Pathfinder 2e

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Start Here

We're still working on things, come back later and there will be more information here.

CHIMERA is working on converting the Iroe pantheon to Pathfinder 2e, since deities have a lot of mechanical importance in the system.

Here's the SRD: https://2e.aonprd.com/. We're using Remaster rules.

For ancestries, any common Ancestries work, except maybe Leshy. Catfolk from the uncommon ancestries are also pretty common in Iroe. For Ghuls, I think stat-wise they're likely to either be ruled as Hobgoblins or Kholo, but I haven't investigated too much. For any of the other ancestries, talk to your GM; we can always add more races to the world of Iroe.

Common classes are all fine. Uncommon classes are on a per-GM basis, but as a rough guideline: Gunslinger shouldn't be a thing until after 4097 NA8. Inventors are generally fine past the 4000s, and will probably have connections to the Dustbowl Alliance.

Pantheon

In Pathfinder, dieties have a lot of mechanical impact. Mechanics for dieties:

- Cyvena (Diety)
- Avdohr (Diety)

Monster Conversions

"Religious" Entities

- "Demons" -> Svraksi
- "Devils" -> Yorn
- "Celestials" -> Hasn't come up yet, but they're definitely not actual angels, just like Svraksi aren't actual demons and Yorn aren't actual devils.

Cyvena (Diety Mechanics)

Intro

- Name: Cyvena
- Heritage: Made of the First Serpent of Immortality and the essence of Zatis
- Description: Goddess of the Sky, Immortality, Fertility, Sailors, and Navigation. Worshipped often by elves and by those threatened by the sea
- Edicts:
  - Respect creatures capable of natural flight
  - Forge a lasting legacy
  - Always help a pregnant woman, especially to give birth
  - Be well groomed
- Anathema: go without seeing the sky for more than a week; use dark magic to extend your lifespan; get an abortion
- Religious Symbol: a star
- Sacred Animal: falcon
- Sacred Color(s): black and cyan
- Alignment: neutral good

Devotee Benefits

- Divine Attribute: Intelligence or Charisma
- Divine Font: harm or heal
- Divine Sanctification: can be Holy
- Divine Skill: Diplomacy
- Favored Weapon: starknife
- Domains: Air, Passion, Family, Travel
- Alternate Domains: Protection, Immortality, Star
- Cleric Spells: 1st: charm, 3rd: wall of wind, 6th: teleport

Divine Intercession

- Minor Boon: Cyvena grants her guidance while at sea. You are under the constant effects of *know the way* and become trained in Sailing Lore (or another Lore skill if you're already trained in Sailing Lore).
- Moderate Boon: A fly Speed, Cyvena casts Lashunta's Life Bubble on you if you ever start drowning, up to once every 24 hours
- Major Boon: Cyvena has blessed you with their wind in your stride. You gain a +30-foot status bonus to your Speeds, and you gain a fly Speed equal to your land Speed.
- Moderate Curse: Infertility
- Minor Curse: Every time you make a ranged attack, it counts as making it in windy conditions
- Major Curse: The stars themselves rebuke you for your ways. You are sickened 4 and slowed 1 whenever you are exposed to starlight.

Avdohr (Deity Mechanics)

Intro

- Name: Avdohr
- Heritage: Made from the First Serpent of Deceit and the essence of Rovton
- Description: God of the Oceans/Deceit
- Edicts: often kill your enemies by drowning them, sacrifice some treasures to the depths of the ocean, lie for fun of it
- Anathema: use magic to calm the sea, ascetism, be dehydrated habitually
- Religious Symbol: octopus
- Sacred Animal: octopus
- Sacred Color(s): navy blue and gray
- Alignment: Chaotic Evil

Devotee Benefits

- Divine Attribute: Charisma
- Divine Font: harm
- Divine Sanctification: Unholy
- Divine Skill: Deception
- Favored Weapon: dagger
- Domains: Water, Trickery, Tyranny, Indulgence
- Alternate Domains:
- Cleric Spells: 1st: hydraulic push, 4th: suggestion, 5th: control water

Divine Intercession

- Minor Boon: Avdohr smiles on the riskiest deceptions. Once, when you roll a failure on a check to Lie, you get a critical success instead. Avdohr typically grants this boon for an extremely consequential lie.
- Moderate Boon: Avdohr casts Domora's Defense on you up to once a week, at GMs discretion when (if Avdohr really likes the person it'll be convenient, otherwise, just at funny times unless it would be detrimental to the character)

- Major Boon: You can breath underwater, you gain a +2 circumstance bonus to Deception checks
- Minor Curse: Avdohr allows swindlers to get the better of you. Whenever you Earn Income, you earn money as if the task were 2 levels lower due to theft, loss, or bad fortune.
- Moderate Curse: You forget how to swim. You can relearn, but if you do, you will forget again every 7 days.
- Major Curse: You cannot hold your breath for any duration

Katia (Deity Mechanics)

Intro

- Name: Katia
- Heritage: Daughter of Cyvena and Khazthos
- Description: Goddess of Craftsmanship
- Edicts: craft your ideas into reality, encourage stability and innovation, perfect a craft or trade
- Anathema: craft shoddy or unsafe work, mistreat your tools, pass by a beggar without giving alms
- Religious Symbol: hammer
- Sacred Animal: ants and termites
- Sacred Color(s): brown and red
- Month: Haqahs
- Bug: ants and termites
- Alignment:
- Sacred Fruit:

Devotee Benefits

- Divine Attribute: Intelligence
- Divine Font: harm or heal
- Divine Sanctification: can be either
- Divine Skill: Crafting
- Favored Weapon: Gnome Hooked Hammer
- Domains: Creation, Perfection, Knowledge, Passion
- Alternate Domains: Wealth, Confidence, Cities
- Cleric Spells: 1st: ant haul, 2nd: humanoid form, 6th: wall of metal

Divine Intercession

- Minor Boon:
- Moderate Boon:
- Major Boon:

- Minor Curse:
- Moderate Curse:
- Major Curse:

Modis (Deity Mechanics)

Intro

- Name: Modis
- Heritage: Made of the First Serpent of Healing and the essence of Ebium
- Description: God of Earth/Healing/Nature/Fire. Built like Zeus from Hades, looks about 50, wears more modest clothing. Loose green robe, like an earthbender. Beard made of fire. healing fire. alternative healing vines. mildly traditional. Fevers.
- Edicts: use natural resources sustainably, especially underground; heal those who need it; help your allies in the face of fear
- Anathema: introduce invasive species; allow a natural disaster to destroy a community with no survivors; leave allies unwillingly behind
- Religious Symbol: eternally burning pine tree
- Sacred Animal: all of them?
- Sacred Color(s): green, red
- Month: Jitoh
- Bug: Ladybug
- Alignment:
- Sacred Fruit:

Devotee Benefits

- Divine Attribute: Wisdom
- Divine Font: heal
- Divine Sanctification: Holy
- Divine Skill: Medicine
- Favored Weapon: pick
- Domains: Earth, Healing, Nature, Fire
- Alternate Domains:
- Cleric Spells: 2nd: False Vitality, 4th: Creation, 8th: Burning Blossoms

Divine Intercession

- Minor Boon: +2 circumstance bonus against fear effects
- Moderate Boon:
- Major Boon:
- Minor Curse:
- Moderate Curse:
- Major Curse:

Thaaldina (Deity Mechanics)

Intro

- Name: Thaaldina
- Heritage: Daughter of Netesis and Dradea
- Description: Goddess of Cold and Undeath
- Edicts: preserve what is good; don't let a weak gut stop you; reduce, reuse, recycle
- Anathema: consider the undead inherently evil; destroy neutral undead; completely warm up a cold area
- Religious Symbol: upside down triangle
- Sacred Animal: snowy owl
- Sacred Color(s): white, light blue
- Month: None
- Bug: None
- Alignment: chaotic neutral
- Sacred Fruit:

Devotee Benefits

- Divine Attribute: Constitution or Wisdom
- Divine Font: harm
- Divine Sanctification: Unholy
- Divine Skill: Nature
- Favored Weapon: spear
- Domains: Nature, Cold, Undeath, Death
- Alternate Domains:
- Cleric Spells: 1st: Grim Tendrils, 3rd: Slow, 5th: Howling Blizzard

Divine Intercession

- Minor Boon: +2 circumstance bonus against fear effects
- Moderate Boon:
- Major Boon:

- Minor Curse:
- Moderate Curse:
- Major Curse:

Branja (Deity Mechanics)

Intro

- Name: Branja
- Heritage: Made of the Third Serpent of Death and the Third Serpent of Healing
- Description: Goddess of Hunting, Seasons, Decay, and Dragons
- Edicts: respect your prey; respect dragons, even in combat; befriend the lonely
- Anathema: don't waste the resources from your hunt; don't wear seasonal decorations out of season; do not delay natural death
- Religious Symbol: a dragon
- Sacred Animal: dragon
- Sacred Color(s): orange, blue, green
- Alignment:
- Sacred Fruit:

Devotee Benefits

- Divine Attribute: Dexterity or Wisdom
- Divine Font: harm or heal
- Divine Sanctification: none
- Divine Skill: Survival
- Favored Weapon: shortbow
- Domains: Nature, Luck, Trickery, Family
- Alternate Domains: Decay, Dragon
- Cleric Spells: 2nd: invisibility, 4th: life-draining roots, 6th: unfettered pack

Divine Intercession

- Minor Boon:
- Moderate Boon:
- Major Boon:
- Minor Curse:
- Moderate Curse:
- Major Curse: