



The Premise

Your characters have been summoned to the town by an old friend. During the campaign you will explore the town of the Otari and the surrounding area, including the mysteries of Gauntlight Keep and the lighthouse there.

The Purpose

The intent is to combine and play through the Pathfinder 2e Beginner's Box scenario – *Menace Under Otari*, as well the module *Trouble in Otari*, and the adventure path *Abomination Vaults*, also set near the town of Otari. This will comprise a complete level 1-11 campaign.

The goals are to have fun and see if PF2 is a game we like or if it's something I can remove from the my shelves permanently. The material is all pre-written and I will be modifying it minimally.

Things you should know.

- The intent here is to learn PF2 as a game.
- The campaign premise is based around a mega-dungeon and the troubles surrounding the town of Otari.
- There is a story to uncover within the dungeon, but most of this campaign is dungeon crawling with purpose.
- Advancement will be via Milestones, meaning after accomplishing specific things characters will gain a level. At first it may be a bit slow as we work through the beginner box and the supporting material from the *Beginner Box* and *Troubles in Otari*.

Allowed books and Content

- Core Rulebook, Advanced Player's Guide
- These races are not allowed: Orc, Goblin, Kobold, Changeling, Dhampir
- Core rulebook classes only. You will need to make sure the four core concepts are covered in some way.

Begin at the Beginning

The town of Otari is home to your friend Wrin Sixinxi. She has summoned you all to Otari to uncover the secrets of the Gauntlight, the lighthouse near the town. Recently she has seen a strange light surrounding the ruined keep and seeks someone to check it out. But first, her friend Tamily Tanderveil could use some assistance.



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