PATHFINDER BEGINNER BOX

PATHFINDER SOCIETY

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Pathfinder Beginner Box: Menace Under Otari can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

The *Pathfinder Beginner Box* uses a streamlined version of the Pathfinder ruleset. The *Pathfinder Beginner Box* has variable playtimes. It doesn't contain specific faction-related elements, nor is it designed for play by characters over a wide range of levels. Sometimes they include pregenerated characters tailored and themed to the adventure. While not required, we recommend using the provided characters, as they strengthen players' immersion in the story.

Thematically, the Pathfinder Beginner Box doesn't assume the characters are members of the Pathfinder Society. Menace Under Otari is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the Guide to Organized Play: Pathfinder Society, and they do not receive the school benefits from Pathfinder Training listed in the Additional Character Options section of the Guide.

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. Players earn one set of rewards after completing the upper floor and again after finishing the adventure.

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.

Players who play through *Menace Under Otari*, as well as GMs who run the adventure, can apply the adventure's Chronicle Sheet to any first level Pathfinder Society Organized Play characters. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 4 Experience Point(s), 4 Reputation with one faction, and 14 gold pieces. It also grants 8 days of Downtime. This adventure is repeatable, therefore an individual may earn a chronicle each time they play or GM the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society is a worldwide fantasy living 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, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event

APPLYING CREDIT

PATHFINDER SOCIETY ADVENTURE

anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.



Event Code:_



Event Reporting Form

Location_____

Date.

GM Org Play #:		-2		GM Name:		GM Faction:	
Adventure #: Adventure Name:							
Reporting Codes: (check when instructed, line through all if no conditions to report))	□ A) Fame Earned:
Bonus Faction Goal Achieved:	🗆 Yes	🗆 No	□ N/A	Scenario-based I	nfamy earned?	□ Yes □ No □ N/	4
						Faction:	
Character Name:					□ Grand Archive □ Radiant Oath	Envoy's Alliance Horizon Hunters	Slow Track
Org Play #:			-2	Level	U Vigilant Seal	☐ Verdant Wheel	DeadInfamy
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Character Name:					□ Grand Archive □ Radiant Oath	Envoy's Alliance	Slow Track
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Pathfinder Beginner Box: Menace Under Otari Upper Dungeon Level

		2
Character Name	Organized Pla	y # Character #
Adventure Su	Immary	
Adventure begins in Otari! Investigating a beast feeding on stored fis undead in a forgotten tomb, a band of kobolds and a golden puzzle. Ye that spiral staircase promises more trials—and more treasure!	sh, you faced a number of trials includin	
Boons		Rewards
Congratulations on completing the adventure! You've earned a Achievement Points, a currency that be redeemed on our website at p such as access to rare or uncommon ancestries, feats, and more! To re paizo.com/organizedPlay/myAccount and click on the Boons tab. Not com account and registered a character before you can begin making Playing or GMing this adventure earns double the regular amount	paizo.com for special character boons, edeem your Achievement Points, go to te that you must have created a paizo . Achievement Point transactions.	XP Gained
		GP Gained
This adventure qualifies you for a unique Achievement Point boon Reputation Gained		
Items	Purchases	
 hunter's bow (level 3, 60 gp; Pathfinder Beginner Box Game Master's Guide 51) smoking sword (level 3, 60 gp; Game Master's Guide 51) pyrite rat (level 2, 32 gp; Game Master's Guide 54) storm hammer (level 3, 60 gp; Game Master's Guide 51) Note: Weapons refered to as +1 magic in the Pathfinder Beginner Box are the same as +1 weapons in the Pathfinder Core Rulebook, and use the standard rules for upgrading named weapons. 	Items Sold / Conditions Total Value of ITEMS Sold Add 1/2 this value to the GP Gained Box	Gained
	Items Bought / Condition	s Cleared
	TOTAL COST OF ITEMS BOUGHT	
Notes	Downtime	
FOR GM EVENT	ONLY EVENT CODE DATE	GM Organized Play #



Pathfinder Beginner Box: Menace Under Otari Lower Dungeon Level

		2
Character Name	Organized Play	# Character #
Adventure Su	Immary	
Delving into the lower levels of the tunnels under Otari, you discovered mermaid before discovering the true source of the missing fish. A gar appetite, but you defeated the wyrmling and restored peace to the fish who knows what lies in store for you?	ed more peril! You faced a trio of foul xul ng of kobolds had hatched a green dragor	n and needed to sate its
Boons		Rewards
Congratulations on completing the adventure! You've earned a Achievement Points, a currency that be redeemed on our website at p such as access to rare or uncommon ancestries, feats, and more! To re paizo.com/organizedPlay/myAccount and click on the Boons tab. Not com account and registered a character before you can begin making Playing or GMing this adventure earns double the regular amount	aizo.com for special character boons, deem your Achievement Points, go to the that you must have created a paizo . Achievement Point transactions.	XP Gained
		GP Gained
Reputation Gained		
Items	Purchases	
belt of good health (level 4, 85 gp; Pathfinder Beginner Box Game Master's Guide 54) green wyrmling breath potion (level 5, 30 gp; Game Master's Guide 53) poisonous dagger (level 5, 150 gp; Game Master's Guide 51) wand of heal (level 3, 60 gp)	Items Sold / Conditions G	
	Items Bought / Conditions	Cleared
Netos	Downtime	
Notes	Downtime ONLY EVENT CODE	GM Organized Play #