paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Beginner Box Transitions

This document is for players and Game Masters. You should be familiar with the Beginner Box Hero's Handbook *and* Game Master's Guide.

TABLE OF CONTENTS

NEW RULES TO KNOW 3
READING A *CORE RULEBOOK* SPELL 8
READING A *BESTIARY* MONSTER STAT BLOCK 9
PATHFINDER MODULES 11
CONVERTING ADVENTURES 13
6TH LEVEL AND BEYOND 17
REBOOTING YOUR CHARACTER 20
PATHFINDER PRODUCTS 22
PATHFINDER SOCIETY 25

AUTHOR • SEAN K REYNOLDS

INTERIOR ARTISTS • Alex Alexandrov, Alex Aparin, Yngvar Asplund, Eric Belisle, Matt Dixon, Carolina Eade, Paul Guzenko, Andrew Hou, Steve Prescott, Scott Purdy, Wayne Reynolds, Dan Scott, Craig J Spearing, Tyler Walpole, and Kieran Yanner

CREATIVE DIRECTOR • James Jacobs
EDITOR-IN-CHIEF • F. Wesley Schneider
SENIOR EDITOR • James L. Sutter
LEAD DESIGNER • Jason Bulmahn
EDITING AND DEVELOPMENT • Judy Bauer, Logan Bonner, Christopher Carey, and Sean K Reynolds
EDITORIAL ASSISTANCE • Adam Daigle, Rob McCreary, Mark Moreland, Stephen Radney-MacFarland, and Patrick Renie

SENIOR ART DIRECTOR • Sarah E. Robinson
GRAPHIC DESIGNER • Andrew Vallas
PRODUCTION SPECIALIST • Crystal Frasier

PUBLISHER • Erik Mona
PAIZO CEO • Lisa Stevens
CHIEF OPERATIONS OFFICER • Jeffrey Alvarez
DIRECTOR OF SALES • Pierce Watters
SALES REPRESENTATIVE • Adam Lovell
FINANCE MANAGER • Christopher Self
STAFF ACCOUNTANT • Kunji Sedo
CHIEF TECHNICAL OFFICER • Vic Wertz
CAMPAIGN COORDINATOR • Mike Brock
PROJECT MANAGER • Jessica Price

CUSTOMER SERVICE TEAM • Cosmo Eisele, Erik Keith, and Sara Marie Teter
WAREHOUSE TEAM • Will Chase, Michael Kenway, Matt Renton, Jeff Strand, and Kevin Underwood
WEBSITE TEAM • Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambertz

The Pathfinder Roleplaying Game rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at **paizo.com/prd**.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

PAIZO.COM/BEGINNERBOX

Pathfinder Roleplaying Game Beginner Box Transitions is published by Paizo Publishing, LLC under the Open Game License version 1.0a © 2000 Wizards of the Coast, Inc. Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game Beginner Box, Pathfinder Roleplaying Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Modules, and Pathfinder Tales are trademarks of Paizo Publishing. © 2012, Paizo Publishing, LLC.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Taking the Next Step

So you've been playing with the *Pathfinder RPG Beginner Box* and you want more—more spells, more classes, more monsters, more magic items, more fun! You're ready to take the next step in learning the full version of the Pathfinder Roleplaying Game. You see that 576-page *Pathfinder RPG Core Rulebook*... and you're probably feeling a little intimidated. That's okay!

The *Core Rulebook* is a big book with a lot of rules and options, but you don't need to learn them all right away. This *Beginner Box Transitions* document is here to help you make the change from the *Beginner Box* to the *Core Rulebook*. It uses friendly language—just like you're used to seeing in the *Beginner Box*—to explain what you'll find in the *Core Rulebook*. Just remember that you can take your time when learning the full rules, and you can add them to your game a piece at a time.

Remember when all the spells and class abilities seemed like a lot to understand? Remember when an ogre was a hard monster to run because it was Large and had Reach? With practice, you figured out how to use those rules. They're easy now, as easy as making an attack roll. In the same way, you'll soon be able to handle the *Core Rulebook*, and this document will help you do it.

Here's a quick rundown of the sections in the *Beginner Box Transitions* document.

New Rules to Know

This section gives an overview of important rules in the Core Rulebook—big concepts that you'll see into a lot. Just like the *Beginner Box* explains how to read dice, make attack rolls, and choose spells, the *Core Rulebook* explains how to grapple enemies, give your character more than one class, and use special rules like "attacks of opportunity." This section gives you a short description of each of these rule ideas and the page number in the *Core Rulebook* you can turn to if you want to read more about that rule.

Reading a Bestiary Stat Block

The *Pathfinder RPG Bestiary* has more than 350 different monsters for the full Pathfinder RPG. You can use these monsters with the *Beginner Box*, but the monster stat blocks look a little different than what you're used to. Using the Ghoul page from the *Bestiary*, this section shows where to find things on its stat block, and explains what the new parts mean.

Pathfinder Modules

Paizo has many complete adventures for sale and publishes more every year! This section describes seven low-level adventures you can use with either the *Beginner Box* or the *Core Rulebook*.

Converting Adventures

Once you've read up on some of the new rules, you may want to try using a published adventure. This section takes the free adventure *Master of the Fallen Fortress* and walks you through it step by step, pointing out where it uses new rules from the *Core Rulebook* so you can keep, change, or drop them when you run the adventure.

6th Level and Beyond

This section explains what to do when your 5th-level *Beginner Box* character is ready to level up to 6th level using the *Core Rulebook*. It points out all the changes like spells known, attack bonus, and saving throws.

Rebooting Your Character

If you'd like to convert a lower-level *Beginner Box* character to the *Core Rulebook* rules without waiting for 6th level, this section tells you how to modify your character so you can take advantage of all the options in the *Core Rulebook*.

Pathfinder Products

Paizo publishes many rulebooks and accessories for the Pathfinder RPG. This section describes some of Paizo's books, maps, and miniatures you can add to your game.

Pathfinder Society

Do you want to find other gamers in your area? Do you want to join an ongoing campaign with players all over the world? This section explains the Pathfinder Society Organized Play program—Paizo's network of gamers, short adventure scenarios, and game convention events.

New Rules to Know

The *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary* use a lot more rules than the *Pathfinder RPG Beginner Box*. Many of these rules are simply more of the same things you're already familiar with—like feats, spells, and monsters—and you can easily add them to your campaign. However, there are also new rules that change or enhance how things work in the *Beginner Box*, and you'll need to make sure you understand them before adding them to your game. This section summarizes those rules and tells you where you can find more information on how they work. Remember, if you don't like a rule, you don't have to use it in your game!

WHAT DO I NEED TO READ?

When learning to use the *Core Rulebook*, you don't have to read it cover to cover; you can take pieces and add them to your campaign as you're ready. For example, one week you could read about the paladin class in Chapter 3 and add that to your game, and the next week you might read some of the feats in Chapter 5 and add them to your game. Just like the *Beginner Box*, the *Core Rulebook* allows you to plug in parts of the rules as you learn them. The easiest chapters to add in small pieces are Races (Chapter 2), Classes (Chapter 3), and Feats (Chapter 5).

ATTACKS OF OPPORTUNITY

With the *Core Rulebook*, when you do something reckless in combat and let your guard down, nearby opponents can take advantage of your moment of weakness and make a free attack against you. That attack is called an **attack of opportunity** (or AOO). If you like a more tactical game where players can take risks to accomplish interesting things, you may want to try adding attacks of opportunity to your game.

Generally, if there's an action you could perform in the *Core Rulebook* that would trigger an attack of opportunity from an enemy, the *Beginner Box* rules won't let you do that action at all. For example, on page 61 of the *Hero's Handbook*, the *Beginner Box* rules say you can't cast a ranged spell when you're next to an enemy. If you're using the attack of opportunity rules, you *can* cast a ranged spell next to an enemy, but the enemy gets an attack of opportunity on you! Likewise, on page 56 of the *Hero's Handbook*, the *Beginner Box* says you can't attack with a ranged weapon unless you're at least 10 feet from an enemy. If you're using attacks of opportunity, you *can* use a ranged weapon even if you're only 5 feet away from an enemy, but the enemy gets an attack of opportunity on you. It's a risk... but sometimes you have to take that chance in order to win a battle or save a friend. The full rules for attacks of opportunity are on page 180 of the *Core Rulebook*.

DISARM, GRAPPLE, AND TRIP

The *Beginner Box* doesn't let most creatures perform fancy maneuvers like disarming an opponent's weapon, grappling a bandit so you can take him prisoner, or knocking down an opponent so she's at a disadvantage. The *Core Rulebook* calls these kinds of special attacks **combat maneuvers** and gives rules for how characters and monsters can perform them. Performing a combat maneuver is similar to making an attack roll, except instead of using your attack bonus, you use a special bonus called a **Combat Maneuver Bonus** (CMB), and instead of rolling against your target's Armor Class, you're rolling against a special defensive number called a **Combat Maneuver Defense** (CMD). If your d20 + CMB equals or exceeds the target's CMD, you succeed at the maneuver. In addition to being able to disarm, grapple, and trip, you can bull rush (push an enemy into another square), overrun (move through an enemy's square into a square past it), or sunder (break an opponent's weapon or held item). The full rules for combat maneuvers (including how to figure out your character's CMB and CMD) start on page 198 of the *Core Rulebook*. The *Core Rulebook* also includes feats that make you better at performing combat maneuvers (see page 110).

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

BASE ATTACK BONUS

In the *Beginner Box*, a character increases his attack bonus based on his class and level. In the *Core Rulebook*, this modifier to your attack roll is called the **base attack bonus** (BAB). Both characters and monsters have a base attack bonus, even monsters in the *Beginner Box*—the base attack bonus isn't shown, but it's built into the monster stat block in its attacks. A character's base attack bonus works basically the same as an attack bonus in the *Beginner Box*. The full rules for base attack bonuses are on page 11 of the *Core Rulebook*.

HIT DICE

Hit Dice (HD) are a rough measure of a creature's power and skill. Each PC has a number of Hit Dice equal to her level (a 2nd-level fighter has 2 HD, a 4th-level wizard has 4 HD, and so on). Monsters also have Hit Dice; they're just not shown in the *Beginner Box* monster stat blocks because most of the time you don't need to know how many Hit Dice monsters have. (Only a few spells and monster abilities grant different effects depending on how many Hit Dice the target has.) If you need to know how many Hit Dice a monster has, look up the monster in the *Bestiary*; the monster's Hit Dice are listed on the same line as its hit points.

MONSTER TEMPLATES

A **monster template** (or "template") is a way to modify a monster by changing its stat block. For example, if you had a dungeon full of giant spiders, and wanted an encounter with a very tough spider, you could add a template to the giant spider stat block to make it deal more damage and increase the difficulty class (DC) of its poison. Or, if you wanted to have a herd of demon-tainted boars attacking a village, you could add a template to the boar stat block to create a "hell boar" with damage reduction (like a gargoyle has), fire resistance (like a *resist energy* spell grants), and spell resistance (like a serpentfolk has).

Some templates are called **simple templates** because they only change a few things and you can make the change in about a minute. Other monster templates are more complex, greatly changing a monster from its original form—the ghost, skeleton, werewolf, and zombie in the *Beginner Box* are actually humans transformed with complex monster templates. Simple templates are on page 294 of the *Bestiary*, and complex templates are listed in the *Bestiary* under the template's name (ghost, half-dragon, skeleton, and so on).

BONUS TYPES, OVERLAPPING, AND STACKING

With the *Core Rulebook* rules, every bonus you add to a roll has a bonus type. For example, the *bless* spell gives you a **morale bonus** on attack rolls and the *divine favor* spell gives you a **luck bonus** on attack rolls. This is important because if you have more than one bonus of the same type, you only use the highest bonus of that type. For example, if you had a ring that gives you a +1 luck bonus on saving throws and a cloak that gave you a +2 luck bonus on saving throws, the luck bonus from the cloak is more powerful and is the only one that counts. Two bonuses of the same type are called **overlapping** bonuses—the bigger bonus of that type is dominant. This rule keeps players from reaching overly powerful bonuses by adding together multiple weak items of the same type.

The *Beginner Box* incorporates this into the rules behind the scenes, without telling you why it's doing it. For example, you can only wear one *ring of protection* at a time—that's because in the *Core Rulebook*, the ring gives you a +1 deflection bonus, and wearing two +1 deflection bonus items just gives you a +1 bonus, not a +2. Another example is the *mage armor* spell, which says if you're wearing armor, you use either the +4 bonus from the spell or the armor's bonus, whichever is greater—that's because both the spell and the armor give you an armor bonus, so you'd only get the armor bonus from either the spell or the armor, whichever is greater.

If you have two different kinds of bonuses, however, they still add together. This is called **stacking**. For example, if you have a ring that gives you a +1 luck bonus to AC and an amulet that gives you a +1 natural armor bonus to AC, these bonuses stack since their bonuses are of different types—both of them count, for a total of +2.

Very rarely, you'll find a kind of bonus that stacks even with bonuses of the same type. For example, dodge bonuses to AC

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

always stack. If you have a +1 dodge bonus from a feat and a +1 dodge bonus from a racial ability, these bonuses stack and both of them count toward your AC.

SKILLS, TAKING 10, AND TAKING 20

The *Core Rulebook* details several skills that aren't in the *Beginner Box*: Appraise, Craft, Disguise, Escape Artist, Fly, Handle Animal, Intimidate, Knowledge (engineering), Knowledge (nobility), Knowledge (planes), Linguistics, Perform, Profession, Sleight of Hand, Survival, and Use Magic Device. The descriptions for these skills begin on page 87 of the *Core Rulebook*.

The *Core Rulebook* also details two shortcuts for using skills, called taking 10 and taking 20. **Taking 10** lets you attempt an easy skill check as if you had rolled a 10 on your d20—you'd only want to do it for an easy task that you could succeed at by rolling 10 or higher. Taking 10 is in the rules so you don't risk failing easy tasks. The rules for taking 10 are on page 86 of the *Core Rulebook*.

Taking 20 is a little more complicated. If you are up against a difficult DC, but have some time to make sure you get a task done right, you can take an extra long time to perform the task and attempt the skill check as if you had rolled a 20 on your d20. Normally players take 20 on Perception checks (to search for a secret door or trap) and Disable Device checks (to pick a lock). It's easier and faster for the player to take 20 instead of rolling the d20 again and again until she succeeds. The rules for taking 20 are on page 86 of the *Core Rulebook*.

MORE ARMOR RULES

Armor in the *Core Rulebook* is a little more complex than in the *Beginner Box*. It includes three additional rules for those wearing armor. The first is the **maximum Dex bonus**. All armor restricts your movement, and if your DEX is higher than the max Dex bonus of your armor, you don't get to add all of your DEX to your Armor Class. For example, full plate has a max Dex bonus of +1, so even if your DEX is +4, you only get to add +1 from your DEX to your AC. This means characters with a high DEX usually wear light or medium armor so they can take advantage of their DEX. The rules for max Dex bonus are on page 149 of the *Core Rulebook*, and the armor table is on page 151.

The second new rule is the **armor check penalty**. Armor and shields interfere with STR- and DEX-based skills, giving you a penalty on such skill checks equal to the armor check penalty of the armor and shield. For example, chainmail has an armor check penalty of –5, so you take a –5 penalty on Acrobatics checks, Climb checks, and so on. The rules for armor check penalties are on page 150 of the *Core Rulebook*.

The third new rule is the **arcane spell failure chance**. You know how wizards can't wear armor in the *Beginner Box*? Well, they can wear armor in the *Core Rulebook*... but each time a wizard casts a spell while wearing armor, there's a chance the spell is ruined and has no effect. The arcane spell failure chance does not affect divine spellcasters (clerics, druids, paladins, and rangers). More information on arcane spell failure is on page 150 of the *Core Rulebook*. There are feats that make it easier for a wizard to cast spells while wearing armor—see Arcane Armor Mastery, Arcane Armor Training, and Still Spell in Chapter 5 of the *Core Rulebook*.

Additionally, just as you can get masterwork weapons that are better than normal weapons, you can get **masterwork armor** that's better than normal armor. Masterwork armor has an armor check penalty 1 lower than normal, but it costs 150 gp more. All magic armor is automatically masterwork armor. More information on masterwork armor is on page 153 of the *Core Rulebook*.

CREATURE SIZES

Dwarves and elves are about the same size as a human, but ogres are much bigger, and goblins are much smaller. The *Core Rulebook* has rules for creatures of all sizes, from a housefly to a house-sized dragon or whale. Every creature has a **size category**, such as Tiny, Small, Medium, Large, or Huge. A creature's size category determines its **size modifier**, which is added to the creature's AC, on attack rolls, and on some skill checks. For example, an ogre is Large, and the size modifier for Large creatures is –1, so an ogre has a –1 penalty on its attack rolls (because creatures smaller than it are harder for it to hit) and a –1 penalty to its AC (because it's big and easier to hit). A goblin is Small, and the size modifier for Small creatures is +1, so a goblin has a +1 bonus on its attack rolls (because creatures bigger than it are easier for it to hit) and a +1 bonus to its AC (because it's small and harder to hit). These size modifiers are already built into a monster's stat block—even the *Beginner Box* monster stat blocks you've been using—so you don't have to change anything! The size modifiers are listed on page 179 of the *Core Rulebook*.

Two new races in the *Core Rulebook*—gnomes and halflings—are Small. This is an advantage for fighters and rogues of these races, because it's like getting a free +1 on attack rolls and to AC! However, Small races usually have lower Strength than Medium creatures—gnomes and halflings have a racial Strength penalty.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

MULTICLASSING

Probably the biggest change the *Core Rulebook* has for character options is **multiclassing**. Instead of staying in the same character class for an entire adventuring career, your character can pick a level in a new class every time he or she levels up, gaining the benefits of the old class as well as the new one! For example, if you're playing a fighter and reach level 2, you can decide to gain a level of rogue instead of a level of fighter, so you'll be a fighter 1/rogue 1 instead of a fighter 2. You can do this each time you level up—when you hit level 3, you can take another level of fighter and become fighter 2/rogue 1, or take another level of rogue and become a fighter 1/rogue 2, or take a level of cleric and become a fighter 1/rogue 1/cleric 1. More information on multiclassing is on page 30 of the *Core Rulebook*.

ABILITY DAMAGE

Monsters like dire rats and mummies can infect characters with horrible **diseases**, and monsters like giant spiders and venomous snakes can inject characters with dangerous **poisons**. In the *Beginner Box*, this usually means the character takes a penalty or extra damage. Diseases and poisons in the *Core Rulebook* are a little more complex. Instead of just giving the character a penalty or dealing extra hit point damage, diseases and poisons attack a character's ability scores. This is called **ability damage**, and when one of your ability scores is damaged, you use a lower number for that ability score. For example, the disease called devil chills gives you 1d4 points of Strength damage every day, and deathblade poison gives you 1d3 points of Constitution damage every round.

Fortunately, you can recover from ability damage by resting, just like you can recover from hit point damage. There are also magic spells (such as *lesser restoration* and *restoration*) that can cure ability damage. More information on ability damage is given on page 555 of the *Core Rulebook*. Diseases and poisons are described on page 557 of the *Core Rulebook*.

Some monsters have an even more powerful ability called **ability drain**. Ability drain is just like ability damage, but only magic can fix it—no amount of rest is good enough. Fortunately, monsters with ability drain are very rare. Ability drain is explained at the end of the ability damage section on page 555 of the *Core Rulebook*.

CONCENTRATION

You know how clerics and wizards in the *Beginner Box* can't cast a spell while next to an enemy unless it's a touch spell? In the *Core Rulebook*, spellcasters can make a special check called a **concentration check** to cast spells while standing next to an enemy. If you succeed at the concentration check, you cast the spell successfully. If you fail the concentration check, the spell is ruined. It's risky, but sometimes your best choice is casting a ranged spell when you're in melee. More information on concentration checks is provided on page 206 of the *Core Rulebook*. See also the Attacks of Opportunity section (page 3 of this document).

LANGUAGES

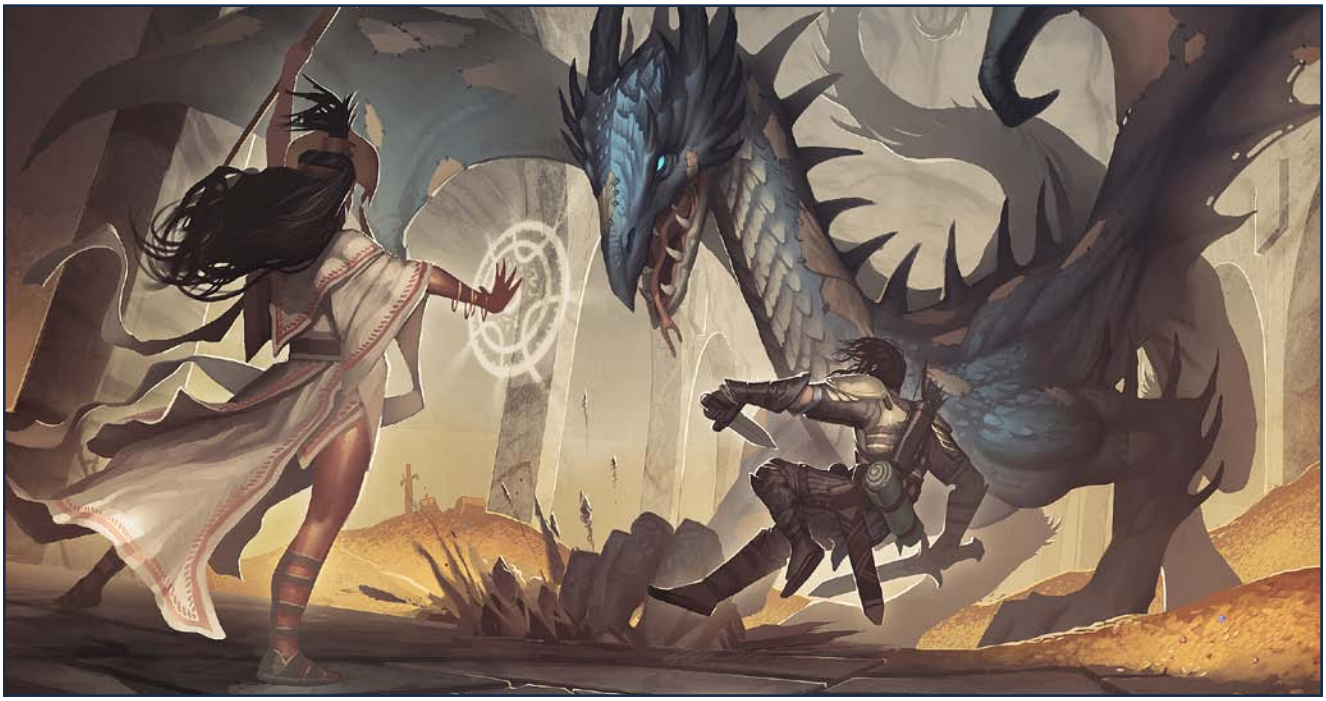
The *Beginner Box* assumes that all PCs can talk to each other using a common language. In the *Core Rulebook*, that language is called **Common**, but there are many other languages, such as **Dwarven**, **Elven**, and **Goblin**. Your PC starts play knowing Common and her own racial language (and if her INT is at least +1, she knows even more). If you don't speak the language of another creature, you can only communicate with gestures and drawings. You learn languages by putting ranks in the Linguistics skill. More information on the Linguistics skill and languages is given on page 100 of the *Core Rulebook*.

AWARDING TREASURE

The *Beginner Box* tells you how to build a treasure hoard up to Challenge Rating 8 on page 30 of the *Game Master's Guide*. In the *Core Rulebook*, characters can advance as high as 20th level, so Challenge Rating can go up to 20. Giving out treasure rewards is basically the same, just with bigger numbers.

The expanded **Treasure Values per Encounter** table for up to Challenge Rating 20 is on page 399 of the *Core Rulebook*. For now, you can ignore the Slow and Fast columns on the table (they're for advanced campaigns where the GM wants to adjust the leveling speed and total amount of treasure). Looking at the Medium column, you'll see the numbers there

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012



are pretty close to the numbers in the table on page 30 of the *Game Master's Guide* (the numbers in the *Beginner Box* were rounded off to the nearest hundred), so you've already been using the lower-level part of this table. Expanded information on **Coins**, **Gems**, and **Nonmagical Treasures** can be found on page 400 of the *Core Rulebook*.

The *Core Rulebook* has hundreds of new magic items, which are split into three categories: minor, medium, and major. An average minor magic item has a value of 1,000 gp, an average medium magic item has a value of 10,000 gp, and an average major magic item has a value of about 40,000 gp (*Core Rulebook* 401).

As with the hoard-building advice in the *Beginner Box*, you should think carefully about what magic items you want to give out as treasure. However, if you're in a hurry and need to quickly generate some magical treasure, follow these steps.

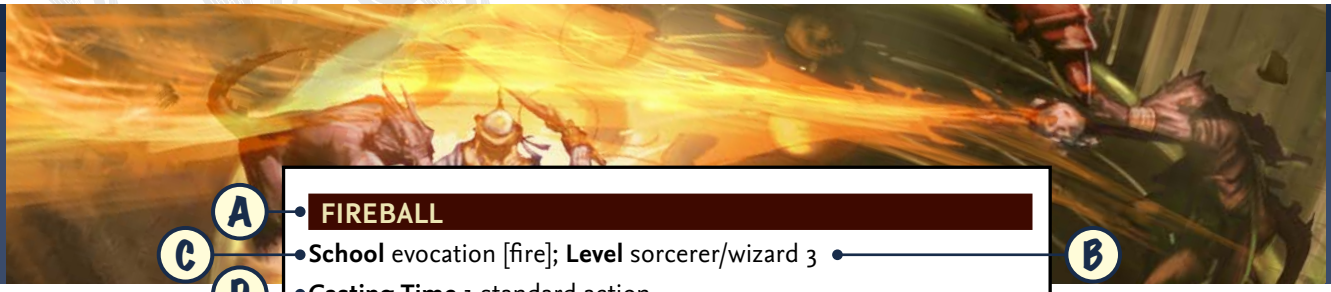
- If the CR of the encounter is 6 or lower, you'll want to include a minor magic item. If the CR is 7–15, you'll want a medium magic item. If the CR is 16 or higher, you'll want a major magic item.
- Turn to the Random Magic Item Generation table on page 461 of the *Core Rulebook*, regardless of whether a minor, medium, or major magic item is an appropriate reward for that encounter.
- Roll on the Minor, Medium, or Major column of the table to see what type of magic item it is (armor, potion, wondrous item, and so on).
- Once you know what type of magic item it is, roll on that type of item's table to determine the actual item. Armor and shields are on page 461, weapons are on page 468, potions are on page 478, rings are on page 479, rods are on page 485, scrolls are on page 491, staves are on page 492, wands are on page 496, and wondrous items are on pages 497–499.
- If the item you roll is worth too little or too much for the encounter, it's okay to choose another item that's in the right price range.
- If the item you roll has abilities you don't understand or uses rules that you're not using in your campaign yet (such as grappling), it's okay to choose another item that's in the right price range.

Example: If you're creating a treasure hoard for a CR 12 monster, that's a medium magic item. Suppose you turn to the Random Magic Item Generation table on page 461, roll d% on the Medium column, and get an 87, which means the item is a Wondrous Item. If you turn to the Medium Wondrous Items table on page 498, roll d%, and get a 44, that means the treasure is a *periapt of wound closure*, which is worth 15,000 gp, far more than the estimated 9,000 gp treasure award for a CR 12 monster. You may instead want to just pick a magic item that's worth about 9,000 gp, like a *pearl of power* (3rd-level spell), instead of the too-expensive periapt. If you decide to use the periapt even though its price is higher, for the next few encounters you should give out less treasure so the average treasure per encounter of that CR stays close to 9,000 gp.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Reading a Core Rulebook Spell Stat Block

Spell stat blocks in the *Hero's Handbook* are simplified versions of spell stat blocks from the Pathfinder RPG. This section shows you the *fireball* spell from page 283 of the *Core Rulebook* and explains everything in that stat block for you. You may want to have page 31 of your *Hero's Handbook* open while you look at this so you can see how the two stat blocks are similar and how they differ. Spells in the *Core Rulebook* are listed alphabetically by spell name instead of by class and spell level.



FIREBALL (A)

School evocation [fire]; **Level** sorcerer/wizard 3 (B, C)

Casting Time 1 standard action (D)

Components V, S, M (a ball of bat guano and sulfur) (E)

Range long (400 ft. + 40 ft./level) (F)

Area 20-ft.-radius spread (G)

Duration instantaneous (H)

Saving Throw Reflex half; **Spell Resistance** yes (I, J)

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates

A The spell's **name** goes at the top of the stat block.

B The spell's **Level** tells you which classes can get that spell and the spell level for each of those classes. A spell can have different spell levels for different classes (*hold person* is cleric 2, sorcerer/wizard 3).

C This is the spell's **school**, which is important for wizards (who choose a school of magic as part of their training), some monsters (for example, undead are immune to enchantment spells), and other parts of the rules (*Core Rulebook* page 209).

D The **Casting Time** is what kind of action it takes to cast the spell. Most combat spells are 1 standard action, just like the *Beginner Box*, but some take longer (*Core Rulebook* page 213).

E This tells you what kind of **Components** (magic words, gestures, or weird ingredients) the spell uses (*Core Rulebook* page 212).

F The spell's **Range** may be a specific distance (like "touch" or "30 feet") or it might change with your caster level (*Core Rulebook* page 213).

G The spell's **Area** is listed here instead of in its description paragraph (*Core Rulebook* page 214).

H The spell's **Duration** is listed here (*Core Rulebook* page 215).

I If the spell allows a **Saving Throw** to resist it, the kind of save is listed here. If no save is allowed, this section says "none." The DC of the save is 10 + the spell's spell level for the class you're using to cast it + your spellcasting ability modifier (*Core Rulebook* page 216).

J Some monsters (like serpentfolk) have an ability called **spell resistance** that gives them an extra chance to not be affected by a spell. This line tells you if the spell resistance ability can work against the spell or not (*Core Rulebook* page 217).

The rest of the spell's entry gives information on how the spell works and any special rules for what it does in the game.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Reading a Bestiary Monster Stat Block

The monster stat blocks in the *Game Master's Guide* are simplified versions of monster stat blocks from the Pathfinder RPG. This section shows you the ghoul from page 146 of the *Pathfinder RPG Bestiary* and explains everything in that stat block for you. You may want to have page 70 of your *Game Master's Guide* open while you look at this so you can see how the *Beginner Box* and the *Bestiary* are similar and how they differ.

A **Description**: This is a two-line description of what the PCs may see when they encounter the monster. This has no spoilers, so you can read this out loud to the players.

B **Icons**: The first icon is the monster's type (undead), just like in the *Game Master's Guide*. The second icon says what kind of terrain the monster usually lives in—for ghouls, that's ruins. The third icon is the monster's climate—for ghouls, that's temperate (not too hot or too cold), but this symbol can also mean it can be found in any climate (you could place ghouls in the desert or on a frozen mountain). You can see all the monster icons on page 5 of the *Bestiary*.

C The monster's **name** and **CR** go at the top of the stat block.

D **XP** is on the second line.

E The third line lists the ghoul's **alignment** ("chaotic evil" is abbreviated "CE"), **size** (Medium; see page 5), and **type** (undead).

F The fourth line is **Initiative**, **Senses**, and **Perception** bonus.

G This shows the ghoul's **Armor Class** totals and all the bonuses and penalties that add up to get those totals. The "natural" bonus is a kind of bonus to AC (see page 4).

H This shows the monster's **hp** and its **Hit Dice** (see page 4).

I This line lists the ghoul's **saving throws**.

J Any **special defenses** the monster has are listed here. The ghoul has an ability that's not in the *Beginner Box* called "channel resistance," which gives it a bonus on its saving throws to resist a cleric's channel energy ability. The Universal Monster Rules appendix beginning on page 297 of the *Bestiary* explains this ability.

K All monster **speeds** are listed here, including burrow, climb, fly, and swim speeds.

L The monster's **Melee** line lists all of the melee attacks the monster makes when it spends a move and standard action to attack (just like the "move and standard action" attacks of a *Beginner Box* monster). If the monster can only spend a standard action to attack, you can pick any one of those attacks for it to make.

M The **Special Attacks** entry is a short list of the monster's special attacks. The description for how an attack works is either listed at the bottom of the monster stat block (like the ghoul's paralysis in the *Beginner Box*) or in the Universal Monster Rules appendix on page 297 of the *Bestiary*.

N This line lists the monster's **ability scores**—the *Bestiary* and other Pathfinder books list ability scores, rather than the **ability mods**. Use the table on page 13 of the *Hero's Handbook* or page 17 of the *Core Rulebook* to figure what the ability mods are. Notice that if you figure out this ghoul's ability mods, they match what's in the *Game Master's Guide*.

O This line gives the monster's **base attack bonus** (see page 4), **Combat Maneuver Bonus** (CMB; see page 3), and **Combat Maneuver Defense** (CMD; see page 3).

P Monsters get **feats**, too! Even the monsters in the *Beginner Box* have feats—the names of those feats aren't shown

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

in the stat blocks there, but the rules for those feats are built into the monster stat block. For example, the ghoul in the *Game Master's Guide* already has its Weapon Finesse feat added into its Melee attack bonuses. Keep an eye on the monster's feats—it may have feats that must be activated, like Power Attack.

Q This line lists the ghoul's **skills**. This version of the ghoul also has the Acrobatics skill.

R This line lists the **languages** the monster can speak and understand (see page 6).

S The **Environment** line tells you where the monster usually lives. It's the same information as the environment icon at the top of the stat block. You don't need to worry about this in the middle of combat.

T The **Organization** line gives you some suggestions on how a monster normally lives or hunts. Use this to help you build encounters that include this monster.

U The **Treasure** line tells you whether the monster has a standard amount of treasure for its CR, or a different amount—double, triple, or even none at all. Treasure in the Pathfinder RPG works a little differently from in the *Beginner Box* (see pages 6–7).

V The **Special Abilities** section describes any unusual abilities the monster has. If the stat block lists and ability (like channel resistance in the Defensive Abilities line) but it's not explained here, turn to page 297 of the *Bestiary* and look in the Universal Monster Rules appendix. In some cases, a common monster ability is written as an abbreviation, such as "DR" instead of "Damage Reduction."

W Ghouls in the Pathfinder RPG infect their enemies with **disease** when they bite. See the section on ability damage on page 6 for more information on how diseases work.

X The rest of the monster's entry gives information on the background, lairs, and motivations of the monster. It may also give rules for creating variant versions of the monster, such as the ghast (a tougher ghoul whose paralysis is so powerful that elves aren't immune to it) and the lacedon (a swimming, water-dwelling ghoul). Use this information to inspire you with ideas for creating encounters and campaigns using this monster.

GHOUL

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL **CR 1**

XP 400

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

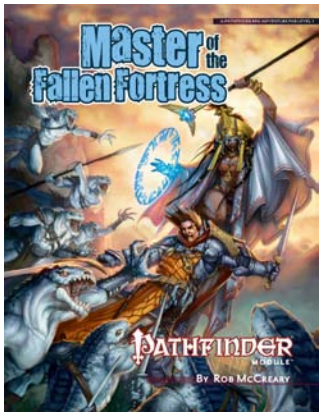
Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their taste, they eat fresh kills if they are hungry enough.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Pathfinder Modules

Paizo publishes six new adventures each year in its Pathfinder Modules line. Many of these are low-level and suitable for use with the Beginner Box. This section summarizes the low-level adventures so you can find ones that interest you and suit your campaign.

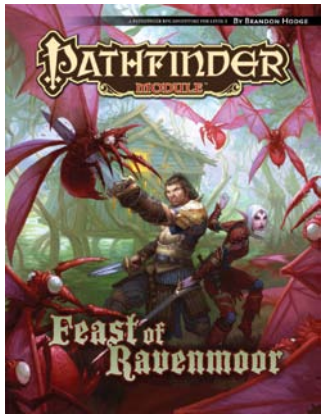
Master of the Fallen Fortress



An earthquake has opened a sealed tower fortress outside the city of Absalom. What monster has claimed the tower as its own? And what ancient treasures can be found inside, ready to be looted by eager adventurers?

This is a short "dungeon crawl" adventure for 1st-level characters. You can download this adventure for free (or buy a print version) at **paizo.com**. On page 13 of this *Beginner Box Transition* document, you can find a page-by-page breakdown of how to use this adventure with the *Beginner Box*.

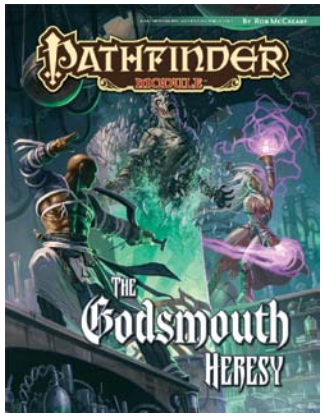
Feast of Ravenmoor



A tax-collector has vanished in the village of Ravenmoor, a place known for its fringe beliefs regarding the church of Desna. Can the adventurers unearth the village's terrible secret before it's too late?

This adventure for 3rd-level characters takes place in Ravenmoor, a frontier town in Varisia about 200 miles from Sandpoint. It is an adventure of investigation with many opportunities to talk to NPCs. The adventure also includes a two-page section on Ravenmoor, similar to the description of Sandpoint in the *Game Master's Guide*.

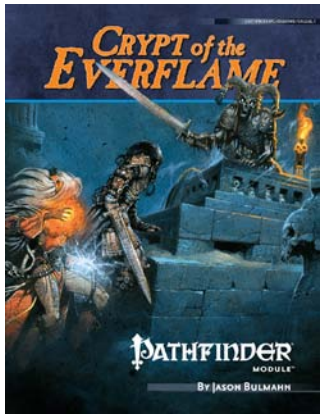
The Godsmouth Heresy



Something has been stealing corpses from a prestigious underground tomb called the Godsmouth Ossuary, worrying the priests who watch over the dead. Can the heroes find and defeat the bodysnatcher?

This adventure for 1st-level characters takes place in the dungeons below Kaer Maga—a city of thieves, refugees, and cults. Below Kaer Maga are countless ruins, tunnels, and dungeons, many of which are the lairs of monsters and ancient evils. Kaer Maga and its multiple dungeon levels are a good place to set a gritty adventure or campaign where it's not clear which NPCs are the true villains.

Crypt of the Everflame

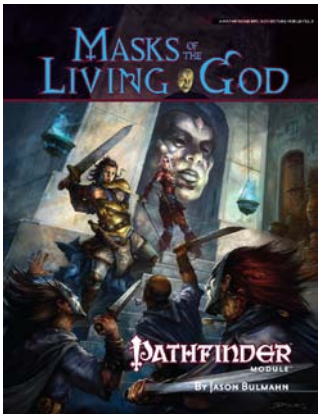


A group of young adventurers arrives at a tomb where rests a legendary hero, only to find it inhabited by dead bandits and animated skeletons. Can these novices find the source of the tomb's corruption and destroy it?

This adventure for 1st-level characters is a great starting point for *Beginner Box* GMs who want to try using adventures for the full Pathfinder Roleplaying Game. It's an introductory adventure for the full Pathfinder RPG, so it explains how the rules work. All of its monsters have

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

full stat blocks (instead of abbreviated stat blocks that ask you to consult a specific monster's full statistics in the *Bestiary*), so all the information is right there in the adventure. *Crypt of the Everflame* and its two sequel adventures (*Masks of the Living God* and *City of Golden Death*) let you run a campaign from 1st to 5th level.



MASKS OF THE LIVING GOD

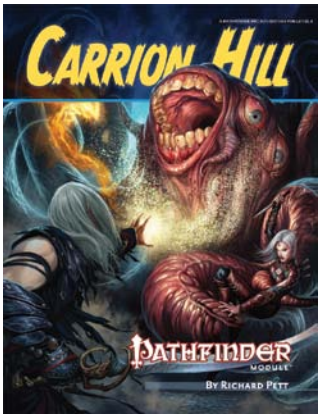
The cult of Razmir the Living God has come to the city of Tamran, promising food and happiness, but ugly rumors of bribery and kidnappings suggest the cult has a dark side. Can the adventurers find out the truth?

This adventure for 3rd-level characters is a sequel to *Crypt of the Everflame*. It's a change of pace from a regular dungeon crawl, letting the heroes investigate rumors and infiltrate a cult to find out its mysterious plans. The Pathfinder RPG is more than just killing monsters, and this adventure gives PCs many opportunities to use Diplomacy, Knowledge, and Sense Motive for a different style of play.

CITY OF GOLDEN DEATH

An ancient necromancer built a city of gold to trap a young god. Though he failed in this plan, the city still exists, protected by storms of death magic. What vast fortune awaits those who dare enter the city?

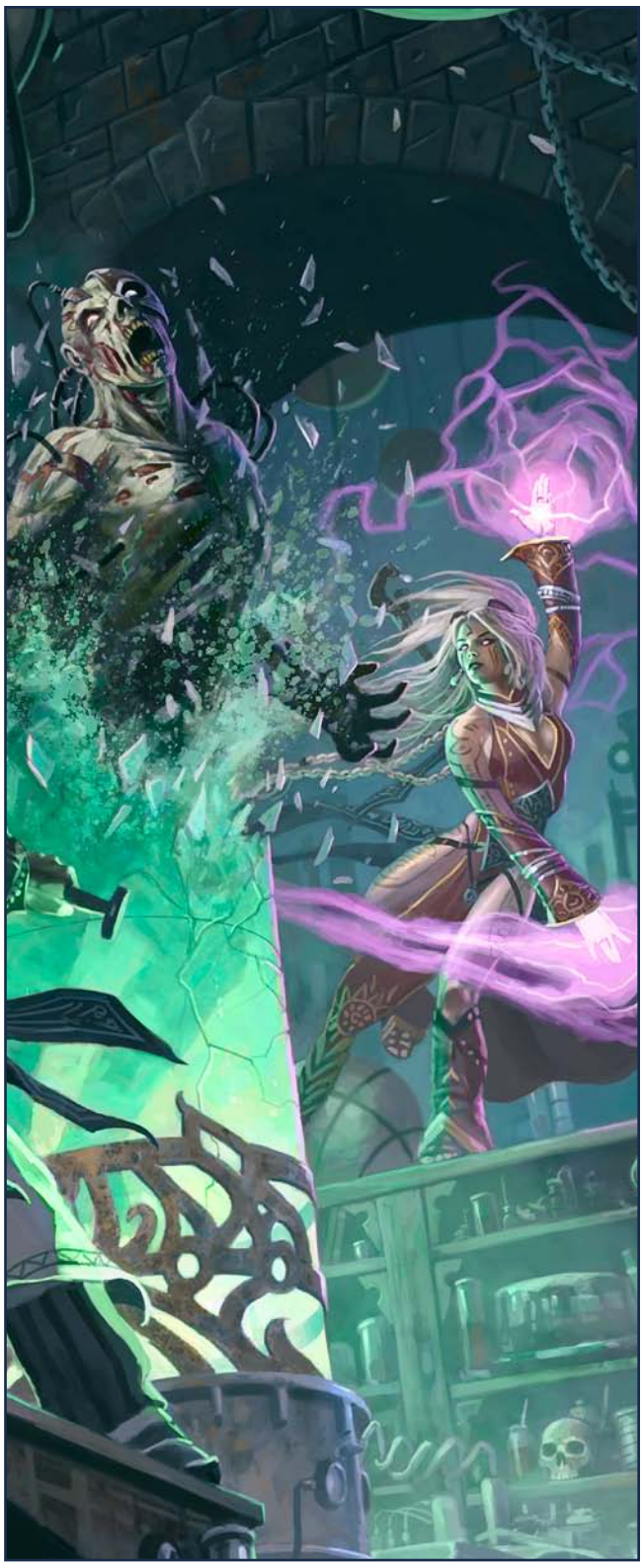
This adventure for 5th-level characters is a sequel to *Crypt of the Everflame* and *Masks of the Living God*. It is a mix of exploration, wilderness encounters, and ruins encounters, giving your PCs opportunities to work with longer-range tactics and abilities.



CARRION HILL

A monster is stalking the haunted city of Carrion Hill, spreading panic and leaving destruction in its wake. Can the heroes track down the cultists who freed the monster and keep the beast from destroying the city?

This adventure for 5th-level characters takes place in Carrion Hill, a creepy old city known for producing a concrete-like building material made from boiled cockroach paste. It is an investigation adventure with many opportunities for combat. The city is a good place to have a horror-themed campaign, especially involving monsters from the works of H. P. Lovecraft. The adventure also includes a 2-page section on Carrion Hill, similar to the description of Sandpoint in the *Game Master's Guide*.



paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Converting Adventures

If you are a player instead of a GM, stop reading and skip ahead to page 16, because this section is for GMs' eyes only.

This section is a guide to converting Pathfinder RPG modules so you can easily use them with the *Beginner Box*. It takes you through the *Master of the Fallen Fortress* adventure page by page, telling you what you'll need to do to play it with the *Beginner Box*. You can download *Master of the Fallen Fortress* for free at **paizo.com**, and should download it before continuing with this section.

The steps presented here walk you through the things you need to think about when converting an adventure for the *Beginner Box*. Just remember that if something in an adventure is causing you problems, you can change it as much as necessary to make it work for your campaign.

Cover

The upper right corner of a module's cover tells you what character levels the adventure is written for. You can use the adventure for characters of other levels, but higher-level characters will have an easier time with the encounters and lower-level characters will have a harder time.

Some higher-level adventures may be too difficult for lower-level PCs to finish because the PCs need to have access to higher-level magic like *fly* or *water breathing*. If you're using a higher-level adventure for lower-level PCs, read all of the way through it to make sure that doesn't happen to your PCs.

Page 2: Introduction

The introduction talks about where an adventure takes place. This one happens in a large battlefield called the Cairnlands outside the city of Absalom. If those places don't exist in your campaign, you can place the tower near a city in your world, or even in a remote area for the PCs to find.

This section also gives you the **Adventure Background** (what happened leading up to the present time), **Adventure Summary** (what happens as you play through the adventure), and the actual **Introduction** to the adventure (what you need to tell the players to get started). The Introduction usually includes suggestions of how to get the PCs involved in the adventure, such as having them come to the city for a festival or get hired for a job by an old friend.

Page 3: Ground Floor

Notice that while the area descriptions in the *Game Master's Guide* and the online *GM Kit* start at the top of each page, the descriptions in this adventure do not. That's normal—instead of having all the information on one page, get used to looking at multiple pages for this information. In this case, the description of the outside of the tower starts on page 3 and continues on to page 4.

Unlike the adventure in the *Game Master's Guide*, most adventures don't repeat the map for an encounter area on the page where it appears. While running *Master of the Fallen Fortress*, you'll need to flip to the inside front cover to see the map. If you have the free PDF version of the adventure, you may want to print that page to make it easier to reference the map. If you have the printed version of the adventure, you may want to photocopy the map page so you don't have to flip pages.

Page 4: Ravenous Dogs

Notice that this encounter doesn't start at the top of a page and doesn't have a **Combat!** section. That's because it's a very simple encounter with three wild dogs and doesn't need its own page—by now you should be able to handle an easy encounter like this without needing the book to remind you to have everyone roll for initiative, determine who goes first, and so on. Most published adventures don't have a Combat! section because they assume that you'll read the encounter, understand when a fight should start, and know what to do when that happens.

The Challenge Rating (CR) for each encounter is listed in the name of the encounter. This is so you can tell at a glance how difficult the encounter is supposed to be compared to the average level of your PCs.

There's no read-aloud text for this encounter because it's a simple encounter and doesn't require any special

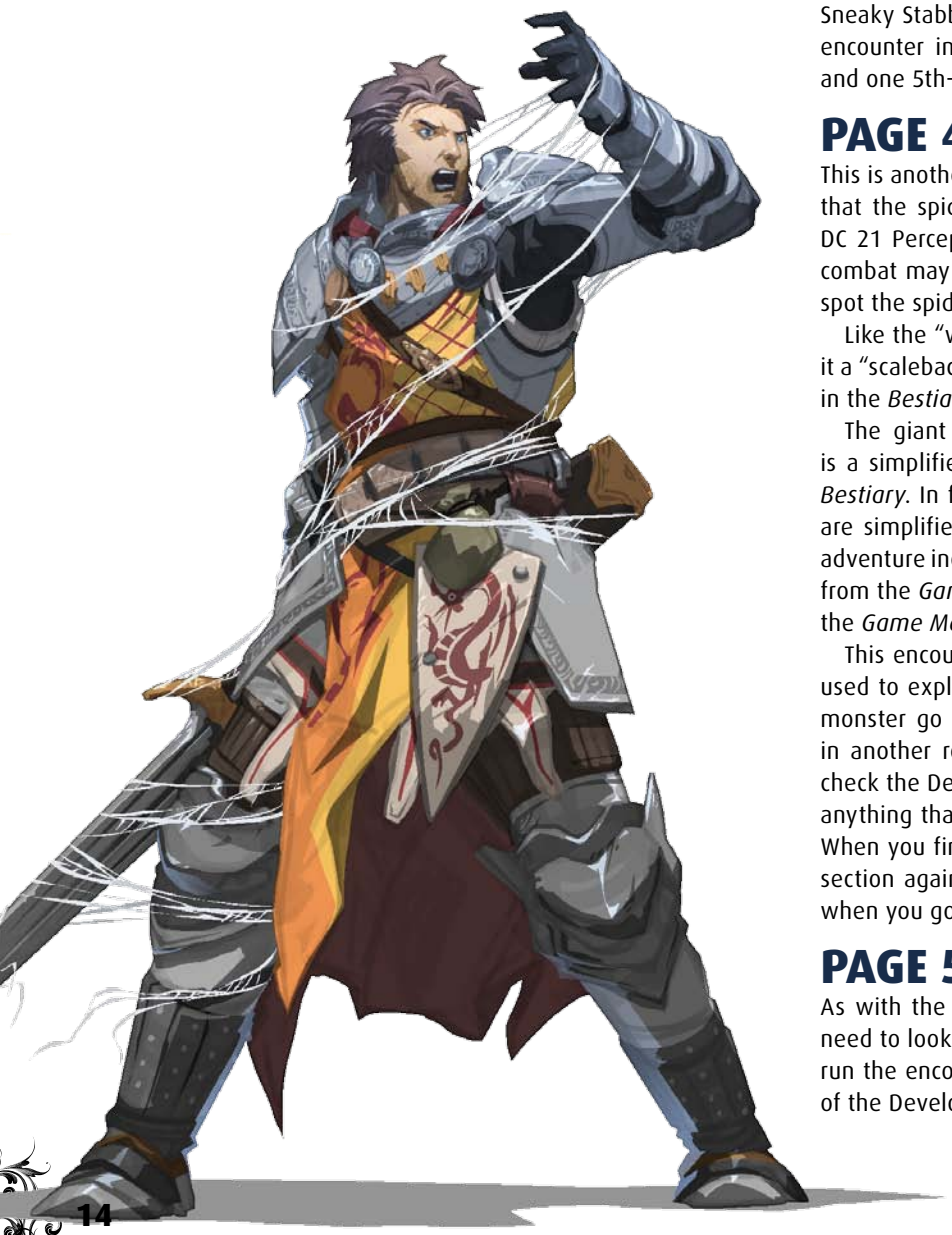
paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

information—you can just tell the PCs that a small pack of dogs approaches as they enter the area.

The wild dogs stat block is set up in a different way from the stat blocks in the *Game Master's Guide*. It's called a "short stat block" and is a trimmed-down version of the long wild dog stat block in the *Bestiary*. Short stat blocks are used to save space (it means the adventure doesn't have to repeat text that's already available, like the monster's AC and saving throws).

The short stat block usually only includes the most important information for a monster: its **CR** (so you know how tough it is), its **XP value** (so you know what reward to give the PCs when they defeat the monster), its **hit points** (so you could write on the book or printout when the monster takes damage), and its **Tactics** (what it does during combat and whether it ever runs from a fight). Sometimes, a stat block for a creature might not even list its Tactics because that monster doesn't ever have any special tactics; it just moves up and attacks.

A short stat block always tells you where you can find the long stat block for that monster. In most cases, this is a monster book like the *Bestiary*, but sometimes it's earlier in the adventure. For example, if page 6 of the adventure had long stat block for an evil fire cleric, and the PCs have an encounter with another evil fire cleric on page 20, the short stat block on page 20 would tell you to find the full stat block on page 6. If you're not familiar with a monster, or it's a custom monster (like an evil fire cleric), or an encounter has several different monsters in it, you may want to print or photocopy those pages so you can look at them without flipping through the adventure.



Note that the name "wild dog" is not the name of a monster in the *Bestiary*. The actual monster is listed under the name on the third line of the stat block ("dog"). Using a unique name like this is helpful in an adventure with many similar kinds of monsters. If a later encounter talks about wild dogs, you know it's talking about *this* dog stat block instead of some other dog's stat block (for example, "rabid dogs" or a dog named "Kara the She-Wolf"). You can use a shortcut like this in your own adventures, too—if the 2nd-level rogues in your thieves guild are called the Sneaky Stabbers and the 5th-level leaders are called the Deadly Strikers, you can write "three Sneaky Stabbers and one Deadly Striker" in your notes for an encounter instead of "three 2nd-level thieves' guild rogues and one 5th-level thieves' guild leader."

PAGE 4: SPIDER'S LAIR

This is another simple encounter. The **Creature** entry tells you that the spider is hiding and the PCs need to succeed at a DC 21 Perception check to spot it—that's your clue that this combat may have a surprise round, and anyone who doesn't spot the spider is surprised.

Like the "wild dogs" stat block, this spider's stat block calls it a "scaleback spider," but that's not how the monster is listed in the *Bestiary* (it's listed as "giant spider").

The giant spider stat block in the *Game Master's Guide* is a simplified version for the giant spider stat block in the *Bestiary*. In fact, most monsters in the *Game Master's Guide* are simplified versions of monsters from the *Bestiary*. If an adventure includes a stat block of a monster that you recognize from the *Game Master's Guide*, it's okay to use the version in the *Game Master's Guide*, which you're already familiar with.

This encounter has a **Development** section. This section is used to explain situations like what happens if the PCs let a monster go free, if they set off a trap that alerts creatures in another room, and so on. When you start an encounter, check the Development section (if it has one) to see if there's anything that should happen in the middle of the encounter. When you finish an encounter, always read the Development section again (if it has one) and remember that information when you go on to later encounters.

PAGE 5: SHOCKER PET

As with the scaleback spider encounter on page 4, you just need to look up the shocker lizard's stat block in the *Bestiary*, run the encounter normally, and deal with the consequences of the Development section.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

PAGE 5: ARMORY

This is a standard encounter with monsters from the *Bestiary*, except that these troglodytes have the young creature simple template, which can be found on page 295 of the *Bestiary*. A template is a tool used in adventures to quickly customize a monster (see page 4). You can tell that these troglodyte guards have the young creature simple template because the third line of the monsters' stat block (the line that tells you the real name used for these monsters in the *Bestiary*) reads "young troglodytes."

The **Treasure** section refers to the Appraise skill, which isn't in the *Beginner Box*. The Appraise skill lets you estimate an item's value or quickly find the best item in a treasure hoard. Instead of an Appraise check, you can have the PCs make a Perception check to find the listed items.

The **Treasure** section mentions a silver dagger. In the *Core Rulebook*, you can get silver weapons that bypass damage reduction/silver in the same way that silver ammunition does (*Game Master's Guide* 50). The dagger is worth 22 gp instead of 2 gp.

The **Treasure** section also mentions a masterwork light steel shield. When using the *Core Rulebook*, you can get masterwork versions of armor that are a little better than regular armor (see page 5). If you're using the *Beginner Box* and don't want to use the full rules for armor, you can simply say the shield is of especially high quality and fine craftsmanship, and is worth 159 gp instead of 9 gp.

PAGE 6: TRAPPED ENTRY

This section refers to the Survival skill, which isn't in the *Beginner Box*. Survival is a skill in the *Core Rulebook* that lets you follow tracks, avoid getting lost, and survive in the wilderness. Instead of a Survival check, you can have the PCs make a Perception check to notice the tracks.

PAGE 6: BATS' ROOST

This encounter is with a bat swarm. A swarm is a special type of monster with unusual attacks and defenses (*Bestiary* 312). Make sure you understand a swarm's special abilities before running an encounter with a swarm. If the swarm rules feel too complex to handle, remember that you can always swap the monster for something else, such as a dire bat (which is in the *Bestiary*, and is also CR 2).

PAGE 6: THE TEMPLE OF NETHYS

This area is an altar to Nethys, the god of magic, who is mentioned in the *Core Rulebook* but is not described in the *Beginner Box*. Fortunately, it doesn't really matter that this is a temple of Nethys, so you could just tell your players "It's a temple of Nethys, god of magic," and leave it at that, or change the god to someone else appropriate for your campaign. Because the temple is guarded by undead, and undead are almost always evil, this probably should be a temple to a neutral or evil god rather than a good god.

The skeletons in this area are burning skeletons, a variant of the normal skeleton described in the *Game Master's Guide* and the *Bestiary*—"burning skeleton" is basically a simple template that only modifies skeletons. For a quick explanation of simple templates, see page 4. For information on burning skeletons, see page 251 of the *Bestiary*.

The Treasure section mentions a *scroll of shatter* and a *scroll of shield other*. These are both cleric spells in the *Core Rulebook*. You can read about how those spells work in the *Core Rulebook* and explain them to your players, or replace the scrolls with two other 2nd-level cleric spells from page 21 of the *Hero's Handbook*.

PAGE 7: TULOK'S ROOM

The Treasure section mentions masterwork studded leather armor and a masterwork buckler. In the *Core Rulebook*, you can get masterwork versions of armor that are a little better than regular armor (see page 5). If you're using the *Beginner Box* and don't want to use the full rules for armor, you can simply say the armor is worth 175 gp and the buckler is worth 165 gp.

The *wayfinder* in the Treasure section gives a +2 bonus on Survival checks to avoid getting lost. Survival is a skill in the *Core Rulebook* that lets you follow tracks, avoid getting lost, and survive in the wilderness. If you're using the *Beginner Box* rules, the *wayfinder* instead gives you a +2 bonus on Perception checks to avoid getting lost (however, the *Beginner Box* doesn't give rules for getting lost, so you'll have to read page 424 of the *Core Rulebook* for these rules).

The climber's kit in the Treasure section is described on page 161 of the *Core Rulebook* and gives a +2 bonus on Climb checks.

PAGE 7: CAPTIVE PATHFINDER

The prisoner Balenar Forsend is a bard, a class available in the *Core Rulebook*. Because he helps the PCs if they rescue him, you should read up on bard abilities in the *Core Rulebook*. However, the bard is a complex class with many abilities, and in a fight you may want to ignore his bardic performance ability (a complex ability) and just have him cast spells (especially *cure light wounds*) to help the PCs. All of his spells are described in the *Core Rulebook*.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

PAGES 8–9: TOP OF THE TOWER

This encounter includes a **Hazard** section. That section is used to explain dangerous things in the room other than monsters and traps—like slimes, molds, and fungi (*Game Master's Guide* 37).

The Hazard section mentions Medium creatures. For a quick explanation of creature sizes, see page 5. Dwarves, elves, humans, troglodytes, and Snapjaw the crocodile are all Medium creatures. Races from the *Core Rulebook* such as gnomes and halflings are Small creatures.

Tasskar is a druid, a kind of nature-priest. He worships creepy natural creatures that live in caves and under rocks. He is more powerful than a normal troglodyte, and you should use his full stat block in the adventure instead of the normal troglodyte stat block in the *Game Master's Guide* or the *Bestiary*.

In Tasskar's stat block, "mwk" means "masterwork."

If Tasskar uses a standard action to attack, he can only make one attack on his turn. If he uses a standard action and a move action to attack, he can perform any one of his three attack routines (scimitar/claw/bite, *flame blade*/claw/bite, or 2 claws/bite).

Tasskar's *flame blade* spell is a druid spell from the *Core Rulebook* that creates a scimitar made of fire that he can wield in combat just like a normal scimitar, except he makes melee touch attacks with it instead of normal melee attacks. All of his spells are explained in the *Core Rulebook*.

Tasskar's Tactics section mentions spontaneously casting a *summon nature's ally* spell. Druid spontaneous casting is like a cleric swapping a prepared spell for a cure spell, except the druid can magically summon an animal to help him. Summoning monsters requires complex rules from the *Core Rulebook*, and until you're familiar with how it works, you may just want to let him spontaneously cast cure spells like a cleric.

The Treasure section mentions several things that aren't in the *Beginner Box*. Acid is described on page 160 of the *Core Rulebook*, in the chapter on equipment. Shuriken are weapons described on page 148, in the same chapter, and "cold iron" is a special kind of metal described on page 154 (like silver, cold iron is good at bypassing a kind of damage reduction).

PAGES 10–15: PREGENERATED CHARACTERS

The six pregenerated characters in this section are for six new classes in the *Pathfinder RPG Advanced Player's Guide*: alchemist, cavalier, inquisitor, oracle, summoner, and witch. You don't need to use these characters with the adventure if you don't want to—you can use the pregenerated PCs that come with the *Beginner Box*, or your players can create their own characters.

Those six classes are more complex than the classes in the *Core Rulebook*, with new abilities that are described only in the *Advanced Player's Guide*. Once you're familiar with the rules in the *Core Rulebook*, you may want to try using some of the *Advanced Player's Guide* classes in your campaign. Like most of the rules in the Pathfinder RPG, you can use the rules you like and ignore what you don't. For example, if you really like the alchemist class in the *Advanced Player's Guide* but not the cavalier class, it's okay to use alchemists but not cavaliers!

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

6th Level and Beyond

So you've played a character up to 5th level with the *Beginner Box* rules, you've earned 23,000 XP or more, and you're ready to level up to 6th level with the *Core Rulebook*—what do you do? This section explains how to level up a cleric, fighter, rogue, or wizard to 6th level or higher.

The *Core Rulebook* doesn't divide rules for leveling up into Level Up boxes like the *Beginner Box* does. All the information for each class is in a big table, with each row listing what you get for that level and explanations of those numbers and abilities nearby. Instead of looking at the Level Up box for a new level, you compare what's on the row for your new level with what's on the row for your old level. Keep that in mind as you read the following sections for the four classes in the *Beginner Box*.

Cleric

The description of the cleric class starts on page 38 of the *Core Rulebook*, and the table of cleric abilities is on page 40. Just as with the *Beginner Box*, when you level up, you add 1d8+CON to your hit points and gain skill ranks equal to the amount listed in Section F of your character sheet. Let's take a look at the 5th- and 6th-level lines of the cleric table and examine each of the columns one at a time.

Base Attack Bonus: This bonus changes from +3 at 5th level to +4 at 6th level. That means at 6th level you add +1 to your attack bonus.

Fort Save: This bonus changes from +4 at 5th level to +5 at 6th level.

Ref Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Will Save: This bonus changes from +4 at 5th level to +5 at 6th level.

Special: There's nothing listed in the 6th-level line for this column, so you don't gain any additional special abilities at 6th level (though if you look at the 7th-level line, you see that at 7th level your channel energy goes up by +1d6 compared to what it was at 5th level).

Spells per Day: First of all, you can see there is a "+1" in your listing for 1st-, 2nd-, and 3rd-level spells. In the *Core Rulebook* rules, you gain domain spells in addition to your regular spells (see below). Additionally, the number of 2nd-level spells you can cast per day changes from 2+1 at 5th level to 3+1 at 6th level, and number of 3rd-level spells changes from 1+1 at 5th level to 2+1 at 6th level.

Domain Spells: Every god gives his or her clerics access to two **domains**—areas of influence relating to that god, such as "luck" and "sun." Each domain gives a 1st-level cleric a **granted power**—these are the two powers listed for each deity in the *Beginner Box* (such as "rebuke death" and "sun's blessing" for Sarenrae), so your character already has those.

In the *Core Rulebook*, a cleric also gets a **domain spell slot** and a short list of spells appropriate to that domain, called **domain spells**. Domain spells have spell levels, just like regular spells, and you can only prepare a domain spell of the right spell level in that slot. Domain spells have three special limitations that regular cleric spells don't have:

1. You can't prepare regular cleric spells using your domain spell slots.

2. You can't swap prepared domain spells for cure spells.

3. You can't prepare domain spells using your regular cleric spell slots unless the domain spell is on the regular cleric list. (This rule matters because some domains give a cleric access to wizard-only spells like *burning hands*—if the domain spell is also a regular cleric spell, this rule doesn't apply.)

For example, a 1st-level cleric of Sarenrae in the *Beginner Box* has both the Healing domain (*Core Rulebook* 44), which gives her the "rebuke death" domain power and *cure light wounds* as her 1st-level domain spell, and the Sun domain (*Core Rulebook*, page 47), which gives her the "sun's blessing"

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

domain power and *endure elements* as her 1st-level domain spell. Each day, Rule #1 allows her to use her 1st-level domain spell to prepare either *cure light wounds* or *endure elements* (not both), but she can't use that domain spell slot for any other cleric spells (like *doom* or *sanctuary*). Because *cure light wounds* and *endure elements* are on the normal cleric spell list in the *Core Rulebook* (see page 226), Rule #3 from above doesn't matter, and she can prepare either of those spells using her normal daily limit of cleric spells.

In Section K of your character sheet, add "+1" or "+D" to each spell level you can cast as a reminder that you also have a domain spell. When you prepare spells, mark your domain spells with "(domain)" or "(D)" so you remember they're domain spells.

FIGHTER

The description of the fighter class starts on page 55 of the *Core Rulebook*, and the table of fighter abilities is on page 56. Just as with the *Beginner Box*, when you level up, you add 1d10+CON to your hit points and gain a number of skill ranks equal to the amount listed in Section F of your character sheet. Let's take a look at the 5th- and 6th-level lines of the fighter table and examine each of the columns one at a time.

Base Attack Bonus: This bonus changes from +5 at 5th level to +6 at 6th level. This means you get a second attack per round (see Base Attack Bonus, *Core Rulebook* page 11).

Fort Save: This bonus changes from +4 at 5th level to +5 at 6th level.

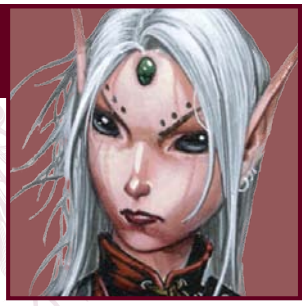
Ref Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Will Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Special: This line lists two abilities. First, you get a new **bonus feat**, so you can choose any combat feat in the *Core Rulebook* for free. (If you've read the *Beginner Box Player Pack* PDF that's available at **paizo.com**, you have already learned the ways to customize your fighter with combat feats.) Second, you get **bravery +2**. That means the bonus from your 2nd-level bravery fighter ability increases from +1 to +2.

Armor Training: Your armor training doesn't increase at 6th level, but this ability is even better in the *Core Rulebook* than in the *Beginner Box*, so it's important to mention. In addition to letting you move at normal speed in medium armor, at 3rd level this ability reduces your armor's armor check penalty (see page 5) by 1 and increases your armor's max Dexterity bonus by 1 (see page 5). At higher levels, these adjustments improve even more (see the description of the ability on pages 55–56 of the *Core Rulebook*).

ROGUE



The description of the rogue class starts on page 67 of the *Core Rulebook*, and the table of rogue abilities is on page 69. Just as with the *Beginner Box*, when you level up, you add 1d8+CON to your hit points and gain a number of skill ranks equal to the amount listed in Section F of your character sheet. Let's take a look at the 5th- and 6th-level lines of the rogue table and examine each of the columns one at a time.

Base Attack Bonus: This bonus changes from +3 at 5th level to +4 at 6th level.

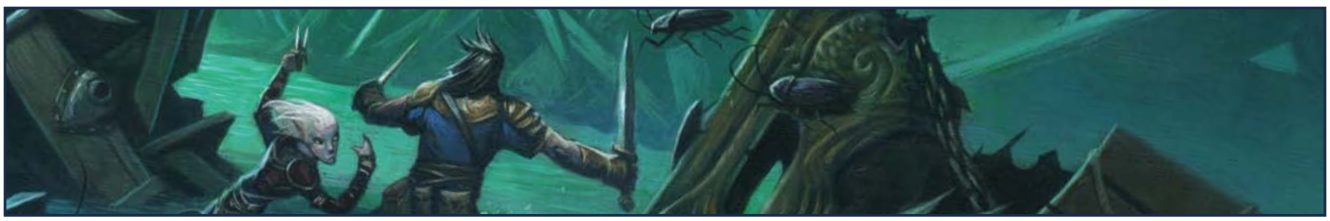
Fort Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Ref Save: This bonus changes from +4 at 5th level to +5 at 6th level.

Will Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Special: This line lists two abilities. First, you get a new **rogue talent**, so you can choose any rogue talent in the *Core Rulebook* for free. Second, you get **trap sense +2**. That means the bonus from your 3rd-level trap sense rogue ability increases from +1 to +2.

Uncanny Dodge: This ability is even better in the *Core Rulebook* than in the *Beginner Box*! In addition to preventing rogues from flanking you, you aren't flat-footed if an invisible creature attacks you!



paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

WIZARD

The description of the wizard class starts on page 77 of the *Core Rulebook*, and the table of wizard abilities is on page 80. Just as with the *Beginner Box*, when you level up, you add 1d6+CON to your hit points and gain a number of skill ranks equal to the amount listed in Section F of your character sheet. Let's take a look at the 5th- and 6th-level lines of the wizard table and examine each of the columns one at a time.

Base Attack Bonus: This bonus changes from +2 at 5th level to +3 at 6th level.

Fort Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Ref Save: This bonus changes from +1 at 5th level to +2 at 6th level.

Will Save: This bonus changes from +4 at 5th level to +5 at 6th level.

Spells Per Day: The number of 2nd-level spells you can cast per day increases from two at 5th level to three at 6th level. The number of 3rd-level spells you can cast per day increases from one at 5th level to two at 6th level.

Arcane School: Having an arcane school works a little differently in the *Core Rulebook*. In addition to the universalist, evocation, and illusion schools, there are also the abjuration, conjuration, divination, enchantment, necromancy, and transmutation schools. Every spell in the game belongs to one of these schools. This affects wizards in the following two ways.

One, in the *Beginner Box*, a wizard who chooses the evocation or illusion school gets one specific spell he can cast for free once per day (*burning hands* for an evoker, and *disguise self* for an illusionist). In the *Core Rulebook*, the wizard instead can prepare one extra spell per day as long as he knows the spell and it belongs to his chosen school. For example, an evoker could use this extra spell per day to prepare *burning hands* or *magic missile* because both of those are evocation spells. An illusionist could use this extra spell per day to prepare *color spray* or *disguise self* because both of those are illusion spells. If you're an evoker or illusionist, cross out your extra spells per day from those schools. In Section K of your character sheet, add a "+1" or a "+school" to each spell level you can cast as a reminder that you also have an extra spell from that school.

Two, using the *Beginner Box* rules, evokers and illusionists can never learn or cast certain spells. In the *Core Rulebook*, wizards pick two schools, called **opposition schools**. A wizard can learn and prepare spells from his opposition schools, but preparing the spell uses up two of his daily spell slots of that level instead of just one. For example, an illusionist with evocation as his opposition school can still learn *burning hands*, but if he prepares that spell, he has to use up two of his available 1st-level spell slots for that day. If you are an evoker or illusionist, erase your restricted spells from Section K of your character sheet and write in your opposition schools: conjuration and illusion for an evoker; necromancy and transmutation for an illusionist.

The above rules apply to all spell levels the wizard can cast. For example, a 5th-level evoker can prepare one extra 1st-level, one extra 2nd-level, and one extra 3rd-level evocation spell. If he prepares *stinking cloud* (a 3rd-level conjuration spell from his opposition school), it counts as two of his 3rd-level spells for that day.

Universalist wizards don't get an extra spell per day, but they also don't have opposition schools—they can learn and prepare spells from any school with equal ease.

Wizard spells are listed by school starting on page 232 of the *Core Rulebook* (they're listed as "sorcerer/wizard spells" because the *Core Rulebook* has a class called the sorcerer, which casts the same kind of spells as wizards).

Bonus Feats: In the *Core Rulebook*, all wizards get Scribe Scroll as a bonus feat at 1st level. That means you can use your prepared spells to create magic scrolls, just like those in the *Game Master's Guide*! At 5th level, you get to pick another bonus feat—either another item-crafting feat (like Brew Potion) or a metamagic feat (which lets you alter parts of your spells, like the range and area). Now that you're using the *Core Rulebook*, your wizard gets Scribe Scroll and you get to pick a bonus feat for wizard level 5 (see Bonus Feats on page 79 of the *Core Rulebook* for more information on what feats are allowed).

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

REBOOTING YOUR CHARACTER

The *Core Rulebook* has many more options than the *Beginner Box*. Once you start using some of the additional rules in the *Core Rulebook*, you may want to redesign, retrain, or recreate your character to use some of these new rules—just get permission from your GM! Then swap out the skills, feats, or other abilities you want to change, adjust the numbers on your character sheet to match these new abilities, and you're done!

Here are some options to think about when "rebooting" your character. These aren't the only new options for you, but they're the most important ones for your character class.

CLERIC

The new cleric options in the *Core Rulebook* comprise new domains, new gods, and new spells.

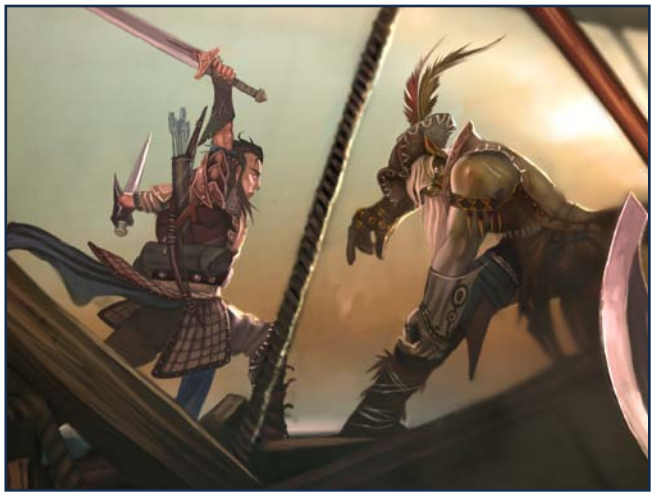
If you like your character's god but want to change around your abilities, you can change one or both of your cleric's domains. In the *Beginner Box*, clerics of Desna have the Luck and Travel domains, clerics of Gorum have the Strength and War domains, and clerics of Sarenrae have the Healing and Sun domains. To change your domains, first erase your god's two special powers (*Hero's Handbook*, pages 17–18) from Section F of your character sheet. Then check Table 3–6 on page 43 of the *Core Rulebook* to see the domains for each god. Select two domains allowed by your god (you can only take an alignment domain, such as Good or Lawful, if you have that alignment). Then write down the 1st-level granted power and your domain spells for both your domains on your character sheet.

If you'd like to choose a different god for your character, it works very much like changing your domains. First, choose a new god for your character from Table 3–6 on page 43 of the *Core Rulebook* (you can't choose a deity with an alignment that's the opposite of your own, so a good cleric can't choose an evil deity). Then erase the old god's two special powers from your character sheet, pick two domains allowed by the new god, and write them down, along with the 1st-level granted power and domain spells for those domains.

In some campaigns, there may be more gods, fewer gods, or a completely different list of gods. In this case, your GM should give you a list of gods and their domains so you can choose one that's right for your character. In some campaigns, clerics can serve a divine concept instead of a god, such as battle, death, justice, or knowledge, and these clerics can pick any two domains that match that concept.

The spells in the *Beginner Box* are just a small selection of the spells available in the *Core Rulebook*. The list of cleric spells starts on page 226 of the *Core Rulebook*. The spell descriptions start on page 239, but be aware that the *Core Rulebook* lists all spells alphabetically instead of by level, and includes spells for all classes, so make sure you're not trying to learn a spell that only wizards can use! You can prepare spells from the *Core Rulebook* just like any spell from the *Beginner Box*.

FIGHTER



Fighters have many new options in the *Core Rulebook*—new feats, weapons, armor, and combat maneuvers (see page 3).

You can swap any of your feats—regular feats, combat feats, or the human bonus feat—for other feats in the *Core Rulebook*. Just erase the old feat and any bonuses it gave you from your character sheet, write down the new feat, and update any bonuses or penalties to match the new feats. You may want to read about two-weapon fighting (*Core Rulebook* 202) to see if that's something your character would want to do.

If you want to change your chosen weapon, you can! The full weapon rules and descriptions start on page 140 of the *Core Rulebook*, and the table of weapons is on page 142. If you change your chosen weapon, remember to adjust the feats that make you better with that weapon, and you may want to change your weapon groups from your weapon training ability. For example, if you decide you want to use a flail instead of a longsword, update Section G of your character sheet with the flail information, change your Weapon Focus and Weapon Specialization to flail instead of longsword, and change your weapon training group from "heavy blades" to "flails." The updated weapon groups list is on page 56 of the *Core Rulebook*.

You can also choose from three new armors and two new kinds of shields. The armor rules and descriptions start on

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

page 149 of the *Core Rulebook*, and the armor table is on page 151. Find out whether your GM is using the new rules for maximum Dex bonus and armor check penalty (page 5), as they affect which armors are the best choices for you. When you've made your choice, write the new armor in Section H of your character sheet and update your bonuses and Armor Class total.

If your GM is using rules for disarm, grapple, and trip (see page 3) and you'd like your fighter to be better at performing these combat maneuvers, there are several feats that can help. For example, the Improved Disarm feat gives you a +2 attack bonus on disarm maneuvers and a +2 defense bonus when someone tries to disarm you.

ROGUE

The most important new options for rogues in the *Core Rulebook* are the new rogue talents, skills, and feats.

Some rogue talents make you more deadly, like bleeding attack, which deals extra damage over time when you sneak attack. Some help you survive, like resiliency, which temporarily heals you if you're reduced to negative hit points. The list of rogue talents is on page 68 of the *Core Rulebook*. If you swap a rogue talent, remember to update your character sheet by removing the old talent and its bonuses, writing in the new talent, and adding any bonuses the new talent gives you.

The Bluff skill has a new ability in the *Core Rulebook*: If you spend a standard action to make a Bluff check against your opponent, on your next attack (on your next turn) you can sneak attack your foe! This is very handy if you can't flank that opponent, and is a good reason for combat-oriented rogues to put ranks in the Bluff skill.

You may want to take ranks out of skills you haven't used much and put them into the Acrobatics, Disguise, Escape Artist, Intimidate, and Sleight of Hand skills—these are all handy for rogues.

WIZARD

The most important new options for wizards in the *Core Rulebook* are new spells, new arcane schools, and the ability to choose a familiar instead of an arcane bonded item.

The spells in the *Beginner Box* are just a small selection of the spells available in the *Core Rulebook*. The list of wizard spells starts on page 232 of the *Core Rulebook*. The spell descriptions start on page 239, but be aware that the *Core Rulebook* lists all spells alphabetically instead of by level, and includes spells for all classes—so make sure you're not trying to learn a spell that only clerics can use! You can add these wizard spells to your spellbook just like any spell in the *Beginner Box*—by copying it from a scroll or another wizard's spellbook, or by using one of your free spell slots when you level up.

If you like your current arcane school but want to change an opposition school (see page 18; the *Beginner Box* assumes evokers take conjuration and illusion as their opposition schools and illusionists take necromancy and transmutation), just cross off the old opposition school, choose a new one, and write it in Section K of your character sheet. Some of the spells you know may belong to your new opposition school; you can either keep them or swap them for other spells of the same spell level.

If you want to change your arcane school, erase your old school and its school power from your character sheet, choose a new school, and write its name and powers on your character sheet. You don't have to change your opposition schools unless your chosen school is also one of your opposition schools. For example, if you're an evoker using the *Beginner Box*, your opposition schools are conjuration and illusion; if you change your arcane school from evocation to conjuration, you'll have to swap your conjuration opposition school for a different opposition school.

Instead of an arcane bonded item, a wizard can have a familiar—an intelligent, magical animal companion like a cat, owl, or rat. A familiar gives you different benefits than an arcane bonded item. The table of available familiars is on page 82 of the *Core Rulebook*. If you swap your arcane bonded item to take a familiar instead, erase your arcane bond ability to cast any one spell you know once per day, choose a familiar, and write down your familiar's abilities in Section F of your character sheet.

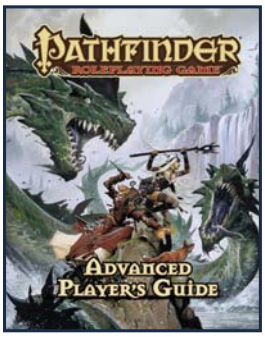
paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Pathfinder Products

Page 96 of the *Game Master's Guide* gives you a preview of the *Core Rulebook*, the *Bestiary*, and *The Inner Sea World Guide*, but they're just the beginning of your adventure!

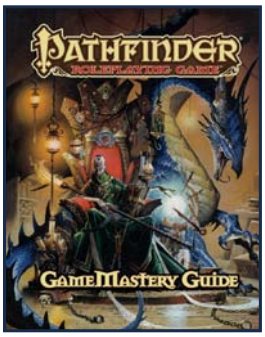
Pathfinder Roleplaying Game Books

The great thing about a fantasy roleplaying game is that there are always new places to explore and new things to try. Paizo's hardcover books for the Pathfinder RPG add more options for your PCs and your campaign. Here's a quick rundown of the available books—you can learn more at **paizo.com/pathfinderRPG**.



Advanced Player's Guide

If you like the new classes in the *Core Rulebook*, you'll love this book's six new classes: alchemist, cavalier, inquisitor, oracle, summoner, and witch! This book also has over a hundred new feats, variant class abilities for customizing characters, new gear, hundreds of new spells and magic items, and much more!

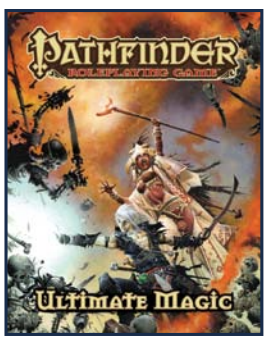


GameMastery Guide

This book is packed with valuable advice and hints for GMs who want to make their games more intense and more fun. Filled with pages of secrets, tips, and suggestions from experts to make you a sharper, fresher, and more creative GM, this book makes sure you always stay one step ahead of your players.

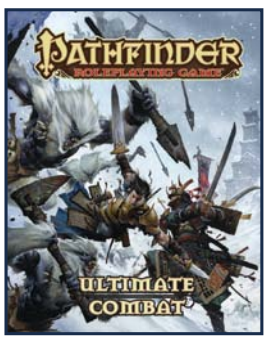
Bestiary 2

Who doesn't love more monsters? This book picks up where the *Bestiary* leaves off, adding more than 300 different monsters to the game, with challenges for characters from 1st to 20th level. Undead dragons, shrieking banshees, half-vampires, and jabberwocks are just a few of the strange and unique creatures within this tome.



Ultimate Magic

This book unlocks arcane and divine secrets for your game. With the new sword-and-spell-wielding magus class, a new, customizable magic system, new options for spellcasters, new feats and magical abilities, rules for building constructs and spell duels, and over 100 new spells, this is a must-have for any player or GM who loves magic!



Ultimate Combat

This book lets you turn a rogue into a ninja or a cavalier into a samurai, or break the mold and play the new gunslinger class. Try 250 new feats, rules for gladiator weapons, vehicle combat, siege engines, Asian weapons, finishing moves, and new options for standard classes like the barbarian, fighter, and monk.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Bestiary 3

This book is packed with more than 300 monsters of myth and legend. In addition to foes like sphinxes, clockwork monsters, the corrupted genies known as divs, five new kinds of dragons, dinosaurs,and hopping vampires, it also includes new familiars and player-friendly races like catfolk and vanaras!

Pathfinder Campaign Setting

The exciting world of the Pathfinder Campaign Setting comes alive in *The Inner Sea World Guide*. With over 300 pages of races, nations, deities, equipment, magic items, monsters, and more, this tome gives you everything you need to explore realms of endless adventure or give a home to your favorite hero. Continue your journey through Golarion every month with a new 64-page Pathfinder Campaign Setting book featuring nations, adventure sites, in-depth looks at particular kinds of monsters, new game options, and more. Visit **paizo.com/pathfinder/campaignSetting** to learn more!

Pathfinder Adventure Path

Paizo's Adventure Paths are incredibly detailed, six-part adventures that take characters from 1st level to about 15th level. Each has a different theme (such as "search for lost artifacts" or "pirates!"). If you want a complete adventure campaign with a compelling story, new monsters, and support articles with short fiction or information about the world, gods, and evil cults, then Pathfinder Adventure Paths are for you! You can learn more at **paizo.com/pathfinder/adventurePath**!

Pathfinder Player Companion

The Pathfinder Player Companions are monthly, 32-page, softcover sourcebooks specifically written for players of the Pathfinder RPG. Including new character creation options, adventuring gear, spells, and player-focused information on the lands and folk of Golarion, Pathfinder Player Companions give you everything your character needs to survive and thrive! You can learn more at **paizo.com/pathfinder/companion**.

Pathfinder Modules

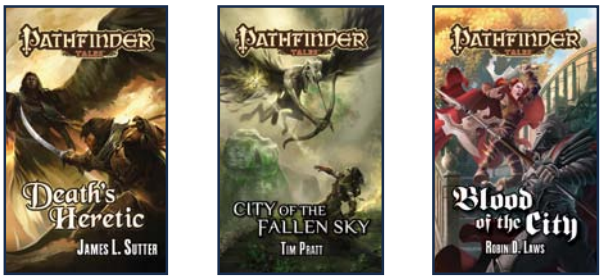
Pathfinder Modules are bimonthly, short, challenging adventures that are designed to cover 2–4 game sessions. Whether used as one-shot adventures or woven into a rich campaign by a GM, these beautifully illustrated, full-color adventures work perfectly with the Pathfinder Roleplaying Game. Designed by some of the most talented and best-respected adventure writers in the business, and embellished with award-winning maps, Pathfinder Modules pack a huge punch into a small and affordable package. Visit **paizo.com/pathfinder/modules** to learn more!

GameMastery

GameMastery products give you the tools to make the most of your RPG campaigns. Item cards are full-color illustrations of treasures you can hand out to players. The *Critical Hit Deck* lets you go wild with special critical effects like blinding and decapitation. Flip-Mats and Map Packs complement the dungeon map in the *Beginner Box*, allowing you to customize a wide range of encounters. Visit **paizo.com/gameMastery** to learn more!

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

PATHFINDER TALES



Draw your sword and charge forth into a world of adventure with Pathfinder Tales, official novels and web fiction that explore the fascinating world of the Pathfinder Roleplaying Game! The fantastical world of Golarion comes to life as never before, exploding with wild sagas of sword and sorcery from the genre's master storytellers. You can learn more at **paizo.com/pathfinder/tales**!

PATHFINDER PAWNS

Do you love the monster pawns from the *Beginner Box*? Do you love the new monsters from the *Bestiary*? Then you should take a look at the *Bestiary Box*—a collection of more than 300 creature pawns of monsters described in the *Bestiary*! With multiple pawns for commonly encountered creatures and more than 250 distinct creature images, the *Bestiary Box* is the best way to ensure you've got the right creatures to push your Pathfinder campaign to the next level! Visit **paizo.com/bestiarybox** to learn more!

PATHFINDER BATTLES MINIATURES

If you prefer miniatures to pawns or tokens, try Pathfinder Battles prepainted miniatures! Made by WizKids, Inc., these monsters are based on Paizo's award-winning art and produced with the highest-quality standards in the miniature business! Pathfinder Battles fantasy miniatures come in a variety of formats, from major randomly assorted sets like **Heroes & Monsters** and **Rise of the Runelords** to nonrandom Encounter Packs featuring a handful of useful figurines. Check them all out at **paizo.com/pathfinderbattles**!

PAIZO SUBSCRIPTIONS

Subscriptions are a great way to make sure you never miss out on the latest Paizo products—just sign up for a subscription and your work is done! We take care of ordering and shipping you each new subscription product as it's released. You can even combine other shipments with your subscriptions to save on shipping costs! Most subscriptions include a free PDF of each new book—go to **paizo.com/subscribe** to learn more!

PAIZO.COM

Come to **paizo.com** for product information, a daily gaming blog, store specials, the latest Pathfinder news, and a messageboard community with thousands of people who also know and love the Pathfinder RPG.

paizo.com, Kevin Athey <drizzt@acm.org>, Sep 18, 2012

Pathfinder Society

Do you want to meet other people who play the Pathfinder RPG? Are you unsure where to find gamers in your area? Are you looking to add more people to your gaming group? Do you want to get involved in an epic campaign with tens of thousands of other players? If the answer to any of these questions is "yes," Pathfinder Society Organized Play is for you!

What is Pathfinder Society?

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of Golarion, an ancient world beset by magic and evil. You can play Pathfinder Society events at conventions, in your home, at game stores, or online! You can use characters created with the *Beginner Box* or the *Core Rulebook* in this global campaign.

What's Golarion?

The Pathfinder Society Organized Play campaign is set in the world of Golarion—Paizo's fantasy world, home to the town of Sandpoint and dozens of exotic lands. Agents of the Pathfinder Society explore ancient pyramids in Osirion, mysterious jungles of the Mwangi Expanse, shadow-haunted Nidal, undead-cursed Ustalav, genie-built palaces of Qadira, decadent courts of Taldor, the demon-plagued Worldwound, and even stranger places.

What's in it for me?

Pathfinder Society Organized Play has dozens of **scenarios** (short adventures designed to be finished in one single game session) and **sanctioned modules** (Pathfinder Modules updated for use in the campaign; see page 11). Altogether there are over 100 adventures available for Pathfinder Society Organized Play—and Paizo releases two new scenarios every month! With this library of material at your disposal, even the busiest GM can have a full adventure ready in 10 minutes, and PCs will always have new quests to complete!

How do I get involved?

Learn more at **paizo.com/pathfindersociety**. You can register for a free account, search for Pathfinder Society games in your area, and post on the Pathfinder Society messageboards about your characters and campaigns! Experienced players can help you find the best places to adventure and learn how to get the most out of your character!

INDEX

6th level and beyond 17
ability damage 6
ability drain 6
adventures 11
arcane spell failure chance 5
area (for spells) 8
armor check penalty 5
armor rules 5
attack of opportunity (AOO) 3
base attack bonus (BAB) 4
Bestiary stat block 9
bonus types 4
casting time 8
cleric abilities 17
Combat Maneuver Bonus (CMB) 3
Combat Maneuver Defense (CMD) 3
combat maneuvers 3
components 8
concentration check 6
converting adventures 13
creature sizes 5
disarm 3
disease 6
environment (monster) 10
fighter abilities 18
grapple 3
Hit Dice 4
languages 6
luck bonus 4
major items 7
Master of the Fallen Fortress 11, 13
masterwork armor 5
maximum Dex bonus 5
medium items 7
minor items 7
modules 11
monster stat block 9
monster template 4
morale bonus 4
multiclassing 6
organization (monster) 10
overlapping bonuses 4
Pathfinder products 22
Pathfinder Society 25
poison 6
rebooting your character 20
rogue abilities 18
saving throw (for spells) 8
simple template 4
size category 5
size modifier 5
skills 5
special abilities (monster) 10
spell resistance (for spells) 8
spell stat block 8
stacking bonuses 4
taking 10 on a skill 5
taking 20 on a skill 5
template 4
treasure (monster) 10
treasure awards 6
trip 3
wizard abilities 19

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Beginner Box Transitions © 2012, Paizo Publishing, LLC; Author: Sean K Reynolds.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.