

**! Before you go any further, read this page, as it will help you get started with this box.**

- ▶ **IF YOU ARE ON YOUR OWN**, but still want to experience an adventure before reading the rules of the game, **GRAB THE HERO'S HANDBOOK AND TURN TO PAGE 2**. Inside, you will find an adventure that you can play by yourself that teaches you the basics of the game.
- ▶ **EVERY GROUP NEEDS A GAME MASTER, BUT IF YOU WANT TO BE A HERO AND START PLAYING NOW**, grab one of the pre-made Character Sheets. You can be a wise cleric, a mighty fighter, a sneaky rogue, or a cunning wizard!
- ▶ **IF YOU WANT TO BE A HERO, BUT YOU WANT TO MAKE UP YOUR OWN CHARACTER**, grab the *Hero's Handbook* and a copy of the blank Character Sheet. In the *Hero's Handbook*, **TURN TO PAGE 10**, and it will guide you through the process of making your own unique hero!
- ▶ **EVERY GROUP NEEDS A GAME MASTER.** If you want to take on the role of Game Master, grab the *Game Master's Guide*. The Game Master gets to know all the secrets and play all the monsters. **TURN TO PAGE 2 IN THE GAME MASTER'S GUIDE** to read up on the first adventure that the heroes will face.

**WELCOME TO THE PATHFINDER ROLEPLAYING GAME!**

