

[Pathfinder 2e](#)



Pathfinder 2e: A Deep Dive into the Reigning Champion of Tabletop RPGs

Pathfinder 2e. The name alone conjures images of sprawling adventures, intricate character builds, and gripping narratives. But for those unfamiliar, it's a tabletop role-playing game (TTRPG) that has taken the fantasy gaming world by storm. This comprehensive guide will delve into everything you need to know about Pathfinder 2e, from its core mechanics to its vibrant community, equipping you to decide if this is the perfect system for your next campaign. We'll cover its strengths, weaknesses, and what sets it apart from other popular systems like D&D 5e. Prepare to embark on a journey into the captivating world of Pathfinder 2e!

What Makes Pathfinder 2e Stand Out?

Pathfinder 2e isn't just a sequel; it's a meticulously crafted RPG experience designed from the ground up. Unlike some systems that rely on improvisation and DM fiat, Pathfinder 2e emphasizes system mastery. This doesn't mean it's inaccessible; instead, it offers unparalleled player agency and a predictable, yet exciting, gameplay loop.

Here are some key features that define Pathfinder 2e:

Three-Action Economy: Each turn, players have three actions they can allocate to attack, defend, use skills, or cast spells. This simple yet robust system fosters strategic decision-making and prevents the feeling of being overwhelmed by options.

Focus on Player Choice: Character customization is incredibly deep. With a vast array of ancestries, heritages, classes, and feats, players can build characters perfectly tailored to their play style and

vision. The system rewards careful planning and strategic choices.

Integrated Skill System: Skills are not just passive modifiers; they're active components of combat and exploration. Players use skills to overcome obstacles, gather information, and engage in intricate social interactions.

Robust Story-Telling Framework: Pathfinder 2e encourages narrative-driven gameplay. The GM is provided with powerful tools to create immersive and engaging scenarios, while the system itself allows for organic story development based on player choices.

Balanced Gameplay: The developers have taken significant steps to ensure balanced combat encounters, promoting strategic thinking over simple dice rolling. This leads to more engaging and tactical gameplay for all players.

Diving Deeper into the Mechanics: Ancestral Lineage and Classes

Pathfinder 2e boasts a rich variety of Ancestries, each with unique traits and heritages which further specialize the character. This allows for enormous character diversity, moving beyond simple human, elf, dwarf archetypes. The intricate system ensures every ancestry feels distinct and offers unique tactical advantages.

The class system is similarly diverse and well-defined. Each class features unique abilities and playstyles, ranging from the martial prowess of the Fighter to the arcane mastery of the Sorcerer. The system provides ample opportunity for specialization and creative builds. Unlike some systems, multi-classing is a viable and often powerful strategy.

The Pathfinder 2e Community: A Thriving Ecosystem

The Pathfinder 2e community is a vibrant and welcoming space. A wealth of online resources, including official forums, community-created content, and passionate YouTubers, provides an abundance of support and inspiration for new and experienced players alike. Finding games and engaging with fellow players is easy thanks to dedicated online communities and conventions.

Pathfinder 2e vs. Other Systems: A Comparative Look

While Pathfinder 2e shares some similarities with other TTRPGs, particularly D&D 5e, it distinguishes itself with its emphasis on player agency, tactical depth, and streamlined mechanics. While D&D 5e leans towards a more narrative-driven approach with less emphasis on tactical

combat, Pathfinder 2e provides a more crunchy, strategic experience. Both systems have their strengths, and the best choice depends on your preferred playstyle.

Getting Started with Pathfinder 2e: Your First Steps

The best way to experience Pathfinder 2e is to simply play it! The core rulebook is a comprehensive guide, and numerous online resources can help you through the initial learning curve. Consider joining an online group or attending a local game store event. The community is readily available to help new players get started.

Conclusion

Pathfinder 2e offers a richly rewarding experience for both seasoned TTRPG players and newcomers alike. Its blend of tactical depth, player agency, and a thriving community make it a compelling choice for anyone seeking a challenging and fulfilling fantasy adventure. The system's carefully crafted mechanics and commitment to balance ensure a consistently engaging gameplay experience. So gather your friends, roll the dice, and embark on your own epic Pathfinder 2e campaign!

FAQs

1. Is Pathfinder 2e difficult to learn? While it has a steeper learning curve than some systems, the well-structured rulebook and abundant online resources make it manageable for beginners.
2. What is the best way to find a Pathfinder 2e game? Online forums, dedicated gaming websites, and local game stores are great places to find groups.
3. Is Pathfinder 2e expensive to get into? The core rulebook is a significant investment, but many resources are available online, and the system allows for a lot of creative homebrewing.
4. How does combat work in Pathfinder 2e? Combat is turn-based, using a three-action economy, focusing on tactical positioning and strategic use of abilities.
5. Can I play Pathfinder 2e solo? While designed for group play, there are resources and methods for solo play, allowing for a personalized campaign experience.

pathfinder 2e: Roleplaying Game Paizo Publishing, 2017-06-20 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter

Adkison--Title page verso.

pathfinder 2e: Pathfinder RPG: Secrets of Magic (P2) Paizo Publishing, 2021-07 Discover the untold potential of magic! Secrets of Magic, the newest hardcover rulebook for the Pathfinder Roleplaying Game! Secrets of Magic brings the popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the Book of Unlimited Magic--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin!

pathfinder 2e: Pathfinder RPG Bestiary 3 (P2) , 2021-03

pathfinder 2e: Pathfinder Book of the Dead , 2022-04-12 The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead!

pathfinder 2e: Pathfinder Absalom Alexandria Bustion, John Compton, Jeremy Corff, 2022-01-18 For nearly 5000 years, the great city of Absalom has stood at the center of the Inner Sea's culture, commerce, and prophecy. Now, with the death of the city's founder-god Aroden, the disappearance of the city's lord mayor, and newly launched attacks from some of its greatest foes, Absalom stands at the gateway to a new and uncertain destiny! This lore-packed 296-page hardcover guide to the locations, denizens, and adventures of Pathfinder's most famous city is the largest Pathfinder city sourcebook to date, presenting a fascinating locale suitable for years of adventure! A huge 8-panel poster map of the city sets the scene in unprecedented detail, allowing your heroes to walk upon streets paved with centuries of history, following the steps of generations of questing heroes to chart a new path for the City at the Center of the World!

pathfinder 2e: *Pathfinder Lost Omens* , 2020-03-24 Test your convictions. In a land without fate and a world too often void of justice, it falls to the gods to make or break the people who call upon them for salvation -- or draw their ire. Swear yourself to the might of the gods and the power of their causes, or reject their offerings to live a life that's yours and yours alone! Lost Omens Gods & Magic offers details on major gods found in the Inner Sea region, including what forms their pleasure or wrath might take. It also presents rules for over a hundred other deities and philosophies so you can find the cause that best fits your convictions and take up weapons and magic in its service!

pathfinder 2e: Pathfinder Lost Omens Character Guide [P2] John Compton, Sasha Lindley Hall, Amanda Hamon, Mike Kimmel, Isabelle Lee, Luis Loza, Andrew Mullen, Ron Lundeen, Morris Matt, Patchen Mortimer, Mikhail Rekun, Michael Sayre, 2019-10-29 This guidebook dives into the myriad cultures and organizations readers can encounter or join in their journey, breathing life into both their character and the many allies and enemies they're bound to meet along the way.

pathfinder 2e: *Pathfinder Lost Omens* , 2020-10-27 The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. Lost Omens: Pathfinder Society Guide details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in

Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign! Written by: Kate Baker, James Case, John Compton, Vanessa Hoskins, Mike Kimmel, Ron Lundeen, Dennis Muldoon, kieran t. newton, Michael Sayre, Clark Valentine, Tonya Woldridge, and Linda Zayas-Palmer

pathfinder 2e: Battlezoo Bestiary (Pathfinder 2e) Stephen Glicker, Patrick Renie, Mark Seifter, 2023-09-12 Explore over 100 award-winning monsters for Pathfinder 2nd Edition from the 2020 RPG Superstar Contest. Inside, you'll find the monster mage, who learns spells from defeated monsters, vestige hunters, who gain the powers of their fallen foes, and new backgrounds related to monster hunting. Finally, upgrade your game's crafting with monster parts using the extensive and flexible new subsystem that fits in seamlessly with the game's economy.

pathfinder 2e: *Fall of Plaguestone* Jason Bulmahn, 2019 A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. --Provided by publisher.

pathfinder 2e: Pathfinder Lost Omens: Monsters of Myth Paizo Publishing, 2021-12-21 Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. Lost Omens Monsters of Myth provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnheir, the Father of All Linnorms, and more. Monsters of Myth provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!

pathfinder 2e: Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2) Alexandria Bustion, Eleanor Ferron, 2021-08-17 The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands. Graduates of the Magaambya are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign. School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world Kindled Magic is a Pathfinder adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide the fate of the Magaambya. This adventure also

details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells--including lore of the prestigious Magaambya Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

pathfinder 2e: Pathfinder Lost Omens Ancestry Guide (P2) , 2021-02

pathfinder 2e: Pathfinder Playtest Rulebook Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2018 The evolution of the Pathfinder Roleplaying Game begins here! This 416-page rulebook contains everything you need to create and advance your Pathfinder Playtest character from level 1 to 20, as well as hundreds of new and updated spells, magic items, feats, and Game Master rules necessary to run a complete Pathfinder Playtest campaign! Delve the deepest dungeons with a brand-new goblin alchemist hero, or convert your favorite existing characters to the new system! With gorgeous interior art from Pathfinder cover artist Wayne Reynolds and new rules concepts on nearly every page, the Pathfinder Playtest Rulebook is your gateway to the future of Pathfinder. The only thing missing is your playtest feedback! (Note: The public playtest begins August 2 and runs through the end of 2018. Due to this limited time window, this book will NEVER be reprinted!)

pathfinder 2e: *Lost Omens World Guide* Tanya Depass, James Jacobs, Lyz Liddell, Ron Lundeen, Liane Merciel, Erik Mona, Mark Seifter, James L. Sutter, 2019-09-10 This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

pathfinder 2e: *Pathfinder Book of the Dead Pocket Edition* Paizo Publishing, 2022-04-12 The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

pathfinder 2e: *Pathfinder Advanced Player's Guide* Paizo Publishing, 2020 Expand the limits of what's possible with this collection of exciting new options for your Pathfinder character. Choose from 10 brand-new ancestries and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! Plus, over 40 new archetypes, more options for every ancestry and class in the Pathfinder Core Rulebook, and new backgrounds, feats, spells, and items provide more opportunities for customization than ever before.--Page 4 of cover.

pathfinder 2e: *Sandy Petersen's Cthulhu Mythos* Sandy Petersen, 2018-05-07 Pathfinder Edition

pathfinder 2e: *OSR Solo* Peter Rudin-Burgess, 2021-02-23 OSR Solo rules These rules are

intended to allow you to play an OSR, in this case meaning OD&D, B/X style games, without a Dungeon Master. game you will get using these rules will be a sandbox-style adventure, you will not need to do any Dungeon Master [DM] style preparation although having a few stock NPCs or appropriate levels would be helpful. No DM? The normal cycle of play is that the DM describes the scene and asks what do you do? The players describe their actions. The DM describes the effects of those actions and the cycle repeats. In solo play there is just the single character and no DM. You start by imagining your character in the game setting and play them through all the social interactions, all the NPCs and events that would normally come up. At some point you will reach a point where you would normally ask your DM for more information. Are there any guards? Are there any ways out? What can you hear? At this point the solo rules come into play. You pitch your question in a Yes/No format. The solo rules will then return an answer to your question much like a Magic 8 Ball toy. It is then down to you and your improv. skills to decide what does this answer mean right now? Often the first thing that comes into your head is the answer to go with. If you just got yes and no answers things would get boring quite quickly. These rules are designed to throw up twists and turns into your character's story. is a perfect way to learn a new game, test your first adventures and going beyond just making characters when you are first getting to know the rules

pathfinder 2e: Pathfinder Lost Omens: the Grand Bazaar Tineke Bolleman, 2021-09-28 Be the first to market with Pathfinder Lost Omens: The Grand Bazaar! The Grand Bazaar is Absalom's greatest marketplace featuring items from all over Golarion. Here, an adventurer can find equipment of all kinds to help them on their next quest like new weapons, armors, magic items, accessibility items to enable adventures for anyone, new animal companions, and more! The Grand Bazaar is also home to countless unique merchants and shops. Game Masters can use these new shops as part of their campaigns to flesh out the world and inspire new adventures. See what's for sale at the Grand Bazaar, and snap up the good deals while you still can!

pathfinder 2e: Starfinder RPG: Tech Revolution Paizo Publishing, 2021-09-07 Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

pathfinder 2e: *Dark Archives* Megan Rosenbloom, 2020-10-20 On bookshelves around the world, surrounded by ordinary books bound in paper and leather, rest other volumes of a distinctly strange and grisly sort: those bound in human skin. Would you know one if you held it in your hand? In *Dark Archives*, Megan Rosenbloom seeks out the historic and scientific truths behind anthropodermic bibliopeggy—the practice of binding books in this most intimate covering. Dozens of such books live on in the world's most famous libraries and museums. *Dark Archives* exhumes their origins and brings to life the doctors, murderers, and indigents whose lives are sewn together in this disquieting collection. Along the way, Rosenbloom tells the story of how her team of scientists, curators, and librarians test rumored anthropodermic books, untangling the myths around their creation and reckoning with the ethics of their custodianship. A librarian and journalist, Rosenbloom is a member of The Order of the Good Death and a cofounder of their Death Salon, a community that encourages conversations, scholarship, and art about mortality and mourning. In *Dark Archives*—captivating and macabre in all the right ways—she has crafted a narrative that is equal parts detective work, academic intrigue, history, and medical curiosity: a book as rare and thrilling as its subject.

pathfinder 2e: Pathfinder Lost Omens: the Mwangi Expanse Laura-Shay Adams, Mariam

Ahmad, Jahmal Brown Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harvin, Gabriel Hicks, Tk Johnson, 2021-07-13 South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue! Written by: Laura-Shay Adams, Mariam Ahmad, Jahmal Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harving, Gabriel Hicks, TK Johnson, Michelle Jones, Joshua Kim, Travis Lionel, Ron Lundeen, Stephanie Lundeen, Hillary Moon Murphy, Lu Pellazar, Mikhail Rekun, Nate Wright, and Jabari Weathers

pathfinder 2e: Age of Ashes Amanda Hamon, 2019-08 Dawn of A New Age Fires burn atop the ruined citadel on Hellknight Hill, sending plumes of red smoke into the air that could be a call for help. Within the old keep, strange invaders from a distant land, mysterious long-lost ruins, and the machinations of a shadowy organization await discovery. Something dire is building toward an apocalyptic event, and it falls to your characters to stop the end before it begins. The Age of Ashes Adventure Path begins with Hellknight Hill-a complete adventure for 1st- to 4th-level characters. PZO90146 Pathfinder Adventure Path Age of Ashes: Cult of Cinders ISBN 978-1-64078-188-7 Stand Against the Darkness The citadel atop Hellknight Hill has been claimed, along with the ring of ancient portals in its basement. What dangers lie beyond this magical portal, and what do the cultists who've used it before have in store? There's only one way to find out: the heroes must travel through to the lands beyond, where they will make new allies, face new enemies, and do much, much more! The Age of Ashes Adventure Path continues with Cult of Cinders-a complete adventure for 5th-8th level characters.

pathfinder 2e: Pathfinder Adventure Path: Abomination Vaults (P2) , 2022-05-10 When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

pathfinder 2e: Bestiary Jason Bulmahn, 2009 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson.-- T.p. verso.

pathfinder 2e: Pathfinder Adventure Ron Lundeen, 2020-08-11 In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones capable of recovering the ancient magic required to break it. Tracking the course of the slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes can survive the slithering to experience it! The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new

rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, *The Slithering* provides a wealth of secrets and dangers!

pathfinder 2e: Gods and Magic Sean K. Reynolds, 2008-10 Unlock the secrets of the gods with the first-ever, in-depth exploration of the many gods of Golarion, the popular new world of the Pathfinder Chronicles campaign setting. This comprehensive guidebook provides an overview of the 20 core Pathfinder gods and their religions, with an emphasis on rules and information players can use at the game table, whether they're playing a zealous cleric, brave paladin, or simply a faithful member of any character class. Dozens of new spells and specialized game rules related to the faiths of Golarion enhance the gaming experience for players and GMs, and a detailed overview of philosophies, minor gods, and cults reveals the religions of the Pathfinder Chronicles in exciting detail!

pathfinder 2e: Forgotten Realms Campaign Setting Ed Greenwood, Skip Williams, Robert Heinsoo, Sean K. Reynolds, 2001 Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D RM game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

pathfinder 2e: Mythic Game Master Emulator Tom Pigeon, 2018-01-25 Mythic Game Master Emulator Create dynamic role-playing adventures without preparation For use as a supplement with other systems NOTE: This product provides the Game Master Emulation rules found in Mythic, a product that contains emulation rules and a full, universal role playing game. Mythic Game Master Emulator is for those who do not want the universal role-playing rules, but just the game master emulator at a reduced price. Mythic Game Master Emulator is a supplement meant to be played with your favorite role-playing games. Most Role-Playing Games operate under the principle that there are players and there is a Game Master. The GM prepares all the details of an adventure, and then runs the players through that adventure. This usually requires a great deal of preparation on the part of the GM. Mythic is different in that it requires no preparation from the GM. Mythic adventures are meant to be played off the cuff, with perhaps a few minutes of brainstorming to come up with the initial setup. Mythic can also be played entirely without a GM. The same mechanics in Mythic that allow a GM to run an adventure without preparation also allows a group of players to do without the GM. In a Mythic adventure, the GM (or players without a GM) can start an evening's entertainment with about five minutes of preparation. As the adventure unfolds, the GM is just as surprised by the twists and turns as the players are. There are various ways in which Mythic can be used: No GM, multiple players Players decide on an opening scenario, and perhaps a few details or two, and Mythic takes it from there. All action is decided through the asking of yes/no questions and the application of logical principles. By answering questions, the adventure moves along, with the occasional random event throwing players a curve ball. The action is broken into scenes, just like in a movie, to keep everything straight. No GM, one player Mythic can be used to go solo. Solo play in Mythic works the same as group play. You're just alone. One GM, any number of players For those who like to be a GM, we have something for you, too. The same tools that allow Mythic to automatically generate adventures on the fly without a GM also work with a GM. This means very little to zero preparation, if you don't want to prepare. Simply create an opening scenario (hey, you can come up with that on the drive over!) and follow Mythic as it guides you along. Mythic will throw in its own twists and turns, so the GM will be just as shocked as the players.

pathfinder 2e: Pathfinder Module Jason Keeley, Lyz Liddell, Ron Lundeen, 2021 Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! The anthology's three adventures introduce a number of play styles, including clearing out an abandoned fish camp, a sandbox romp to get to the bottom of sabotage, and a classic puzzle-filled dungeon crawl.

Troubles in Otari is a deluxe adventure for 4th-level characters written by Jason Keeley, Lyz Liddell, and Ron Lundeen.

pathfinder 2e: Starfinder Near Space Paizo Staff, 2020-06-02 Journey to Near Space, the galactic region that contains the Pact Worlds, the Veskarium, and many of the planets discovered and colonized by explorers from those civilizations. This hardcover rulebook expands the Starfinder campaign setting with details on dozens of worlds and cultures found in Near Space, each perfect as a locale for science-fantasy adventure! Inside this book, you'll find in-depth gazetteers of the nine worlds of the Veskarium, the interstellar empire founded by the warlike vesk; detailed entries on other planets and civilizations of Near Space; new starships from the Veskarium and beyond; alternate racial traits for playable Near Space races; and new themes, archetypes, equipment, spells, and more for any character!

pathfinder 2e: Battlezoo Eldamon (Pathfinder 2e) Stephen Glicker, Mark Seifter, 2023-06 Befriend, train, battle, and evolve over 160 distinctive elemental monsters in your Pathfinder 2nd Edition game. Anyone can befriend an eldamon and bring them along, but with the new eldamon trainer class, you can use them to battle monsters. And with the elemental avatar class, you can embody an eldamon's elemental powers within your own body!

pathfinder 2e: Shadowed Keep on the Borderlands (5e) Creighton J. E Broadhurst, 2021-05-31 Hidden deep in the borderland forest, bandits lurk in the ruined castle of a long-dead border lord. Their incessant raids draw a band of neophyte heroes to the derelict keep. There they discover fouler, more odious dangers lurk below the ruins. Dare you brave the terrors of the Shadowed Keep to crush that which lurks within or will darkness shroud the surrounding lands Shadowed Keep on the Borderlands is an adventure for 1st-level characters compatible with the 5th edition of the world's most popular roleplaying game. Designed for the Duchy of Ashlar campaign setting the adventure can be easily inserted into a GM's home campaign.

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Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

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