

Pathfinder 2e Remaster game with Ben - Info

Big changes to remaster rules:

- Ability scores have been replaced with attribute modifiers. Attribute boost and flaws now raise or lower the modifier by 1 directly. After reaching a modifier of +4, it takes two boosts (recorded as partial boosts) to raise the modifier further.
- Alignments have been replaced with edicts (things your code or ethics encourages you to do) and anathemas (things that are contrary to your personal code or philosophy). Some classes have built in edicts and anathemas, but I'm encouraging everyone to pick at least one of each.
- There have been updates for classes and class feats, some more than others. A few example changes include bards and rogues getting all martial weapons, druids no longer hating metal armor, and wizards getting all simple weapons.
- Spell levels are now called ranks. Spell schools are gone completely. It's now possible to regain all your focus points between battles but it still takes ten minutes of refocusing for each point. Lots of spells have been changed, too.

We will try to use remastered classes, feats, and spells if available, but legacy content should be compatible (check with the DM first, though).

An overview of character creation can be found here:

<https://2e.aonprd.com/Rules.aspx?ID=2027&Redirected=1>

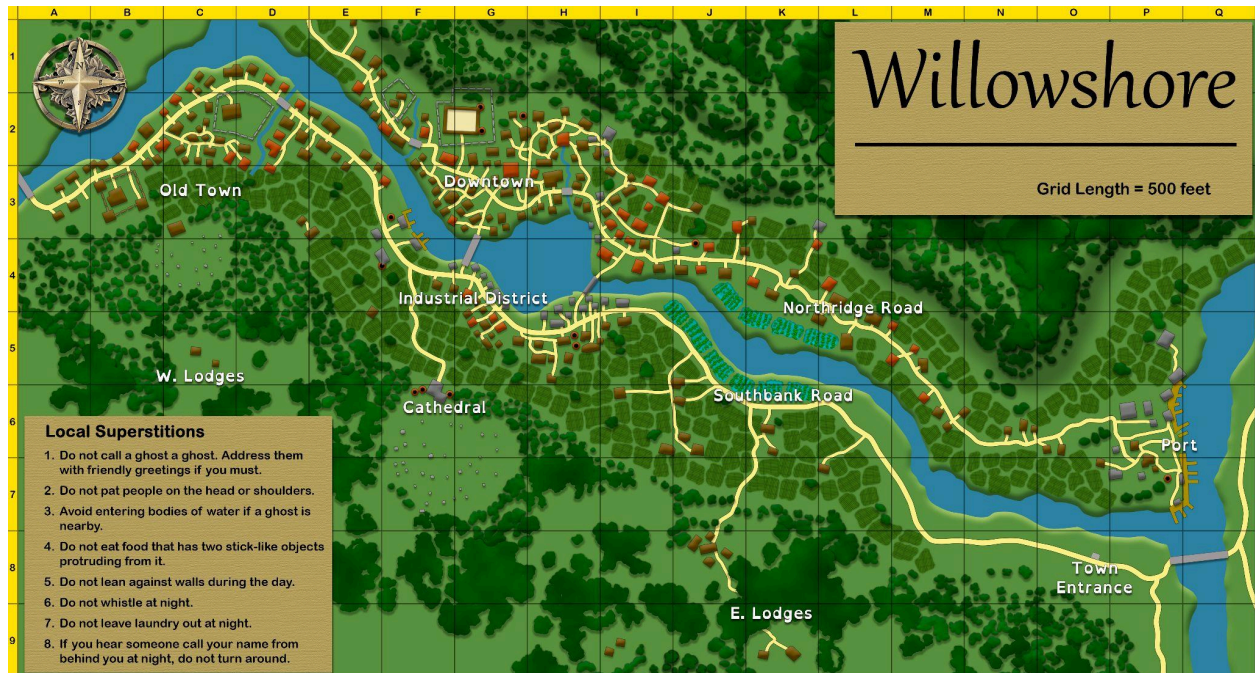
The adventure will be taking place in Shenmen, a central region in the Dragon Empires. It features spooky elements of fantasy Asian culture. The PCs will be residents of a small village, but you can choose to be natives or relative newcomers as you wish.

You can get the Season of Ghosts players guide here for background information, character suggestions (ignoring the part about alignments), optional backgrounds, et cetera here:

https://downloads.paizo.com/SeasonofGhosts_PlayersGuide.pdf

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Willowshore Neighborhoods



Old Town

The oldest part of town is home to the Matsuki estate, the Thrice-Blessed Inn, Willowshore stables, Eternal Blaze ironworks, and the shrine of Abadar among various homes and farms.

Industrial District

The home of the town's milling houses along the river and various businesses focused on making local goods, including a paper mill, distillery, and tannery. South of the industrial district is the Cathedral of Pharama and the town's main graveyard, while the Nine Ear Shrine lies nestled amid the farmland just to the east.

Silvermist Lodges

Small groups of hunting lodges stand in the woods on the outskirts south of town in two locations.

Downtown

The densest and busiest part of town, the downtown area is home to the Governor's estate, the barracks, a public theater stage, and many homes and businesses. Mercantile Street runs along the east side of the area. Local shops include the general store, bathhouse, the Cerulean Teahouse, Leshy's Saloon, and the local law office.

Port

The east end of town is the location of the docks, fisheries, warehouses, and the local trade company—the Ceiba-Duyue exchange.