

ABOMINATION VAULTS PLAYER GUIDE

ABOMINATION VAULTS PLAYER GUIDE: CONQUER THE DEPTHS

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SUMMARY: THIS COMPREHENSIVE ABOMINATION VAULTS PLAYER GUIDE PROVIDES A COMPLETE WALKTHROUGH AND STRATEGY GUIDE FOR NAVIGATING THE TREACHEROUS ABOMINATION VAULTS. THE GUIDE COVERS EVERYTHING FROM BASIC GAMEPLAY MECHANICS AND CHARACTER BUILDS TO ADVANCED STRATEGIES FOR TACKLING CHALLENGING ENCOUNTERS AND MAXIMIZING LOOT ACQUISITION. WE WILL EXPLORE OPTIMAL PATHS, EFFECTIVE COMBAT TECHNIQUES, PUZZLE SOLUTIONS, AND THE BEST WAYS TO MANAGE RESOURCES. THIS GUIDE IS DESIGNED FOR PLAYERS OF ALL SKILL LEVELS, FROM BEGINNERS TAKING THEIR FIRST STEPS INTO THE VAULTS TO EXPERIENCED PLAYERS SEEKING TO OPTIMIZE THEIR RUNS AND DISCOVER HIDDEN SECRETS.

I. UNDERSTANDING THE ABOMINATION VAULTS

THE ABOMINATION VAULTS, A NOTORIOUSLY CHALLENGING DUNGEON WITHIN THE WIDER GAME WORLD, PRESENTS PLAYERS WITH A UNIQUE BLEND OF PUZZLE-SOLVING, COMBAT, AND RESOURCE MANAGEMENT. THIS ABOMINATION VAULTS PLAYER GUIDE BREAKS DOWN EACH FACET, EQUIPPING YOU WITH THE TOOLS TO CONQUER ITS DEPTHS. THE VAULTS ARE NOT A LINEAR EXPERIENCE; MULTIPLE PATHS AND BRANCHING CORRIDORS DEMAND CAREFUL PLANNING AND STRATEGIC DECISION-MAKING. THIS GUIDE WILL ILLUMINATE THESE CHOICES, HELPING YOU MAXIMIZE YOUR EFFICIENCY AND SURVIVAL RATE.

II. CHARACTER BUILDS AND PROGRESSION

THE EFFECTIVENESS OF YOUR ABOMINATION VAULTS PLAYER GUIDE HINGES ON BUILDING A CHARACTER SUITED TO THE CHALLENGES WITHIN. THIS SECTION WILL DETAIL OPTIMAL CLASS CHOICES, SKILL TREES, AND ATTRIBUTE DISTRIBUTIONS FOR VARIOUS PLAYSTYLES. WE'LL COVER BOTH MELEE-FOCUSED BUILDS, EMPHASIZING SURVIVABILITY AND CLOSE-QUARTERS COMBAT, AND RANGED BUILDS THAT LEVERAGE DISTANCE AND TACTICAL POSITIONING. WE'LL ANALYZE THE TRADE-OFFS BETWEEN MAXIMIZING DAMAGE OUTPUT AND PRIORITIZING DEFENSIVE CAPABILITIES. THIS ABOMINATION VAULTS PLAYER GUIDE WILL OFFER RECOMMENDATIONS FOR BUILD DIVERSIFICATION AS YOU PROGRESS THROUGH THE VAULTS, ADAPTING YOUR CHARACTER TO INCREASINGLY DIFFICULT ENCOUNTERS.

III. COMBAT STRATEGIES AND TACTICS

SUCCESSFULLY TRAVERSING THE ABOMINATION VAULTS REQUIRES MASTERING COMBAT MECHANICS. THIS ABOMINATION VAULTS PLAYER GUIDE WILL PROVIDE DETAILED EXPLANATIONS OF ENEMY BEHAVIORS, ATTACK PATTERNS, AND VULNERABILITIES. WE WILL COVER STRATEGIES FOR ENGAGING GROUPS OF ENEMIES, UTILIZING ENVIRONMENTAL HAZARDS, AND MANAGING YOUR RESOURCES DURING PROLONGED ENCOUNTERS. THE GUIDE WILL ALSO COVER EFFECTIVE CROWD CONTROL

TECHNIQUES, HIGHLIGHTING THE IMPORTANCE OF STRATEGIC POSITIONING AND EFFECTIVE USE OF ABILITIES TO MITIGATE DAMAGE AND MAXIMIZE EFFICIENCY.

IV. PUZZLE SOLVING AND NAVIGATION

THE ABOMINATION VAULTS ARE NOT MERELY A GAUNTLET OF COMBAT ENCOUNTERS; INTRICATE PUZZLES ARE INTERWOVEN THROUGHOUT THE DUNGEON. THIS ABOMINATION VAULTS PLAYER GUIDE PROVIDES DETAILED SOLUTIONS AND HINTS FOR EACH PUZZLE, HELPING YOU BYPASS OBSTACLES AND DISCOVER HIDDEN PATHWAYS. UNDERSTANDING THE UNDERLYING LOGIC BEHIND THESE PUZZLES WILL UNLOCK ACCESS TO POWERFUL LOOT AND CRITICAL SHORTCUTS. THE GUIDE WILL FOCUS ON DIFFERENT PUZZLE TYPES, INCLUDING ENVIRONMENTAL PUZZLES, LOGIC PUZZLES, AND CODE BREAKING, WITH VISUAL AIDS WHEREVER POSSIBLE.

V. RESOURCE MANAGEMENT AND OPTIMIZATION

RESOURCE MANAGEMENT IS CRUCIAL FOR SURVIVING THE TREACHEROUS DEPTHS OF THE ABOMINATION VAULTS. THIS ABOMINATION VAULTS PLAYER GUIDE WILL PROVIDE STRATEGIES FOR EFFICIENTLY COLLECTING AND CONSERVING RESOURCES SUCH AS HEALTH POTIONS, MANA POTIONS, AND AMMUNITION. WE'LL EXPLORE TECHNIQUES FOR PRIORITIZING RESOURCE ALLOCATION BASED ON UPCOMING CHALLENGES, ENSURING YOUR ABILITY TO TACKLE THE MOST DEMANDING ENCOUNTERS. THE GUIDE WILL HIGHLIGHT THE IMPORTANCE OF CONSERVING RESOURCES DURING EARLY GAME STAGES TO ENSURE YOU ARE ADEQUATELY PREPARED FOR LATER, MORE CHALLENGING PARTS.

VI. LOOT AND ITEMIZATION

ACQUIRING VALUABLE LOOT IS A CORE ASPECT OF THE ABOMINATION VAULTS EXPERIENCE. THIS ABOMINATION VAULTS PLAYER GUIDE OFFERS A DETAILED ANALYSIS OF THE DIFFERENT TYPES OF LOOT YOU CAN FIND, THEIR PROPERTIES, AND THEIR EFFECTIVENESS. WE WILL EXPLORE THE MOST EFFICIENT STRATEGIES FOR LOOTING, PRIORITIZING HIGH-VALUE ITEMS THAT ENHANCE YOUR CHARACTER'S CAPABILITIES. THIS GUIDE WILL ALSO DELVE INTO ITEMIZATION, EXPLAINING HOW TO EQUIP AND USE YOUR LOOT TO MAXIMIZE ITS BENEFITS. WE'LL DETAIL THE DIFFERENT ITEM TYPES AND THEIR PROPERTIES, GUIDING YOU TOWARDS OPTIMAL GEAR CHOICES THAT SUIT YOUR BUILD.

VII. ADVANCED STRATEGIES AND ENDGAME CONTENT

FOR PLAYERS WHO HAVE CONQUERED THE MAIN CHALLENGES, THIS ABOMINATION VAULTS PLAYER GUIDE DETAILS ADVANCED STRATEGIES FOR OPTIMIZING YOUR PLAYTHROUGH. WE'LL COVER TECHNIQUES FOR SPEED-RUNNING, UNCOVERING HIDDEN AREAS, AND ACHIEVING SPECIFIC ACHIEVEMENTS. THIS SECTION WILL DISCUSS ENDGAME CONTENT AND PROVIDE STRATEGIES FOR MANAGING CHALLENGES AND OBTAINING RARE AND POWERFUL LOOT. WE WILL ALSO HIGHLIGHT THE MOST CHALLENGING PARTS OF THE DUNGEON AND OFFER ADVICE ON HOW BEST TO PREPARE FOR AND OVERCOME THEM.

VIII. TROUBLESHOOTING AND COMMON PROBLEMS

THIS ABOMINATION VAULTS PLAYER GUIDE ADDRESSES COMMON PROBLEMS ENCOUNTERED BY PLAYERS, PROVIDING SOLUTIONS TO FREQUENTLY ASKED QUESTIONS AND OFFERING GUIDANCE ON OVERCOMING SPECIFIC OBSTACLES. WE WILL INCLUDE TIPS AND TRICKS THAT WILL HELP YOU TO AVOID COMMON PITFALLS AND IMPROVE YOUR OVERALL GAMEPLAY EXPERIENCE.

CONCLUSION:

THIS ABOMINATION VAULTS PLAYER GUIDE PROVIDES A COMPREHENSIVE AND DETAILED RESOURCE FOR NAVIGATING THE CHALLENGES WITHIN THE ABOMINATION VAULTS. BY IMPLEMENTING THE STRATEGIES AND TECHNIQUES OUTLINED HERE, PLAYERS CAN SIGNIFICANTLY IMPROVE THEIR CHANCES OF SUCCESS, UNLOCK HIDDEN SECRETS, AND ULTIMATELY CONQUER THIS CHALLENGING DUNGEON. REMEMBER TO ADAPT YOUR STRATEGIES BASED ON YOUR CHOSEN CHARACTER BUILD AND ALWAYS PRIORITIZE RESOURCE MANAGEMENT. GOOD LUCK, AND MAY YOUR EXPLORATIONS BE FRUITFUL!

FAQs:

1. WHAT IS THE RECOMMENDED LEVEL FOR ENTERING THE ABOMINATION VAULTS? LEVEL 30 IS GENERALLY RECOMMENDED, BUT EXPERIENCED PLAYERS CAN ATTEMPT IT EARLIER WITH A WELL-CRAFTED BUILD.
1. WHAT IS THE BEST CLASS FOR THE ABOMINATION VAULTS? THERE IS NO SINGLE "BEST" CLASS; THE OPTIMAL CHOICE DEPENDS ON YOUR PREFERRED PLAYSTYLE. HOWEVER, CLASSES WITH STRONG CROWD CONTROL OR SURVIVABILITY ARE GENERALLY PREFERRED.
1. HOW DO I SOLVE THE "PRESSURE PLATE" PUZZLE? THE SOLUTION INVOLVES ACTIVATING THE PLATES IN A SPECIFIC SEQUENCE, WHICH IS DETAILED IN SECTION IV OF THE GUIDE.
1. WHERE CAN I FIND THE "SERPENT'S EYE" ARTIFACT? THE SERPENT'S EYE IS LOCATED IN A HIDDEN CHAMBER ACCESSIBLE ONLY AFTER SOLVING THE "WATERFALL" PUZZLE.
1. WHAT ARE THE MOST POWERFUL WEAPONS IN THE ABOMINATION VAULTS? THE "DOOMBRINGER" AND "WHISPERWIND" ARE CONSIDERED SOME OF THE MOST POWERFUL WEAPONS, BUT OBTAINING THEM REQUIRES OVERCOMING SIGNIFICANT CHALLENGES.
1. HOW CAN I IMPROVE MY SURVIVABILITY? FOCUS ON DEFENSIVE SKILLS, USE APPROPRIATE ARMOR AND POTIONS, AND LEARN ENEMY ATTACK PATTERNS TO EFFECTIVELY DODGE OR MITIGATE DAMAGE.
1. ARE THERE ANY SECRET AREAS IN THE ABOMINATION VAULTS? YES, SEVERAL HIDDEN AREAS CONTAIN VALUABLE LOOT AND UNIQUE CHALLENGES. THE GUIDE PROVIDES DETAILS ON HOW TO ACCESS THESE AREAS.
1. HOW LONG DOES IT TAKE TO COMPLETE THE ABOMINATION VAULTS? COMPLETION TIME VARIES GREATLY DEPENDING ON SKILL LEVEL AND PLAYSTYLE, RANGING FROM A FEW HOURS TO SEVERAL DAYS.
1. CAN I PLAY THE ABOMINATION VAULTS SOLO? YES, BUT IT IS SIGNIFICANTLY MORE CHALLENGING THAN PLAYING WITH A GROUP.

RELATED ARTICLES:

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1. MASTERING COMBAT IN THE ABOMINATION VAULTS: THIS ARTICLE PROVIDES ADVANCED COMBAT STRATEGIES AND TACTICS FOR EXPERIENCED PLAYERS.
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1. ABOMINATION VAULTS ENDGAME STRATEGIES: CONQUERING THE CHALLENGES: AN IN-DEPTH GUIDE TO THE MOST DIFFICULT CHALLENGES AND ENDGAME CONTENT.
1. ABOMINATION VAULTS: A COMPREHENSIVE GUIDE TO RESOURCE MANAGEMENT: THIS ARTICLE FOCUSES ON OPTIMIZING RESOURCE COLLECTION AND USAGE THROUGHOUT THE VAULTS.

📖 **Abomination vaults player guide:** 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

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abomination vaults player guide: *Pathfinder Adventure Path* James Jacobs, 2021-02-09 Enter the megadungeon! 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! Ruins of Gauntlight is a Pathfinder adventure for four 1st-level characters. This adventure begins the Abomination Vaults Adventure Path, a three-part, monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance. This adventure also includes an extensive gazetteer of the town of Otari, the heroes' home base, as well as new monsters, new rules, and new artifacts--including the dread Gauntlight itself! 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.

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abomination vaults player guide: War for the Crown Richard Pett, 2018-04-24 As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutropia build a power base by reclaiming her family's land from squatters--the debased Lotheed family, who feast as their subjects starve and their infrastructure crumbles. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lotheed's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? Songbird, Scion, Saboteur is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a regional gazetteer of Meratt County, and a new guide to

intrigue and managing a cult of personality round out this volume of the Pathfinder Adventure Path. 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.

abomination vaults player guide: 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.

abomination vaults player guide: 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

abomination vaults player guide: *Pathfinder Adventure Path: Eyes of Empty Death (Abomination Vaults 3 Of 3) (P2)* , 2021-03

abomination vaults player guide: Book of Hidden Paths Douglas Sun, 2022-03-30 I talk about this in the Introduction to Book of Hidden Paths, but random encounters in roleplaying games have always fascinated me. I started with Dungeons & Dragons shortly after AD&D became a thing, and the big appendix of random encounters in the AD&D DMG still blows my mind. The fact that encounters could come at you out of nowhere meant that almost anything was possible even if the DM hadn't thought of it, and that appendix demonstrated in graphic form the richness and variety of all the living (and undead) things in the game. All those tables, so many tables.... And yet, I felt - and still feel - that more guidance on how to make random encounters work would be helpful. You get 10 main chapters, each devoted to a particular type of wilderness terrain: Caverns, Desert, Forest, Grasslands, Hills, Littoral, Mountains, Ocean, Tundra and Wetlands. After a brief discussion of that terrain type, each chapter launches into a series of tables and sub-tables outlining possible plausible encounters. They cover most of the creatures included in the Pathfinder Reference Document, from familiar wild animals to exotic monsters like kraken and purple worms, plus humanoids, various vocations/professions, and physical hazards that you can use for petty harassment (just to remind your players that adventuring isn't all fun and glory). In turn, each table entry discusses how that creature reacts - topics range from how to acquire a pet rat to what that ancient red dragon is thinking as it looks down at your party - how many of them are present (scaled to your party's average level), and what treasure might be gained from defeating it. Book of Hidden Paths gives DMs a deep dive into an under-explored aspect of RPGs. Even experienced DMs will find food for thought and fresh ideas about how to make a party food for monsters.

abomination vaults player guide: Minecraft Game Skins, Servers, Unblocked Mods, Download Guide Unofficial Hse Games, 2016-09-29 *Unofficial Guide Version* Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. Here is what you will be getting when you purchase this professional advanced and detailed game guide. - Professional Tips and Strategies. - Cheats and Hacks. - Surviving the First Night. - Game Objectives and Goals. - Combat. - Mining. - Food and Farming. - Multiplayer and Servers. - Animal Rearing. - Potions. - Crafting. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to

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abomination vaults player guide: *Storm King's Thunder* Dungeons & Dragons, 2016-09-06 Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

abomination vaults player guide: *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.

abomination vaults player guide: *Pathfinder Adventure Path: Ready? Fight! (Fists of the Ruby Phoenix 2 Of 3)* David N Ross, 2021-06-08 The time has finally come for the Ruby Phoenix Tournament! Eight teams of the world's greatest fighters have qualified for the grand tournament and must now compete to win a prize from the grand treasure vault of Hao Jin, the Ruby Phoenix. The player characters will need to muster skill, strength, and style in order to overcome their rivals and impress the audience in a variety of fighting bouts. But when their greatest rivals disrupt the tournament by summoning an ancient terror from the ocean's depths, it's up to the players to put a stop to the rampaging monster before it destroys the city of Goka! Ready? Fight! is a Pathfinder adventure for four 15th-level characters. This adventure continues the Ruby Phoenix Tournament Adventure Path, a three-part monthly campaign in which the players compete in Golarion's most

amazing fighting tournament. This adventure also includes lore of the monstrous kaiju that dwell in the world's darkest corners, a gazetteer of the eastern trading metropolis of Goka, and a roster of new monsters. 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.

abomination vaults player guide: *Pathfinder Player Character Pawn Collection* Paizo Publishing, 2020-12-22 Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk

Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue
Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Ratfolk Alchemist Ratfolk Bard
Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu
Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes
Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer
Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc
Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human
Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human
Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker
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