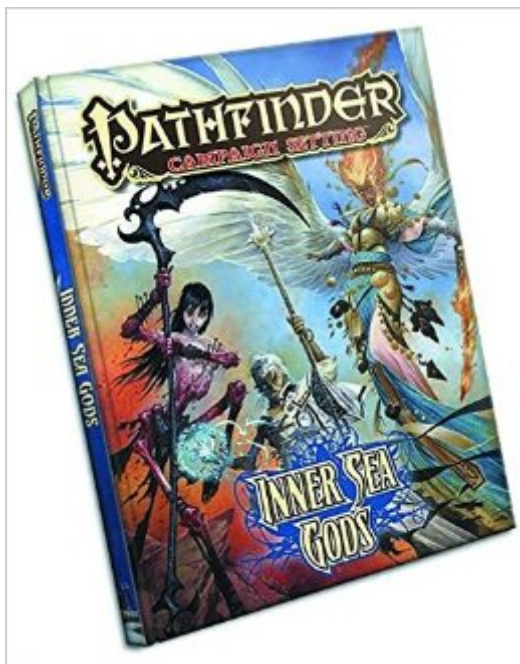


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Pathfinder Campaign Setting: Inner Sea Gods



Synopsis

Put your faith in any of dozens of awe-inspiring deities with Pathfinder Campaign Setting: Inner Sea Gods. This 300-page hardcover details the chief gods and goddesses of Golarion; hundreds of extraordinary demigods, the histories, dogmas, rituals, and secrets of faiths both righteous and profane, and much, much more. New prestige classes, subdomains, and spells empower characters to be champions of their deities, while dozens of new traits, feats, magic items, and more unlock the power of the gods for characters of every class. Or unleash legions of otherworldly enemies and allies on your game, from mighty divine servants to the unstoppable heralds of each deity. Make the power of the gods your own and bring the religions of Golarion to life with Pathfinder Campaign Setting: Inner Sea Gods!

Book Information

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Customer Reviews

This book isn't exactly what I expected, but overall I think Paizo did a great job with it. I was picturing a book that was carved into gigantic sections for each of the main deities (and possibly some choice other gods), and within those chapters you would get the full-throttle version of each, including some monsters, hierarchy, maybe some nice plot hooks, locations, specific feats, spells and items. If your party was at odds with a particular god worshiping cult, then that was the chapter to solve all of your GM problems! That's not quite what you get here. It does have a lot of that, but spread out a bit different. Also note, that this book definitely pulls together quite a bit of info that is in other books, but it does it pretty well and I think it's worth it to have the complete resource campaign setting book for inspiration. The rest of this review is written with the understanding that not all the

info is brand new. Here's a couple important points: 1. The main deities are given nice long entries along with some new mechanics for obedience, boons and variant spell casting. There's also (anti)Paladin codes for those gods that support them and some general guidance on how dedicated priests of each god should act. I think this is helpful to give inspiration and motivation from a story perspective. Framework like this makes it a lot of fun for a GM like me who sometimes just can't decide on NPC stuff. The feats - at least the deity specific ones - seem fairly well done to me despite what I've seen other reviewers say, and I really appreciate this as well. I'm a fan of flavor driven content, and any character options that make you feel like your PC is a hardcore follower of a god helps, IMO. 2.

I finished reading this book a while ago, and have been chewing over how to rate it. It's a real mixed bag, so I'll break it down by pros and cons: Pros: -It contains information valuable for every GM in Pathfinder, and roleplaying information that should basically be mandatory reading for every player of a divine character in the game. It contains all the paladin/anti-paladin creeds, the tenets of each faith, tons of fluff on festival days, common sayings, and a list of outsiders that can be used for planar ally spells. -It has an amazing, amazing amount of crunch to it. If you're thinking about choosing a god in Pathfinder, you've now got hundreds of pages of spells, obediences, feats, traits, prestige classes, and magic items to wade through. I like books with a lot of crunchy bits, and this book is crunchier than a Snickers Bar. -It has a mini-bestiary in the back, which gives you two monsters associated with each god, one high level (CR 15 or so) and one low level (CR 5 or so). So when your players loot a temple, you've now got a quick reference for which monsters to send after them. The bestiary is also super useful for Sacred Servants and other people who use Planar Ally spells. Cons: -A fair bit of it is a reprint of material found elsewhere. That said, it's nice having it all under one cover. -The organization is a bit wonky. Some parts are sorted by god, other parts are sorted by category. It would have been nice to have had the book all sorted one or the other. -And here's my biggest issue with the book: Deific Obediences are just stupid. It's a feat for 3rd level characters that doesn't give a major benefit until 16th level. It gives a minor benefit when you take it, and another minor benefit at 12th, but no major benefit until 16th.

Originally posted at www.throatpunchgames.com, a new idea everyday! Product- Pathfinder Campaign Setting: Inner Sea Gods Producer- Paizo System- Pathfinder Price- ~\$30 at http://smile.com/Pathfinder-Campaign-Setting-Inner-Gods/dp/1601255977/ref=sr_1_1?ie=UTF8&qid=1404137191&sr=8-1&keywords=Pathfinder+Campaign+Setting+Inner+Sea+gods TL; DR- If you

want to know about the main Golarion gods, get this book. 90%Basics- Inner Sea Gods is the first hard cover book discussing Golarion in a long time from Paizo, and as the name suggests, it focuses on the gods of the inner sea region. Chapter one discusses the big 20-the top gods of the setting. Each god gets a few pages discussing important stats for this god and prestige classes for characters of this god, the gods beliefs, the priesthood, the church, temples and shrines, a priest's role in the world, how adventures see the god, clothing of worshipers, holy texts, holidays, aphorisms, relations between religions, the gods realm, planar allies, and a sidebar for characters of this god for different items, archetypes and character options. Each god also gets a picture of a worshiper and the god itself. After the main deities' chapter, the second string of deities gets a chapter with each deity getting half a page followed by a section on race specific pantheons. Next is a chapter on character options including three new prestige classes, feats, traits, domains spells, and items. The book finishes with new monsters and quick stat tables on the gods. Theme or fluff- I liked and didn't like this one. What was here was great, but what wasn't was what really made this disappointing. The first chapter of the book is amazing!

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