

# PATHFINDER BEGINNER BOX

## PATHFINDER SOCIETY

### PATHFINDER BEGINNER BOX

Playing the adventure “Menace Under Otari” from the *Pathfinder Beginner Box* gains specific benefits for players participating in the Pathfinder Society (second edition) organized play campaign.

### KEY DIFFERENCES FROM SCENARIOS

The *Pathfinder Beginner Box* uses a streamlined version of the Pathfinder ruleset. It does not contain specific faction-related elements or school training methods, nor is it tiered for play by characters over a wide range of levels. Thematically, the *Beginner Box* does not assume the characters are Pathfinders. The adventures included in the *Beginner Box* are therefore offered outside of the standard Organized Play environment and can be played with characters who do not conform to Organized Play requirements.

### RUNNING THE ADVENTURE

The *Pathfinder Beginner Box Game Master's Guide* outlines how to run the adventure “Menace Under Otari”. GMs should use the adventure as a framework and make adjustments for their table, focusing on the goal of providing an enjoyable, engaging experience for all participants.

The *Beginner Box Heroes Handbook* describes the rules for character creation. Alternatively, players can use the four pregenerated characters included in the *Pathfinder Beginner Box*.

### APPLYING CREDIT

Players who play through “Menace Under Otari”, as well as those who run the adventure, gain the Chronicle Sheet for each completed floor of the dungeon, which they can apply to a first level Pathfinder Society (second edition) Organized Play character. Players must decide which character to apply credit to when they receive the Chronicle Sheet and the GM signs it. Each Chronicle Sheet gives 4 experience points, 14 gp, and 4 Reputation that can be assigned to any faction.

Players earn access to the items and options listed on the Chronicle Sheets by completing the adventure.

### ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society 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 an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and remote locales in the world of Pathfinder.

In an organized play campaign, your character exists in a common setting shared by tens of thousands of other gamers from around the world. You can take your character to a Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly with a variety of other players.

For more information on the Pathfinder Society, on how to read the attached Chronicle Sheets, and to find games in your area, check out the campaign's homepage at [pathfindersociety.club](http://pathfindersociety.club).

# PATHFINDER SOCIETY ADVENTURE

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## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

|   |   |                               |   |
|---|---|-------------------------------|---|
| GM Org Play #:  | -2  | GM Name:                      | GM Faction:   |
| Adventure #:  |   | Adventure Name:               |   |
| Reporting Codes: (check when instructed, line through all if no conditions to report) |   |                               | <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D |
| Bonus Faction Goal Achieved:  | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | Scenario-based Infamy earned? | <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A                       |

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| Character Name: |    | Faction: |   |
| Org Play #:     | -2 | Level    | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance<br><input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters<br><input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel |
|                 |    |          | <input type="checkbox"/> Slow Track<br><input type="checkbox"/> Dead<br><input type="checkbox"/> Infamy   |

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|                 |    |          | <input type="checkbox"/> Slow Track<br><input type="checkbox"/> Dead<br><input type="checkbox"/> Infamy   |

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| Org Play #:     | -2 | Level    | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance<br><input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters<br><input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel |
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# Pathfinder Beginner Box: Menace Under Otari Upper Dungeon Level

|  |            |   |                     |
|--|------------|---|---------------------|
|  |            | 2   |                     |
| Character Name   |            | Organized Play #  | Character #         |
| Adventure Summary  |            |   |                     |
| Adventure begins in Otari! Investigating a beast feeding on stored fish, you faced a number of trials including giant rats and spiders, undead in a forgotten tomb, a band of kobolds and a golden puzzle. You've done well and proved your mettle, but the darkness beyond that spiral staircase promises more trials—and more treasure!  |            |   |                     |
| Boons  |            | Rewards   |                     |
| Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> account and registered a character before you can begin making Achievement Point transactions. |            | XP Gained   |                     |
| This adventure qualifies you for a unique Achievement Point boon: Deckhand.  |            | GP Gained   |                     |
| Reputation Gained  |            |   |                     |
| Items  |            | Purchases   |                     |
| hunter's bow (level 3, 60 gp; <i>Pathfinder Beginner Box Game Master's Guide</i> 51)<br>smoking sword (level 3, 60 gp; <i>Game Master's Guide</i> 51)<br>pyrite rat (level 2, 32 gp; <i>Game Master's Guide</i> 54)<br>storm hammer (level 3, 60 gp; <i>Game Master's Guide</i> 51)<br><br><b>Note:</b> Weapons refered to as +1 <i>magic</i> in the <i>Pathfinder Beginner Box</i> are the same as +1 weapons in the <i>Pathfinder Core Rulebook</i> , and use the standard rules for upgrading named weapons.                                |            | Items Sold / Conditions Gained<br><br><br><br><br><br><br><br><br><br><b>TOTAL VALUE OF ITEMS SOLD</b><br>Add 1/2 this value to the GP Gained Box |                     |
|  |            | Items Bought / Conditions Cleared<br><br><br><br><br><br><br><br><br><br><b>TOTAL COST OF ITEMS BOUGHT</b>  |                     |
| Notes  |            | Downtime  |                     |
|  |            |   |                     |
|  |            |   |                     |
|  |            |   |                     |
|  |            |   |                     |
| FOR GM ONLY  |            |   |                     |
| EVENT  | EVENT CODE | DATE  | GM Organized Play # |



# Pathfinder Beginner Box: Menace Under Otari

## Lower Dungeon Level

|  |  |  |  |                     |  |
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| Character Name   |  | Organized Play #   |  | Character #         |  |
| Adventure Summary  |  |  |  |                     |  |
| Delving into the lower levels of the tunnels under Otari, you discovered more peril! You faced a trio of foul xulgaths and a mechanical mermaid before discovering the true source of the missing fish. A gang of kobolds had hatched a green dragon and needed to sate its appetite, but you defeated the wyrmling and restored peace to the fishing village. This adventure has awakened a taste for adventure; who knows what lies in store for you?  |  |  |  |                     |  |
| Boons  |  |  |  | Rewards             |  |
| Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> account and registered a character before you can begin making Achievement Point transactions. |  |  |  | XP Gained           |  |
|  |  |  |  |                     |  |
|  |  |  |  | GP Gained           |  |
| Reputation Gained  |  |  |  |                     |  |
|  |  |  |  |                     |  |
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|  |  |  |  |                     |  |
| Items  |  | Purchases  |  |                     |  |
| <i>belt of good health</i> (level 4, 85 gp; <i>Pathfinder Beginner Box Game Master's Guide</i> 54)<br><i>green wyrmling breath potion</i> (level 5, 30 gp; <i>Game Master's Guide</i> 53)<br><i>poisonous dagger</i> (level 5, 150 gp; <i>Game Master's Guide</i> 51)<br><i>wand of heal</i> (level 3, 60 gp)  |  | Items Sold / Conditions Gained                                       |  |                     |  |
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|  |  | TOTAL VALUE OF ITEMS SOLD<br>Add 1/2 this value to the GP Gained Box |  |                     |  |
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|  |  | Items Bought / Conditions Cleared                                    |  |                     |  |
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|  |  | TOTAL COST OF ITEMS BOUGHT   |  |                     |  |
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| Notes  |  | Downtime   |  |                     |  |
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| FOR GM ONLY  |  |  |  |                     |  |
| EVENT  |  | EVENT CODE   |  | DATE                |  |
|  |  |  |  | GM Organized Play # |  |