



2012-2013 CATALOG



PATHFINDER[®]

ROLEPLAYING GAME[™]

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 Rise of the Runelords and Shattered Star!



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!



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 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 *Beginner Box* is packed with scores of monsters, challenges, and tips that 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!

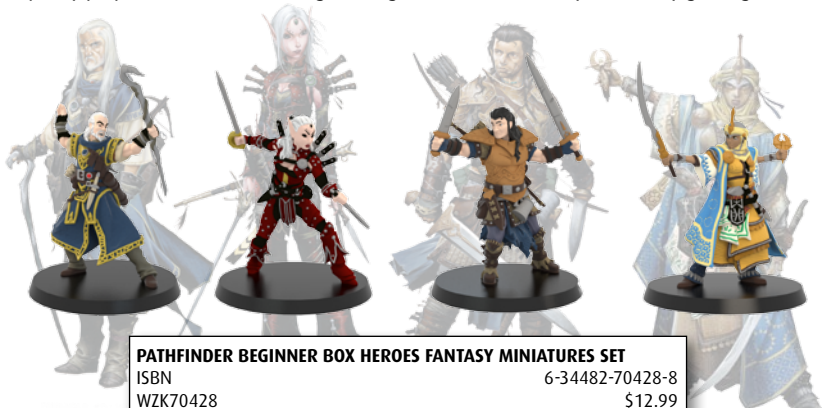
PATHFINDER RPG BEGINNER BOX

ISBN
PZ01119

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 *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
WZK70428

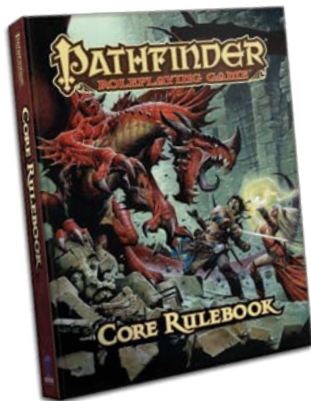
6-34482-70428-8
\$12.99



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!



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!

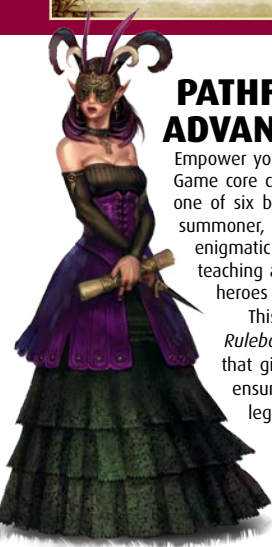
PATHFINDER ROLEPLAYING GAME CORE RULEBOOK

ISBN

978-1-60125-150-3

PZO1110

\$49.99



PATHFINDER RPG ADVANCED PLAYER'S GUIDE

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

This must-have 336-page hardcover companion to the *Pathfinder RPG Core Rulebook* contains hundreds of archetypes, feats, spells, and customization options that give players the edge they need to make the most of their characters and ensure they survive to defeat the next monster, claim the next treasure, and form legends of their own that will endure the ages!

PATHFINDER RPG ADVANCED PLAYER'S GUIDE

ISBN
PZO1115

978-1-60125-246-3
\$39.99



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 delve deep into her weird obsessions. Exotic 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

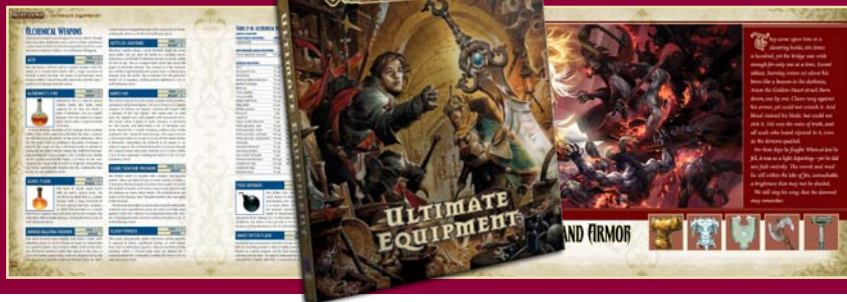
ISBN

978-1-60125-390-3

PZ01121

\$39.99





PATHFINDER RPG ULTIMATE EQUIPMENT

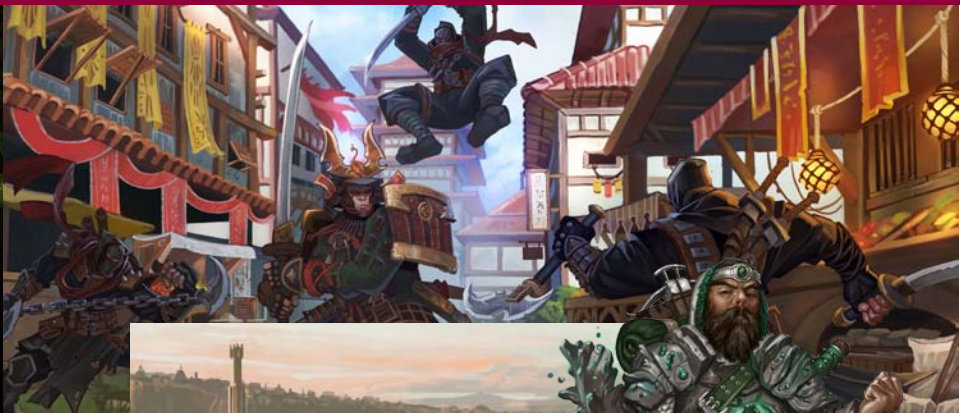
Choose your weapon and stride boldly into battle with *Ultimate Equipment*! Within this handy, all-in-one reference, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking artifacts. Included as well are handy rules references, convenient price lists, and extensive random treasure generation tables, all organized to help you find what you need, when you need it. With this vast catalog of tools and treasures, the days of boring dragon hoards are over, and your hero will never be caught unprepared again.



PATHFINDER RPG ULTIMATE EQUIPMENT

ISBN
PZO1123

978-1-60125-449-8
\$44.99



PATHFINDER RPG ULTIMATE CAMPAIGN

A dungeon's worth of gold is nothing without something interesting to spend it on. *Ultimate Campaign* unlocks the world beyond the dungeon to open new avenues of play and development for all Pathfinder campaigns! From delving deep into your character's background to exploring life between adventures to building strongholds, attracting followers, and conquering kingdoms through warfare or guile, this wide-ranging resource for players and Game Masters greatly expands the scope of characters and campaigns.

PATHFINDER RPG ULTIMATE CAMPAIGN

ISBN

978-1-60125-498-6

PZO1125 (APRIL 2013)

\$39.99



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, new familiars, a new "words of power" spellcasting system, premade spellbooks, spell duels, and more!



PATHFINDER RPG ULTIMATE MAGIC

ISBN

PZ01117

978-1-60125-299-9

\$39.99



PATHFINDER RPG ULTIMATE COMBAT

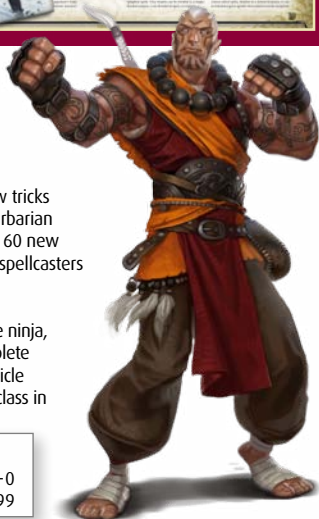
This comprehensive 256-page hardcover guide to the art of martial battle puts your character on the cutting edge of combat! Tons of new tricks and techniques for combat-oriented character classes include new barbarian rage powers, new cavalier orders, new rogue talents, and more than 60 new archetypes 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



Challenge Pathfinder player characters with more than 1,000 monsters from three huge Bestiaries, and use the pawns in the *Bestiary Box* to bring your creatures to life on the game table!



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



PATHFINDER PAWNS BESTIARY BOX

The brutal beasts of the *Pathfinder RPG Bestiary* come alive on your tabletop with this box-busting collection of more than 300 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a nasty monster from the core Pathfinder RPG monster reference. Each cardstock pawn slots into a size-appropriate plastic base, making them easy to mix with traditional metal or plastic miniatures. With multiple pawns for commonly encountered creatures and more than 250 distinct creature images, the *Bestiary Box* is the best way to ensure you've got the right creatures to push your Pathfinder campaign to the next level!

PATHFINDER PAWNS BESTIARY BOX

ISBN 978-1-60125-424-5 PZO1001 \$34.99



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 PZ01116 \$39.99



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 kirin, clockwork killers, mysterious sphinxes, imperial dragons, and 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 PZ01120 \$39.99



GMs with the Pathfinder Bestiaries have plenty of monsters to throw at their heroes, but the world contains more than just monsters. The *NPC Codex* offers ready-to-use game stats for the rest of the world, speeding game prep and inspiring countless villains and intrigues...



PATHFINDER RPG NPC CODEX

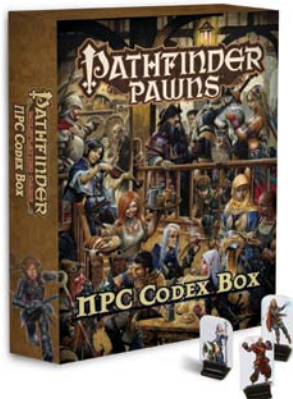
This must-have 320-page compendium contains more than 250 fully-detailed nonplayer characters ready for instant insertion into your campaign! With full statistics and tactics for characters of every level of every class in the *Core Rulebook*, the *NPC Codex* speeds prep time and adds new dimensions to your campaign!

The *NPC Codex* also provides dozens of commoners, warriors, and the like, scores of ready-to-use prestige class characters, and a look at the famous “iconic characters” of the Pathfinder RPG with statistics at various levels of development, providing pregenerated player characters for any occasion. Gorgeous illustrations by Paizo’s finest artists appear on nearly every page of this beautiful volume.

PATHFINDER NPC CODEX

ISBN 978-1-60125-467-2
PZ01124

\$39.99
(OCTOBER 2012)



PATHFINDER PAWNS NPC CODEX BOX

The heroes and villains of the *NPC Codex* charge forth in this complete collection of more than 250 pawns for use with the Pathfinder RPG or any tabletop fantasy roleplaying game! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a character from the core Pathfinder RPG NPC reference. Each cardstock pawn slots into included 1"-round plastic bases, making them easy to mix with traditional metal or plastic miniatures.

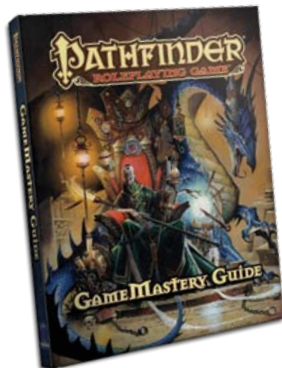
PATHFINDER PAWNS NPC CODEX BOX

ISBN 978-1-60125-472-6

\$34.99

PZ01005

(DECEMBER 2012)



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

PZ01114

\$39.99

PATHFINDER RPG PLAYER CHARACTER FOLIO

Create characters of legend and organize your most epic adventures with the *Player Character Folio*. This deluxe character record covers absolutely everything you need to know about your Pathfinder hero, with an innovative layout that means your character's most important details are always at your fingertips!



This sturdy folder's 16 character-defining pages include:

- Expanded space for your hero's ability scores, feats, and class features
- Space to track familiars, animal companions, cohorts, and other allies
- A diagram to help fill every magic item slot
- Space to track your character's goals and history
- A complete record of your hero's special achievements
- Dozens of quick reference charts
- Folder-flaps to hold handouts and other documents
- And much, much more!

PATHFINDER RPG PLAYER CHARACTER FOLIO

ISBN

PZ01122

978-1-60125-445-0

\$9.99

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

PZ01113

\$14.99

GAMEMASTERY COMBAT PAD

The *Combat Pad* is the ultimate tool for managing combat in your favorite roleplaying game. This magnetized board works with included magnets to easily track initiative. Its special wet- and dry-erasable surface allows you to customize the *Combat Pad* with your party's information. With turn markers and guides for the ready and delay actions, the *Combat Pad* puts combat management at your fingertips.

PATHFINDER COMBAT PAD

(HOBBY ONLY)

ISBN

978-1-60125-267-8

PZOOMS1000-2

\$19.99

EXTRA MAGNET PACK

(HOBBY ONLY)

PZOOMS1001

\$7.95



PATHFINDER

ADVENTURE PATH

RISE OF THE RUNELORDS



PATHFINDER ADVENTURE PATH: RISE OF THE RUNELORDS ANNIVERSARY EDITION

In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town—and perhaps all of Varisia. The *Rise of the Runelords Adventure Path* takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the *Pathfinder Roleplaying Game* rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure!

PATHFINDER ADVENTURE PATH: RISE OF THE RUNELORDS ANNIVERSARY EDITION

ISBN 978-1-60125-436-8 PZ01002 \$59.99



RISE OF THE RUNELORDS PAWN COLLECTION

More than 100 key monsters and NPCs from the *Rise of the Runelords Adventure Path* come alive on your tabletop in this explosive campaign accessory! Designed for use with the *Pathfinder RPG Bestiary Box*, each sturdy cardstock pawn slots into a size-appropriate plastic base from that collection—making them easy to mix with traditional metal or plastic miniatures—and supplements that set's creatures, together providing pawns for nearly every *Rise of the Runelords* encounter.

RISE OF THE RUNELORDS PAWN COLLECTION

ISBN 978-1-60125-437-5 PZ01003 \$15.99



RISE OF THE RUNELORDS FACE CARDS

Give life to your NPCs with *Rise of the Runelords Face Cards*! More than 50 key characters fill this gorgeously illustrated deck designed for use with the smash-hit *Rise of the Runelords Adventure Path*, but suitable for use in any fantasy roleplaying game! Each card includes the character's name, role in the campaign, space to record key details, and artwork by Paizo's finest illustrators. These Face Cards bring the cast of the original *Adventure Path* to your tabletop and let your players look into the face of the enemy!

RISE OF THE RUNELORDS FACE CARDS

ISBN 978-1-60125-442-9 PZ03024 \$10.99

PATHFINDER

ADVENTURE PATH

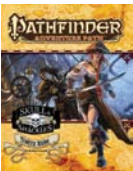


Waking up on a pirate ship at sea and press-ganged into joining its nefarious crew, the player characters must stage a mutiny and claim a ship for themselves.

Sailing through the Shackles, the PCs climb the ranks from simple sailors to powerful pirate lords, engaging in acts of piracy, digging for buried treasure, exploring monster-filled islands, and competing in a race through the treacherous winds and currents of the Eye of Abendego. But when a new peril threatens the autonomy of the Shackles, the PCs must rise to defend the pirate isles from an enemy fleet or face a watery grave.

The Skull & Shackles Adventure Path takes players from the lowest scallywags on a pirate crew to the malicious heights of piratical power! This complete Pathfinder RPG campaign consists of six monthly 96-page full-color volumes. Each volume includes an in-depth adventure scenario, stats for several brand-new monsters, and several support articles that give Game Masters additional material to expand their campaign. (Also compatible with the 3.5 edition of the world's oldest roleplaying game.)





Skull & Shackles 1: The Wormwood Mutiny
Skull & Shackles 2: Raiders of the Fever Sea
Skull & Shackles 3: Tempest Rising
Skull & Shackles 4: Island of Empty Eyes
Skull & Shackles 5: The Price of Infamy
Skull & Shackles 6: From Hell's Heart

PZ09055	978-1-60125-404-7	\$19.99
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PZ09057	978-1-60125-413-9	\$19.99
PZ09058	978-1-60125-416-0	\$19.99
PZ09059	978-1-60125-421-4	\$19.99
PZ09060	978-1-60125-422-1	\$19.99

ASSOCIATED PRODUCTS

Isles of the Shackles
Pirates of the Inner Sea
Skull & Shackles Item Cards Deck
Skull & Shackles Poster Map Folio
Skull & Shackles Pawn Collection

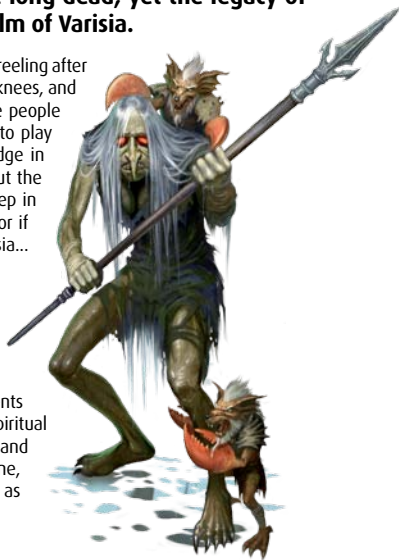
PZ09244	978-1-60125-408-5	\$19.99
PZ09422	978-1-60125-405-4	\$10.99
PZ03022	978-1-60125-407-8	\$10.99
PZ09247	978-1-60125-420-7	\$19.99
PZ01004	978-1-60125-450-4	\$15.99



The ancient empire of the runelords may be long dead, yet the legacy of Thassilon continues to haunt the frontier realm of Varisia.

With the rise of one runelord only narrowly thwarted, Korvosa reeling after the curse of the Crimson Throne nearly brought the city to its knees, and Riddleport rebuilding after a close call with a falling star, the people of Varisia fear that the greatest threat to their land has yet to play its hand. When agents of the newest Pathfinder Society lodge in Magnimar learn of a fragmented artifact scattered throughout the lands of old Thassilon, it falls to a new band of heroes to step in and gather up the seven fragments of this *Shattered Star*. For if the greatest prize of Thassilon's first ruler cannot save Varisia... what can?

The *Shattered Star* Adventure Path focuses on the hunt for a sundered artifact, its pieces scattered throughout the land in some of its most dangerous and notorious dungeons. The *Shattered Star* Adventure Path is a first in Paizo's Adventure Path line—a complete campaign set after the events of previous Adventure Paths. *Shattered Star* serves as a spiritual sequel to *Rise of the Runelords*, *Curse of the Crimson Throne*, and *Second Darkness* alike, yet it delves into a brand new storyline, making it an excellent campaign for new players as well as seasoned hands.





Shattered Star 1: Shards of Sin

Shattered Star 2: Curse of the Lady's Light (September 2012)

Shattered Star 3: The Asylum Stone (October 2012)

Shattered Star 4: Beyond the Doomsday Door (November 2012)

Shattered Star 5: Into the Nightmare Rift (December 2012)

Shattered Star 6: The Dead Heart of Xin (January 2013)

PZ09061 978-1-60125-452-8 \$19.99

PZ09062 978-1-60125-459-7 \$19.99

PZ09063 978-1-60125-469-6 \$19.99

PZ09064 978-1-60125-474-0 \$19.99

PZ09065 978-1-60125-487-0 \$19.99

PZ09066 978-1-60125-491-7 \$19.99

ASSOCIATED PRODUCTS

Magnimar, City of Monuments

Varisia, Birthplace of Legends

Blood of the City (novel)

Shattered Star Item Cards Deck

Shattered Star Poster Map Folio (January 2013)

Shattered Star Pawn Collection (March 2013)

Shattered Star Face Cards Deck (April 2013)

PZ09248 978-1-60125-446-7 \$19.99

PZ09425 978-1-60125-453-5 \$10.99

PZ08510 978-1-60125-456-6 \$9.99

PZ03025 978-1-60125-455-9 \$10.99

PZ09254 978-1-60125-505-1 \$19.99

PZ01006 978-1-60125-499-3 \$15.99

PZ03028 978-1-60125-503-7 \$10.99



REIGN OF WINTER

It has been a century since the immortal witch Baba Yaga last visited the world, and the hour draws nigh for her return. But when she fails to appear in the frozen realm of Irrisen to usher in its newest ruler, pockets of winter begin to grow throughout the Inner Sea region.



After 1,400 years of perpetual winter, the icy curse of Irrisen is spreading! What links do these strange blizzards and swaths of wintry landscapes have with Irrisen, and is there any truth to the growing rumors that the Witch Queen Elvanna has taken full control of the realm? Can her plans for the Inner Sea be thwarted, or will the Reign of Winter engulf the world?

The Reign of Winter Adventure Path begins in the southern nation of Taldor, but you can tailor it to begin anywhere in the Inner Sea region, for soon enough the adventurers will be traveling into the frozen north. This Adventure Path ventures to strange and distant realms, some of which are revealed for the first time in great detail. Each monthly, 96-page volume includes an in-depth adventure scenario, stats for several brand new monsters, and many 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)



Reign of Winter 1: The Snows of Summer (February 2013)	PZ09067	978-1-60125-492-4	\$19.99
Reign of Winter 2: The Shackled Hut (March 2013)	PZ09068	978-1-60125-493-1	\$19.99
Reign of Winter 3: Maiden, Mother, Crone (April 2013)	PZ09069	978-1-60125-494-8	\$19.99
Reign of Winter 4: The Frozen Stars (May 2013)	PZ09070	978-1-60125-495-5	\$19.99
Reign of Winter 5: Rasputin Must Die! (June 2013)	PZ09071	978-1-60125-496-2	\$19.99
Reign of Winter 6: The Witch Queen's Revenge (July 2013)	PZ09072	978-1-60125-497-9	\$19.99

ASSOCIATED PRODUCTS

The Witchwar Legacy (module)	PZ09527	978-1-60125-279-1	\$13.99
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Inner Sea Magic	PZ09237	978-1-60125-360-6	\$19.99
Distant Worlds	PZ09243	978-1-60125-403-0	\$19.99
Paths of Prestige	PZ09249	978-1-60125-451-1	\$19.99
People of the North (November 2012)	PZ09428	978-1-60125-475-7	\$10.99
Irrisen, Land of Eternal Winter (December 2012)	PZ09253	978-1-60125-486-3	\$19.99
Reign of Winter Item Cards Deck (February 2013)	PZ03027	978-1-60125-502-0	\$10.99
Reign of Winter Pawn Collection (September 2013)	PZ01008	978-1-60125-501-3	\$15.99

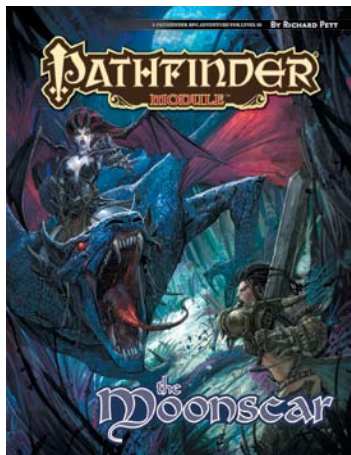
PATHFINDER

MODULE



Pathfinder Modules present short, challenging adventures designed to cover 2–4 game sessions. Whether used as one-shot adventures, woven into a rich campaign of the Game Master's design, or played in conjunction with Paizo's Pathfinder Society worldwide organized play campaign, these beautifully illustrated full-color softcover adventures work perfectly with the Pathfinder Roleplaying Game or earlier editions of the world's oldest roleplaying game.

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



THE MOONSCAR

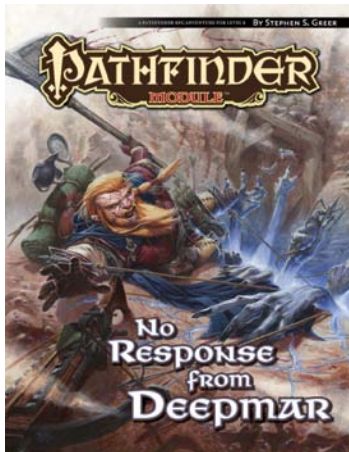
By Richard Pett

For millennia, a complex plot has brewed in a demonic jungle on the surface of the moon—a plan by the patient and sinister succubi of the Moonscar to kidnap and brainwash the people of Golarion. Now a long-dormant portal linking the moon to Golarion has returned to life, accelerating the demon queen's designs. Only the brave PCs can venture to the surface of the moon, navigate the treacherous Abyssal jungle called the Moonscar, and delve into the depths of the Insatiable Queen's subterranean palace of torture, seduction, and depravity. An interplanetary adventure for 16th-level characters.

THE MOONSCAR

ISBN
PZ09537

978-1-60125-426-9
\$13.99



NO RESPONSE FROM DEEPMAR

By Stephen S. Greer

The abandoned Chelish prison colony of Deepmar shows no signs of struggle, yet something is clearly not right: Herds of animals lie mutilated in the surrounding fields. The savage beasts of the island have run amok inside the compound. And the silent, gaping mines—each named for a different layer of Hell—lead to new threats beyond anyone's imagining. As the PCs explore the island in search of the missing miners and their jailers, what they discover may unhinge their very minds. If left unchecked, the new masters of Deepmar could bring about an era of madness for all of Cheliah—and beyond. A dungeon and wilderness exploration adventure for 8th-level characters.

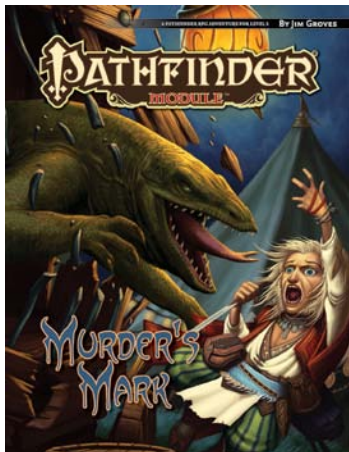
NO RESPONSE FROM DEEPMAR

ISBN

978-1-60125-410-8

PZ09536

\$13.99



MURDER'S MARK

By Jim Groves

When the legendary Umbra Carnival brings its exotic beasts, scandalous performances, games of chance and other wonders to the fishing town of Ilsurian, a local guild of thieves and scoundrels chooses this moment to launch a campaign of theft and murder—leaving the strangers from the circus to take the blame. With tensions mounting between locals and performers, and the body count rising on both sides, it's up to the PCs to uncover what's really going on and clear the circus's name before the entire town erupts in a firestorm of violence. An adventure of mystery, illusion, and mob justice for 1st-level characters.

MURDER'S MARK

ISBN

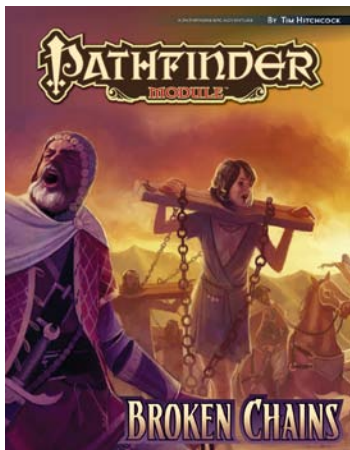
978-1-60125-447-4

PZ09538

\$13.99

PATHFINDER

MODULE



BROKEN CHAINS

By Tim Hitchcock

Somewhere below the darkest markets of the trade city of Katapesh sprawls a hidden warren of particularly vile gnomish slavers who must be stopped! When a Twilight Talon of the Eagle Knights goes missing, the player characters are granted leave by Katapesh's eerie masters to take up arms against what would otherwise be "legal business" in the unforgiving city. But more than mere slavery is taking place in the deep, dark chambers below the sandy streets—for those captured and sold by the gnomes are destined for an altogether more sinister fate than simple servitude. A dungeon adventure for 6th-level characters.

BROKEN CHAINS

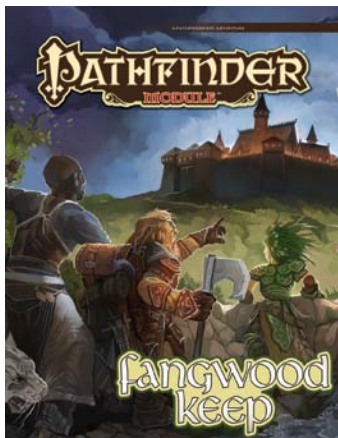
ISBN

PZ09539

978-1-60125-461-0

\$13.99





FANGWOOD KEEP

By Alex Greenshields

The edge of the Fangwood has served as a violent border between the rival states of Nirmathas and Molthune for nearly a century. Amid the stalemate, one Molthuni commander led an elite regiment over the Nirmathi line, and took an isolated fort near the southern edge of the forest. Then, the commander mysteriously cut off communication with the outside world, leaving both sides of the conflict on edge. Can the heroes infiltrate the secure fortress to defeat the rebel force, or will the rogue commander's sinister motivations go unchecked? A dungeon adventure for 4th-level characters.

FANGWOOD KEEP

ISBN
PZ09540

978-1-60125-476-4
\$13.99



DOOM COMES TO DUSTPAWN

By Mike Welham

A blazing object in the sky marks the beginning of trouble for the sleepy town of Dustpaw, with strange disappearances and stranger creatures appearing in the hinterlands. Can the heroes save the townsfolk from fiery doom, reality-warping creatures that view the citizens merely as experimental stock, and a horrific threat from beyond the stars themselves? The winner of 2012's RPG Superstar design contest, *Doom Comes to Dustpaw* is a dungeon adventure for 9th-level characters.

DOOM COMES TO DUSTPAWN

ISBN
PZ09541

978-1-60125-504-4
\$13.99

PATHFINDER

CAMPAIGN SETTING



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. Award-winning Pathfinder world provides classic adventuring style and

cutting-edge game design perfect for use with the Pathfinder Roleplaying Game!

ISBN

PZO9226

978-1-60125-269-2

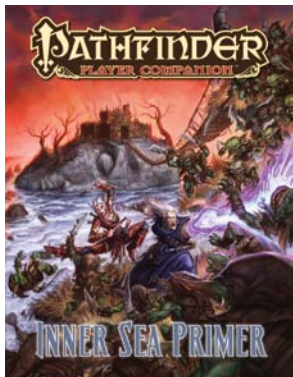
\$49.99

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

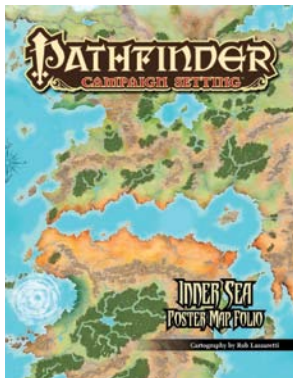


INNER SEA POSTER MAP FOLIO

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





LOST KINGDOMS

The shattered remains of dead civilizations lie dormant throughout the Inner Sea. *Lost Kingdoms* provides a detailed overview of six of Golarion's most famous and mysterious ancient nations, fallen empires that promise intrepid adventurers the opportunity to claim untold riches, explore fantastical realms of antiquity, and unravel mysteries thought long lost to the sands of time.

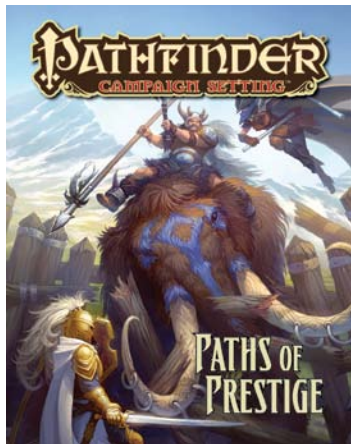
LOST KINGDOMS

ISBN

978-1-60125-415-3

PZ09246

\$19.99



PATHS OF PRESTIGE

While many legendary heroes of Golarion fit easily into the core classes of the Pathfinder RPG, there are some who specialize in unique styles and techniques, perfectly customizing themselves for their roles. For these characters, there are prestige classes. From the undead-hunting Knights of Ozem to the revolutionary Gray Gardeners of Galt to the sinister Hellknight signifiers, this book presents 30 of the most prominent faiths and factions from around the Inner Sea as prestige classes designed to help your character take advantage of the tricks and tactics of some of Golarion's most famous (and infamous) groups.

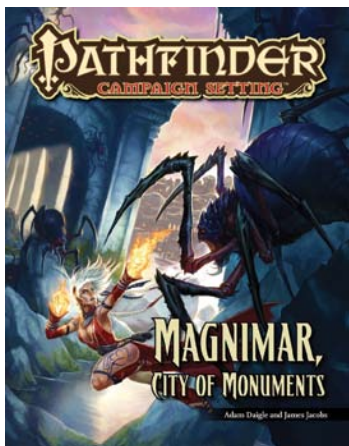
PATHS OF PRESTIGE

ISBN

978-1-60125-451-1

PZ09249

\$19.99

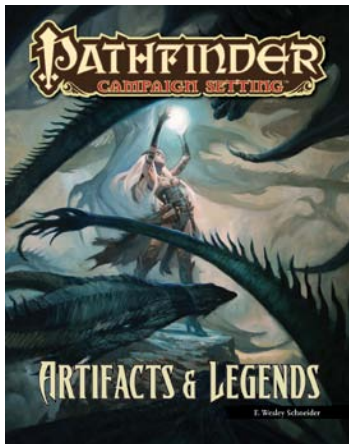


MAGNIMAR, CITY OF MONUMENTS

Known as the City of Monuments for its jaw-dropping skyline of ancient ruins, magnificent towers, and stunning sculptures, Magnimar embodies the spirit of the frontier realm of Varisia more than any other city. But with strange monsters lurking amid the city's ancient foundations, bands of thieves battling for control over the city's alleys, and the decadent attitudes of its oldest families, life in Magnimar can be an adventure all its own. The perfect companion to the Shattered Star Adventure Path!

MAGNIMAR, CITY OF MONUMENTS

ISBN	978-1-60125-446-7
PZ09248	\$19.99

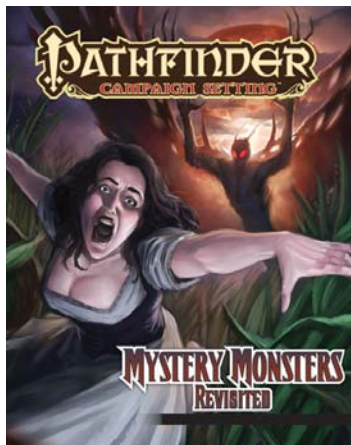


ARTIFACTS & LEGENDS

Pathfinder artifacts like the *Book of the Damned*, *Relics of Kazavon*, and *Seven Swords of Sin* join relics of RPG legend like the *Axe of the Dwarvish Lords*, *Dancing Hut of Baba Yaga*, and *Orbs of Dragonkind* in this inspiring collection of the world's greatest treasures. Each artifact includes its mythic history, methods of destruction to test even the most powerful heroes, and the world-shaping ramifications of including each in your campaign.

ARTIFACTS & LEGENDS

ISBN	978-1-60125-458-0
PZ09250 (SEPTEMBER 2012)	\$19.99

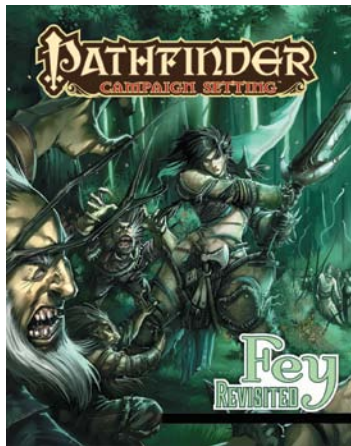


MYSTERY MONSTERS REVISITED

Unravel the myths behind legendary creatures inspired by real-world monsters, like the blood-sucking chupacabra, the larger-than-life sasquatch, and the mountain-dwelling yeti—and discover how they fit into the Pathfinder campaign setting alongside such infamous favorites as the equine Sandpoint Devil and disaster-heralding mothman. Each mystery monster includes examples of its misdeeds, evidence the fiend leaves in its wake, and a sample stat block of an especially nefarious version of the beast.

MYSTERY MONSTERS REVISITED

ISBN	978-1-60125-473-3
PZ09252 (NOVEMBER 2012)	\$19.99

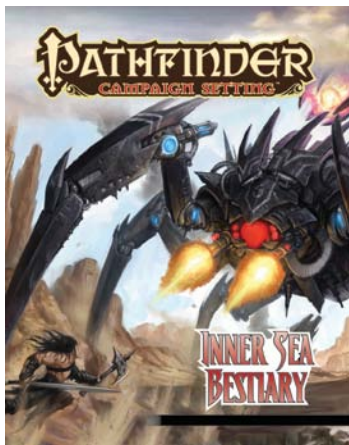


FEY REVISITED

Be they seductive tricksters, sinister slayers, or benevolent guardians of nature, the fey are diverse and otherworldly. Each of this book's ten chapters covers a different classic fey monster, including dryads, gremlins, leprechauns, norns, nuckalavees, nymphs, redcaps, rusalkas, satyrs, and sprites. Each chapter includes statistics for a unique fey creature, as well as new rules like feats, spells, and magic items suited not only for fey, but for those who would seek to fight or ally with them.

FEY REVISITED

ISBN	978-1-60125-507-5
PZ09256 (MARCH 2013)	\$19.99

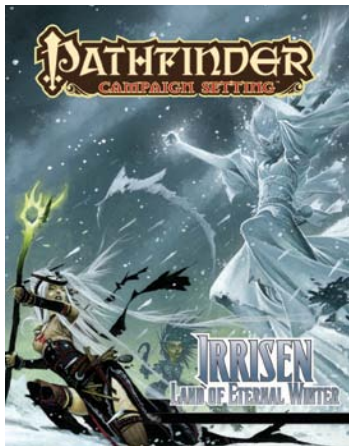


INNER SEA BESTIARY

This book contains 46 new monsters found in the Inner Sea region—all invented specifically for the Pathfinder campaign setting! With monsters ranging in challenge rating from 1/2 (such as the capering monkey goblin or the enigmatic lashuntas) all the way up to beyond CR 20 (including two immense spawn of Rovagug and three powerful outsiders with sinister agendas for the Inner Sea region), along with three new monstrous templates, the *Inner Sea Bestiary* adds a host of new favorite beasts to any Pathfinder game!

INNER SEA BESTIARY

ISBN	978-1-60125-468-9
PZ09251 (OCTOBER 2012)	\$19.99



IRRISEN, LAND OF ETERNAL WINTER

Discover the frozen mysteries and chilling dangers of the nation of Irrisen, realm of hearty heroes, merciless magic, and icy evil. Confront the freezing ambitions of the land's proud rulers, the winter witches, hunt magical monstrosities born amid endless blizzards, and learn the cycle of the realm's frigid rulers, the infamous daughters of Baba Yaga. The perfect companion to the Reign of Winter Adventure Path

IRRISEN, LAND OF ETERNAL WINTER

ISBN	978-1-60125-486-3
PZ09253 (DECEMBER 2012)	\$19.99

PATHFINDER

PLAYER COMPANION



Pathfinder Player Companions are 32-page softcover sourcebooks specifically written for players of the Pathfinder RPG. From new character creation options, adventuring gear, spells, and player-focused information on the lands and folk of Golarion, **Pathfinder Player Companions** give players everything they need to survive and thrive!



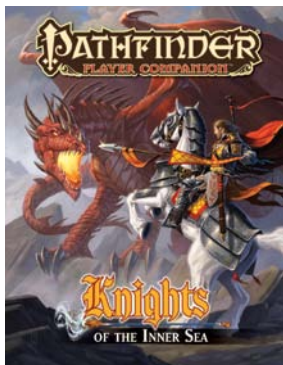
VARISIA, BIRTHPLACE OF LEGENDS

Begin an adventure like no other in Varisia, a land of ancient mysteries and fantastic danger. Within this book you'll find countless player-friendly possibilities as you explore one of the most richly detailed corners of the Pathfinder campaign setting. Will you indulge fortune as a Varisian wanderer, retake your tribal lands as a fierce Shoanti barbarian, uncover the secrets of a lost arcane empire, or fight to protect your peaceful home from dark magic and fierce monsters? The choices are endless, but you'll find the ones that are right for you with this primer to an entire realm of adventure. (A great companion to the *Shattered Star* and *Rise of the Runelords* Adventure Paths!)

VARISIA, BIRTHPLACE OF LEGENDS

ISBN
PZ09425

978-1-60125-453-5
\$10.99

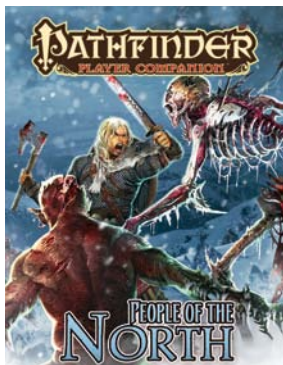


KNIGHTS OF THE INNER SEA

Join the fray as a noble Knight of Ozem, crush the servants of anarchy as a merciless Hellknight, slay the demons of the Worldwound as a veteran Mendevian Crusader, or take up the banner of any of Golarion's most esteemed knighthoods in this guide to the knightly arts. Recruit a squire, make your steed more than just a horse, adopt a knightly code of conduct, or take up a diverse array of spells and magic items designed to empower knights—or destroy them!

KNIGHTS OF THE INNER SEA

ISBN 978-1-60125-460-3
PZO9426 (SEPTEMBER 2012) \$10.99

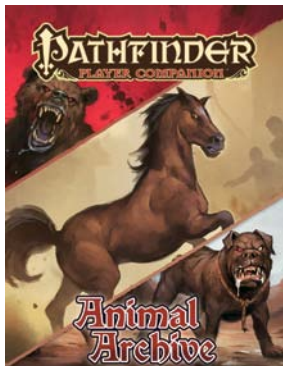


PEOPLE OF THE NORTH

Learn the secrets of the brutal northern holds of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords, whether as a master of icy magic, a hunter who tracks through the fiercest polar blizzards, or as one of the region's cunning natives, like the Ulfen vikings, savage Kellids, Erutaki hunters, or mysterious Snowcaster elves, in this guide to the northern extremes of the Inner Sea region.

PEOPLE OF THE NORTH

ISBN 978-1-60125-475-7
PZO9428 (NOVEMBER 2012) \$10.99



ANIMAL ARCHIVE

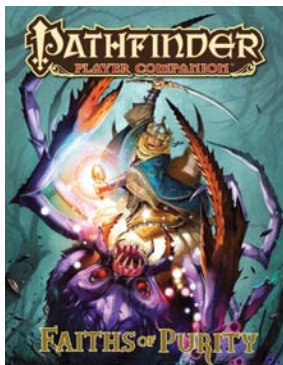
This player-focused guide to animal allies, steadfast steeds, and fearless familiars unleashes a host of options for everyone's favorite companion creatures, including new opportunities to give any class access to animal allies, new animal tricks, and a host of savage new archetypes, spells, equipment, and magical items, as well as an assortment of new creatures specifically designed as adventuring companions.

ANIMAL ARCHIVE

ISBN 978-1-60125-488-7
PZO9429 (DECEMBER 2012) \$10.99

PATHFINDER

PLAYER COMPANION



FAITHS OF PURITY

This handy guide to the good gods of the Pathfinder world covers everything a worshiper needs to know to properly venerate his deity, from the god's background and history to the religion's sacred rituals, taboos, and organizations. New religion-specific character traits and equipment give a player's-eye view to the value of being on the side of righteousness.

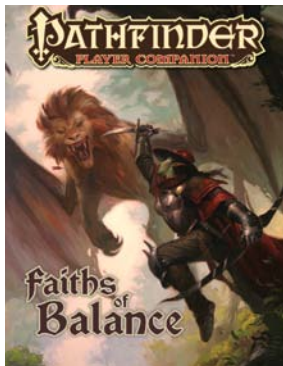
FAITHS OF PURITY

ISBN

978-1-60125-314-9

PZ09416

\$10.99



FAITHS OF BALANCE

Between good and evil dwell some of the most interesting and involved gods of the Pathfinder world, from stern Abadar, god of cities, to vengeful Calistria, goddess of lust and revenge. This player-focused guide provides details on the history, dogma, and religious practices of those who follow deities who walk between darkness and light.

FAITHS OF BALANCE

ISBN

978-1-60125-316-3

PZ09418

\$10.99



FAITHS OF CORRUPTION

Learn the hideous secrets and vile rituals of Golarion's most evil cults, from the lord of all devils Asmodeus to the apocalyptic monstrosity of Rovagug. *Faiths of Corruption* presents a player-friendly overview of the evil-aligned religions and faiths of the Pathfinder campaign setting, along with new rules and information to help players customize pious characters in both flavor and mechanics.

FAITHS OF CORRUPTION

ISBN

978-1-60125-375-0

PZ09420

\$10.99



BLOOD OF FIENDS

Born of mortal and fiendish blood intertwined, tieflings are tainted individuals thrust into a world that has learned to both fear and despise them. *Blood of Fiends* presents a player-friendly overview of the tieflings of the Pathfinder campaign setting, as well as new rules and information to help players customize their own fiendish characters.

BLOOD OF FIENDS

ISBN	978-1-60125-423-8
PZ09423	\$10.99

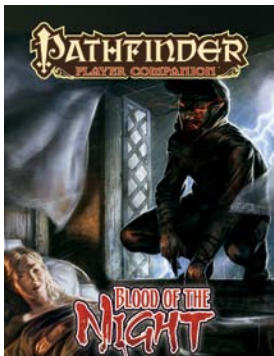


BLOOD OF ANGELS

Touched by benevolent beings of the good Outer Planes somewhere in their ancestry, aasimars are viewed as scions of angels at best or otherworldly bringers of heavenly destruction at worst. *Blood of Angels* presents a player-friendly overview of the aasimars of the Pathfinder campaign setting, as well as new rules and information to help players create unique and interesting celestial characters.

BLOOD OF ANGELS

ISBN	978-1-60125-438-2
PZ09424	\$10.99



BLOOD OF THE NIGHT

Golarion's most infamous vampiric races take center stage in this guide to tracking, hunting, and playing the aristocracy of the undead. Add a true thirst for blood to your characters with new rules for vampiric hunger, along with new powers associated with the most ravenous undead. Or, for true children of the light, expand your arsenal with the latest and most effective in undead-fighting gear, tactics, and character options.

BLOOD OF THE NIGHT

ISBN	978-1-60125-470-2
PZ09427 (OCTOBER 2012)	\$10.99

Draw your sword and charge forth into a world of adventure with Pathfinder Tales, official novels that further explore the fascinating world of the Pathfinder Roleplaying Game. Within the pages of these mass-market paperback novels, the fantastical world of Golarion comes to life as never before, exploding with wild tales of sword and sorcery from the genre's master storytellers.



NIGHTGLASS

by Liane Merciel

In the grim nation of Nidal, carefully chosen children are trained to practice dark magic, summoning forth creatures of horror and shadow for the greater glory of the Midnight Lord. Isiem is one such student, a promising young shadowcaller whose budding powers are the envy of his peers. Upon coming of age, he's dispatched on a diplomatic mission to the mountains of Devil's Perch, where he's meant to assist the armies of devil-worshiping Cheliah in clearing out a tribe of monstrous winged humanoids. Yet as the body count rises and Isiem comes face to face with the people he's exterminating, lines begin to blur, and the shadowcaller must ask himself who the real monsters are...

NIGHTGLASS

ISBN

978-1-60125-440-5

PZ08509

\$9.99



BLOOD OF THE CITY

by Robin D. Laws

Luma is a cobblestone druid, a canny fighter and spellcaster who can read the chaos of Magnimar's city streets like a scholar reads books. Together, she and her siblings in the powerful Derexhi family form one of the most infamous and effective mercenary companies in the city, solving problems for the city's wealthy elite. Yet despite being the oldest child, Luma gets little respect—perhaps due to her half-elven heritage. When a job gone wrong lands Luma in the fearsome prison called the Hells, it's only the start of her problems. For a new web of bloody power politics is growing in Magnimar, and it may be that those Luma trusts most have become her deadliest enemies...

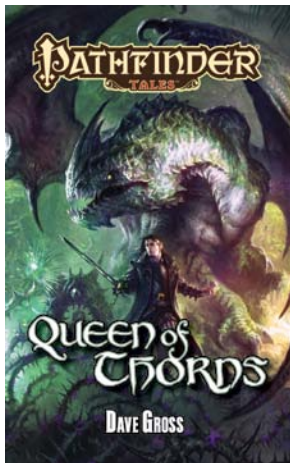
BLOOD OF THE CITY

ISBN

978-1-60125-465-6

PZ08510

\$9.99



QUEEN OF THORNS

by Dave Gross

In the deep forests of Kyonin, elves live secretly among their own kind, far from the prying eyes of other races. Few of impure blood are allowed beyond the nation's borders, and thus it's a great honor for the half-elfen Count Varian Jeggare and his hellspawn bodyguard Radovan to be allowed inside. Yet all is not well in the elven kingdom: demons stir in its depths, and an intricate web of politics seems destined to catch the two travelers in its snares. In the course of tracking down a missing druid, Varian and a team of eccentric elven adventurers will be forced to delve into dark secrets lost for generations—including the mystery of Varian's own past.

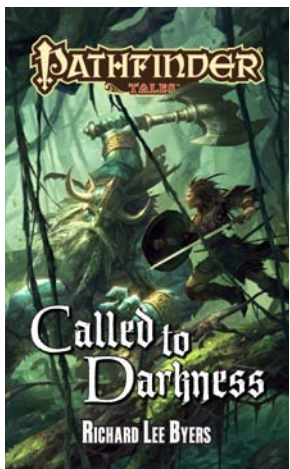
QUEEN OF THORNS

ISBN

978-1-60125-463-4

PZ08511 (OCTOBER 2012)

\$9.99



CALLED TO DARKNESS

by Richard Lee Byers

Kagur is a warrior of the Blacklions, fierce and fearless hunters in the savage Realm of the Mammoth Lords. When her clan is slaughtered by a frost giant she considered her adopted brother, honor demands that she, the last surviving Blacklion, track down her old ally and take the tribe's revenge. Yet this is no normal betrayal, for the murderous giant has followed the whispers of a dark god down into the depths of the earth, into a primeval cavern forgotten by time. There, he will unleash forces capable of wiping all humans from the region—unless Kagur can stop him first.

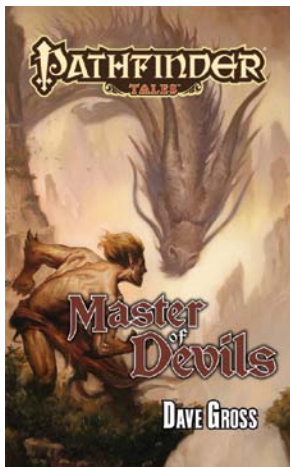
CALLED TO DARKNESS

ISBN

978-1-60125-465-8

PZ08512 (DECEMBER 2012)

\$9.99



MASTER OF DEVILS

by Dave Gross

On a mysterious errand for the Pathfinder Society, Count Varian Jeggare and his hellspawn bodyguard Radovan journey to the distant land of Tian Xia, on the far side of the world. When disaster forces him to take shelter in a warrior monastery, “Brother” Jeggare finds himself competing with the temple’s disciples as he unravels a royal mystery. Meanwhile, Radovan—trapped in the body of a devil and held hostage by the legendary Quivering Palm attack—must serve a twisted master by defeating the land’s deadliest champions and learning the secret of slaying an immortal foe. Together the two companions must take the lead in an ancient conflict that will carry them through an exotic land, all the way to the Gates of Heaven and Hell and a final confrontation with the nefarious Master of Devils!

MASTER OF DEVILS

ISBN
PZ08505

978-1-60125-357-6
\$9.99



DEATH'S HERETIC

by James L. Sutter

In the desert nation of Thuvia, a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant’s successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter occult investigator Salim Ghadafar, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There’s only one problem: The investigation is being financed by the dead merchant’s stubborn and aristocratic daughter. And she wants to go with him.

DEATH'S HERETIC

ISBN
PZ08506

978-1-60125-369-9
\$9.99



SONG OF THE SERPENT

by Hugh Matthews

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

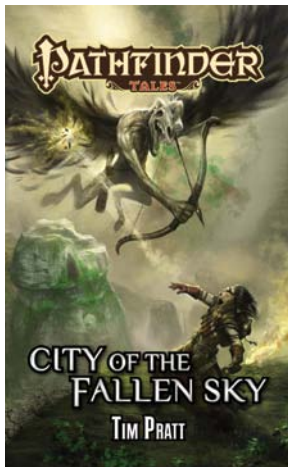
SONG OF THE SERPENT

ISBN

978-1-60125-388-0

PZ08507

\$9.99



CITY OF THE FALLEN SKY

by Tim Pratt

Once a student of alchemy with the dark scholars of the Technic League, Alaeron fled their arcane order when his conscience got the better of him, taking with him a few strange devices of unknown function. Now in hiding in a distant city, he's happy to use his skills creating minor potions and wonders—at least until the back-alley rescue of an adventurer named Jaya lands him in trouble with a powerful crime lord. In order to keep their heads, Alaeron and Jaya must travel across wide seas and steaming jungles in search of a wrecked flying city and the magical artifacts that can buy their freedom. Yet the Technic League hasn't forgotten Alaeron's betrayal, and an assassin armed with alien weaponry is hot on their trail...

CITY OF THE FALLEN SKY

ISBN

978-1-60125-418-4

PZ08508

\$9.99

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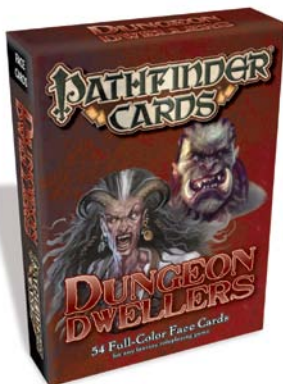


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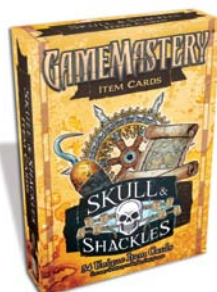
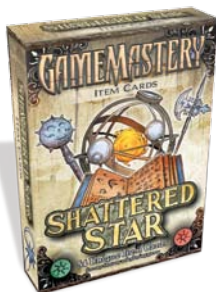


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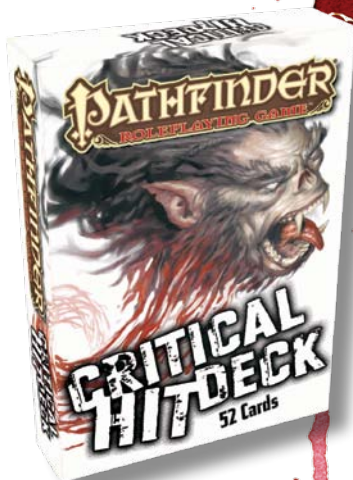
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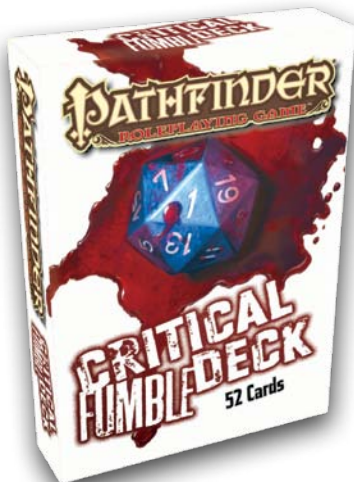
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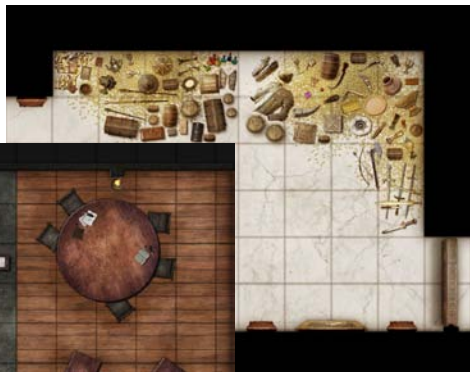
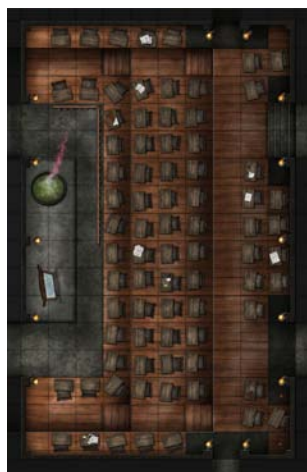
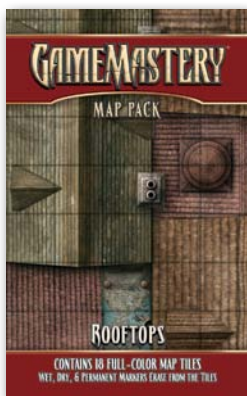
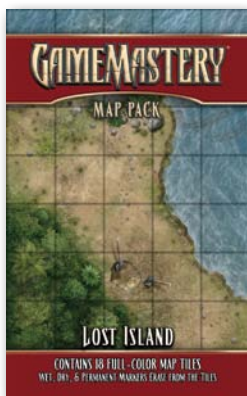
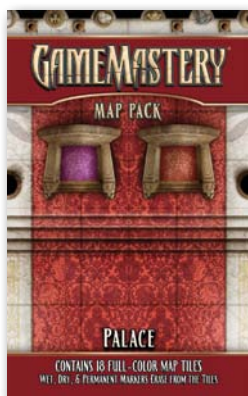
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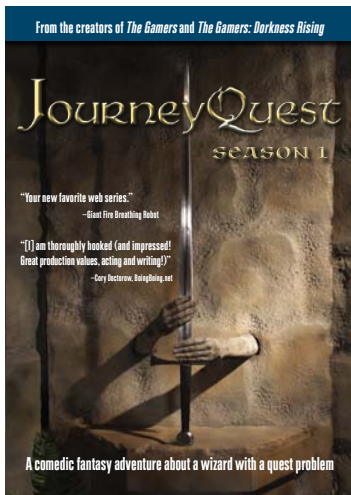
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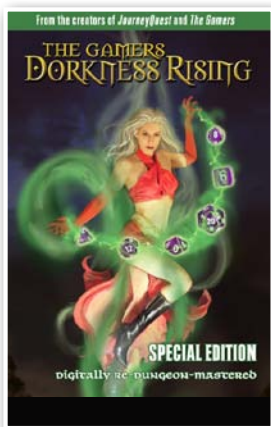


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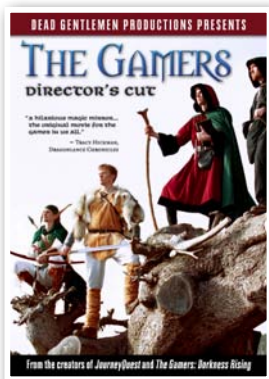
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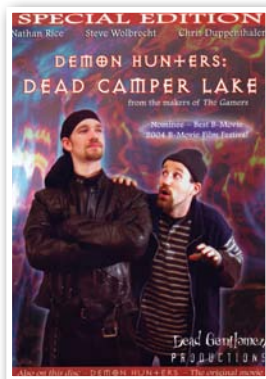


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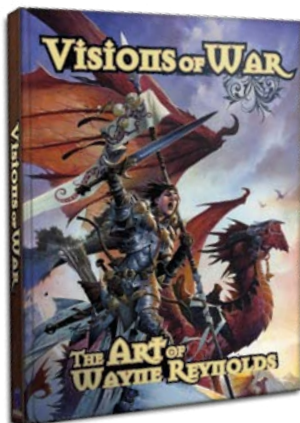


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