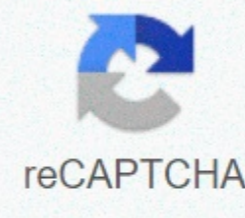




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Pathfinder inner sea guide pdf

the ravaged Varisia in the north to the sweltering jungle of the Mwrgi Expanse in the south to the crashed sky cities, wild border kingdoms, powerful city-states and everything in between. A wide overview of the gods and religions of Golarion, new character abilities, magical objects, and monsters flesh out the world for players and game masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time Ennie Award-winning Pathfinder World provides a classic adventure style and cutting-edge game design perfect for any fantasy role-playing game! Community content is available under CC-BY-SA unless otherwise stated. The Inner Sea World Guide, a 320-page Pathfinder Campaign Setting written by dozens of authors, was released in March 2011. He won the Gold 2011 Ennie Awards for Best Interior Art and Best Setting. This book expands the content previously presented in The Pathfinder Chronicles Campaign Setting and updates the content of its rules in the Pathfinder Roleplaying Game system. Discover the world of Golarion, the official tune of the campaign for the hit Pathfinder Role Game! The time of lost prophecies captures the world, bringing with it an endless whirlpool, a gap in the fabric of reality, a surge of diabolism and the endless threat of war. However, all is not lost, for these dark times provide ample opportunities for adventure and heroism. Inside this exciting and informative 320-page volume you'll find: Detailed summaries of the player's race character hailing from Golarion, including more than a dozen different human nationalities. Developed by newspapermen from more than 40 crumbling empires, expansionist kingdoms, independent urban states and wild monster-haunted lands in an inland sea region filled with adventures, with places ideal for almost any type of fantasy campaign. Cultural Information and Pathfinder RPG Rules covering 20 major deities of the Inner Sea, as well as entries about other gods, demigods, forgotten deities, strange cults, strange philosophies, and more! A review of the history of the Inner Sea, a look at time and space, a discussion of magical artifacts and technological wonders, a discussion of important factions and organizations, and hundreds of places ripe for adventure! Tons of new options for player characters, including Inland Sea themed prestige classes, feats, spells, adventure gears, and magical items! Nine new monsters, including exotic sky humanoids and undead and dragons, and the angry lord of demons in exile! Giant poster map reveals the wide landscape of the Inner Sea in all its treacherous glory! © 1996-2014, Amazon.com, Inc. or its affiliates 19% from the start of your review of the Pathfinder Installation Campaign: Inland Sea World Guide overall, I liked this book more than I originally expected. The world of Golarion, as described in this book, is what I call the kitchen sink setting. It contains a bit of almost anything you expect to show up in a fancy setting. This is typical of most basic parameters for common fantasy RPGs. Forgotten Realms is the easiest to compare, given that it's one of the most famous kitchen sink settings, and was the basic setting of D'D 3.5, which Pathfinder essentially generally liked this book more than I originally expected. The world of Golarion, as described in this book, is what I call the kitchen sink setting. It contains a bit of almost anything you expect to show up in a fancy setting. This is typical of most basic parameters for common fantasy RPGs. Forgotten Realms is the easiest to compare, given that it is one of the most famous kitchen sink settings, and has been the main setting of D'D 3.5, which Pathfinder essentially replaces. Unlike the Forgotten Kingdoms, Golarion seems to have benefited from tighter editorial control. While some regions of the world are more original than others, there seems to be a great consistency in general, with the feeling that different lands can actually exist side by side and interact with each other in described ways. Chances are you'll find a region that caters to your preferences. There are traditional regions of both high and low fantasy. Regions with a light taste of steampunk. Regions with the horror of taste. Regions with border color. Regions with cosmopolitan flavor. There are fantasy analogues for Vikings, Asians, Indians, Revolutionary France, post-revolutionary America, Gypsies, Egyptians, Arabs and more. Even when these cultures are obvious copies of real-world cultures, they are often mixed in ways that are different from history. For example, the north pole of Golarion is covered by a land region, which has led to polar trade routes between the Inner Sea Region (the area on which this book is concentrated) and the Asian-similar Tian Ia. This means that there are many Tians mixed among the Viking-like and other northern barbarians in Golarion. Incidentally, trade routes and the economy as a whole seem to have at least been given a fleeting thought that leads to something that at least allows me to suspend disbelief on such issues. The game mechanics presented in this book are minimal, but interesting. Several prestigious classes and rules on firearms were particularly interesting to me, as a couple of new feats presented. Although a little expensive \$50 (I suppose that's as much as twice as much as the basic rules of the rules Of the full color poster cards included), it is still highly recommended purchase for those who use Golarion in their game. ... The more I sucker for the RPG campaign worlds, and Golarion Pathfinder is no different. It's not as surprising that the first edition of Forgotten Realms Box did. It's chock full of information though. I never knew how close they were trying to reflect our world on Golarion, with a focus on European and African cultures, with a bit of east mixed in. It's not as surprising that the first edition of Forgotten Realms Box did. It's chock full of information though. I never knew how close they were trying to reflect our world on Golarion, with a focus on European and African cultures, with a bit of east mixed in. ... At first, Golarion's setting looks like a fantastic map of the real world, like a clash between Khayborea and the Forgotten Kingdoms. And it has a bunch of fancy versions of real world cultures - but it's so cool! It has a place for gothic horror, demon hunting, super science machines controlled by barbaric warlords, the age of marine adventure in the style of exploration. The book takes its time going into some detail about all these interesting and compelling adventure settings. It's also beautiful at first, the Golarion setting feels like a fantasy map of the real world, like a clash between Hyborea and the forgotten worlds. And it has a bunch of fancy versions of real world cultures - but it's so cool! It has a place for gothic horror, demon hunting, super science machines controlled by barbaric warlords, the age of marine adventure in the style of exploration. The book takes its time going into some detail about all these interesting and compelling adventure settings. It's also beautifully typeset and illustrated and comes with a nice great poster card. Overall, a very good book setting. ... more Discreta come introduzione, ma solo la punta dell'iceberg. Il manuale guida il lettore attraverso alcune nozioni fondamentali, ma anche per la sua dimensione (appena 200 pagine) alcune funzioni sono solo accennate, e alcuni meccanismi importanti sono descritti solo sommariamente. Rispetto alle dimensioni del prodotto stesso, questo manuale serve solo come introduzione, e anche come tales piuttosto confuso. Purtroppo molte delle immagini sono di relativo aiuto poich la nuova versione del Discreta come introduzione, ma solo la punta dell'iceberg. Il manuale guida il lettore attraverso notions, but also for the size (appena 200 pagine) alcune funzioni sono solo accennate, e alcuni meccanismi importanti sono descritti solo sommariamente. Rispetto alle dimensioni del prodotto stesso, questo manuale serve solo come introduzione, e anche come tales piuttosto confuso. Purtroppo molte delle immagini sono di relativo aiuto poich la nuova versione del software utilizza maschere in alcuni casi anche molto varied. ... a more informative introduction to the Golarion Inland Sea, the default Pathfinder RPG. Great for GM or players wanting to immerse themselves in the history and culture of the environment. This book is pretty much useless from a gaming point of view if you work in a game in the world; but it's still fun to read, too. Some very entertaining fantasy worlds are full of tantalizing ideas. It feels like a fantasy setting with something for everyone. It falls for all the cliches/settings that exist in the fantasy genre and are still vaguely compatible with Pathfinder. I feel that he is losing in the consistency and overall peace building the confidence that he gets in versatility. But, by RPG standards, it's a funny environment. Very well done fancy setting. Cultures are too derivative of their real-world counterparts, but Paizo purposefully avoids too many details in order to improve and add their own hooks. Great world building with all sorts of adventure hooks. I'll be looking through this and seeing new things for a long time. Ainda estou lendo, mas adorei como a ambienta'o desenvolve as diversas culturas humanas, coisa rara em RPGs medievais. It's a great setting. Lots of information! Magnificent layout, decoration and clarity of rules. It was reread. Still a fascinating world, and a good setting. Stunning setting... Reminds me of the forgotten kingdoms in its heyday

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