

# November 2024: Core+ Vote

The vote starts on Sunday, November 10th.

The vote ends on Sunday, November 17th.

It will be a ranked choice poll, held in the [Team+ Discord Server](#).

The winning book will be released in August 2025.

**NOTHING HERE IS FINAL.** These are all pitches, and none have been tested yet, and they will undergo very strenuous testing before they're published. You have the Team+ promise that everything we release will be finely, finely balanced.

## ANCESTRIES+

Expansions to a selection of ancestries, as voted by you if it wins. Expect dozens of new ancestry feats and potentially a few ancestry-based archetypes based on a particular ancestry's culture, like an archetype for orc warcasters or tengu sailors.

- A huge variety of perspectives, with each ancestry being written by a different author—everyone who writes an ancestry will be someone who loves that ancestry to pieces. You want more goloma content? We'll find a writer expressly interested in playing more goloma. We'll also set aside portions of the vote to make sure some popular ancestries get some love, and some really obscure ones get some too.
- Also featuring new versatile heritage, like mighty giantkin, whimsical siofra (touched by the first world) and expansions to the mixed heritage rules, with additional lore and rules to make common ones stand out. Let's hear more about half-dwarves! What's up with goblinspawn? Can we hear a little about the culture surrounding a leshyseed? Each will have "common" names like the above, and fantasy names derived from old languages, like "nori" for half-dwarves derived from the mythological poem, Vqluspá.
- The Dwimmer ancestry! A brand new ancestry for a spell that was given life. Maybe you were an illusion spell that somehow stuck around; maybe you were originally a fire spell to keep a pot boiling, but you've grown sapience and decided to leave your stove behind (or take it with you). Maybe you're the lightning bolt that blasted through the twisted heart of an evil lich, and his magic congealed you, and now you've got a form of your own. They can look like anything from a strangely shiny person to an adorable, tiny personification of a spell to a being that's vaguely humanoid but is obviously a magical effect. A team+ first!

## ADVENTURES+

An expansion to a number of Pathfinder Adventure Paths, as voted on by you if it wins. Advice on how Extinction Curse could be a grand tour of Kortos that keeps circusing it up throughout,

revising Edgewatch to include Kobold Unions, statblocks for the other 31 teams of Ruby Phoenix and more. Additionally, Adventures+ will include a spoiler-free player book with new archetypes, new spells, new player options and backgrounds that directly link paths with particular plot-relevant NPCs that hook players directly into the story.

- Extra bosses, enemies and quests, based on adventure paths but useable in any game. You might get anything from an additional final boss oft-requested for Gatewalkers with ways to tackle at different levels, you might go hand-to-hand with an avatar of a dread god in a campaign where its cultists are prominent like Abomination Vaults or Edgewatch, or hell, you might just find certain brand-new plot hooks based on a particular AP but useable in homebrew too. Battle against a clockwork castle and its mad king as you cut out a quest you didn't love from Outlaws of Alkenstar, or pick up a side quest in Strength of Thousands where you must save your fellow students from a malevolent trickster spirit they accidentally unleashed. Plug and play for home games *will* be heavily emphasized!
- Class options, class options, class options! We'll ensure each AP gets a selection of class options so the whole party could feasibly take some. For example, Season of Ghosts might include a shrine maiden cleric, a ghostly seer psychic, a traveling sage animist or an insolent youth rogue. Each of these also comes with a mini-plot hook that ties into the AP itself, but can be used in any games at home. If you're playing a dungeon crawl game, you'll surely appreciate having a torchlighter fighter from Abomination Vaults or a treasure hunter ranger from Sky King's Tomb. Each AP becomes more than just an AP, but a thematic goodybag of extra class options for all your class needs.

## ARCHETYPES+ VOLUME II

A continuation of Archetypes+, expanding on dozens more archetypes and adding brand new ones just as its predecessor did. Focused on giving new and shiny options to under-loved archetypes, as voted on by you if it wins!

- Archetypes, archetypes, archetypes! Just a tonne of expanded archetypes to continue our job to expand all archetypes to level all the way to level 20 with Free Archetype rules. While the options will be voted on by you, Fam+, you might reasonably expect to see options like Wrestler or Mauler. We'll even give you the option to add a "super vote" to a particular archetype, saying you, personally, really really REALLY want this one, giving it a chance to win even if it got low votes otherwise.
- Brand new archetypes like the Student archetype, for pages of great knights or understudies of great wizards, allowing you to have a unique relationship with another PC and get great bonuses from them. Other pitches for ideas include a dragon slayer, or a dancer.
- MORE! MYTHIC! DESTINIES! Play *high goddamn level* archetypes that allow you to shape the world, like the Biblophage, a guardian of forbidden knowledge who writes books with knowledge so rare they melt the minds of the less learned, or Trickster, for bringing *unlimited, silly chaos* to rain down on your— flamingos?! Where did these flamingos come from? Trickster, did you just turn all your enemies into flamingos?

- We'll aim to nearly double the existing amount of Mythic Destinies to give even more customization to your games with mythic rules (and, of course, to reward high level play in general). We may look at expanding the existing mythic destinies too!

## DUNGEONS+

Expand your dungeons with a tonne of new rules. New traps, new haunts, new monsters and new rules like expanded exploration rules or patrolling monsters. Also including the biggest new feature, the Dungeoneer class, a dweller of the underground who knows how to explore the depths greater than any other hero. The first Team+ original class.

- Tony's pitch for the class was that "Dungeoneer will be a class focused on battle field manipulation and engagement, mitigating downsides of the environment or enemies, and essentially spending rounds setting up a "dominion" for them to engage with. Almost like an inverse Commander, but instead of interacting with tactics, you're interacting with area control and manipulation.". Expect a juicy multiclass archetype a la Investigator that gets some (but not all!) of Dungeoneer's sweet goodies.
- Expanded alternatives to classic dungeon crawls, like hexploration rule expansions (what is a hexploration but a really, really big dungeon crawl on the surface?) or depthcrawling, a variant dungeon rule where there's no map and the walls are always shifting. Outcomes are procedurally generated and you never, ever know what's around the corner. We'll even include rules with how to replace existing dungeon crawls with depthcrawls if you need a break, including ways to find plot important rooms before you leave the dungeon successfully.
- When we say new monsters, people ask if we mean new individual monsters for existing creature types, new creature types in general, or templates. We respond with "¿Por qué no los tres?" Dungeons+ will include all of these options, and keep it vanilla+. Expect things that fit into the world of Golarion seamlessly— weird, but in the right way. Scary, but in a familiar manner. *Absolutely awesome to fight against*, regardless of your campaign.

## HORROR+

Expand the paths of the undead ancestries in Book of the Dead and bring a tonne of new ones in. Expect variant vampires, expanded zombies, and new faces like dullahans, siabrae or graveknights.

- Now including extra rules for non-undead options, like expanded fleshwarps, new options for the werewolf or living vessel archetype, lots of fun necromancy, and a new mortic ancestry for all your half-dead needs.
- GM facing rules like more scary monsters that'll fit horror games specifically, like Star-Things that grimly assimilate and impersonate friendly NPCs to mount up the paranoia, or Statues-That-Sprint, statues that do terrifying damage, but won't... so long as you keep looking at them.
- Ways to really expand your horror adventures, like new haunts, phantasms (minor haunts meant to frighten and chip away at PCs rather than present combat, as

presented in Malevolence), a stress system (free of ableist tropes but still good at portraying the creeping terror overcoming your pcs), and of course...

- Horror Mode, a terrifying subsystem that gradually increases the chances of critical failure the longer you stay in it, and each critical failure bringing more bone-chilling problems to your doorstep. Inspired by Monte Cook's Magnus Archives TTRPG and balanced to not derail combat. *Scare* your PCs in a way that most TTRPGs just can't. Slowly turn up the pressure and make escape more and more impossible. Use terrifying creatures not just for combat that'll wipe them out, they can't hope to overcome in battle alone. Nat 2s begin to count as Nat 1s, and if you roll either, Horror Mode's counter increases. Then, Nat 3s count as Nat 1s too. Then Nat 4s. Will you get out of the situation before doom swallows you whole?!

## KINGDOMS+

A book all about home bases, whether it's a castle you live in or the nation you rule. Rules for growing towns like Otari or Sandpoint as you continue to adventure there, events that can happen in your home or your nation, and everything from kingdom building to house building.

- Alternate kingdom building rules, of course— but also, more granular variants, in case you want to focus on building a town, building a home, or even just building a room that you stay in. Varies in scale from colossal politics between countries that you rule in a Civ V-like titan you then get to explore to much smaller, cosier experience where you get a nice bonus for mounting the head of that dragon you killed on the wall.
- Social systems! More drinking rules, rules for dancing, festivals and mini-games!
- Want to run your own store? Kingdoms+ provides, and gives you ways to run whole campaigns around having a store and needing to go out adventuring to resupply it. We're out of the special beans that we use to run our medieval coffee shop... we have to venture into the drakelands and hope the dragon doesn't catch us!
- It's not like you guys *want* dating simulator rules to chart out relationships with multiple NPCs, and get rewards based on the NPC type and the nature of your relationship (like a rivalry with a shopkeeper, a friendship with a dragon, or a love affair with a widower!)... b-baka...

## MAGIC+

A tonne of variant rules for magic, including alternatives to vanician casting, variant summoning rules and action-variant spells, like powered down fireballs for one action or powered up fireballs for three actions. Also, expect some new spells, magic items and similar treats.

- A **mysterious celebrity writer**(!) on the book, creating a “non-Vancian system for casters to use existing spells all day long balanced by encounter tempo rather than daily resources”. Trust us when we say, this would be in the hands of a *pro* as far as creating this option goes. It'd also be able to be slotted into existing monsters and NPCs hassle-free, so no pressure on the GM to remake the game like you might with rules like Proficiency Without Level or True Names.

- Action variant spells are confirmed to be guidelines for *all* spells, not a handpicked few, so you don't have to worry about the big shiny spells getting all the love while your underused iconic spell is left in the dust.
- Variant chassis for individual classes based on their spellcasting; a wizard's spellcasting rules might be different to a sorcerer's, an oracle's to a cleric, a bard to a witch. Ways to make each spellcasting class feel totally unique in the way they even access the spells at their holding, varying the feel of each class dramatically.
- In the words of Tony... "And you think kill vancian is all we'd do? Magic shall be bore down to its core and reconstructed in the image of ✚". Expect us to have dozens of more ideas and variants to squish and remake magic into something that fits *your* table, whether you're looking for kineticist-like blasters or spheres of power style tracking sheets.