhome, a nation for goblins and other outcasts. Each entry within this gazetteer includes the history, culture, and current events of the region, as well as a major city to include in a variety of adventures. The book also includes new character options and a fold-out poster map!

Lost Omens Cheliaz, Infernal Inheritance (October)

ISBN	978-1-64078-828-2
PZO13010-HC	\$64.99

Lost Omens Cheliaz, Infernal Inheritance Special Edition (October)

ISBN	978-1-64078-829-9
PZO13010-SE	\$84.99

Lost Omens Cheliaz Poster Map Archive (November)

ISBN	978-1-64078-839-8
PZO13011-MC	\$29.99



LOST OMENS SHINING KINGDOMS

Explore a region of classical high fantasy with this expansive hardcover guide to six key nations of the Inner Sea. Within the Shining Kingdoms dwell noble knightly orders, proud ancient cultures, and deadly courtly intrigue. Explore Andoran, a bastion of democratic governance and freedom for all; Druma, a trade hub obsessed with material gain; the Five Kings Mountains, home to the fractured kingdoms of the dwarves; Galt, a land wracked from violence and revolution; Kyonin, the illusion-cloaked homeland of the elves; and Taldor, the ossified remnants of one of the most powerful empires in the Inner Sea. Each nation features an in-depth history, gazetteer, and a look at a major city to support a grand variety of adventures. The book also includes new character options and a fold-out poster map!

Lost Omens Shining Kingdoms

ISBN

978-1-64078-676-9

PZO13005-HC

\$59.99

Lost Omens Shining Kingdoms Special Edition

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978-1-64078-677-6

PZO13005-SE

\$79.99

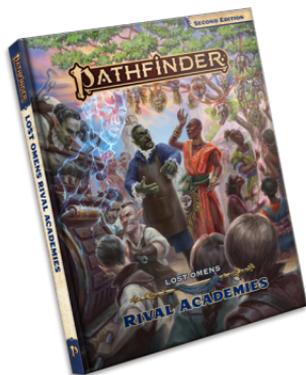
Lost Omens Shining Kingdoms Poster Map Archive

ISBN

978-1-64078-684-4

PZO13006-MC

\$29.99



LOST OMENS RIVAL ACADEMIES

Investigate the demon-haunted Sarkoris Scar and gather the wisdom of its scattered people in a convocation of the finest minds of the Age of Lost Omens! Adventure and research sites around the Sarkoris Scar are presented by local experts. The fascinating variety of visiting scholars likewise speaks to possibilities from joint research and lifelong bonds to political machinations and bitter rivalries. These visitors have each brought their own items, spells, and other research, including the remastered runelord archetype. Learn from the best in this content-packed sourcebook for players and GMs!

Lost Omens Rival Academies

ISBN

PZO13004-HC

978-1-64078-652-3

\$44.99

Lost Omens Rival Academies Special Edition

ISBN

PZO13004-SE

978-1-64078-653-0

\$64.99

PATHFINDER



LOST OMENS DIVINE MYSTERIES

This 320-page hardcover resource for both players and Game Masters is a 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 volume *Lost Omens Gods & Magic!* The book updates domains, spells, and other mechanics. These include expansions on existing classes like new witch patrons, new archetypes like the Rivethun emissary and powerful mortal herald, and new class archetypes like the battle harbinger option for clerics. The book also includes brand new character options and several additional divine entities never before explored in any Pathfinder reference!



Lost Omens Divine Mysteries

ISBN

PZO13003-HC

978-1-64078-624-0

\$79.99

Lost Omens Divine Mysteries Special Edition

ISBN

PZO13003-SE

978-1-64078-625-7

\$99.99



LOST OMENS IMPOSSIBLE LANDS

In a land still scarred by a war between two undying archmages and their respective nations, reality defies the rules binding the rest of the world. Cities crafted by wishes and fields harvested by the walking dead lay astride lands where magic warps and twists with an undefinable will. Explore the history of immortal wizard-kings, wield explosive and unusual technology, and channel awe-inspiring legends in a region where the present is still haunted by the past, and echoes of destruction still shudder across the minds and souls of those who brave the Impossible Lands! A 344-page hardcover sourcebook for Pathfinder Second Edition.

Lost Omens Impossible Lands

ISBN

PZ09314

978-1-64078-480-2

\$59.99

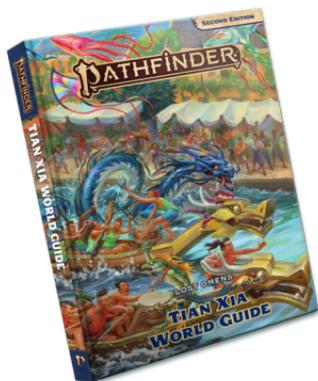
Lost Omens Impossible Lands Special Edition

ISBN

PZ09314-SE

978-1-64078-481-9

\$79.99



LOST OMENS TIAN XIA WORLD GUIDE

Dragons once served as the stewards of the lands of Tian Xia, commanded by Heavenly decree. Can you live up to their lofty expectations, or will you flounder and fail like countless kingdoms before you? Prophecy is dead and history hangs on a feather; even the slightest breath might change the course of peoples and nations. Strike out and seize your destiny in an uncertain future! This massive 304-page gazetteer features a look at the history, cultures, and peoples of Tian Xia, with summaries of over 20 distinct nations and kingdoms on, above, and under the continent. It's accompanied by a giant poster map displaying this region of the Pathfinder setting in beautiful detail.

Lost Omens Tian Xia World Guide

ISBN

PZO13001-HC

978-1-64078-576-2

\$79.99

Lost Omens Tian Xia World Guide Special Edition

ISBN

PZO13001-SE

978-1-64078-577-9

\$99.99



LOST OMENS TIAN XIA CHARACTER GUIDE

The boundless continent of Tian Xia features innumerable peoples, each with their own rich history and practices. Bring your character to life with this 136-page hardcover guidebook crammed full of everything a player might need to build a hero hailing from or journeying through these vast lands, including:



- Six new ancestries, including the reincarnating samsaran, trickster tanuki, and shadowy wayang, as well as Tian-inspired additional feats and heritages for existing ancestries, like the peachchild leshy, bakuwa lizardfolk, and gandharva sprite!
- Feats inspired by Tian Xia's diverse arts and practices, from new elemental medicine to alchemically fortified cuisine to how the zodiac can guide your character's path.
- Spectacular magical and martial techniques to vanquish the toughest opponents, whether that's through weightless sword arts or by borrowing the ancient power of magical familiars.
- Dazzling new magic items and weapons to forge or find, from the subtle kotodama whistle to legendary artifacts like the staff of Sun Wukong.

Lost Omens Tian Xia Character Guide

ISBN

978-1-64078-579-3

PZO13002-HC

\$47.49

Lost Omens Tian Xia Character Guide Special Edition

ISBN

978-1-64078-580-9

PZO13002-SE

\$67.49

PATHFINDER



LOST OMENS ABSALOM, CITY OF LOST OMENS

For nearly 5,000 years, the great city of Absalom has stood at the center of the Inner Sea region's culture, commerce, and prophecy. Now, after the death of its founder-god Aroden, the disappearance of its lord mayor, and new attacks from some of its greatest foes, Absalom stands at the crossroads of a new and uncertain destiny! This lore-packed 400-page hardcover guide presents a fascinating locale suitable for years of Pathfinder adventures! A huge poster map of the city, more than 250 locations, and more than 400 interconnected NPCs set the scene in unprecedented detail, beckoning your characters to walk upon streets paved with centuries of history. Follow in the footsteps of generations of questing heroes to chart a new path for the City at the Center of the World!



Lost Omens Absalom, City of Lost Omens

ISBN

978-1-64078-235-8

PZ09304

\$54.99

Lost Omens Absalom, City of Lost Omens Special Edition

ISBN

978-1-64078-531-1

PZ09304-SE

\$89.99

Lost Omens City of Lost Omens Poster Map Folio

ISBN

978-1-64078-242-6

PZ09305

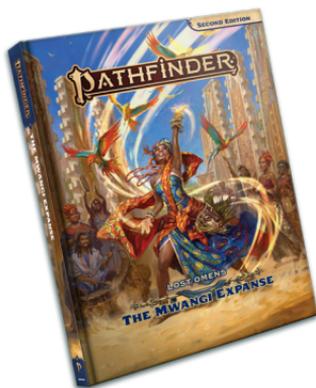
\$24.99



LOST OMENS MWANGI EXPANSE

South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to a wide variety of cultures and peoples since time immemorial, hosting powerful, isolated city-states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world—a band of scholars from an ancient university

venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you're a diplomat seeking leverage from the most difficult of positions, a spy searching for the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this 310-page hardcover guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue!



Lost Omens Mwangi Expanse

ISBN

PZ09309

978-1-64078-340-9

\$49.99

Lost Omens Mwangi Expanse Special Edition

ISBN

PZ09309-SE

978-1-64078-500-7

\$79.99

PATHFINDER



PATHFINDER FLIP-MATS

On tabletops around the world, the Flip-Mat revolution is changing the way players run their fantasy roleplaying games! Portable, durable, and affordable, Pathfinder Flip-Mats measure 24" × 30" unfolded and 8" × 10" folded. A Flip-Mat's coated surface can handle any dry-erase, wet-erase, or even permanent marker.

Why spend your time sketching out scenery on a smudgy plastic mat when dynamic encounters and easy clean-up are just a flip away!



Pathfinder Flip-Mats

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PZ030024-MP

PZ030069-1

PZ030071

PZ030077

PZ030089

978-1-64078-540-3

978-1-60125-557-0

978-1-64078-509-0

978-1-60125-822-9

978-1-60125-903-5

978-1-64078-018-7

\$16.99

\$24.99

\$21.99

\$19.99

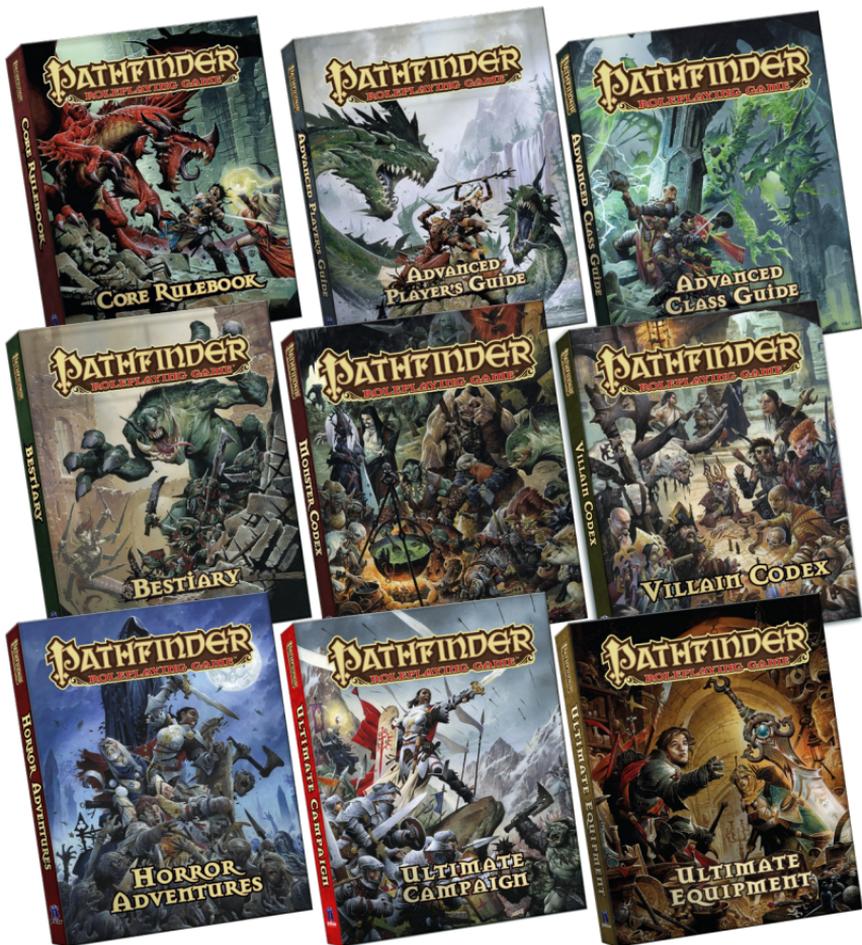
\$19.99

\$19.99

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Flip-Mat: Training Grounds (May)	PZ011037-FM	978-1-64078-783-4	\$19.99
Flip-Mat: Wilderness Camps (June)	PZ011038-FM	978-1-64078-788-9	\$19.99
Flip-Mat: Fleet Flagship (July)	PZ011039-FM	978-1-64078-801-5	\$19.99
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Flip-Mat: Barfight! (August)	PZ011041-FM	978-1-64078-812-1	\$19.99
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Flip-Mat: Haunted Library (October)	PZ011043-FM	978-1-64078-830-5	\$19.99
Flip-Mat: Crossroads Caverns (November)	PZ011044-FM	978-1-64078-840-4	\$19.99
Flip-Mat: Workshops Multi-Pack (December)	PZ011045-FM	978-1-64078-846-6	\$29.99

PATHFINDER FIRST EDITION LIVES!

These days, we're focusing all our new Pathfinder releases on Pathfinder Second Edition, but many players out there still play and enjoy Pathfinder First Edition! Paizo is committed to keeping the bulk of our First Edition rulebooks in print in our popular paperback Pocket Edition format, and several items from the backlist remain strong sellers more than a decade after their original release! Complete your Pathfinder collection by starting at the very beginning, and keep the spirit of early Pathfinder alive forever!

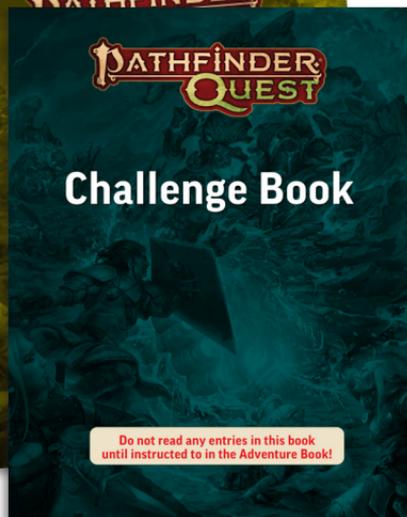
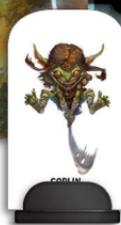




PATHFINDER FIRST EDITION POCKET EDITIONS

Core Rulebook	PZ01110-PE	978-1-60125-887-8	\$24.99
Advanced Player's Guide	PZ01115-PE	978-1-60125-950-9	\$19.99
Advanced Class Guide	PZ01129-PE	978-1-64078-007-1	\$19.99
Advanced Race Guide	PZ01121-PE	978-1-64078-078-1	\$19.99
Bestiary	PZ01112-PE	978-1-60125-888-5	\$19.99
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Bestiary 3	PZ01120-PE	978-1-64078-006-4	\$19.99
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Ultimate Combat	PZ01118-PE	978-1-64078-051-4	\$19.99
Ultimate Intrigue	PZ01134-PE	978-1-64078-105-4	\$19.99
Ultimate Wilderness	PZ01140-PE	978-1-64078-133-7	\$19.99

PATHFINDER





PATHFINDER QUEST

For many years, the farmers, loggers, and woodworkers of Falcon's Hollow have lived a simple, prosperous life, despite dwelling in the shadow of Droskar's Crag, a massive volcano that looms on the other side of Darkmoon Vale. The dungeons carved into that mountain were once a den for monsters that menaced the region, but they've lain quiet for over 10 years. Now, something stirs in the depths once more, causing the restless dead to pour forth and the mountain to belch smoke and ash, threatening every living person and creature in the Vale! Do you and your fellow adventurers have what it takes to turn the tide and get to the bottom of this mystery?

In *Pathfinder Quest*, you make your own character by selecting from a diverse range of ancestries, backgrounds, and classes, giving you the skills and abilities needed to face off against the undead horde and discover what's behind their sudden resurgence. Each session, you and your fellow players will undertake a single adventure, braving a series of encounters that form one part of a larger ongoing narrative. Throughout each adventure, you'll face deadly foes and difficult challenges, as defined by the *Adventure Book*, but don't expect to learn all the game's secrets so easily! The consequences of your actions and choices are revealed in the *Challenge Book* only after you've made them, ensuring that there's always another mystery to solve. As you play through the campaign, your characters will grow in power, gaining new feats and spells that enable you to face even more powerful foes and gather wondrous treasure. Throughout this campaign, your actions will shape the end of the story through the record of your deeds and the choices you've made!

Pathfinder Quest Standard Edition (June)

ISBN 978-1-64078-761-2
PZO17001-BC \$119.99



PLAYERS
1-4



AGES
16+



TIME:
90-120
MINUTES

PATHFINDER



A Game by Joe Pasini

Rokvork

Giant

Rokvork is a handsome single giant and someone who will show you the life outside of work. His liquid attitude beam on a date before. Please, help him.

♥ Likes: Cooking Class
 ✖ Dislikes: Carnival

M A T C H

Cursebreaking

Sometimes a princess is turned into a toad, a hero falls asleep, or a man is doomed to only speak in haiku. Break with your date by fixing magical problems together.

M A T C H

Diplomat's Charcuterie

This fine platter of meats, cheeses, and breads will always be the most beautiful companion to your date.

M A T C H

Spell-Throwing

Are you a wizard? Try out this activity! While spell-throwing is usually reserved for battles, it's a great way to give you a chance to show off your skills.

M A T C H

Cooperative Waffles

These sweet, buttery waffles drizzled in syrup are meant to be shared. Eat them with your date and the date.

M A T C H



PATHFINDER MONSTER MATCH!

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? 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 takes about 20-30 minutes to play. The game includes 80 cards, 90 wooden heart tokens, and 84 MATCH! tokens.

Pathfinder Monster Match!

ISBN 978-1-64078-741-4
PZO17002-BC \$39.99



PLAYERS
2-6

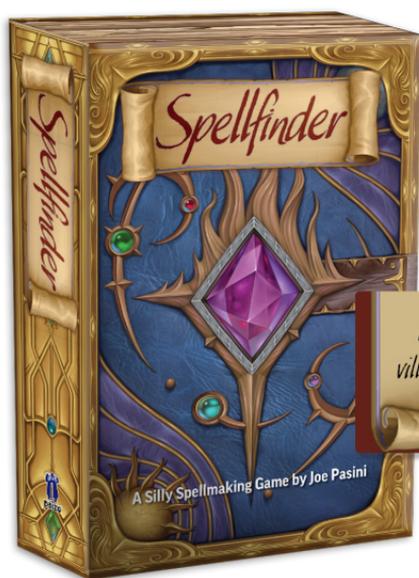


AGES
13+



TIME:
20
MINUTES

PATHFINDER



"This spell turns flowers into iron, so they can't be destroyed by a druid's nature magic!"

SPELLFINDER

In *Spellfinder*, the silly, spell-slinging party game for 3–7 student wizards, players are taking their final exam 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 mundane to mystical—and you'll never play the same game twice!

Spellfinder

ISBN
PZO17003-BC

978-1-64078-772-8
\$39.99



PLAYERS
3-7



AGES
13+



TIME:
30
MINUTES



PATHFINDER DICE GODS

Only the most favored of the gods can win the dice-drafting game *Pathfinder Dice Gods*! On your turn, pick one of 8 iconic gods from the Pathfinder pantheon and roll their unique 12-sided die, using symbols you get to play a variety of minigames, scoring points and chaining success into more success. Compete with up to 4 other players, using both luck and tactical play to win this fast-paced game of divine dominance.

Pathfinder Dice Gods (August)

ISBN 978-1-64078-813-8
PZO17004-BC \$49.99



PLAYERS
2-5

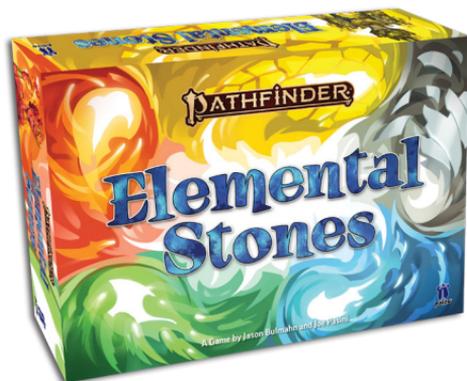


AGES
13+



TIME:
45
MINUTES

PATHFINDER



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. With variable objectives and a game constantly in flux, you'll never play the same way twice. And with a quick playtime, there's always a chance for one more game...

Pathfinder Elemental Stones

ISBN 978-1-64078-546-5
PZO5504 \$39.99



PLAYERS
2-4



AGES
13+



TIME:
40
MINUTES



STARFINDER INFINITY DECK

Though the original rules were lost in the period of galactic amnesia known as the Gap, people in the Pact Worlds and beyond have created all manner of games for this 65-card deck of playing cards. Four such games are presented in this box for a game night with friends and family—or for use in your Starfinder RPG campaigns!

- **Absalom Ante:** A high-stakes betting game where you try to collect the best hand by taking tricks.
- **Salvage:** Scour the wreck of a starship to collect the most valuable goods.
- **Mercenary 11:** Jaunt between planets to complete more mercenary contracts than your opponents.
- **Contraband:** Test your wits against another player to smuggle contraband items or catch them in the act of smuggling.

Starfinder Infinity Deck

ISBN 978-1-64078-725-4
PZO27001-BC \$34.99



PLAYERS
1-5



AGES
13+



TIME:
15-30
MINUTES

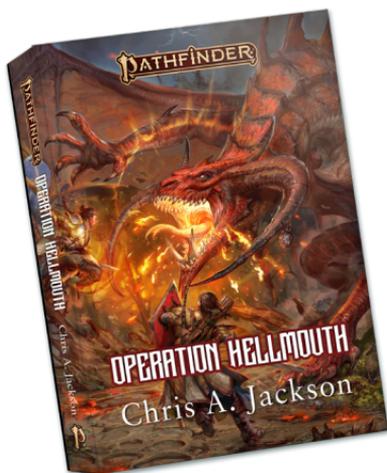
OPERATION HELLMOUTH—A PATHFINDER NOVEL

Valeros is a veteran adventurer whose life as a mercenary lies far in his past. When military conflict erupts, however, more aspects of Valeros's past come crashing into the present day. 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 Vee, 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. Jackson (*Pirate's Honor*, *Pirate's Promise*, *Pirate's Prophecy*), *Operation Hellmouth* promises an unforgettable adventure of infernal plotting and family drama on the high seas, set in the award-winning Age of Lost Omens setting for the Pathfinder Roleplaying Game. *Operation Hellmouth* is the perfect entry point to the Hellfire Crisis event within the Pathfinder setting, a multi-year conflict that will pull the world's most powerful nations into all-out war.



Operation Hellmouth (hardcover)

ISBN

978-1-64078-722-3

PZO18005-HC

\$29.99

Operation Hellmouth (e-book)

ISBN

978-1-64078-723-0

PZO18005E

\$9.99

Operation Hellmouth (audiobook)

ISBN

978-1-64078-724-7

PZO18005-AU

\$24.95



ABOMINATION VAULTS—A PATHFINDER NOVEL

Five hundred years ago, a band of adventurers known as the Roseguard defeated a powerful sorcerer named Belcorra Haruvex, foiling her plot to destroy the teeming metropolis of Absalom. But this victory came with a great sacrifice, and the surviving members of the Roseguard founded the town of Otari near the site of their battle, naming it after their fallen comrade. Now, the lens atop Belcorra's Gauntlight once again gleams with eldritch power, and it falls to a new Roseguard to prevent the sorcerer's plans from finally coming to pass.

For ambitious dwarven bard, Cade, this is a chance to finally make a name for herself and earn acceptance into the Pathfinder Society, while veteran adventurer and Pathfinder Ezren may find himself in over his head as he strives both to uncover the mystery of Gauntlight Keep and the Abomination Vaults below, and keep Cade alive as she takes her first steps toward a life of adventure.

The most popular megadungeon in Pathfinder's Lost Omens setting is now an exciting novel from veteran author Erik Scott de Bie. Whether you've experienced the Abomination Vaults as a player, Game Master, in the action RPG video game adaptation from BKOM Studios, or you're new to the famed vaults of madness, this exciting novel is for you!

Abomination Vaults (hardcover) (November)

ISBN

978-1-64078-841-1

PZO18006-HC

\$29.99

Abomination Vaults (e-book) (November)

ISBN

978-1-64078-842-8

PZO18006E

\$9.99

Abomination Vaults (audiobook) (November)

ISBN

978-1-64078-843-5

PZO18006-AU

\$24.95

Starfinder is a galaxy-spanning science-fantasy RPG that allows players to experience a unique blend of magic and technology as they travel to exotic worlds, encounter strange civilizations, and delve into ancient ruins, all in the distant future of the Pathfinder setting.



Blast off into a galaxy of adventure with the Starfinder Roleplaying Game! Step into your powered armor and grab your magic-infused laser pistol as you investigate the mysteries of a weird universe with your bold starship crew. Will you delve for lost artifacts in the ruins of an alien temple? Strap on rune-enhanced armor and a laser rifle to battle undead empires in their fleets of bone ships? Defend colonists from a swarm of ravenous monsters? Maybe you'll hack into the mainframe of a god-run corporation or search the stars for clues to the secret history of the universe. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through. But most of all, you'll need each other.





With regularly released rulebooks, adventures, accessories, and maps, Starfinder provides deep support for both players and GMs. It's an infinite universe out there, and Starfinder RPG products are your portal to exploring every parsec of it!



STARFINDER
SECOND EDITION



2026 STARFINDER RELEASES

January*Flip-Mat: Imperial Bases***February***Alien Core Pocket Edition
Alien Core Token Box***March***Flip-Mat: Cantina***April***Galactic Ancestries HC, SE, SK***May***Condition Cards Deck
Tales from the Vast Adventure Anthology HC, SE
Flip-Mat: Vast Worlds Multi-Pack***June***Rescue on Raxil (Free RPG Day Adventure)***July***Galactic Ancestries PE
Flip-Mat: Iconic Starship–Nova Rush***August***Absalom Station HC, SE, SK
Critical Hit Deck
Novel: Assault on Absalom***September***Secrets of the Swarm Adventure Path HC, SE
Flip-Mat: Absalom Station Multi-Pack***October***Tech Core HC, SE, SK***November***Fumble Deck
Flip-Mat: Player Starship***December***Absalom Station PE*

ACRONYM KEY: HC hardcover; PE softcover pocket edition;
SE/special edition; SK retailer retro cover edition.



STARFINDER PLAYER CORE

Starfinder Player Core is the definitive entry point for *Starfinder* Second Edition, packed 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 venture out into a ruthless galaxy awash with magic and opportunity. *Starfinder Player Core* brings *Starfinder* into its new edition and is now 100% compatible with the acclaimed Second Edition of the hit *Pathfinder* Roleplaying Game. This book, together with *GM Core*, *Alien Core*, and *Tech Core*, provides 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! Core ancestry options include android, barathu, human, kasatha, lashunta, pahtra, shirren, skittermander, vesk, and ysoki!
- A vast array of options allowing you to customize your character, including versatile heritages like the undead borai and Drift-touched priseni, skills and feats, and hundreds of spells, ensuring that the character you build represents your hero not just in story, but in rules as well!
- A primer on the Pact Worlds and wider galaxy, so your character can be a part of an exciting and diverse setting!
- Rules and tools to advance your character through play, taking them from a fresh-faced adventurer ready to take on the world to a veteran hero, wielding powerful magic that can reshape reality.

Starfinder Player Core

ISBN 978-1-64078-686-8
PZ022001-HC \$69.99

Starfinder Player Core Hobby Retailer Edition

ISBN 978-1-64078-688-2
PZ022001-SK \$69.99

Starfinder Player Core Special Edition

ISBN 978-1-64078-687-5
PZ022001-SE \$89.99

Starfinder Player Core Pocket Edition

ISBN 978-1-64078-709-4
PZ022001-PE \$29.99



STARFINDER GM CORE

Unleash your imagination, creating new galaxies and tales with *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 mission 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 facing the dastardly challenges you array before them! It also contains rules for quick-to-run cinematic starship combat and dynamic hacking! *Starfinder GM Core* is the second core rulebook for the Starfinder Second Edition RPG! Along with *Player Core*, *Alien Core*, and *Tech Core*, this book is a critical piece of the 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 tools to ensure you and everyone else at your table has a safe and enjoyable experience.
- Guidelines to help you create your own content, from campaigns and adventures to hazards and monsters.
- Rules subsystems to help you handle a wide array of game situations, including rules for chases, cinematic starship combat, research, hacking infiltration, and more!
- A guide to the Pact Worlds and wider galaxy, with a look at several important regions and an exploration of the wider cosmos!

Starfinder GM Core

ISBN 978-1-64078-699-8
PZO22002-HC \$69.99

Starfinder GM Core Hobby Retailer Edition

ISBN 978-1-64078-701-8
PZO22002-SK \$69.99

Starfinder GM Core Special Edition

ISBN 978-1-64078-700-1
PZO22002-SE \$89.99

Starfinder GM Core Pocket Edition

ISBN 978-1-64078-710-0
PZO22002-PE \$29.99



STARFINDER ALIEN CORE

Inside *Starfinder Alien Core*, 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 subspecies. You'll also find legacy Pathfinder creatures with a sci-fi update, like nanite-infused algholthus, and Starfinder classics like akatas and laser wolves. These creatures cover all levels of play, from scavenging sluglike diathas to powerful Drift-dwelling spectra. Fully compatible with Pathfinder Second Edition!



Starfinder Alien Core includes:

- Over 200 individual alien write-ups, including common foes, like glitch-spawning gremlins, robots programmed for assassination, and mindless cybernetic zombies, to unique creatures that can threaten even the most experienced interstellar explorers, such as Akiton's dreaded illumantula and the giant Castrovelian ooze known as the Terror or Ukulam!
- Representative combatants from some of the Starfinder setting's most iconic organizations, including the Azlanti Star Empire's Aeon Guards, the imperious Hellknights, nature-loving Xenowardens, the undead crew of the infamous Corpse Fleet, and more!
- Simple creature adjustments that allow you to customize a monster, tuning its power level or theme with just a few quick alterations.
- Guidelines for reading and using alien statistics, ensuring you get the most out of a creature both in and out of combat.
- Lists of creatures sorted by both type and level, making it easy to find the alien you need when you need it.

Starfinder Alien Core

ISBN

978-1-64078-713-1

PZ022003-HC

\$64.99

Starfinder Alien Core Retailer Edition

ISBN

978-1-64078-715-5

PZ022003-SK

\$64.99

Starfinder Alien Core Special Edition

ISBN

978-1-64078-714-8

PZ022003-SE

\$84.99

Starfinder Alien Core Pocket Edition

ISBN

978-1-64078-764-3

PZ022003-PE

\$29.99

STARFINDER

SECOND EDITION



STARFINDER GALAXY GUIDE

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 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 galaxy and the Pact Worlds system.
- Six new playable alien ancestries: astrazoan, contemplative, dragonkin, kalo, sarcesian, and vlaka.
- Six new archetypes related to powerful galactic factions.
- Exciting new lore introducing new gods, current events, and important hotspots in the Starfinder setting!

Starfinder Galaxy Guide

ISBN 978-1-64078-663-9
PZO22004-HC \$59.99

Starfinder Galaxy Guide Hobby Retailer Edition

ISBN 978-1-64078-665-3
PZO22004-SK \$59.99

Starfinder Galaxy Guide Special Edition

ISBN 978-1-64078-664-6
PZO22004-SE \$79.99

Starfinder Galaxy Guide Pocket Edition

ISBN 978-1-64078-703-2
PZO22004-PE \$29.99

STARFINDER

SECOND EDITION



STARFINDER GALACTIC ANCESTRIES

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 to play first?



Starfinder Galactic Ancestries (April)

ISBN	978-1-64078-781-0
PZO22005-HC	\$64.99

Starfinder Galactic Ancestries Retailer Edition (April)

ISBN	978-1-64078-775-9
PZO22005-SK	\$64.99

Starfinder Galactic Ancestries Special Edition (April)

ISBN	978-1-64078-777-3
PZO22005-SE	\$84.99

Starfinder Galactic Ancestries Pocket Edition (July)

ISBN	978-1-64078-802-2
PZO22005-PE	\$29.99



STARFINDER ABSALOM STATION

Absalom Station is a famous port of call at the center of the galaxy. It's a place where worlds and cultures collide, and where danger and opportunity lurk around every corner. This 164-page hardcover rulebook presents new player options, GM tools, and lore for creating Starfinder adventures on Absalom Station or anywhere in the galaxy!

Starfinder Absalom Station includes:

- An astounding array of foes and friends likely to show up on a space station.
- Campaign-ready information about culture, lodging, and travel on Absalom Station, including new lore about the station's infamous districts and neighborhoods.
- Four new archetypes for the Aspis Consortium, Ghost Couriers, Eyeswide Agency, and Stewards factions.
- Two new playable species: The mysterious bovine humanoids called nuar, and the aberrant collectors known as gnarefuroids.


Starfinder Absalom Station (August)

ISBN

978-1-64078-817-6

PZO22007-HC

\$49.99

Starfinder Absalom Station Retailer Edition (August)

ISBN

978-1-64078-819-0

PZO22007-SK

\$49.99

Starfinder Absalom Station Special Edition (August)

ISBN

978-1-64078-818-3

PZO22007-SE

\$69.99

Starfinder Absalom Station Pocket Edition (December)

ISBN

978-1-64078-847-3

PZO22006-PE

\$29.99





STARFINDER TECH CORE

Tech Core has everything you need to upgrade your Starfinder game! This 264-page rulebook introduces two tech-savvy classes, the artificially enhanced mechanic and the magic-hacking technomancer. It also features tactical starship combat, with new rules for building, upgrading, and upgrading starships, plus hordes of sample foes, hazards, and plenty of GM tools for running your own tactical space battle.

Starfinder Tech Core includes:

- New archetypes including the nanite-controlling nanocyte and resourceful junkmancer.
- New high-tech ancestries and versatile heritages, including robotic SROs, living holograms and cyborgs.
- Rules for building and controlling your own tech companions!
- New feats designed to interact with technology!
- An arsenal of new gear including armor, weapons, upgrades, and augmentations—even magic items!
- New high-tech spells.
- Sample starship enemies and hazards.

Starfinder Tech Core (October)

ISBN

978-1-64078-831-2

PZ022006-HC

\$69.99

Starfinder Tech Core Retailer Edition (October)

ISBN

978-1-64078-833-6

PZ022006-SK

\$69.99

Starfinder Tech Core Special Edition (October)

ISBN

978-1-64078-832-9

PZ022006-SE

\$89.99



STARFINDER COMBAT PAD

Maintain the flow of combat with the *Starfinder Combat Pad* initiative tracker! Usable with *Starfinder & Pathfinder*, or any other 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 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, and 4 condition magnets in different colors.

Starfinder Combat Pad

ISBN
PZO20003-MC

978-1-64078-689-9
\$24.99



STARFINDER PLAYER CHARACTER FOLIO

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 character'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!

Starfinder Player Character Folio

ISBN
PZO20002-SC

978-1-64078-702-5
\$14.99



STARFINDER GM SCREEN

Launch your game into overdrive with the *Starfinder GM Screen*. This sturdy four-panel horizontal screen features a stunning battle scene by legendary artist Ben Wootten on one side and handy charts and game tables on the other side to give a busy GM everything they need to run a *Starfinder* game! Whether you need to quickly reference a rule or 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 GM Screen

ISBN
PZO20001-MC

978-1-64078-716-2
\$24.99



195

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127

APARI

© 2026 PAIZO INC.



22

DEVIL
WARTUNSHINA

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STARFINDER ALIEN CORE TOKEN BOX

Printed on sturdy cardstock, each of the hundreds of double-sided creature tokens included in this collection 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"-grid battle map.

Starfinder Alien Core Token Box

ISBN

PZO20004-MC

978-1-64078-763-6

\$59.99



STARFINDER CONDITION CARDS DECK

These 108 cards include 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!

Starfinder Condition Cards Deck (May)

ISBN

PZO20005-MC

978-1-64078-784-1

\$19.99



STARFINDER CRITICAL HIT DECK

Tired of plain old double damage? After you score a critical hit, draw a card and apply one of three different effects based on attack type. These cards are designed to work with Starfinder Second Edition and can be used by players and GMs alike.

Starfinder Critical Hit Deck (August)

ISBN
PZO20006-MC

978-1-64078-820-6
\$14.99

STARFINDER FUMBLE DECK

When you roll a 1 on an attack, simply draw a card and apply one of three different effects based on attack type. These cards are designed to work with Starfinder Second Edition and can be used by players and GMs alike. Failing miserably has never been more fun!

Starfinder Fumble Deck (November)

ISBN
PZO20007-MC

978-1-64078-844-2
\$14.99

Guilt of the Grave World

ADVENTURE PATH





GUILT OF THE GRAVE WORLD ADVENTURE PATH

The first Adventure Path of Starfinder Second Edition! While working for a dwarven mining collective on a mysterious asteroid, a group of adventurers discover an ancient secret that puts them at odds with the dreaded undead space armada known as the Corpse Fleet! 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 in each of its five parts. Written by Michael Bramnik.

Guilt of the Grave World Adventure Path

ISBN

PZ024006-HC

978-16407-8711-7

\$44.99

Guilt of the Grave World Special Edition

ISBN

PZ024006-SE

978-16407-8712-4

\$64.99



SECRETS OF THE
SWARM



SECRETS OF THE SWARM ADVENTURE PATH

The Szandite Collective is a peaceful federation of worlds connected by magical crystals. When planet Krethiskar fell silent, the galaxy's worst fears came true. The destructive Swarm had annihilated Krethiskar's defenses and transformed the world into an incubator for future generations of hive-mind-controlled shock troops. This time, the Swarm isn't simply annihilating everything in their path—they might just be converting their conquests into terrifying new weapons!

This 144-page hardcover adventure includes a complete Starfinder campaign for character levels 6–10. The book also includes a stellar rules appendix that offers new playable ancestries, magic items, and monsters designed to deploy into your Starfinder game!

Secrets of the Swarm Adventure Path (September)

ISBN

978-1-64078-824-4

PZO24009-HC

\$49.99

Secrets of the Swarm Special Edition (September)

ISBN

978-1-64078-825-1

PZO24009-SE

\$69.99

STARFINDER

SECOND EDITION



TALES FROM THE VAST ADVENTURE ANTHOLOGY

Explore a pristine planet in a magically warped sector! 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! This 128-page hardback features four adventures taking place in the most unpredictable part of the galaxy where anything can happen! *Tales from the Vast* is designed to be played back-to-back as a campaign from 1st through 9th level, or each adventure can be played separately as a one-shot.

Tales from the Vast Adventure Anthology (May)

ISBN

PZ024007-HC

978-1-64078-789-6

\$44.99

Tales from the Vast Special Edition (May)

ISBN

PZ024007-SE

978-1-64078-790-2

\$ 64.99



STARFINDER MURDER IN METAL CITY

The first deluxe adventure for Starfinder Second Edition is here! A strange message invites six strangers to Striving, an expansive megaplex city on Aballon, the planet of machines. There, they gather in a neon-lit establishment, surrounded by androids and robots, to meet an old friend—who just so happens to have recently been murdered. This grim discovery unites the strangers into a crew of unlikely investigators! If they want to find the killer, they'll need to outrun murderous robots, outwit clever foes, and analyze perplexing clues—all while wondering whether they're hunting the murderer or the murderer is hunting them. *Murder in Metal City* is a premium boxed-set adventure for Starfinder Second Edition. It includes six pregenerated 1st-level characters and everything else the players and GM need to run the adventure, from tokens and battle maps to special handouts, item cards, enemy statistics, and more.



Murder in Metal City includes:

- Six new pregenerated characters with player handouts, one for each class from *Starfinder Player Core*.
- A double-sided combat map featuring key locations from the adventure.
- Articles about the machine planet Aballon and the megaplex city of Striving, plus a double-sided poster map detailing each location.
- One new playable alien ancestry: khizar, the plant-like protectors of Aballon's jungle-filled Ice Wells.
- An article detailing the tech faiths of the Starfinder universe, from deities like Triune and Lambatuin to the unique philosophies of the robotic anacites.

Starfinder Murder in Metal City Deluxe Adventure

ISBN
PZO24005-BX

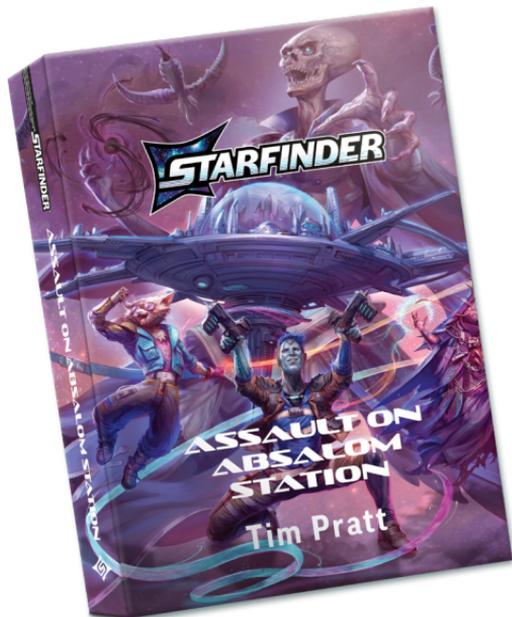
978-1-64078-690-5
\$39.99

ASSAULT ON ABSALOM STATION—A STARFINDER NOVEL

Seven years after the galaxy awoke from a period of collective amnesia known as the Gap, the citizens of Absalom Station have established a new normalcy living at the hub of recently discovered interstellar Drift travel. But all is not well for the founding members of the Starfinder Society, as tensions between the living and undead inhabitants of the station come to a violent head. Now, the undead starships of the Corpse Fleet and invading troops from the dead world of Eox besiege the station, threatening everything

the station's inhabitants have built. Can famed android explorer Tyrcell and their companions survive the chaos of the Magefire Assault and restore order to Absalom Station or will this be the end of their Society and home? Centuries later, what horrors of war will fledgling Starfinders Chk Chk and Dae discover as they pry into the past?

From Hugo Award-winning author Tim Pratt comes a sequel to the fan-favorite Starfinder novel, *Era of the Eclipse*, detailing another key moment in the history of the Starfinder Roleplaying Game's Pact Worlds setting—a moment not all of the Starfinder Society's founders will survive!



Assault on Absalom Station (hardcover) (August)

ISBN

978-1-64078-814-5

PZO28002-HC

\$29.99

Assault on Absalom Station (e-book) (August)

ISBN

978-1-64078-815-2

PZO28002E

\$9.99

Assault on Absalom Station (audiobook) (August)

ISBN

978-1-64078-816-9

PZO28002-AU

\$24.95

ERA OF THE ECLIPSE—A STARFINDER NOVEL

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 knowledge and science. This secret could unravel the truth



of the Gap, but in the days following the event, the nascent Hellknight Order of the Eclipse will stop at nothing to control exactly what that message is. Meanwhile, in the modern age, a mysterious figure trails the Starfinders as they follow in Tyrcell's footsteps...

From Hugo Award-winning author Tim Pratt (*City of the Fallen Sky*, *Reign of Stars*, *Liar's Blade*) comes the definitive starting point to the award-winning, science fantasy setting of the Starfinder Roleplaying Game. Experience firsthand the days after the Gap when history disappeared, and follow in the footsteps of Starfinder's newest iconic characters as they rush to uncover the truth behind Starfinder's greatest mystery!

Era of the Eclipse (hardcover)

ISBN 978-1-64078-696-7
PZO28001-HC \$29.99

Era of the Eclipse (e-book)

ISBN 978-1-64078-697-4
PZO28001E \$14.99

Era of the Eclipse (audiobook)

ISBN 978-1-64078-698-1
PZO28001-AU \$24.95



STARFINDER FLIP-MATS

On tabletops around the world, the Flip-Mat revolution is changing the way players run their science-fantasy roleplaying games! Portable, durable, and affordable, Starfinder Flip-Mats measure 24" × 30" unfolded and 8" × 10" folded. A Flip-Mat's coated surface can handle any dry-erase, wet-erase, or even permanent marker.

Why take the time to sketch out all that scenery on a smudgy plastic mat when dynamic encounters and easy clean-up are just a flip away!



Starfinder Flip-Mats

Flip-Mat: Basic Terrain	PZ07301	978-1-60125-962-2	\$14.99
Flip-Mat: Basic Starfield	PZ07302	978-1-60125-963-9	\$19.99
Flip-Mat: Space Station	PZ07306	978-1-64078-023-1	\$14.99
Flip-Mat: Asteroid	PZ07308	978-1-64078-048-4	\$14.99
Flip-Mat: Ghost Ship	PZ07309	978-1-64078-069-9	\$14.99
Flip-Mat: Hospital	PZ07310	978-1-64078-089-7	\$14.99
Flip-Mat: Jungle World	PZ07311	978-1-64078-103-0	\$14.99
Flip-Mat: Warship	PZ07312	978-1-64078-118-4	\$14.99
Flip-Mat: Spaceport	PZ07313	978-1-64078-131-3	\$14.99
Flip-Mat: Ice World	PZ07314	978-1-64078-146-7	\$14.99
Flip-Mat: Starliner	PZ07315	978-1-64078-157-3	\$14.99
Flip-Mat: Undercity	PZ07316	978-1-64078-181-8	\$14.99
Flip-Mat: Dead World	PZ07317	978-1-64078-197-9	\$14.99
Flip-Mat: Starfinder Society Starships	PZ07318	978-1-64078-214-3	\$14.99
Flip-Mat: Stadium	PZ07319	978-1-64078-231-0	\$14.99
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