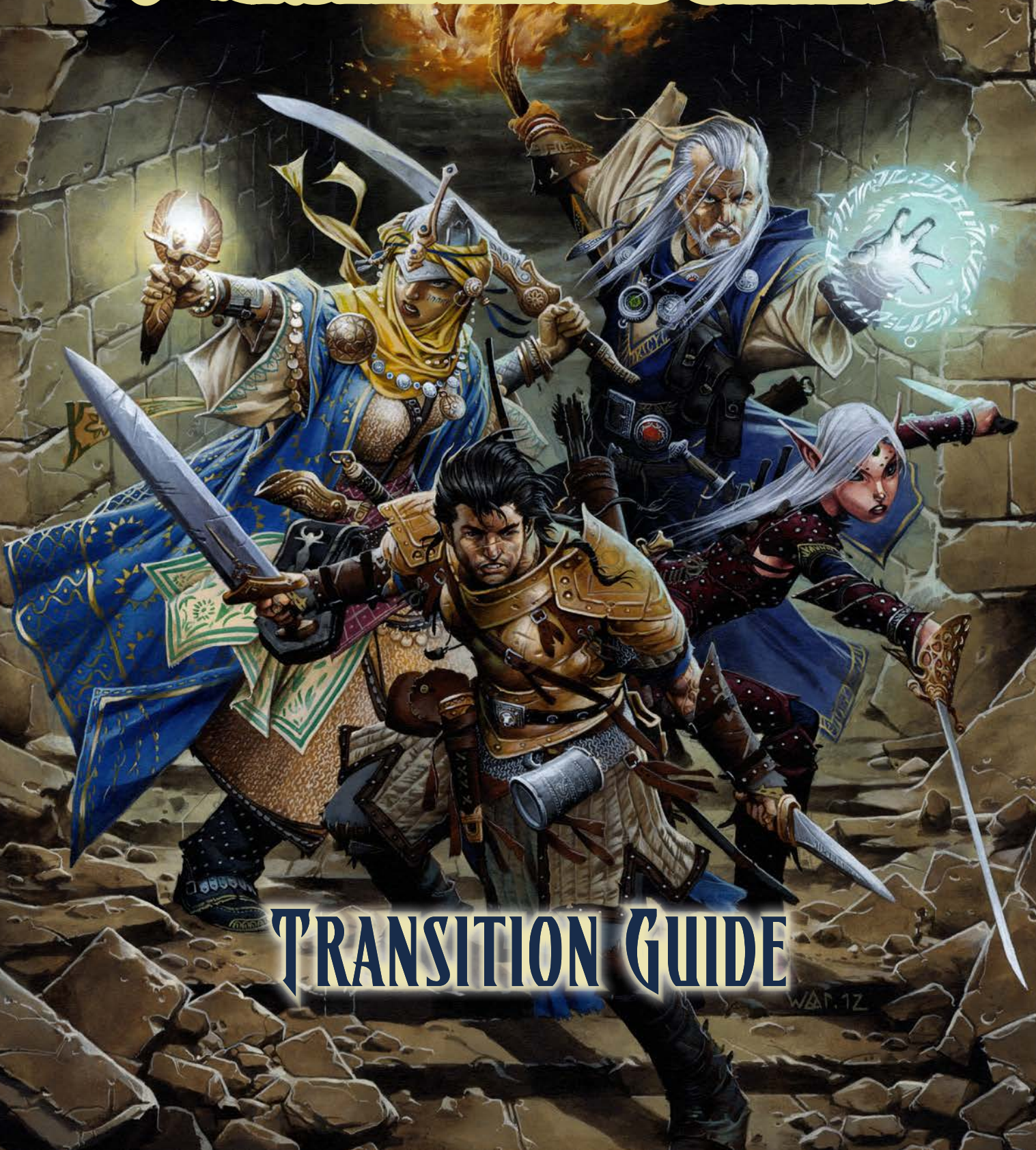


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TRANSITION GUIDE

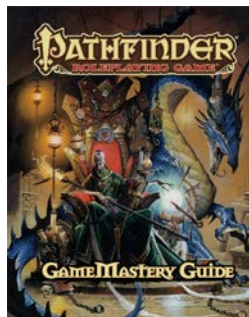
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PATHFINDER PRODUCTS

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!

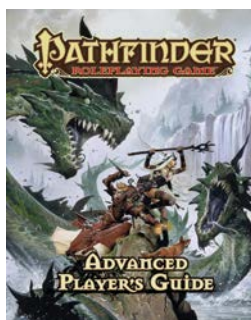
PATHFINDER ROLEPLAYING GAME BOOKS

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 character and your campaign—more spells, magic items, character classes, character options, monsters, feats, and equipment. Here's a quick rundown of the available books—you can learn more at paizo.com/pathfinderRPG.



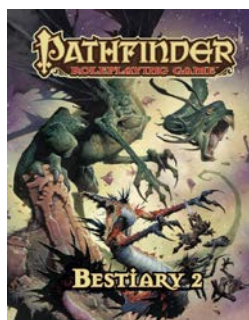
GAMEMASTERY GUIDE

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, this book makes sure you always stay one step ahead of your players.



ADVANCED PLAYER'S GUIDE

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



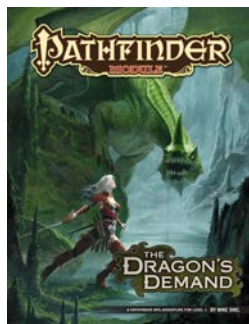
BESTIARY 2

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.



PATHFINDER PLAYER COMPANION

Pathfinder Player Companions are monthly, 32-page sourcebooks that include new adventuring gear, spells, and player-focused information about Golarion—everything your character needs to survive and thrive.



PATHFINDER MODULES

Pathfinder Modules are deluxe 64-page adventures designed to cover several levels worth of adventuring. These beautifully illustrated, full-color adventures include a two-sided color poster map and all the information you need to run a short campaign for the Pathfinder Roleplaying Game.



PATHFINDER PAWNS

Do you love the monster pawns from the *Beginner Box*? 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!



PATHFINDER BATTLES MINIATURES

If you prefer miniatures to pawns, try Pathfinder Battles preprinted miniatures! Based on Paizo's award-winning art, these Pathfinder Battles fantasy miniatures come in a variety of formats, from major randomly assorted sets like *Heroes & Monsters* to nonrandom *Encounter Packs* featuring several useful figurines.



TRANSITION GUIDE

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

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



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TAKING THE NEXT STEP

So you've been playing with the *Hero's Handbook and Game Master's Guide* 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. The *Transition Guide* 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 long 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 book will help you do it.

Here's a quick rundown of the various sections in the *Transition Guide*.

NEW RULES TO KNOW

This section gives an overview of important rules in the *Core Rulebook*—major concepts that you'll run into a lot. Just like the *Beginner Box* explains how to read dice, make attacks, and choose spells, the *Core Rulebook* explains how to grapple enemies, gain levels in 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 CORE RULEBOOK SPELL STAT BLOCK

The *Pathfinder RPG Core Rulebook* has more than 400 different spells for the full Pathfinder RPG. You can use these spells with the *Beginner Box*, but the spell stat blocks look different than what you're used to. Using the *fireball* spell, this section shows you where to find things on the new spell stat block and explains the new information about spells.

READING A BESTIARY MONSTER 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 (like spell stat blocks) the monster stat blocks look a little different than what you're used to. Using the Ghoulish page from the *Bestiary*, this section shows where to find things on its stat block, and explains what the new parts mean.

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.

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 *Pathfinder Module: 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.

PATHFINDER PRODUCTS

Paizo publishes many rulebooks and accessories for the Pathfinder RPG. The inside front and back covers describe 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? The back cover 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 to make an attack of opportunity against 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 to make an attack of opportunity against 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 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).



BASE ATTACK BONUS

In the *Beginner Box*, a character's attack bonus is based on his class and level. In the *Core Rulebook*, this modifier to attack rolls 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 for the *Beginner Box* monsters, but it's built into the attacks listed in their stat blocks. 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. Alternatively, 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.

A few kinds of bonuses stack even with bonuses of the same type, though these are rare. For example, dodge bonuses to

AC 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*. The *Core Rulebook* 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 maximum 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 maximum 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 full advantage of their DEX. The rules for maximum 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*. Certain feats 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 scores than Medium creatures—gnomes and halflings have a racial Strength penalty.

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, you can pick a level in a new class every time you level up, gaining the benefits of the old class as well as the new one! For example, if you're a fighter and you 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. You can find more information on multiclassing 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 affect a character's ability scores. This is called **ability damage**—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. Magic spells like *lesser restoration* and *restoration* can also 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 attempt 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 book).

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**. You start play knowing Common and your own racial language (and if your INT is at least +1, you know 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*.

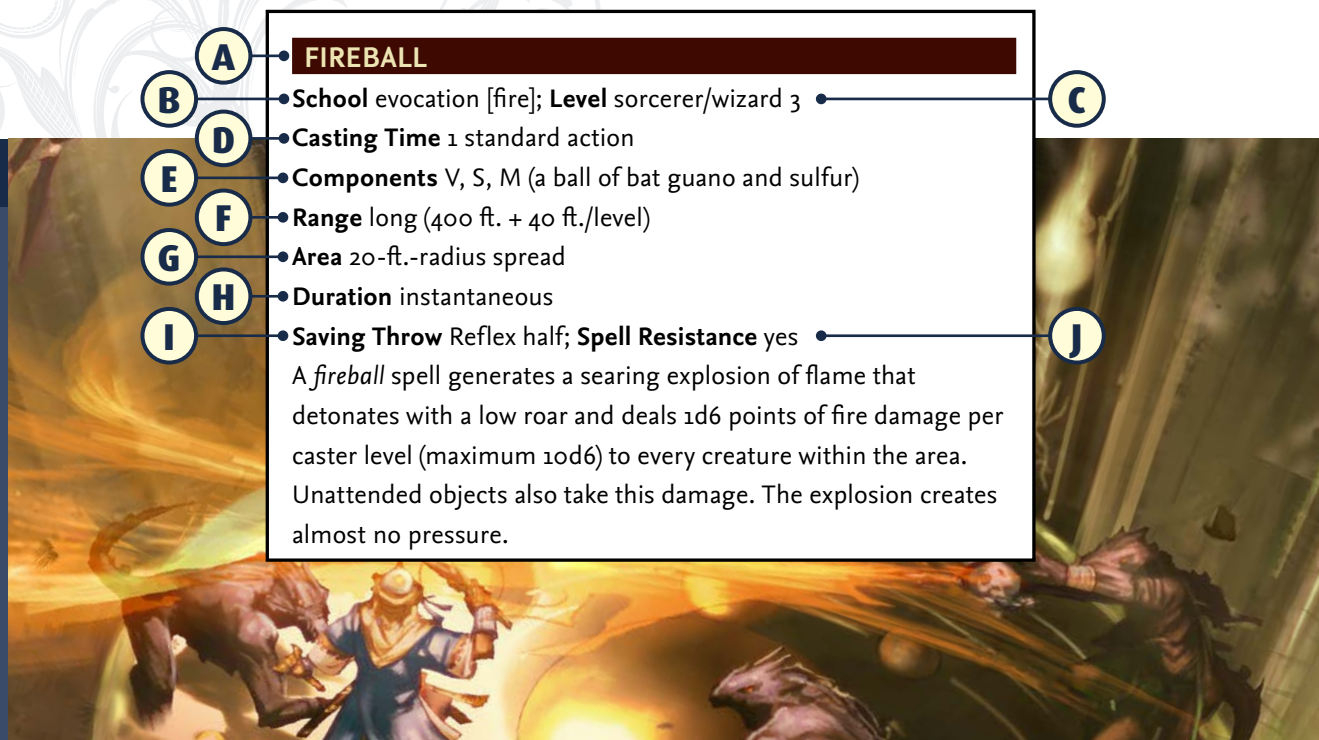


AWARDING TREASURE

The *Beginner Box* tells you how to build a treasure hoard up to Challenge Rating 8. In the *Core Rulebook*, giving out treasure rewards is basically the same, just with bigger numbers—up to CR 20 instead of CR 8. The expanded **Treasure Values per Encounter** table for up to Challenge Rating 20 is on page 399 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 item has a value of 10,000 gp, and an average major item has a value of about 40,000 gp (*Core Rulebook* 401).

READING A CORE RULEBOOK SPELL STAT BLOCK



A FIREBALL

B School evocation [fire]; **Level** sorcerer/wizard 3

D **Casting Time** 1 standard action

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

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

G **Area** 20-ft.-radius spread

H **Duration** instantaneous

I **Saving Throw** Reflex half; **Spell Resistance** yes

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 almost no pressure.

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

B 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).

C 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 a 2nd-level cleric spell but a 3rd-level sorcerer/wizard spell).

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

E This entry tells you what kind of **components** (magic words, gestures, or weird ingredients) the spell uses (*Core Rulebook* 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* 213).

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

H The spell's **duration** is listed in this entry (*Core Rulebook* 215).

I If the spell allows a **saving throw** to resist it, the kind of save is listed here. If no saving throw is allowed, this section says "none." The DC of the saving throw is 10 + the spell's spell level for the class you're using to cast it + your spellcasting ability modifier (*Core Rulebook* 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 whether the spell resistance ability can work against the spell or not (*Core Rulebook* 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.

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 entry 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, which begins 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** entry 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 spend only a standard action to attack, you can pick any one of those attacks for it to make.

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

N This entry 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

in the stat blocks there, but the rules for those feats are built into the monster stat blocks. 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 entry lists the ghoul's **skills**. This version of the ghoul also has the Acrobatics skill.

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

S The **Environment** entry 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** entry 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** entry 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 page 6).

V The **Special Abilities** section describes any unusual abilities the monster has. If the stat block lists an 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 ghastr (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.

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GHOU 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 ghastr.

X 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.

6TH LEVEL AND BEYOND

You've played a character up to 5th level using the *Pathfinder RPG Beginner Box* rules, you've earned 23,000 XP or more, and you're ready to level up to 6th level with the *Pathfinder RPG Core Rulebook*. This section explains how to level up a cleric, a fighter, a rogue, and a 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 included 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 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 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 spell 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 a 1st-level domain spell, and the Sun domain (*Core Rulebook*, page 47), which gives her the "sun's blessing"



domain power and *endure elements* as a 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 the Base Attack Bonus section, *Core Rulebook* 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 armor training 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 armor training 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.

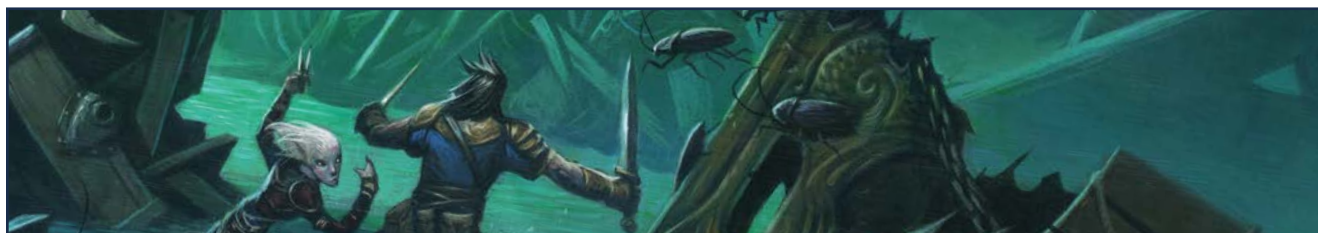
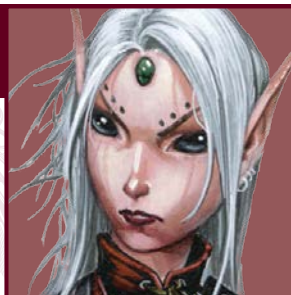
Ref Save: This bonus changes from +4 at 5th level to +5 at 6th level.

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 it preventing others from flanking you, you aren't flat-footed if an invisible creature attacks you!



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.

First, 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.

Second, 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 such a 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 evocation spell, one extra 2nd-level evocation spell, 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). So 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).



CONVERTING ADVENTURES

If you are a player instead of a GM, stop reading now, because this section is for GMs' eyes only.



This section is a guide to converting Pathfinder RPG adventures so you can easily use them with the *Beginner Box*. It takes you through *Pathfinder Module: Master of the Fallen Fortress* 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* rules. 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

An adventure's front cover usually says what character levels the adventure is written for (for this one, it's listed in the upper right corner). You can use adventures 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 includes the **Adventure Background** (what happened leading up to the present time), the **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, you may need to look 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

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 elsewhere, 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 the pages with their stat blocks 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 an encounter later in the adventure 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 of 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 whether 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.



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 attempt a Perception check to find the listed items.

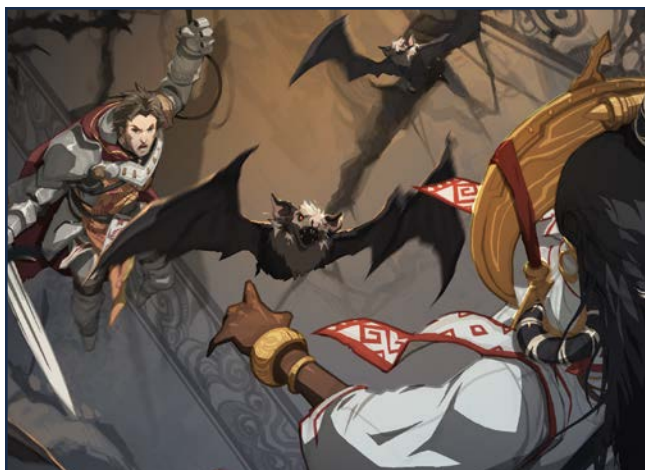
The **Treasure** section also mentions a silver dagger. In the *Core Rulebook*, you can get silver weapons that bypass damage reduction/silver in the same way that silver ammunition does (*Game Master's Guide* 50). The dagger is worth 22 gp instead of 2 gp.

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 attempt 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 swarms' 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 a temple 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 characters 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*.

PAGES 8–9: TOP OF THE TOWER

This encounter includes a **Hazard** section. The Hazard section explains 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 such as gnomes and halflings (both of which are from the *Core Rulebook*) 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* (see page 210), so 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. "Cold iron" is a special kind of metal described on page 154 of the *Core Rulebook*. 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*: the 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. As with 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!



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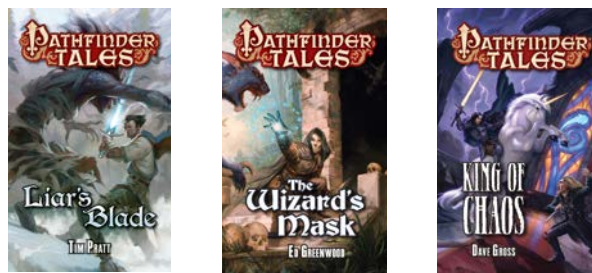
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