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-It is a free game created with Unity 2018.3 -There are no bugs/glitches. -There will be no new updates to the game. -The idea came from the book "Kaleidoscope Dream" by William Gibson (from the cyberpunk genre) -The design inspiration was the Anubis Museum in Alexandria, Egypt. -The name of the game was discovered within hours of signing up on Unity's game asset store. Credits: -Thanks for the advice and help to the Itch.io discord. -Thank you for all the sources you have been sending me. -One of my long-time fans, Vincenzo Rizzo, has been the protagonist in this story, without his help I wouldn't have been able to make this game. -The author of Backyard and Cradle: a doom, rhythm action puzzle game.

The Peresmeshnik Features Key:

- Rulebook — The perfect companion for your Pathfinder campaign.
- Maps, encounter matrices, adventure map—everything you need to play exciting and engaging encounters.
- Ten classes, more than 50 iconic weapons, 18 prestige classes, and 47 spells
- The Conflict - Dozens of neat options, rules for balancing a narrative, and mechanics to make storytelling fun
- The Arsenal — Fulfill your player's potential with magic items. Over 200 magical items are included in the core rulebook.

Highlights

Full contents of the rulebook.