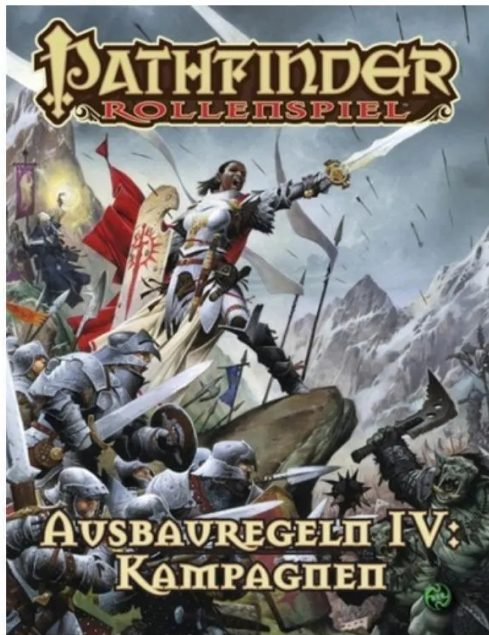


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US50014T - Pathfinder - Expansion rules 4: Campaigns, paperback, 256 pages (DE edition)

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Product Description

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Another adventure awaits beyond the vault! The Pathfinder expansion rules IV: Campaigns lead you into those parts of the game that happen between monster attacks and quests for ancient artifacts. Would your player characters want to build their own kingdom as the most powerful and glorious heroes in the area or maybe lead an army against a neighboring country? Maybe you want to open a business, make magical items or embark on a quest that will change your life?

Whether you are looking for ways to generate young characters or ways to challenge adventurers, which ones are bored of fighting individual monsters - this book has everything you need!

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- Quest talents, which become more powerful when you achieve certain goals, so that quests and crusades are no longer just decorative accessories!
- A complete system for the time between adventures to use this part in the life of characters to be able to. Some run businesses, others gain power and influence in society, and still others found magical schools.
- New rules for retraining and retraining, changing classes, systems for honor and fame, young characters, investments, that Creation of magical items and other key subjects for adventurers.
- Rules for building and building kingdoms, including architectural and technological advances, ruling a people, and more.
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