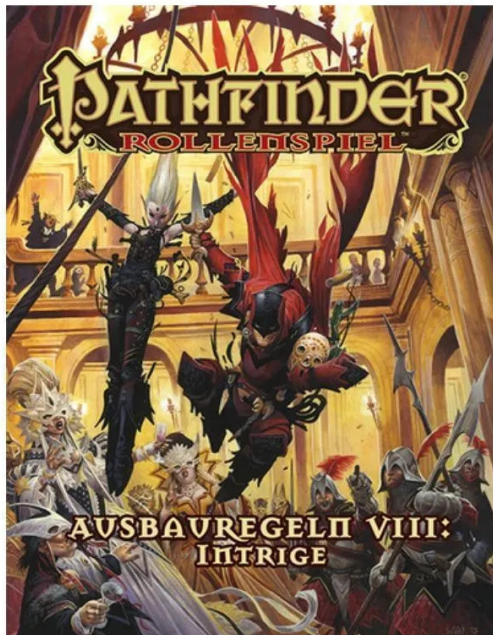


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**US50029T - Pathfinder - Expansion Rules VIII: Intrigues, paperback, 240 pages (German edition)**

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## Product Description

Pathfinder - expansion rules VIII: Intrigues, paperback (DE), 240 pages

In the right context, a single devastating word can be more deadly than a poisoned dagger. Behind the scenes of heroic battles and magical realms hides a dark side full of dangers and deceptions. This world of intrigue holds endless opportunities for adventure as the heroes duel with words instead of steel, plan daring forays and throw themselves against merciless mortal enemies in duels that rely on reason and the speed of thought.

Ahead of you lies a world of shadows and secrets waiting to be mastered by the clever - but note: a lot is at stake. Regardless of whether the heroes bring order to the bloody alleys and backyards of their favorite metropolis or compete with other high-born aristocrats for the queen's favor, the expansion rules VIII: Intrigues are an indispensable companion to the basic rules and contain:

- The vigilante, a new character class that leads two lives - on the one hand that of an inconspicuous citizen, on the other hand that of a masked crusader with his own goals!
- New archetypes for alchemists, assassins, bards, druids, investigators, inquisitors, Hunters, mesmerists, villains, spiritualists, rangers and others!
- New talents and magical items for characters of all kinds that grant impenetrable defenses, enable street combat mastery and mislead enemies.
- Dozens of spells to manipulate tense social situations, be it to reveal opposing secrets or to hide the truth.
- A complete one There is a system of influence that presents characters with new challenges, pursues new goals and rewards them, but also enables them to link their destinies with non-player characters and organizations.
- Systems and advice for game masters as well as new ones Types of encounters can be used, including forays into prey, extended pursuits and the hunt for hidden secrets while pressed for time.
- Rules for social battles and verbal duels, in which characters use words as weapons to win over others and To humiliate opponents.

Warning!Not suitable for children under 36 months.

## Specifications

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