



# 2011-2012 CATALOG



# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME<sup>™</sup>



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



The Pathfinder Roleplaying Game is an evolution of the 3.5 rules set of the world's oldest fantasy roleplaying game, designed using the feedback of tens of thousands of gamers just like you. Pathfinder is a fully supported tabletop RPG, with regularly released adventure modules, sourcebooks on the fantastic world of Golarion, and complete campaigns in the form of Pathfinder Adventure Paths like Carrion Crown and Skull & Shackles!







Take on the role of a canny fighter hacking through enemies with an enchanted sword, a powerful sorceress blessed with magic by the hint of demon blood in her veins, a wise cleric of gods benevolent and malign, a witty rogue ready to defuse even the deadliest of traps, or any of countless other heroes. The only limit is your imagination!



**PATHFINDER**  
ROLEPLAYING GAME

# THE ADVENTURE BEGINS!

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons!





## THE PATHFINDER RPG BEGINNER BOX INCLUDES:

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

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

### PATHFINDER RPG BEGINNER BOX

ISBN

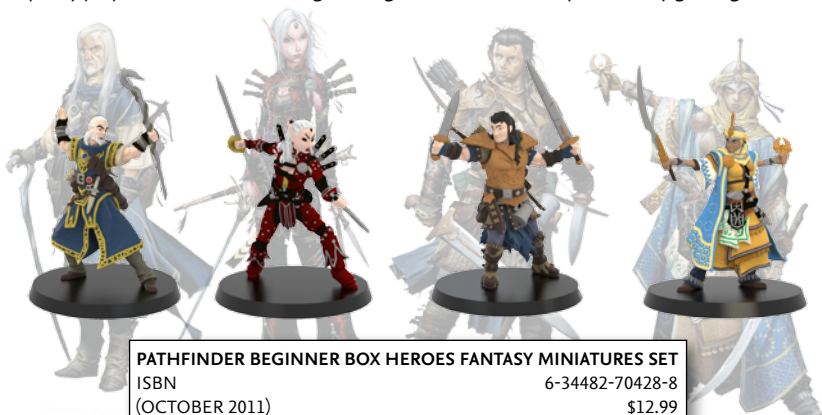
PZO1119 (OCTOBER 2011)

978-1-60125-372-9

\$34.99

## PATHFINDER BEGINNER BOX HEROES FANTASY MINIATURES SET

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



### PATHFINDER BEGINNER BOX HEROES FANTASY MINIATURES SET

ISBN

(OCTOBER 2011)

6-34482-70428-8

\$12.99

## ENTER A FANTASTIC WORLD OF ADVENTURE!

### PATHFINDER RPG CORE RULEBOOK

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

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

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





**PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**

ISBN

978-1-60125-150-3

PZO1110

\$49.99

The Pathfinder Roleplaying Game *Core Rulebook* includes:

- All player and Game Master rules in a single volume
- Complete rules for fantastic player races like elves, dwarves, gnomes, halflings, and half-orcs
- Exciting new options for character classes like fighters, wizards, rogues, clerics, and more
- Streamlined and updated rules for feats and skills that increase options for your hero
- A simple combat system with easy rules for grapples, bull rushes, and other special attacks
- Spellcaster options for magic domains, familiars, bonded items, specialty schools, and more
- Hundreds of revised, new, and updated spells and magical treasures
- Quick-generation guidelines for nonplayer characters
- Expanded rules for curses, diseases, and poisons
- A completely overhauled experience system with options for slow, medium, and fast advancement
- ...and much, much more!

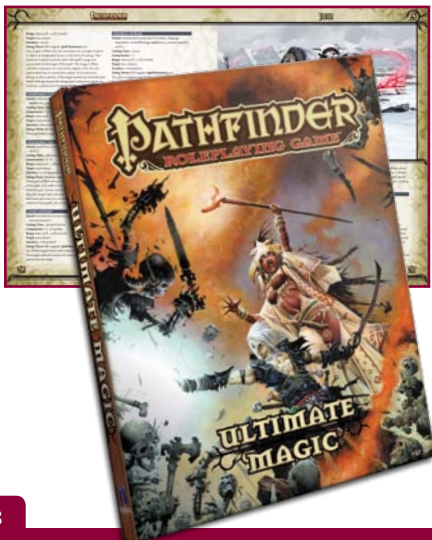
# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME

## PATHFINDER RPG ULTIMATE MAGIC

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

*Ultimate Magic* also introduces a new Pathfinder RPG base class: the magus, a master of both arcane magic and martial prowess. All this plus more than 100 new spells for all spellcasting classes, lots of new familiars, an innovative new “words of power” spellcasting system, premade spellbooks, spell duels, and more!



### PATHFINDER RPG ULTIMATE MAGIC

ISBN

978-1-60125-299-9

PZO1117

\$39.99



## PATHFINDER RPG ULTIMATE COMBAT

This comprehensive 256-page hardcover guide to the art of martial battle puts your character on the cutting edge of combat! Tons of new tricks and techniques for combat-oriented character classes include new barbarian rage powers, new cavalier orders, new rogue talents, and more than 60 new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics.

*Ultimate Combat* also introduces three new Pathfinder RPG classes: the ninja, samurai, and gunslinger. All this plus new armor and weapons, a complete treatment of firearms, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game!



### PATHFINDER RPG ULTIMATE COMBAT

ISBN  
PZO1118

978-1-60125-359-0  
\$39.99

# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME

The latest indispensable volume of monsters for use with the Pathfinder RPG serves as a companion to the *Core Rulebook* and *Bestiary*.

## PATHFINDER RPG BESTIARY 3

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

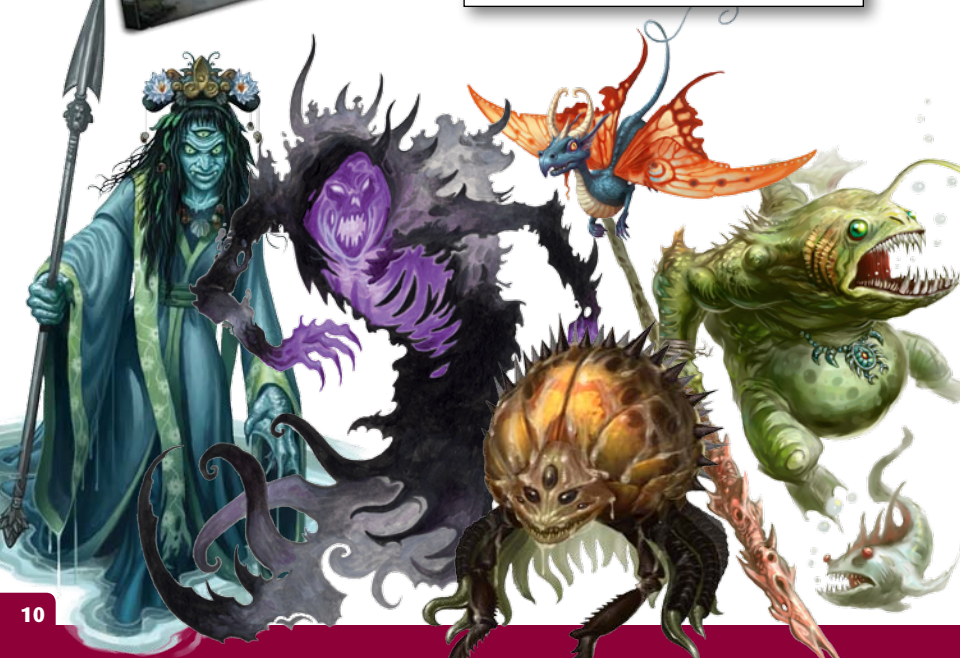
### PATHFINDER RPG BESTIARY 3

ISBN

978-1-60125-378-1

PZO1120 (NOVEMBER 2011)

\$39.99







## PATHFINDER RPG BESTIARY 2

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

### PATHFINDER RPG BESTIARY 2

ISBN

978-1-60125-268-5

PZO1116

\$39.99



## PATHFINDER RPG BESTIARY

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

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

### PATHFINDER RPG BESTIARY

ISBN

978-1-60125-183-1

PZO1112

\$39.99



From customizing your elf or dwarf with new options to taking on the role of a goblin or kobold to creating new races unique to your campaign, the *Advanced Race Guide* gives players the tools to explore a vast menagerie of character options!

## PATHFINDER RPG ADVANCED RACE GUIDE

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

Lastly, the *Advanced Race Guide* includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.



**PATHFINDER RPG ADVANCED RACE GUIDE**  
 ISBN 978-1-60125-390-3  
 PZO1121 (APRIL 2012) \$39.99



# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME™

This comprehensive guide to the art of Game Mastering goes beyond the *Core Rulebook* to offer tips, guidelines, and additional rules destined to take your Pathfinder RPG campaign to the next level.

## PATHFINDER RPG GAMEMASTERY GUIDE

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



PATHFINDER RPG GAMEMASTERY GUIDE

ISBN

978-1-60125-217-3

PZO1114

\$39.99

## PATHFINDER RPG GM SCREEN

Protect your important notes and die rolls from prying player eyes with the Pathfinder Roleplaying Game *GM Screen*! This beautiful 4-panel screen features stunning artwork from Wayne Reynolds on the player's side, and a huge number of charts and tables on the GM side to speed up play and reduce time spent leafing through rulebooks in search of an obscure modifier or result. From skill check Difficulty Classes to two-weapon fighting modifiers, the Pathfinder Roleplaying Game *GM Screen* gives you the tools you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover book stock, this durable screen is perfect for travel, convention play, or repeated regular use.



### PATHFINDER RPG GM SCREEN

ISBN

978-1-60125-216-6

PZO1113

\$14.99



# PATHFINDER

## CAMPAIGN SETTING

From the cutthroat waterways of the River Kingdoms to the haunted corridors of gothic Ustalav, the Pathfinder Campaign Setting forms the panoramic backdrop for Paizo Publishing's innovative Pathfinder fantasy roleplaying supplements, modules, novels, and Adventure Paths.

### PATHFINDER CAMPAIGN SETTING INNER SEA WORLD GUIDE

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

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



#### PATHFINDER CAMPAIGN SETTING INNER SEA WORLD GUIDE

ISBN

978-1-60125-269-2

PZO9226

\$49.99

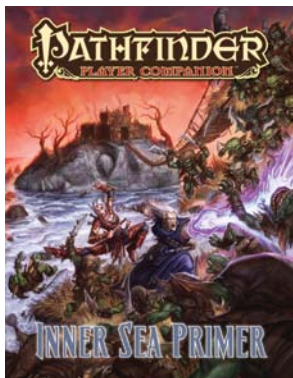


## INNER SEA PRIMER

This guidebook provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder *Core Rulebook* and offer tips to help players pick an appropriate patron deity. Easy reference maps on the book's inside covers reveal the world in colorful detail!

### INNER SEA PRIMER

ISBN	978-1-60125-277-7
PZO9414	\$10.99

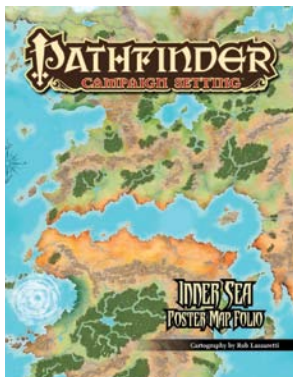


## INNER SEA POSTER MAP FOLIO

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

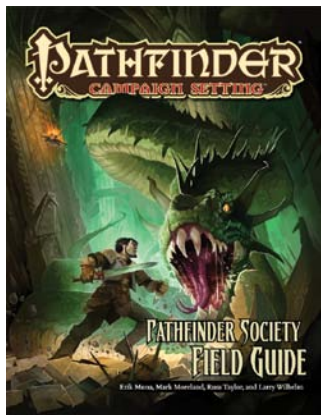
### INNER SEA POSTER MAP FOLIO

ISBN	978-1-60125-271-5
PZO9228	\$19.99



# PATHFINDER

CAMPAIGN SETTING



## PATHFINDER SOCIETY FIELD GUIDE

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

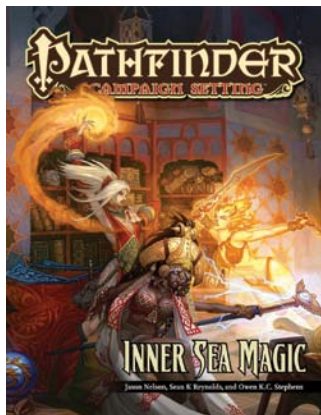
### PATHFINDER SOCIETY FIELD GUIDE

ISBN

978-1-60125-305-7

PZO9235

\$19.99



## INNER SEA MAGIC

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

### INNER SEA MAGIC

ISBN

978-1-60125-360-6

PZO9237 (AUGUST 2011)

\$19.99

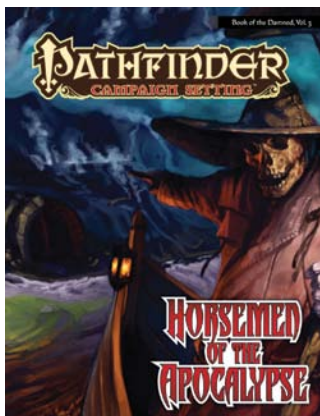


## LANDS OF THE LINNORM KINGS

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

### LANDS OF THE LINNORM KINGS

ISBN 978-1-60125-365-1  
PZO9238 (SEPTEMBER 2011) \$19.99



## HORSEMEN OF THE APOCALYPSE

### Book of the Damned, Volume 3

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

### HORSEMEN OF THE APOCALYPSE

ISBN 978-1-60125-373-6  
PZO9239 (OCTOBER 2011) \$19.99



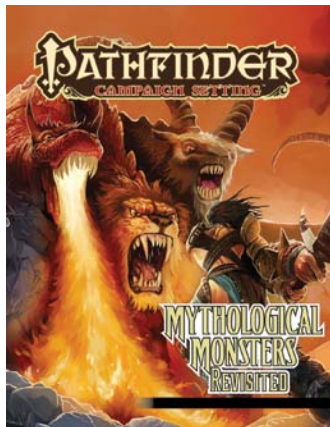


## **DRAGON EMPIRES GAZETTEER**

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

### **DRAGON EMPIRES GAZETTEER**

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

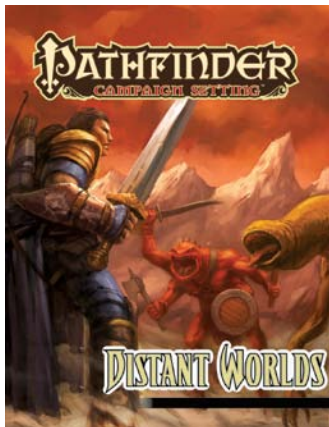


## **MYTHIC MONSTERS REVISITED**

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

### **MYTHIC MONSTERS REVISITED**

ISBN 978-1-60125-384-2  
PZO9241 (DECEMBER 2011) \$19.99

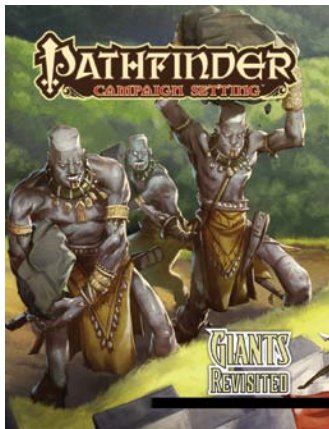


## DISTANT WORLDS

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

### DISTANT WORLDS

ISBN	978-1-60125-403-0
PZO9243 (FEBRUARY 2012)	\$19.99



## GIANTS REVISITED

This sourcebook explores the societies, ecologies, mythologies, and secrets of ten of the most memorable races of giant-kind, including hill giants, stone giants, frost giants, fire giants, cloud giants, storm giants, rune giants, marsh giants, taiga giants, and cyclopes. Each chapter includes full statistics for a sample leader or jarl as well as new rules like feats, spells, and magical items crafted not just by these towering monsters, but by those who seek to fight against them.

### GIANTS REVISITED

ISBN	978-1-60125-412-2
PZO9245 (APRIL 2012)	\$19.99

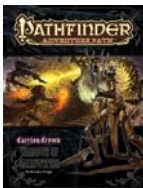
# PATHFINDER<sup>®</sup>

## ADVENTURE PATH<sup>™</sup>



## Carrion Crown

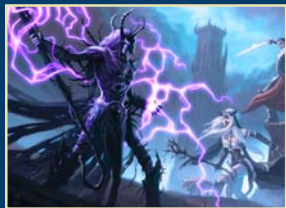
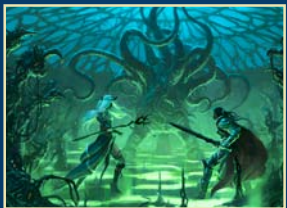
From the whispering shadows of haunted Ustalav an ancient evil rises to grip the world in a new age of horror!



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

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





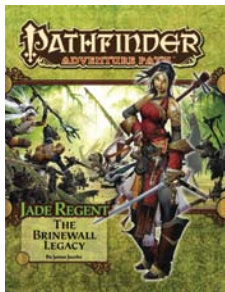
**Carrion Crown 1: The Haunting of Harrowstone**  
**Carrion Crown 2: Trial of the Beast**  
**Carrion Crown 3: Broken Moon**  
**Carrion Crown 4: Wake of the Watcher**  
**Carrion Crown 5: Ashes at Dawn**  
**Carrion Crown 6: Shadows of Gallowspire**

PZO9043	978-1-60125-308-8	\$19.99
PZO9044	978-1-60125-309-5	\$19.99
PZO9045	978-1-60125-310-1	\$19.99
PZO9046	978-1-60125-311-8	\$19.99
PZO9047	978-1-60125-312-5	\$19.99
PZO9048	978-1-60125-313-2	\$19.99

#### ASSOCIATED PRODUCTS

**Rule of Fear: A Guide to Ustalav**  
**Carrion Crown Item Cards**  
**Carrion Crown Poster Map Folio**  
**Classic Horrors Revisited**  
**Undead Revisited**

PZO9231	978-1-60125-301-9	\$19.99
PZO3017	978-1-60125-321-7	\$10.99
PZO9236	978-1-60125-306-4	\$15.99
PZO9216	978-1-60125-202-9	\$19.99
PZO9233	978-1-60125-303-3	\$19.99



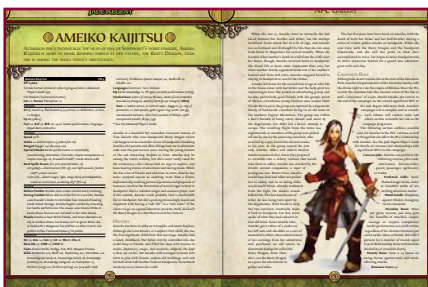
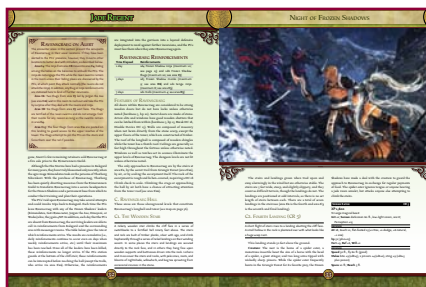
## JADE REGENT

When a decades-old secret is exposed, an unassuming local tavern-owner and a close friend of the heroes discovers her birthright is to rule the distant land of Minkai—one of the ancient Dragon Empires of Tian Xia!



Yet the current ruler of this empire, the mysterious and increasingly cruel Jade Regent, has no intention of giving up his hold over the throne. In order to save Minkai from a would-be tyrant, the heroes must not only escort their friend from Varisia to Tian Xia, braving the frozen horrors of the Crown of the World, but must aid her in gaining the trust and support of a nation on the edge of anarchy.

The Jade Regent Adventure Path ventures farther into uncharted territory than any in Pathfinder's history, revealing adventure in the land of the Dragon Empires for the very first time! This complete Pathfinder RPG campaign consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for six brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world's oldest roleplaying game.)



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

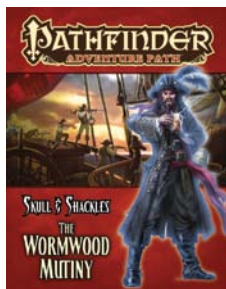
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| PZO9049 | 978-1-60125-361-3 | \$19.99 |
| PZO9050 | 978-1-60125-366-8 | \$19.99 |
| PZO9051 | 978-1-60125-374-3 | \$19.99 |
| PZO9052 | 978-1-60125-380-4 | \$19.99 |
| PZO9053 | 978-1-60125-385-9 | \$19.99 |
| PZO9054 | 978-1-60125-400-9 | \$19.99 |

#### ASSOCIATED PRODUCTS

- Dragon Empires Gazetteer** (November 2011)  
**Dragon Empires Primer** (December 2011)  
**Jade Regent Item Cards** (October 2011)  
**Jade Regent Poster Map Folio** (January 2012)  
**Master of Devils** (novel, August 2011)

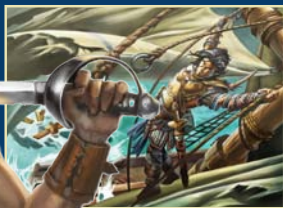
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| PZO9240 | 978-1-60125-379-8 | \$19.99 |
| PZO9421 | 978-1-60125-386-6 | \$10.99 |
| PZO3020 | 978-1-60125-364-4 | \$10.99 |
| PZO9242 | 978-1-60125-399-6 | \$15.99 |
| PZO8505 | 978-1-60125-357-6 | \$9.99  |





## SKULL & SHACKLES

Waking up on a pirate ship at sea and press-ganged into joining its nefarious crew, the player characters must stage a mutiny and claim a ship for themselves.



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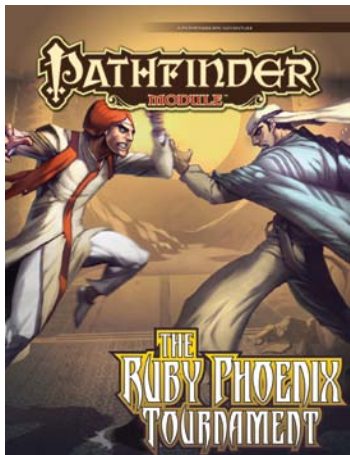
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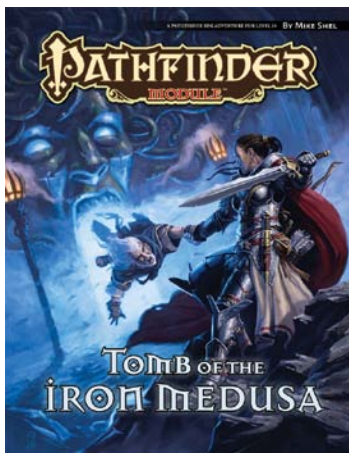
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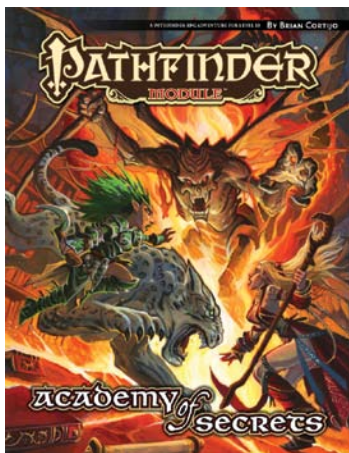
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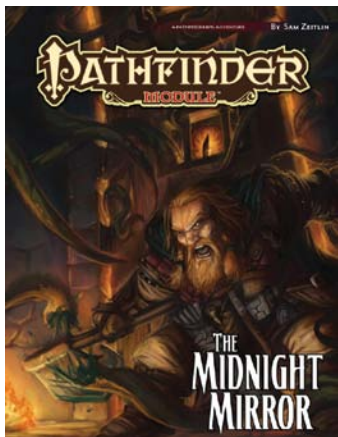
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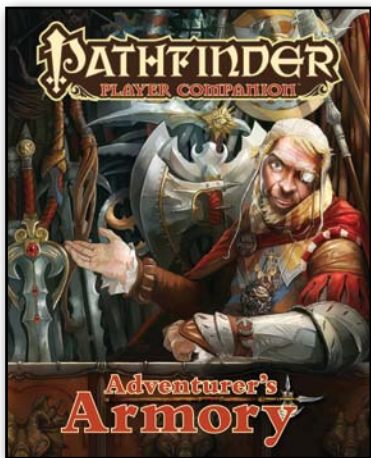
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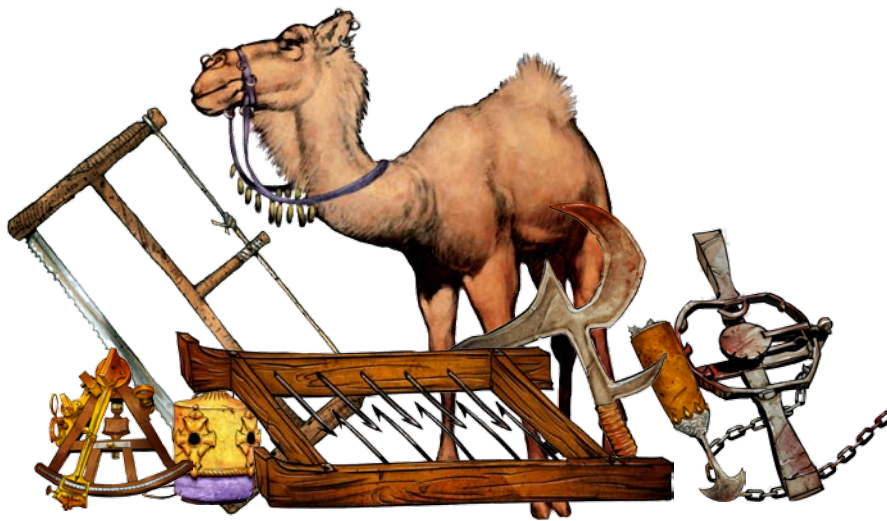
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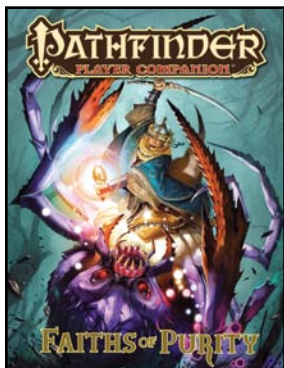
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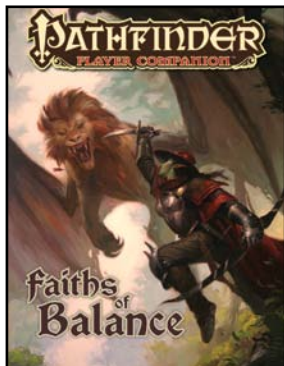


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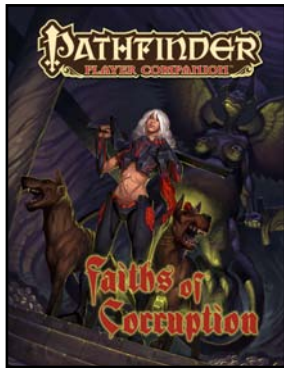


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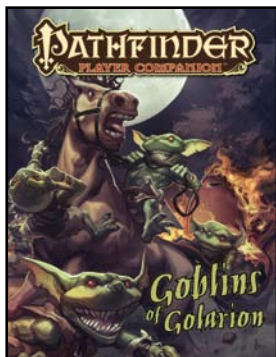


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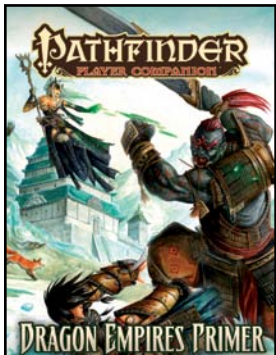


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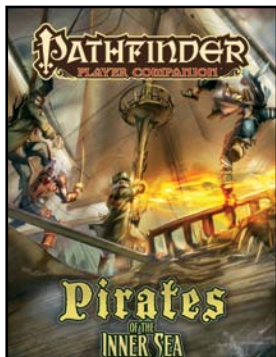


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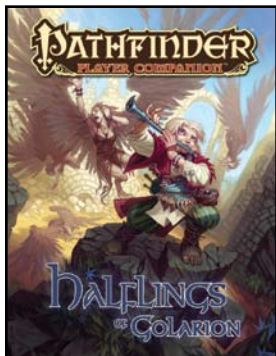
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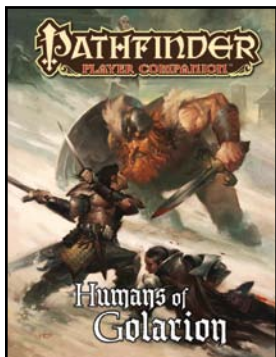


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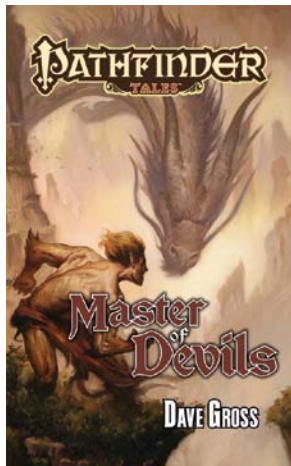
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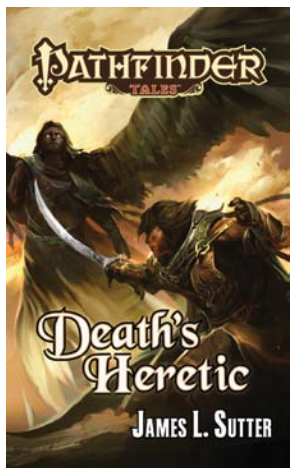
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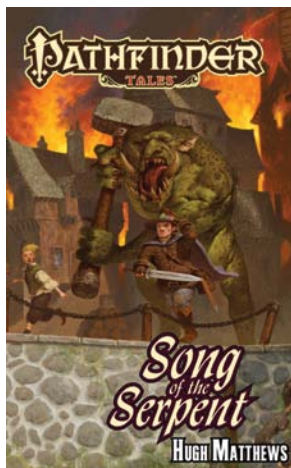
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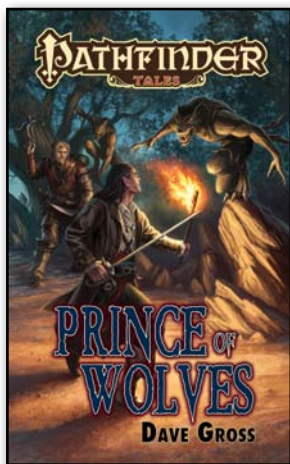


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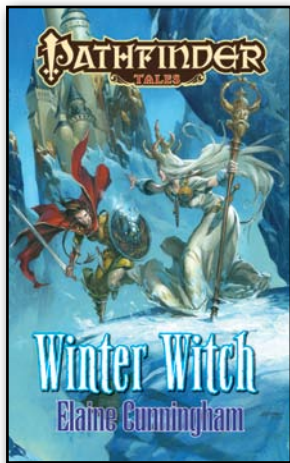
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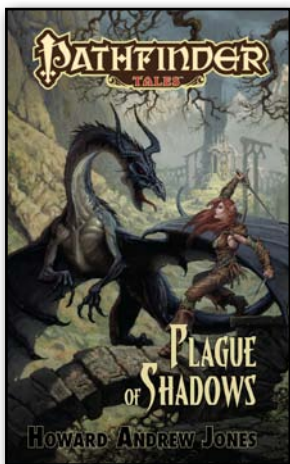
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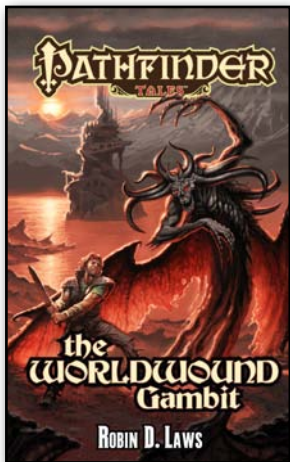
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The GameMastery *Combat Pad*™ is the ultimate tool for managing combat in your favorite roleplaying game. It is a wet- and dry-erasable board with a steel core, so the included magnets stick right to it! It's portable—about the size of a sheet of paper—so you can take it anywhere you're gaming.

Blue, black, and green magnets help you to quickly and easily track all combatants, and turn indicator and next round magnets help remind you and your players how far the battle has progressed. Delaying and readying guides make it simple to synchronize attacks. There's even a notes section to keep track of spells and effects.

### The GameMastery Combat Pad contains:

- 1 magnetic wet- and dry-erase board
- 2 combat round indicators
- 8 player character magnets
- 5 non-player character magnets
- 8 enemy magnets
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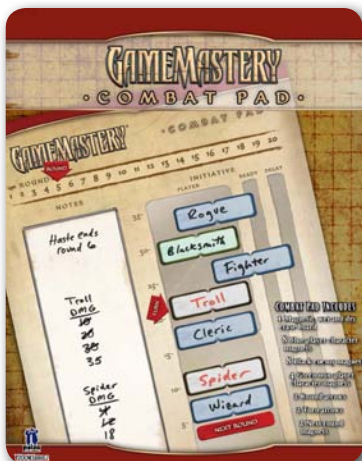
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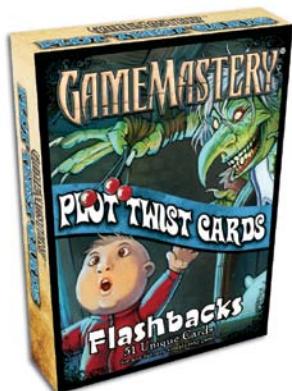
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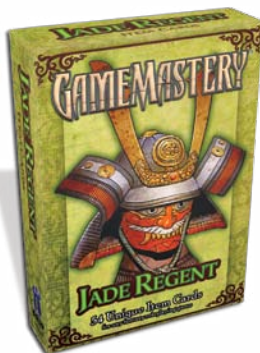
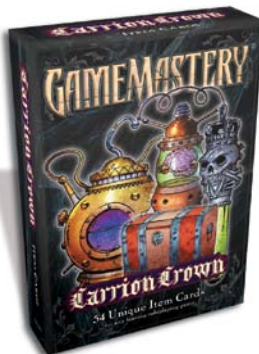


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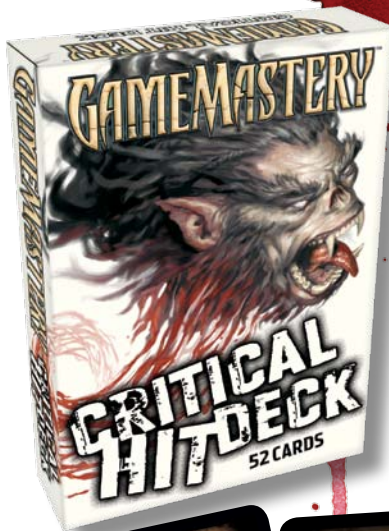


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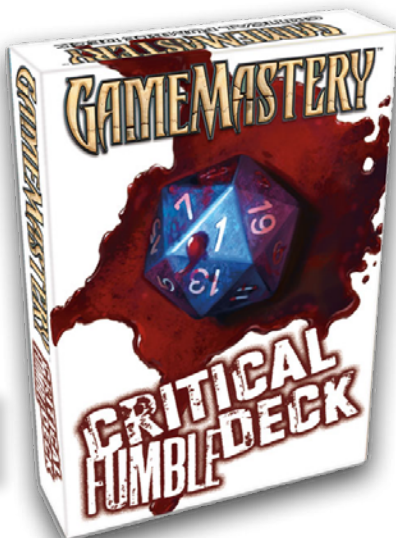
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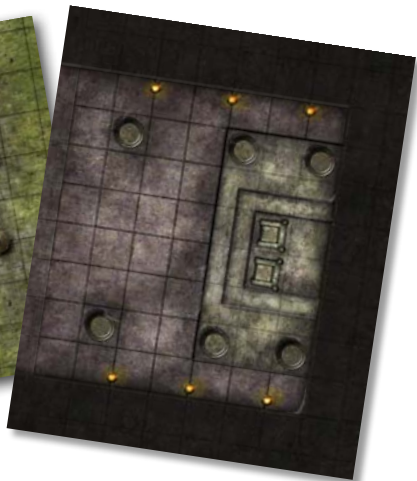
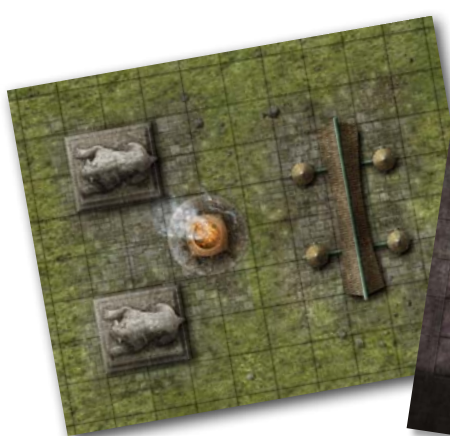
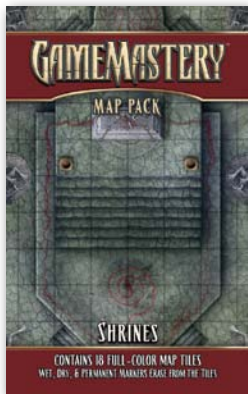
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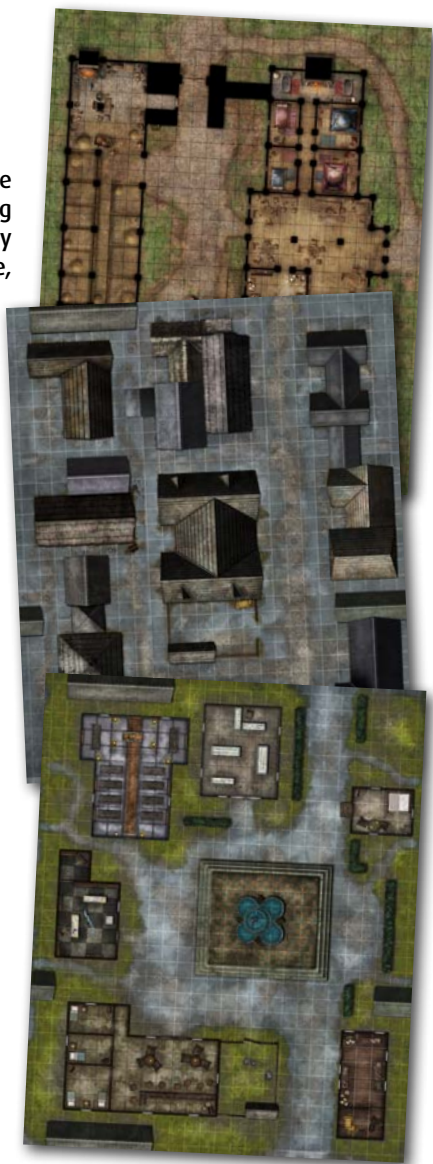


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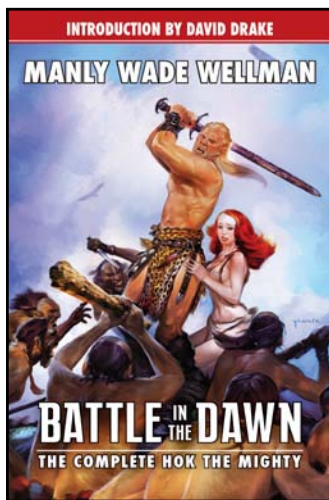
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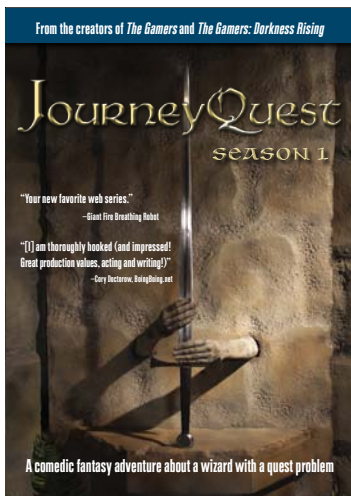
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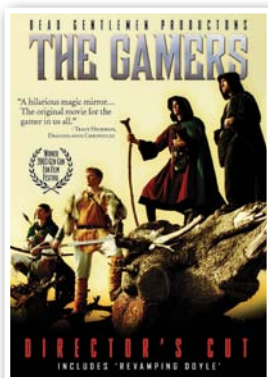
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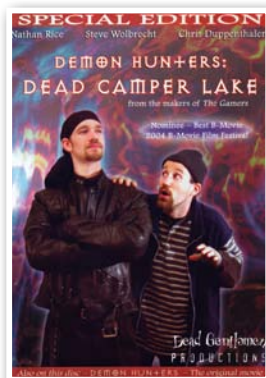
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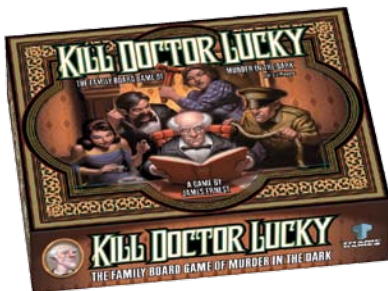
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