

APPENDIX

The *Pathfinder RPG Core Rulebook* presents a list of suggested reading that helped inspire those rules and the fantasy RPGs that preceded the *Pathfinder Roleplaying Game*. The following lists include and expand upon those suggestions, drawing also upon a variety of sources inspirational to fantastic adventures and even useful during play.

RECOMMENDED LITERATURE

Alighieri, Dante: *The Divine Comedy*
Barker, Clive: *The Hellbound Heart, Imagica, Weaveworld*
Barlowe, Wayne: *God's Demon*
Beowulf (anonymous)
Blackwood, Algernon: "The Willows," "The Wendigo," et al.
Brackett, Leigh: *The Sword of Rhiannon*, Skaith series, et al.
Burroughs, Edgar Rice: Pellucidar, Mars, and Venus series
Campbell, Ramsey: Ryre the Swordsman series, et al.
Carter, Lin: ed. *The Year's Best Fantasy, Flashing Swords*
Clarke, Susanna: *Jonathan Strange and Mr Norrell*
Cook, Glen: Black Company series
Cook, Hugh: Chronicles of an Age of Darkness series
Dunsany, Lord: *The King of Elfland's Daughter*, et al.
Epic of Gilgamesh (traditional)
Farmer, Philip José: World of Tiers series, et al.
Feist, Raymond: Riftwar saga, et al.
Grimm, Jacob and Wilhelm: *Grimm's Fairy Tales*
Gygax, Gary: Gord the Rogue series, et al.
Homer: *The Odyssey*
Howard, Robert E.: Conan series, *Almuric*, et al.
Hugo, Victor: *Les Misérables*
King, Stephen: Dark Tower series, et al.
Kuttner, Henry: *Elak of Atlantis, The Dark World*
James, M. R.: *Ghost Stories of an Antiquary*
Le Fanu, Sheridan: *In a Glass Darkly*
Leiber, Fritz: Fafhrd & the Gray Mouser series, et al.
Lovecraft, H. P.: Cthulhu Mythos tales, et al.
Machen, Arthur: "The White People," et al.
Malory, Sir Thomas: *Le Morte d'Arthur*
Martin, George R. R.: Song of Ice and Fire series
Merritt, A.: *The Ship of Ishtar, The Moon Pool*, et al.
Miéville, China: Bas-Lag series
Moorcock, Michael: Elric and Kane of Old Mars series, et al.
Moore, Alan: *The League of Extraordinary Gentlemen*, et al.
Moore, C. L.: *Black God's Kiss*
Morgan, Richard: *The Steel Remains*
Offutt, Andrew J.: ed. *Swords Against Darkness*
One Thousand and One Nights (traditional)
Ovid: *Metamorphoses*
Poe, Edgar Allan: "The Fall of the House of Usher," et al.
Rosenberg, Joel: *Guardians of the Flame*, et al.
The Ramayana (traditional)

Saberhagen, Fred: *Changeling Earth*, et al.
Saunders, Charles: Imaro series, et al.
Sapkowski, Andrzej: The Witcher series
Shahnameh (traditional)
Shakespeare, William: *Macbeth*, et al.
Simmons, Dan: Hyperion series, *The Terror*, et al.
Smith, Clark Ashton: *Averoigne* and *Zothique* tales, et al.
Sturluson, Snorri: *Prose Edda*
Stephenson, Neal: The Baroque Cycle
Stoker, Bram: *Dracula, Lair of the White Worm*, et al.
Tolkien, J. R. R.: *The Lord of the Rings, The Hobbit*
Vance, Jack: Dying Earth series, et al.
Verne, Jules: *Journey to the Center of the Earth*, et al.
Wagner, Karl Edward: Kane series, ed. *Echoes of Valor*
Wellman, Manly Wade: John the Balladeer series, et al.
Wells, H. G.: *The Time Machine, The Invisible Man*, et al.
Wilde, Oscar: *The Picture of Dorian Gray*
Zelazny, Roger: Amber series, et al.

RECOMMENDED REFERENCES

Aliens in Space, by Steven Caldwell
The Atlas of the World's Worst Natural Disasters: by Lesley Newson
African Mythology, by Jan Knappert
Barlowe's Guide to Fantasy, by Wayne Barlowe and Wayne Duski
Battle: A Visual Journey through 5,000 Years of Combat, by R. G. Grant
The Book of Imaginary Beings, by Jorge Luis Borges
Bulfinch's Mythology, by Thomas Bulfinch
The Cassell Dictionary of Folklore, by David Pickering
Cause of Death: A Writer's Guide to Death, Murder & Forensic Medicine, by Keith D. Wilson
Castle, Cathedral, City, Mosque, Pyramid, by David Macaulay
A Classical Dictionary of Hindu Mythology, by John Dowson
A Cthulhu Mythos Bibliography & Concordance, by Chris Jarocha-Ernst
Deadly Doses: A Writer's Guide to Poisons, by Serita Deborah Stevens with Anne Klarner
A Dictionary of Angels, by Gustav Davidson
The Dictionary of Imaginary Places, by Alberto Manguel and Gianni Guadalupi
Dictionary of Symbolism, by Hans Biedermann
The Encyclopedia of Cryptozoology, by Michael Newton
Encyclopedia Cthulhiana, by Daniel Harms
The Encyclopedia of Witches and Witchcraft, by Rosemary Ellen Guiley
Great Tales of Jewish Occult and Fantasy, by Joachim Neugroschel
Guns, Germs, and Steel, by Jared Diamond
The Illustrated Directory of Dinosaurs and Other Prehistoric Creatures, ed. Ingrid Cranfield
Larousse Encyclopedia of Mythology, by Robert Graves

Mapping the World: An Illustrated History of Cartography, by Ralph E. Ehrenberg
Military History series, by Osprey Publishing
Minerals Encyclopedia, by Petr Korbel and Milan Novak
The Mythical Creatures Bible, by Brenda Rosen
National Geographic (periodical)
People's Names, by Holly Ingraham
A Treasury of Irish Myth, Legend, and Folklore, ed. W. B. Yeats
The Voynich Manuscript (anonymous)
Warrior: A Visual History of the Fighting Man, by R. G. Grant
Weapons: A Pictorial History, by Edwin Tunis

RECOMMENDED MUSIC

Arkenstone, David; Bush, Tracy; Duke, Derek; Hayes, Jason: various Warcraft soundtracks
Beal, Jeff: *Carnivale*, Rome
Bell, Joshua: *The Red Violin*
Carpenter, John: *Halloween*, et al.
D'Ambrosio, Marco: *Vampire Hunter D: Bloodlust*
Dead Can Dance: *Dead Can Dance*, et al.
Elfman, Danny: *Red Dragon*, *Sleepy Hollow*, et al.
Fiedel, Brad: *Terminator*
Giacchino, Michael: *Cloverfield*, *Lost*
Goldsmith, Jerry: *The 13th Warrior*, *The Mummy*, et al.
Grieg, Edvard: *In the Hall of the Mountain King*
Herrmann, Bernard: *The 7th Voyage of Sinbad*, et al.
Holst, Gustav: *The Planets*
Horner, James: *Aliens*, *Avatar*, *Braveheart*
In the Nursery: *Engel*
Jablonsky, Steve: *Transformers*
Jones, Trevor: *From Hell*, *Merlin*
Kilar, Wojciech: *Bram Stoker's Dracula*
Kronos Quartet: *Dracula*, *Ghost Opera*, et al.
Kyd, Jesper: *Assassin's Creed 2*
Mansell, Clint: *The Fountain*, *Requiem for a Dream*
McCreary, Bear: *Battlestar Galactica* scores, et al.
McKennitt, Loreena: *The Mask and Mirror*, et al.
Morricone, Ennio: *The Good, the Bad & the Ugly*, *The Thing*
Navarrete, Javier: *Pan's Labyrinth*
Newman, David: *Serenity*, *The Phantom*
Nine Inch Nails: *The Fragile*, et al.
Orff, Carl: *Carmina Burana*
Pelican: *City of Echoes*
Poledouris, Basil: *Conan the Barbarian*
Saint-Saëns, Camille: *Bacchanale*, *Danse Macabre*
Schubert, Franz: *Death and the Maiden*
Serra, Éric: *The Fifth Element*
Shore, Howard: *Lord of the Rings*
Uematsu, Nobuo: *Final Fantasy* series, et al.
Vangelis: *Blade Runner*, et al.
Williams, John: *Raiders of the Lost Ark*, *Star Wars*, et al.
Yamane, Michiru: *Castlevania: Symphony of the Night*
Zimmer, Hans: *Batman Begins*, *Gladiator*, et al.

RECOMMENDED FILMS

The 7th Voyage of Sinbad, dir. Nathan H. Juran
Aguirre, the Wrath of God, dir. Werner Herzog
Alice in Wonderland, dir. Tim Burton
Army of Darkness, dir. Sam Raimi
Big Trouble in Little China, dir. John Carpenter
Braveheart, dir. Mel Gibson
Brotherhood of the Wolf, dir. Christophe Gans
Clash of the Titans, dir. Desmond Davis
Conan the Barbarian, dir. John Milius
Crouching Tiger, Hidden Dragon, dir. Ang Lee
The Dark Crystal, dir. Jim Henson and Frank Oz
The Descent, dir. Neil Marshall
Dragonslayer, dir. Matthew Robbins
Elizabeth, dir. Shekhar Kapur
Excalibur, dir. John Boorman
The Exorcist, dir. William Friedkin
From Hell, dir. Albert Hughes and Allen Hughes
Gladiator, dir. Ridley Scott
Interview with the Vampire, dir. Neil Jordan
Jaws, dir. Steven Spielberg
Jason and the Argonauts, dir. Don Chaffey
House of Flying Daggers, dir. Zhang Yimou
Kingdom of Heaven, dir. Ridley Scott
Ladyhawke, dir. Richard Donner
The Last Winter, dir. Larry Fessenden
Lawrence of Arabia, dir. David Lean
The Legend of Boggy Creek, dir. Charles B. Pierce
Lord of the Rings Trilogy, dir. Peter Jackson
Master and Commander, dir. Peter Weir
The Mummy, dir. Stephen Sommers
The Name of the Rose, dir. Jean-Jacques Annaud
The Neverending Story, dir. Wolfgang Petersen
Night of the Demon, dir. Jacques Tourneur
Ninja Scroll, dir. Yoshiaki Kawajiri
The Omen, dir. Richard Donner
Pan's Labyrinth, dir. Guillermo del Toro
Pirates of the Caribbean Series, dir. Gore Verbinski
The Princess Bride, dir. Rob Reiner
Princess Mononoke, dir. Hayao Miyazaki
Record of Lodoss War, dir. Akinori Nagaoka
Rogue, dir. Greg McLean
Seven Samurai, dir. Akira Kurosawa
Sleepy Hollow, dir. Tim Burton
Spirited Away, dir. Hayao Miyazaki
Stargate, dir. Roland Emmerich
Suspiria, dir. Dario Argento
The Thing, dir. John Carpenter
The Thirteenth Warrior, dir. John McTiernan
Trilogy of Terror, dir. Dan Curtis
The Wicker Man, dir. Robin Hardy
Yojimbo, dir. Akira Kurosawa
Vampire Hunter D, dir. Toyoo Ashida



CAMPAIGN SHEET

CAMPAIGN TITLE

THEMES

PLOTLINES

RESOLVED?

☐
☐
☐
☐
☐
☐
☐
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MYSTERIES

SOLVED?

☐
☐
☐
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☐
☐
☐

OUTLINE

CAMPAIGN ELEMENTS

IMPORTANT LOCATIONS:

VILLAINS:

ALLIES:

IMPORTANT ORGANIZATIONS:

RECURRING NPCs:

MONSTERS:

PLAYER CHARACTERS

CHARACTER

RELATIONS

SUBPLOTS/SECRETS

CHARACTER

RELATIONS

SUBPLOTS/SECRETS

CHARACTER

RELATIONS

SUBPLOTS/SECRETS

CHARACTER

RELATIONS

SUBPLOTS/SECRETS

CHARACTER

RELATIONS

SUBPLOTS/SECRETS

CHARACTER

RELATIONS

SUBPLOTS/SECRETS



NPC SHEET

| | | | | | | | |
|------------|-------------------|----------------------|------------|-----------------|--|---------------------------------------|--|
| NAME _____ | | NICKNAME/ALIAS _____ | | ALIGNMENT _____ | STR STRENGTH <input type="text"/> | DEX DEXTERITY <input type="text"/> | CON CONSTITUTION <input type="text"/> |
| RACE _____ | CLASS/LEVEL _____ | GENDER _____ | ROLE _____ | | INT INTELLIGENCE <input type="text"/> | WIS WISDOM <input type="text"/> | CHA CHARISMA <input type="text"/> |

ABILITY SCORES

FIRST IMPRESSIONS

DISTINGUISHING FEATURES _____ MANNERISMS _____

APPEARANCE _____ PERSONALITY _____

HISTORY

BOONS

DISPOSITION

STARTING ATTITUDE

DIPLOMACY DC

REACTIONS _____

GOALS

IMMEDIATE

SHORT-TERM

LONG-TERM

ALLIES

ENEMIES

QUESTS/RUMORS

SUBPLOTS

NOTES



BASIC RULES CHEAT SHEET

The following terms and actions are some of the most commonly used around a game table.

ROLEPLAYING SHORTHAND

Below are several common abbreviations used when talking about the game.

GM: Game Master. The game's storyteller, referee, and director.

PC: Player Character. A character controlled by you or one of the other players.

NPC: Nonplayer Character. A character run by the Game Master, such as townsfolk, villains, monsters, and so on.

1d4, 1d20, 2d6, etc: How many dice of what type you need to roll; 1d20 translates into "1 die with 20 sides," while 2d6 means "2 dice with 6 sides each."

DC: Difficulty Class. The number you must match or roll higher than to succeed on a die roll.

CHARACTER ELEMENTS

Every character has the following traits, which reflect their capabilities with regards to things like combat and interpersonal interactions.

Abilities: The six traits that define your character: Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. The higher the related number, the more significant the ability. Each ability has a modifier that influences many other rolls.

Initiative: Your ability to react to danger. Initiative is a d20 roll + Dexterity modifier + any bonus modifiers. The higher the result, the earlier you can act.

Movement: How many feet you can move with a single move action on your turn. Each square on a battle grid represents 5 feet.

Saving Throw: Your skill at avoiding negative effects, such as poisons, effects that target a wide area, or mental attacks, divided into three categories: Fortitude, Reflex, and Will. A saving throw is a d20 roll + your relevant saving throw bonus + the relevant ability modifier (Constitution, Dexterity, and Wisdom, respectively).

Skill Check: Your ability to do something, from lying to climbing a wall or healing wounds. A skill check is a d20 roll + your skill modifier from the related skill (if any).

COMBAT BASICS

These are some of the most common terms that arise during battle.

AC: Armor Class. This is the target number enemies need to hit you. Your basic AC is 10 + Dex modifier + armor bonus + shield bonus + spells or magic items that grant an AC bonus.

hp: Hit points. These represent your character's health, based on your Hit Dice. Damage subtracts hit points, while healing restores hit points.

Melee attack: An attack in hand-to-hand combat. A basic melee attack is a d20 roll + base attack bonus + Strength modifier + any related or magical bonuses.

Ranged attack: An attack with a projectile weapon, such as a bow and arrow. A basic ranged attack is a d20 roll + base attack bonus + Dexterity modifier + any related or magical bonuses.

Damage: Damage is determined by rolling the dice listed with the weapon. Melee weapons deal their listed damage + Strength modifier. Ranged weapons usually do only their listed damage. Some weapons gain additional bonuses from magic or other effects. Spells do their listed damage.

ACTIONS DURING COMBAT

These are the most basic types of actions available during combat. A typical round involves one standard action and one move action per combatant, representing about 6 seconds in the game world. A complete list of types of actions can be found in the *Pathfinder RPG Core Rulebook*, page 183.

Standard Actions: One attack roll, one spell with a casting time of 1 standard action, drinking one potion, using most special abilities.

Move Actions: Traveling your movement speed, drawing a weapon, opening a door, dismounting a steed, loading a light or hand crossbow, getting something out of a pack.

Full-Round Actions: Making more than one attack, charging an enemy, loading a heavy or repeating crossbow, running.

Free Actions: Can be done at any time during your turn for free. Includes speaking and dropping an item.

ADVANCED COMBAT ACTIONS

You can do more in battle than simply swing or shoot a weapon. On your turn you might attempt any of the following actions to hinder your opponents or aid your allies.

Aid Another: Sometimes the best way to defeat a foe is to help an ally. To do this, you must be in a position to attack your ally's opponent and make an attack roll against AC 10. If you succeed, your ally gains your choice of either a +2 bonus on his next attack roll against that opponent or a +2 bonus on his AC against that opponent's next attack.

Charge: You rush at an enemy in a reckless rush. By moving at least 10 feet in a straight line at your foe, you gain a +2 bonus on one attack roll but take a -2 penalty to your AC until the start of your next turn.

Combat Maneuvers: There's more to combat than just striking a foe with your weapon. The following are maneuvers any character might perform. Your Combat Maneuver Bonus (CMB) influences your ability to perform these attacks, while your Combat Maneuver Defense (CMD) determines your skill at resisting them. (See pages 198–201 of the *Core Rulebook* for more details)

Bull Rush: A charge that forces an enemy backward.

Disarm: A strike that knocks an item from an enemy's hands.

Grapple: An attempt to grab and hold an enemy.

Overrun: A dash carrying you through an enemy's space.

Sunder: An attack that breaks something held or worn by an enemy.

Trip: A strike that knocks an enemy down.

Combat Maneuver Bonus (CMB): Attempts to use combat maneuvers rely on a character's Combat Maneuver Bonus (or CMB). Your CMB is your base attack bonus + Strength modifier + special size modifier. This number is added to a d20 roll whenever you attempt one of the combat maneuvers noted above.

Combat Maneuver Defense (CMD): To succeed at a combat maneuver (or for a foe to succeed at a maneuver against you) you must make a combat maneuver roll that equals or exceeds your target's Combat Maneuver Defense. Your CMD is 10 + base attack bonus + Strength modifier + Dexterity modifier + special size modifier.

Flanking: When a character or enemy is in battle with foes directly on opposite sides of him (directly in front and behind for example), he is considered "flanked." Those who attack a flanked foe gain a +2 bonus on melee attack rolls against that foe.

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