

# Avalon Solo Adventures

Volume #1

**Avalon Games**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





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**All comments, suggestions and contacts can be made at...**

**Avalon Games Company, [avalon@comstar-games.com](mailto:avalon@comstar-games.com)**

**Or visit  
Avalon Games at...**

**[www.avalon-games.com](http://www.avalon-games.com)**

**Written  
by  
Mark Solino**

**Product design, some artwork and layout  
by  
Robert Hemminger**

**Some artwork by  
Sade and LPJ**

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# Avalon Games





## Avalon Intro to Pathfinder Solo Adventures Volume I: The Human Fighter

Have you ever wanted to try a tabletop roleplaying game (RPG); but were too intimidated by thick rulebooks, insider jargon, and experienced players to try? Well, now's your chance! You've come to the right place.

This Avalon Intro to Pathfinder Solo Adventure will help introduce you to one of the most popular tabletop RPGs being played today: the Pathfinder Roleplaying Game. Produced by Paizo Publishing ([paizo.com](http://paizo.com)), Pathfinder uses one of today's leading RPG rulesets to let you play in a world of fantasy Adventure.

A typical tabletop RPG is played much like a board or card game; around a table with a group of friends, some drinks and some snacks. One of the players is the Game Master (GM), who leads the game and provides the story; the other players take on the role of Characters (also called Player Characters, or PCs) who help shape the tale with their actions. The GM also plays the role of all of the Non-Player Characters (NPCs), including creatures, townsfolk, and the like that PCs might meet during the Adventure.

This particular Adventure, however, is a solo affair; with the GM role taken on by the author, and you controlling a Player Character that you create (and can use later if you decide to play Pathfinder with a group). It is structured similar to the Choose Your Own Adventure gamebooks of old, although it uses dice (see below) to add the element of chance.

The scenario focuses on the Fighter Character Class and is geared towards inexperienced players; that in addition to having a full-fledged Character at the end, many of the concepts and rules of the Pathfinder Roleplaying Game are explained throughout (acting as a sort of tutorial or demo of the game). You should feel more comfortable at the end when starting to play a regular game with a group, due to having been exposed to some of its ideas already.

Future Adventures in the series will introduce the other core Character Classes (Rogue, Wizard, and Cleric).

Be aware of the Pathfinder Roleplaying Game Reference Document (abbreviated PRD and available to peruse for free at...

<http://paizo.com/pathfinderRPG/prd/>)

as an excellent resource for further exploring the game. Of course, having a copy of the Core Rulebook is also helpful, and available fairly inexpensively (in PDF form at least) at [paizo.com](http://paizo.com). Also, this Adventure includes a Glossary at the end to help further define terms and concepts which are introduced throughout.

This story has several different endings, depending on the choices you make throughout (and how much luck is on your side); and each time you play you might end up with a different type of Character (though always a Human Fighter, of one sort or another). Although unlikely, depending on the choices you make and the vagaries of fate (aka the dice) your Character could die (Pathfinder's fantasy world can be a dangerous place); so try to act carefully. The land is littered with the bones of would-be heroes who died early in their adventuring career; their tales untold. Think of what your Character would do when confronted with a threat, and if you decide to stand and fight, fight smarter (not harder).

Enjoy your journey. We hope that it will both educate you about the Pathfinder game and inspire you to find a group (or form one yourself) to play it regularly.





## Before You Play...

You'll need a full set of polyhedral dice (a 4-sided die (d4), d6, d8, d10, d12, and d20) to play this Adventure. If you don't already have these and can't acquire them (i.e. if you don't have a local game store nearby) there are online dice roller websites that do the same thing for free (Wizards of the Coast, another game company, has one at

<http://www.wizards.com/dnd/dice/dice.htm>).

## Your First Step on the Road to Adventure: Character Creation

To start, you'll need to fill in the Character Sheet found at the end of the adventure. Here's how to do that:

**Character Name:** Make up a name for your character.

**Player:** This is you.

**Gender:** Your Character can be either male or female; there are no penalties or bonuses for either in Pathfinder. The game's default assumption is a gender-neutral, not gender-biased (like our own) fantasy world; where women can be knights or blacksmiths just as easily as a man can.

**Age:** You start as a young adult, just coming into your own and ready to take on the world. Pick an Age.

**Height, Weight, Hair and Eye Color:** You choose.

**Race:** This is pre-filled in as Human. In the full Pathfinder game, you can also play other fantasy Races such as Dwarves, Elves, Gnomes, Halflings, Half-elves, and Half-orcs; but this adventure keeps things simple and has you play as a Human (playing a Human Character should be easy for you to relate to, as you are one in real life).

**Character Class:** This is filled in for you--Fighter. The all-around warrior Class of the Pathfinder world, it encompasses such classic archetypes as the knight, gladiator, mercenary, and of course the farm boy who sets out on a quest and becomes a great hero in battle.

**Character Level:** All characters start at 1st Level. Characters increase their Level by overcoming challenges and gaining adventuring experience (numerically represented in-game as Experience Points or XP). Experience Points are rewarded throughout the course of the game by the Game Master (GM) (note that in this adventure, the GM is "played" by the author, while in a normal Pathfinder game another person would take on that role and give out the XP to Players).

## Ability Scores, and How to Determine Them

Your Character's six Abilities (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) are a measure of his raw aptitude and potential in those areas of his life-and Ability Scores assign a numerical value to each one.

There are several different ways to generate your Character's Ability Scores, as detailed in both the Pathfinder Roleplaying Game Core Rulebook and the Pathfinder Roleplaying Game Reference Document

(<http://paizo.com/pathfinderRPG/prd/gettingStarted.html#ability-scores>).

For simplicity's sake, we'll use the following method:

Roll 4 six-sided dice (4d6) and discard the lowest one. Add the remaining three together. Do this six times, writing each total down on a piece of scrap paper as you go. You will be left with six numbers, each ranging from 3 to 18 (10 or 11 is considered average, with higher better and lower worse). These represent your Ability Scores, and can be assigned to your Abilities in any way you wish. Note that, since your Character is a Fighter, it may be wise to put the higher values into his physical Abilities (such as Strength and Constitution) rather than his mental ones (such as Intelligence or Wisdom); though the choice is ultimately up to you. For example, want to play a really good-looking, suave ladies' man who also happens to be good with a sword? Put one of the higher results in Charisma. And so on.





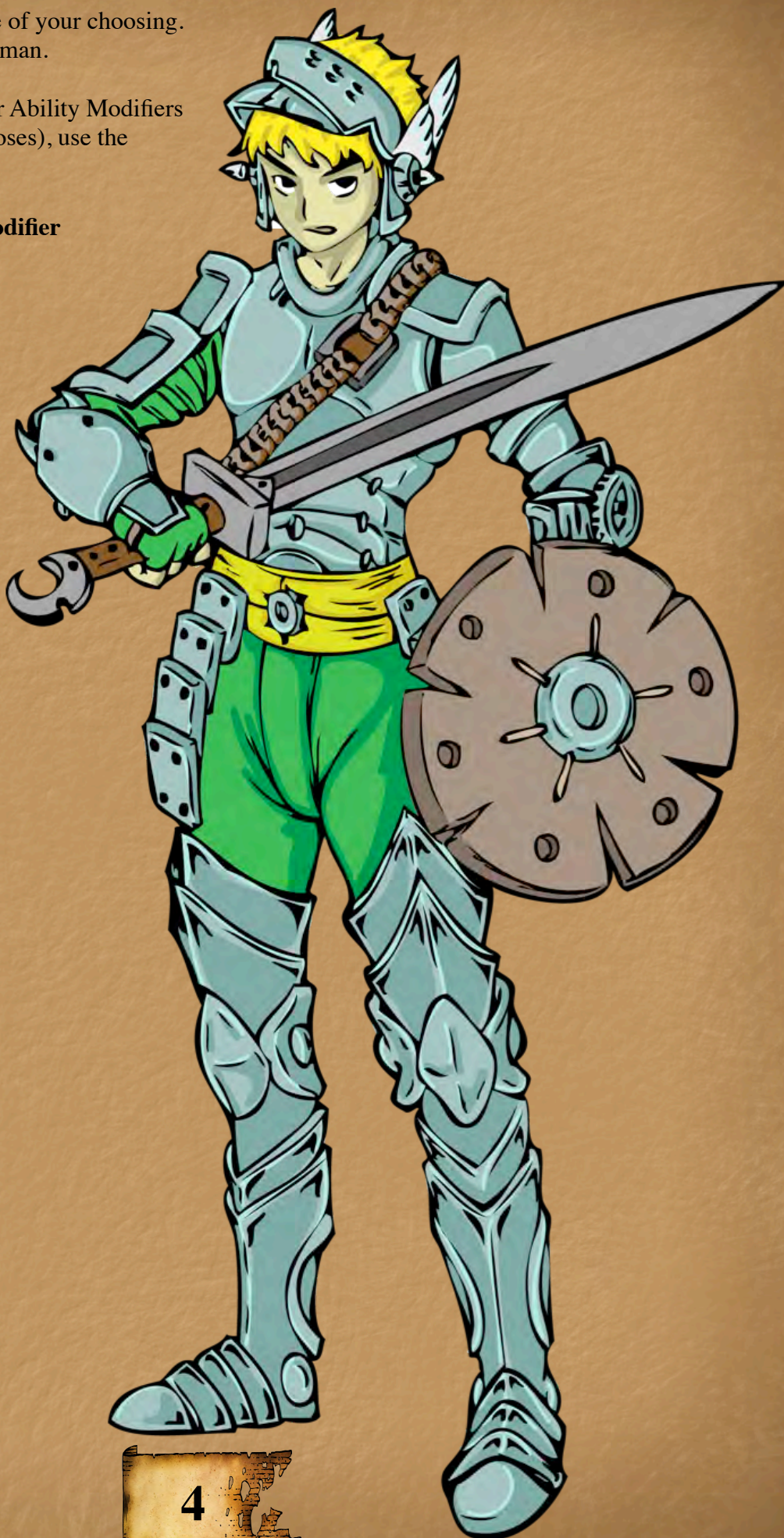
Finally, add +2 to one Ability Score of your choosing.  
This is a Racial bonus for being Human.

To determine what to fill in for your Ability Modifiers  
(used for a variety of in-game purposes), use the  
following table:

Ability Score	Ability Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

That's enough for now. We'll fill in  
the rest as we go along.

Onward...to adventure!





# Birkville

This tale takes place in Birkville, a small town within the Nedrasi Forest that lies along both the River Naga and the King's Road (thereby seeing enough traveling folk to make it slightly noteworthy). The nearest city is Severan, located several days journey west by horse. The local Lord (Nellis) rules the city and its surrounding lands, although he's usually only heard from when he sends one of his officers to gather up Birkville's men for military service. Typically this consists of just a show of military force to another Lord or for some type of patrolling duty, but rarely men from the village are killed in battle.

Notable features of Birkville include the Three Wolf Moon Inn, a well, a smithy, a mill, several large barns, surrounding farmland (cleared long ago from the forest), and a ubiquitous Church (which also serves as a town hall for meetings).

1

You have grown up in the forest town of Birkville, notable amongst the other children for your boundless curiosity, enthusiasm, and love of adventure and mischief (even for a kid). Many of the town's elders have always believed you were bound for a greater destiny than a quiet village life.

**Decide whether you grew up as a hunter's child or as the child of the town blacksmith.**

**Hunter...go to 2.**

**Blacksmith...go to 3.**



5

2

Under your father's tutelage (your mother died when you were very young, and you were her only child) you've become quite proficient at hunting throughout your short life. Despite your penchant for easy distraction, wandering the forest and discovering new paths and mysteries; you're a useful member of the village, contributing to its food stores and helping it to survive the harsh winters. You're almost never without your bow, a quiver of arrows and a knife, trusty tools passed down by your father (Ren). Never know when a deer'll come moseying along! In addition, you wear a huntsman's leathers (running through the forest isn't nearly as fun without something to protect you from all those thorns and brambles).

**On your Character Sheet, under Weapons, write down:**

## Knife

**Attack Bonus** (to calculate, add 1 [your Base Attack Bonus for being a 1st Level Fighter] + your Strength Ability Modifier)

**Damage** = 1d4 + your Strength Ability Modifier

## Bow

**Attack Bonus** (to calculate, add 1 + your Dexterity Ability Modifier)

**Damage** = 1d6

**Ammunition** = 20 (your quiver contains 20 arrows)

**Under Gear, write down:**

**Leather armor**

**Go to 4.**





3

As the only child of the village blacksmith (Tonga, who lost his wife when you were very young), you've become quite the metalworker, and an invaluable member of the town. What else would folk do when they need their horses shoed, or blades to top their sickles? You've had your share of crushed fingers (daydreaming while the hammer strikes down) but all in all you're pretty good at your craft. Your typical daily garb includes a blacksmith's leather apron with a hammer hanging at your belt.

**On your Character Sheet, under Weapons, write down:**

**Hammer**

**Attack Bonus (to calculate, add 1 [your Base Attack Bonus for being a 1st Level Fighter] + your Strength Ability Modifier)**

**Damage = 1d8 + your Strength Ability Modifier**

**Under Gear, write down**

**Leather armor**

**Go to 4.**

4

The Fall harvest is winding down, with Birkville preparing to celebrate its annual Reaping Festival. This is one of your favorite times of the year. The forest changes from its brilliant green to a glorious variety of yellows, oranges, and reds. Leaves crunch audibly underfoot, making hunting more challenging (but also more of a demonstration of skill). Traders come to sample Birkville's wares and sell some of their own, and the town becomes a fairground for a few days. Every night the town parties with a village dance. Hard daily work is put on hold briefly as all celebrate Nature's bounty. Even the village Cleric, Father Thomas, can occasionally be found cracking a smile and drinking a mug of apple mead during Reaping.



**Reaping Games are tests of skill, with prizes for the winning competitors. They're fun to participate in, either as a contestant or as one of the exuberant crowd.**

**Hunter...go to 5.**

**Blacksmith...go to 6.**

6



5

Archery is always a popular Reaping Game. A painted target is propped up against one of Birkville's large barns, and contestants take turns firing arrows from different ranges-30, 50, and 100 paces away.

This year, it's come down to you and Faredek, a village lad who's also quite good with the bow. (Ren had exited the contest early, pretending his bow needed restringing. You suspect this was in order to give you a better shot at the prize, as your father wins most every year).

You both stand at the 100 pace mark, about to fire your last shots. Faredek goes first-his arrow very nearly hitting the bullseye circle in the center of the target. The crowd cheers; you'll have to hit the center in order to win the contest. You look over at your father, who's watching calmly. He gives you a slight nod.

**Drawing back on your bow, you let loose...it's time to make a Dexterity Ability Check.**

**Roll a 20-sided die (d20) and add your Dexterity Ability Modifier.**

**Is the result < 16? If so, go to 8. Was it >= 16? Go to 7. Was it >= 16 AND you rolled a 20 on the d20 (a "Natural 20")? Go to 7a.**





You usually place quite well in Stones. This is a pretty simple, raw contest of Strength where you toss...you guessed it...a big, heavy rock as far as possible. Typically your father, Tonga, wins this event-years of hard work on the forge have contributed to his massive arms, chest, and shoulders. But Tonga is getting on in years, and maybe you have a shot at taking the championship this year...

Stepping up to the line, you haul back and PUSH the heavy rock through the air as hard and as far as you can! It's time for a Strength Ability Check.

**Roll a d20 and add your Strength Ability Modifier. In this case, you are directly in contest with Tonga, who has already tossed his stone (to an amazing distance of 40 paces. It'll be tough to beat). In a regular (group) Pathfinder game, you may never know what "Tonga" (actually the GM) rolled-GMs will often keep their dice rolls hidden from Players in order to keep the suspense strong (and sometimes for the needs of the story). Just throw that rock the best you can!**

**Was your Strength Check (d20 + Strength Ability Modifier)  $\geq$  16? If so, go to 9. Otherwise, go to 10.**

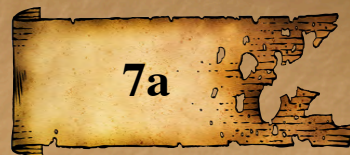


THUNK! Your arrow hits the bullseye almost exactly in the center. A cheer erupts from the crowd! Ren comes over and, surprisingly for him, gives you a hug, his jaws clenching (Ren's equivalent of a smile).

Your eyes wander to the crowd, and you see...

**Is your character male? Go to 11.**

**Female? Go to 12.**



**(Rolling a Natural 20 in the Pathfinder Roleplaying Game denotes an extraordinary effort and success on your Character's behalf. In Combat, this can translate into a Critical Hit, which can heavily Damage an enemy or even kill him outright).**

Your arrow flies straight and true, and with a SKRIITTTCH! sound, splits Faredek's arrow down the center of its shaft. The crowd is silent for a moment, then interrogatory murmurs are issued, and then the throng goes crazy with celebrations! There are no rules for this (technically, it would be a tie), but your show of skill has won them over, and you are the clear winner.

Ren approaches, a small smile on his face (given his taciturn nature, this is like another person weeping with joy) and clasps you in a hug. "I'm proud of you, child," he murmurs.

Your eyes start to mist up at your father's show of emotion and the excitement of winning the contest. Looking over his shoulder, you spy...

**Is your character a male? Go to 11.**

**Female? Go to 12.**



THUNK! Your arrow sticks into the target, but in one of the outer rings. You hear several villagers murmur disappointedly, and see money changing hands; apparently, you weren't a good bet today. Ren comes over to you and pats your shoulder once in his taciturn way.

Glancing around dejectedly at the crowd (though it's difficult to see with your head hung low), you spot...

**Is your character male? Go to 11.**

**Female? Go to 12.**





9

The crowd waits with baited breath as your stone sails through the air in a perfect arc, finally thumping down...half a pace width in front of your father's! Cheers explode from the throng. The unthinkable has happened. Tonga has been beaten!

Tonga clasps you in a firm hug. "Good job, child" he says, grinning and tearing up.

You look over his shoulder at the assembled villagers, your eyes spying...

**Are you playing a male character? Go to 11.**

**A female? Go to 12.**

10

Your stone doesn't fly nearly as far as your father's did. Tonga comes over and pats you on the shoulder. "Next year, child, next year." You resolve to finally best your father at the next Reaping Festival...the same resolution you make every year.

Glancing around the crowd, your eyes linger over...

**Is your character a male? Go to 11.**

**A female? Go to 12.**

8

11

Melindra. In your eyes, she is THE most beautiful young woman in Birkville. Red-gold hair in curls past her shoulders. Blue-green eyes that put the forest colors to shame. A light smattering of freckles across her nose and cheeks.

She is the daughter of Bowdred, the innkeeper of the Three Wolf Moon Inn (and one of Birkville's wealthiest citizens). She has always seemed far out of your league.

Dressed in gay-colored Reaping attire, form-fitting and low-cut to great effect, she looks stunning. She catches you staring at her and smiles. Winking at you, she turns and flits her way back into the crowd.

Was Melindra...FLIRTING with you?!?

**Go to 13.**

12

A young Gypsy man, probably a trader who's come to Birkville to ply his wares during Reaping, is smiling at you from the crowd. He is stunningly handsome, exotic and dangerous-looking. (Given your penchant for daydreaming adventures, you've always been easy pickings for the "bad boys"). Long black hair, black eye makeup and painted nails, brightly-colored loose clothing-and several daggers hanging from a red sash around his waist. He floats over toward you, informing you that he would like the pleasure of your company at this evening's dance.

Your heart is pounding. You can't wait for tonight!

**Go to 14.**







13

Reaping Dance. Held each night during the Festival. Many a young man has experienced his first kiss on nights like this...and sometimes more. You have nervous butterflies in your stomach, hoping for some time with Melindra.

And you do spot her...twirling in dance in another's arms...a young, handsome Gypsy man; likely a trader who's come to Birkville for Reaping. Several ornamental (though likely still sharp) daggers hang from the sash around his waist. Dare you interrupt to steal a dance for yourself?

**If you decide to try, go to 15. If you're too intimidated, either by Melindra's beauty or the Gypsy's...otherness, go to 16.**



14

You arrive at the Reaping Dance, only to find your Gypsy dancing in the arms of another woman-Melindra, the beautiful, flirty daughter of Bowdred, Birkville's innkeeper. While thoughts of "that bitch better not steal my man" zip through your head (and this wouldn't be the first time Melindra's pulled that trick), you have to admit that she has a leg up on you in the looks (and social graces) department.

**Do you want to try to interrupt and steal the Gypsy for yourself? Go to 17. Or, to leave it be, go to 18.**



15

You can see two ways to go about getting to dance with Melindra. One is to try your wit and social graces, extricating her from the arms of this Gypsy interloper...perhaps chat her up, or verbally cut down your competition (shouldn't be hard, given his flamboyant and somewhat...fey demeanor). Or you could physically insert yourself between them, either gracefully swirling in to dance with her, or simply pulling on her arm to steal her away.

**Which will you try? The social method (19) or the physical one (20)?**



16

You simply don't have the guts to try to pry Melindra away from the Gypsy. As you stare at her longingly, you see her look your way with a disappointed look, then laugh at something her charming suitor says and look back into his eyes.

**You hit the apple mead pretty hard that night, disgusted with yourself, and awake the next morning to a hangover...and some bad news.**

**Go to 27.**



9





You rack your brains, trying to come up with a way to challenge Melindra and steal the Gypsy boy for a dance of your own. You can't compete on looks, or social status, or even dancing ability. It looks like the best way to approach this is to resort to trickery.

**There is a Skill for this in Pathfinder-it's called Bluff. Under Skills on your Character Sheet, write down Bluff. To calculate your Total Bonus, add a 1 to your Charisma Ability Modifier and write down the total in the Total Bonus column next to Bluff. You will add this to a d20 roll (a Skill Check) to determine how successful you are at lying to Melindra in order to free the Gypsy from her grasp. (You come up with something clever like "Melindra! Quick! Your father needs you back at the Inn-there's a fire in the kitchen!")**

**Did your total equal or exceed 15? If so, go to 25. Did you roll a 20 (a "Natural 20"-denoting great success) on the 20-sided die? Go to 21a. Or did you roll < 15? Go to 26.**



Melindra ALWAYS gets what she wants, one way or another. You slink away, deciding to leave well enough alone and not to challenge the social pecking order. He's probably a player, anyway, you decide.

**You go to bed unsatisfied, tossing and turning and thinking of what could have been, only to be awakened soon after you finally fell asleep...go to 27.**



You try to coax Melindra away, commenting on how you saw her watching you earlier, her beauty, and (subtly, then if that doesn't work blatantly) insinuating that you're the better man.

**This is a Charisma Ability Check. Roll a 20-sided die and add your Charisma Ability Modifier. Is it  $\geq 15$ ? Go to 21. If you rolled a 20 on the d20 (a "Natural 20"-denoting great success), go to 21a. If your roll plus your Charisma Ability Modifier was < 15, go to 22.**



You decide the best way to physically get Melindra away from the Gypsy charmer is to try an old trick-spill a drink on him, hoping he'll either: a) go away to clean up his fancy outfit, or b) get pissed off enough to throw a punch at you, in which case you figure you can take him-how tough can a guy be when he wears black eye makeup, anyway? Admittedly you're a bit concerned about the daggers on his belt, but hopefully you can end it quickly before it comes to that (it's a calculated risk, but Melindra is worth it).

**For this Ability Check, you're going to test your Dexterity, as it's not only spilling the drink, but making it look like an accident, that's important; this requires fine motor skills (the idea being, if you can make it look like an accident, then hopefully the Gypsy won't be as likely to push for a fight).**

**So roll a d20 and add your Dexterity Ability Modifier. Did you get  $\geq 14$ ? Go to 23. < 14? Go to 24. Did you roll a Natural 20 (a 20 on the 20-sided die?)**

**Go to 21a.**







21

Melindra chokes up with tears and laughter at your sweet words for her and pointed insults at the Gypsy. Spinning into your arms, she kisses you lightly. The Gypsy boy eyes you dangerously, but decides to leave well enough alone, and departs in search of easier prey.

**You spend a fantastic night dancing and drinking with her, and don't get home to bed until the early hours of the morning. A promising first date! Go to 27.**



21a

Your plan worked out better than you could have ever dreamed! The object of your affections is so impressed by (and enamored of) your attentions that you spend the rest of the night on the banks of the River Naga; and by morning, have crossed that line that divides childhood from adulthood, innocence from experience. (In other words, you got laid).

**Go to 27.**



22

The Gypsy gets the better of you in the verbal sparring contest, his accent and thesaurus-like vocabulary giving him the edge. (Who knew these outlanders spoke your land's tongue so well?) Melindra stays with him all night.

**Sighing dejectedly, you slink away and drown your sorrows in apple mead for the rest of the evening, and somehow, drunkenly, find your way home.**

**Go to 27.**



11



23

You spill your apple mead expertly. The Gypsy looks flustered and curses at you in an ugly foreign tongue, rushing away and looking for a way to wash his pretty clothes. You grab Melindra, whisking her into a dance. She smiles and laughs, and you spend the night drinking and enjoying each other's company.

**Go to 27.**



24

Angrily, the Gypsy pushes you away, cursing in another language. His hand reaches for a dagger on the red sash around his waist...

**It's time to introduce Combat in the Pathfinder Roleplaying Game.**

**It all starts with Initiative (a fancy way of saying who takes their turn in what order during a fight). Write your Initiative Modifier value (the same as your Dexterity Ability Modifier) on your Character Sheet. To determine Initiative (the fight order, which generally stays the same throughout the fight), roll a d20 and add your Initiative Modifier. Compare this value to your opponent's (in this case, the Gypsy rolled an 8 and has a +2 Initiative Modifier, for a total of 10). Is it higher? Go to 52. Lower? Go to 51. Tied? Go to 50.**



25

Melindra looks startled, breaks away from the Gypsy boy, and begins running toward the Three Wolf Moon Inn. You laugh and grab your dancing partner, twirling him around and disappearing into the crowd. You've no idea how long your ruse will last, but you're going to do your best to stay out of Melindra's sight for the rest of the night.

**You spend a pleasant evening drinking and dancing with the Gypsy (and others), stumbling home to bed in the early morning hours.**

**Go to 27.**



26

Melindra doesn't even bat an eye. "Really? Is that the best you've got? I expected more from you." She turns away, making it very clear that your presence is being ignored from this point on. The Gypsy smiles at you and shrugs, looking bemused but continuing his dance with Melindra. He seems to be enjoying having girls fight over him (as most boys do).

**The rest of your night passes in a drunken haze, and you stumble into bed sometime in the early morning hours. Go to 27.**

27

Your father awakens you before the rooster even crows at dawn...far too early during Reaping Festival. Your head is pounding, but one look at his face and you quickly come to your senses-something is clearly wrong, and his face looks grim.

"Child, I've got to go out with the men." This can mean only one thing-Lord Nellis has called up the village guard to serve.

"What for, father? Why is the guard being called? When will you return?" you ask.

"Ah, I'm sure it's nothing." Your father smiles. "I'll see you soon. Stay here and keep things under control for me." He finishes his preparations and departs with the other village men.

From talk around the town you learn that the guard's mission is to investigate disturbing rumors of bandit attacks in the forest to the east-a fairly routine patrol mission. Hopefully.

**You're in charge of the work and the household until he returns.**

**Go to 28.**



28

On the third day after your father departs, a commotion outside wakes you, again before dawn. You hear gasps, and soon crying. Rushing outside, half-dressed and groggy, you see Rapcheck, one of the village guard who left on patrol with your father, slumped over his horse and surrounded by townsfolk. They're pulling him from the saddle, and he's trying to speak, but babbling almost incoherently.

"They're coming...here...need to prepare..." The villagers lay him on the ground, and it's hard to see since he's surrounded by townsfolk but you do notice blood leaking from the corner of his mouth. He starts to fade out of consciousness.

"What happened, Rapcheck? Where are the others?" Bowdred, the innkeeper, asks on behalf of the town.

But Rapcheck has already passed into the Great Beyond.

More crying.

Your eyes are drawn to the horse's tracks, heading into the forest from whence Rapcheck came. Where your father went.

**Do you want to attempt to track Rapcheck's trail, and discover your father's fate? Go to 29. Or, to stay at home, keep the fires burning in Birkville, and wait to see if your father and the other men (or the inevitable scouting search party that'll be sent out) return, go to 30.**

12





29

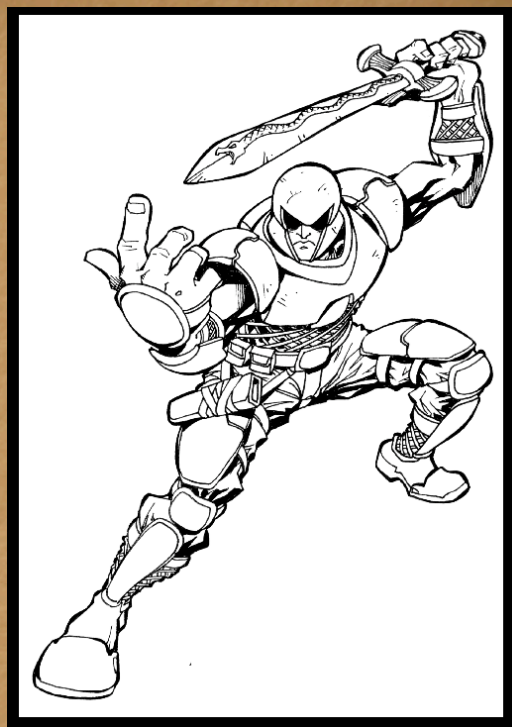
Quickly grabbing your gear, you make your way into the forest, following the tracks and ignoring the villagers' calls behind you to "Come back! It's safer here! We'll send out scouts to look for them! It's what your father would have wanted..." Their voices trail off as the deep forest beckons.

**You need to make a Skill or Ability Check in order to follow Rapcheck's trail. In Pathfinder, your Character is adept at certain Skills while not as good at (or does not even possess) others. This is partly based on your Character's background (and thus the choices you make during the Character creation process); in addition, your Character can improve his Skills (and learn new ones) as he adventures and grows in experience over many game sessions (multiple game sessions linked together are commonly referred to as a Campaign). Did your Character grow up as a hunter? If so, go to 31. If he grew up as a blacksmith, go to 32.**

30

The scouts sent out by the town have been gone for 5 full days before Bowdred declares them, and the village guard, lost. He refuses to send out more-there've been enough widows, he mutters-although he does send a single man to Severan (several days journey west by horse) to apprise Lord Nellis of the situation, and implore his help.

It has been over a week since your father left, and while hope remains, with every day it fades more. That night (as with every night since your father left), you toss and turn in bed in the small cottage you share (it's not much, but it's home); trying in vain to fall asleep. You are just starting to doze, probably around 4 am, when a THUNK! sound on your roof startles you into alertness. Immediately you hear a crackling noise, which steadily grows louder, and your home begins to fill with thick, black smoke. Coughing and sputtering, you hurriedly put on your leathers, grab your gear and head out into the night.



Your house is a total loss, burning from the thatched roof down. Through the flames you see the shaft of an arrow sticking out-likely what started the fire. As you move away from the heat, your ears begin to discern sounds other than raging inferno coming from the rest of the village. Screaming, shouting. clanging. Flesh being skewered, beaten, torn. And ROARING.

Approaching you through the smoky air (many of the town's buildings are also on fire) is a large figure, maybe 7 feet tall. His head is larger than a man's, with a protruding bottom jaw and what look like tusks curling up toward his eyes. His skin is a sickly grayish-green, and his clothes are a mismatched combination of rags and pieces of armor. In his right hand he holds a battle axe-a man would need two hands to wield it, but this monster twirls it easily in one. A collection of rope with dangling wooden balls and netting hangs from his waist. You recognize this beast-an Orc. You've never seen one, but your father helped capture one in the wild once during a village guard patrol and delivered it to Lord Nellis.

Anyway, you've little time to dwell on lore or the past because the Orc has spotted you and is steadily advancing, giving a grunting laugh.

**Your choices pretty much boil down to two-flee? Go to 43.**

**To stand and fight, go to 45.**

13





Under Skills on your Character Sheet, write down Survival. The Survival Skill, according to the Core Rulebook and PRD, can be used to help with “navigating in the wilderness.” To calculate what to write in the Total Bonus column next to Survival, add your Wisdom Ability Modifier to 4. (The 4 comes from having one Skill Rank in Survival PLUS you get a +3 bonus because Survival is what is known as a “Class Skill”—certain Character Classes are better in some Skills than in others; in this case, the Fighter Class is particularly adept at Survival and so gets an extra bonus here).

Obviously, growing up as a hunter made you very adept at tracking trails, knowing the lay of the local geography and what the most likely routes for both animals and humanoids to take are, etc. This doesn't make you infallible—some prey can be crafty—but you have a better chance than, say, a blacksmith of finding out what happened to your father in these woods.

**Roll a d20 and add your Survival Skill's Total Bonus. If it's  $\geq 16$ , go to 33. Otherwise, go to 34.**



Growing up as a blacksmith didn't afford you too much time to go out hunting and enjoying the woods, but you know a fair bit about the local landscape and are determined to try to track your father.

**Roll a Wisdom Ability Check (a d20 + your Wisdom Ability Modifier). Is it  $\geq 16$ ? Go to 33. Otherwise, 34.**



You are able to backtrack Rapcheck's trail far into the forest—it takes you most of the day, as you are on foot—but you will forever wish you hadn't.

You come upon a scene of massacre. Men and horses lie butchered in a clearing around a dead campfire, their weapons and armor stripped from their bodies, animals feeding on what remains. The amount of slaughter—not just the normal wounds of battle, but wholesale mutilation—makes you think of only one cause: Orcs. Signs of a fierce struggle are everywhere—hunks of wood torn from trees by errant weapon swings, dried pools of blood on the ground, and the smell of death/charnel in the air. You find your father's corpse lying on its back, eyes open to the sky, staring at nothing. His throat has been raggedly cut, and a gut wound shows pink viscera protruding. You close his eyes, silently swearing revenge on the entire Orc species. Counting the bodies, you determine that the only man missing is Rapcheck—there are no survivors of the village guard.

You gather wood and bodies, and burn them until dawn, until only as and charred white bits of bone remain.

Spotting the Orcs' trail isn't hard—they've done nothing to conceal it, and Orcs don't tread lightly, stomping through the forest unconcerned with Man or Nature. They're heading west, in the general direction of Severan.

You are sobbing as you try to decide which course to take.

**To follow the trail, go to 42.**

**To head back to Birkville, reporting the sad news to the town, go to 40.**





34

Try as you might, you can't track your father's trail. You see the horse footprints of the party heading out from Birkville, and Rapcheck's single horse returning, but all else is lost in wilderness.

After a full day of searching, you return to Birkville, dejected. Go to 30.

35

You have won Initiative, and get to act first during the first Round (and every succeeding Round) of Combat. (As in life, going first in a fight often makes the difference between success and failure, life and death).

You are too close to the Orc to use your bow (assuming you even have one), so it's Melee Combat...your knife (or hammer) against the Orc's battle axe.

To strike at the Orc, roll a d20 and add your Strength Ability Modifier. Is the total  $\geq 13$  (the Orc's Armor Class-a measure of how easy it is to get past his defenses; both armor, dodging, and natural reflexes)? Go to 38. Otherwise, go to 39.



15

36

Battle-hardened, the scars on his face are a count of how many foes he's defeated in Combat before stumbling onto his latest would-be victim-you. He swings his vicious battle axe in a savage arc in attempt to cleave you in two...

To attack you in Melee Combat, the Orc rolls a 20-sided die and adds his Strength Ability Modifier, comparing this total to your Armor Class (AC).

Your Armor Class is an abstract value which basically means "how hard you are to hit in a fight". The higher it is, the better you can avoid or absorb a blow (the higher, the better). It takes into account any protection you are wearing, how agile you are on your feet, etc.

How to calculate your AC: Your Armor Class is equal to 10 plus your Dexterity Ability Modifier plus your Armor/Shield Bonus (in this case, a +2 for your leather "armor"). Write this number down on your Character Sheet.

The Orc's Attack Roll total (d20 roll plus his Strength Ability Modifier) is 12. Is this  $\geq$  your AC? If so, go to 60. If not, go to 61.

37

Ties are broken by Initiative Modifiers. If yours is  $> 0$ , go to 35. If it's  $< 0$ , go to 36. If it IS 0 (i.e., if your Initiative Modifiers are tied as well), you both re-roll Initiative. Assume the Orc rolls an 11 again (and adds his Initiative Modifier of 0 for a total value of 11) and go back to 45.







38

In Pathfinder, whenever you hit an opponent, you roll Damage to see how much injury you've inflicted on the enemy. Damage is determined by several factors, including the type of weapon being used, how strong your Character is (when using a Melee weapon) or how good of shot (when using a Ranged weapon), how accurate/devastating the blow was (rolling a "Natural 20"-a 20 on the 20-sided die-means there's a chance that your Character scored a Critical Hit), and other considerations.

In this case, we're going to dispense with the above procedure and say, for the sake of story, that your blow took the enemy in the throat, crushing it (if you wielded a hammer) or piercing it (if you hold a knife). The Orc drops to his knees, gurgling and looking at you in surprise, before falling to the side heavily, thumping onto the ground. You've survived your first taste of mortal Combat.

Go to 62 to conclude your Adventure.



39

Your weapon CLANGS! off a piece of the Orc's armor, your blow deflected. The Orc swings at you, snarling.

Go to 36.



40

As you close on Birkville, the afternoon sun falling; you spot thick black smoke in the trees and the sky, and horror fills your insides. You begin to run, and find little remains of your hometown. Most of the village's buildings are either partially burned or completely immolated. Although some villagers may have fled, most are dead or expiring, strewn about the town grounds. You begin sobbing; loudly, uncontrollably.

Are you a male? Go to 41. Otherwise, 42.



16



41

Frantically you rush to find Melindra-could she have survived? Been hiding somewhere? Sadly, no.

Melindra lies facedown in a pool of dried blood, her red life-liquid already sucked into the thirsty earth. Her dress is torn, the lower half pulled up around her torso and head, with her legs and bottom bloody and bruised.

You scream a curse with every fiber of your being against Orc-kind for taking this beautiful flower from the world, before she had a chance to fully live.

Go to 42.



42

A straggling Orc looter, looking for "goodies", hears your anguished cries and approaches, stringing Human ears on a rope necklace and grunting laughter.

The Orc is taller than the tallest man in Birkville, as well as being thicker/more muscular. His head is larger than a man's, with a protruding bottom jaw and what look like tusks curling up toward his eyes. One of those tusks is broken off and jagged. His skin is a sickly grayish-green, and his clothes are a mismatched combination of rags and pieces of armor. In his right hand he holds a battle axe-a man would need two hands to wield it, but this monster twirls it easily in one. Some type of rope contraption with wooden balls, as well as netting, hangs from his belt. You've never seen an Orc before, but your father told you that he helped capture one in the wild once during a village guard patrol and delivered it to Lord Nellis.

Anyway, you've little time to dwell on lore or the past because the Orc has spotted you and is steadily advancing.

Your choices pretty much boil down to two-flee? Go to 43. To stand and fight, go to 45.



43

You turn and run, feet pounding on the forest leaves. Fighting a village boy in a fistfight is a far cry from taking on a 7 foot tall, 300 pound monster swinging a battle axe, after all.

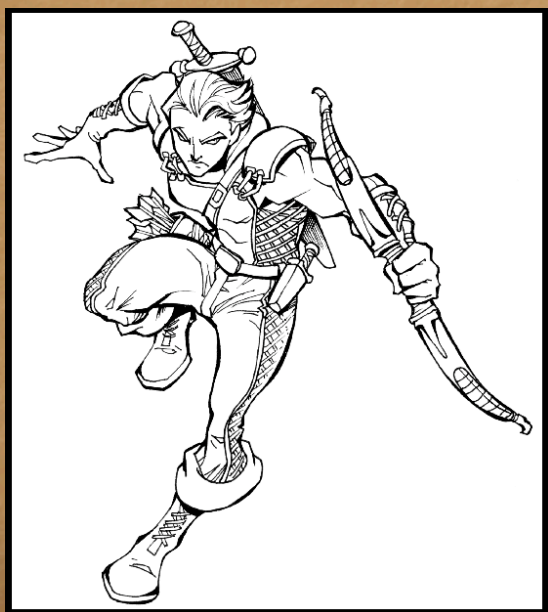
You hear a THUNK! behind you, then a whistling sound begins, picking up speed. Risking a glance over your shoulder, you see the Orc, heavy battle axe thrown to the ground, twirling a rope around and around over his head, wooden balls at the end. A bola. He releases it with a roar and it flies toward you.

Go to 44.

44

You stumble and trip, your legs suddenly bound tightly together in the twisted bola. The Orc charges toward where you lie, his huge feet thumping loudly, his battle axe raised high, a battle cry issuing from his monstrous mouth. You HAVE to get free... immediately.

**Make a Dexterity check (roll a 20-sided die and add your Dexterity Ability Modifier). Is the total  $\geq 11$ ? Go to 46.  $< 11$ ? Go to 47.**



45

It's time to demonstrate Combat in the Pathfinder Roleplaying Game. Combat is an important part (and in many gaming groups, the central focus) of the game. (Note: some of the following might be already familiar/redundant information if, depending on the choices you made, you fought the Gypsy earlier in the adventure. That's okay, as they say, repetition breeds perfection).

**It all starts with Initiative (a fancy way of saying who takes their turn in what order during a fight). Write your Initiative Modifier value (the same as your Dexterity Ability Modifier) on your Character Sheet. To determine Initiative (the fight order, which generally stays the same throughout the fight), roll a d20 and add your Initiative Modifier. Compare this value to your opponent's (in this case, the Orc rolled an 11 and has an Initiative Modifier of 0, for a total of 11). Is it higher? Go to 35. Lower? Go to 36. Tied? Go to 37.**

46

You've freed yourself from the Orc's bola, but your current predicament can best be described as an "out of the frying pan, into the fire" type situation. The Orc is still coming at you, and fleeing is no longer an option-you're going to have to fight to survive.

Go to 45.

47

The Orc reaches you before you can untangle yourself. As his axe crashes down toward your face, your last instinct is to roll to the side and try to avoid the blow. To cling to life...if just for another second...

**Make another Dexterity check.  $\geq 10$ ? Go to 48.  $< 10$ ? Go to 49.**

17



48

You roll away just in time as the Orc's axe crashes to the ground. In an unbelievable stroke of luck, it's stuck, embedded in a tree stump. The Orc grunts and strains, trying to pull it out, and you untangle yourself just as he does so. As you get to your feet, he charges you again.

Go to 46.

49

You roll to the side, but the Orc adjusts his blow at the last second to compensate, and the heavy head of his axe caves the side of your face in. A brief flash of intense pain and white light, then blackness. Whatever the Orcs leave, the forest animals will claim, and your tale will not pass into the annals of legend. Thus ends your Adventure.

50

Ties are broken by Initiative Modifiers. If yours is  $> +2$ , go to 52. If it's  $< +2$ , go to 51. If it IS  $+2$  (i.e., if your Initiative Modifiers are tied as well), you both re-roll Initiative. Assume the Gypsy rolls an 8 again (and adds his Initiative Modifier for a total value of 10) and go back to 24.



51

The Gypsy boy wins Initiative, so he gets to go first this Round (a Round is a segment of Combat roughly equivalent to 6 seconds of in-game time) and every Round hereafter, until the Combat is over or something happens to change the Initiative order. (Keep in mind that in the game, as in life, going first in a fight can be a HUGE advantage).

The Gypsy's hand moves away from his dagger—he seems to think better of using a blade (at least this early in the fight)—and, quicker than you can react, throws a punch at your face. (He's clearly been in some scraps before).

**To attack you in hand-to-hand Combat, the Gypsy rolls a 20-sided die and adds his Strength Ability Modifier, comparing this total to your Armor Class (AC).**

**Your Armor Class is an abstract value which basically means “how hard you are to hit in a fight”. The higher it is, the better you can avoid/absorb a blow (the higher, the better). It takes into account any protection you are wearing, how agile you are on your feet, etc.**

**How to calculate your AC: Your Armor Class is equal to 10 plus your Dexterity Ability Modifier plus your Armor/Shield Bonus (in this case, a  $+2$  for your leather “armor”). Write this number down on your Character Sheet.**

**The Gypsy's Attack Roll total (d20 roll plus his Strength Ability Modifier) is 12. Is this  $\geq$  your AC? If so, go to 53. If not, go to 54.**

52

**You have won Initiative, meaning you can (if you choose) act first this Round (and every succeeding Round of the Combat). You could attempt to break off the fight/flee, or throw the first blow. To disengage, go to 56.**

18

**To punch his lights out, go to 57.**





**53**

The Gypsy's fist slams into your chin, knocking you off-balance. You keep your feet; but man, that's gonna hurt in the morning.

**In-game, your ability to absorb and shrug off Damage is determined by your Hit Points (HP). This value represents lucky dodges, glancing blows, and your ability to fight through the pain-you aren't REALLY in trouble until your HP drops to 0.**

**To calculate your starting Hit Points, add 10 (for a 1st Level Fighter, like you) to your Constitution Ability Modifier.**

**The Gypsy's punch subtracts 2 from this value. Write your current Hit Points on your Character Sheet.**

**Go to 55.**



**54**

You neatly sidestep his punch, angering him further. He draws his knife.

**Go to 55.**



**55**

Before things can get even more out of hand, you feel your arms grabbed from behind and pinned; and see village men doing the same to the Gypsy, pulling the two of you apart. (Fights during Reaping are certainly not an uncommon occurrence-what with the free flow of mead and the heightened emotions of celebration-but are generally broken up quickly, as in this case).

Melindra, a sly smile on her face, is hurriedly led away by her father Bowdred (fights over Melindra aren't uncommon, either). "Call on me!" she cries out as they depart.

The rest of the night passes in haze of drink, and you collapse into your bed at home during the early morning hours.

**Go to 27.**



**19**



**56**

You start backing away, while the Gypsy closes the distance, coming at you.

**Go to 55.**



**57**

**It's time to fight your first battle, and make your first Attack Roll, in Pathfinder!**

**To slug the Gypsy, roll a d20 and add your Strength Ability Modifier. Is the total  $\geq 12$  (the Gypsy's Armor Class)? Go to 58. Otherwise, go to 59.**



**58**

You knock the Gypsy boy on his ass, to much laughter from the crowd.

He rises to his feet, a dangerous gleam in his eye. Drawing a wicked curved knife hanging from the red sash around his waist, he spits on the ground in front of your feet and barks out a curse in a foreign tongue.

Shit just got real.

**Go to 55.**



**59**

The Gypsy neatly sidesteps your blow, preparing a counterattack of his own. You raise your arms to block...

**Go to 55.**





60

The Orc's axe bites into the flesh at your shoulder. Any higher, and it would have taken off your head.

The pain is shocking, and you see white flashes before your eyes. You try to get it under control-the fight isn't over.

**In-game, your ability to absorb and shrug off Damage is determined by your Hit Points (HP). This value represents lucky dodges, glancing blows, and your ability to fight through the pain-you aren't REALLY in trouble until your HP drops to 0. When that happens, you drop unconscious, bleeding out, and if help doesn't arrive, you soon die. If this ever happens during this Adventure, go to 49.**

To calculate your starting Hit Points, add 10 (for a 1st Level Fighter, like you) to your Constitution Ability Modifier.

The Orc's blow subtracts 5 from this value. Write your current Hit Points on your Character Sheet.

It is, once again, your turn to attack. Roll a d20 and add your Strength Ability Modifier. Is the total  $\geq 13$  (the Orc's Armor Class-a measure of how easy it is to get past his defenses; both armor, dodging, and natural reflexes)? Go to 38. Otherwise, go to 39.



20

61

You feel the wind of the Orc's blow as it narrowly misses crushing your head. Your counterattack ready, you strike out at your enemy.

To land a blow, roll a d20 and add your Strength Ability Modifier. Is the total  $\geq 13$  (the Orc's Armor Class-a measure of how easy it is to get past his defenses; both armor, dodging, and natural reflexes)? Go to 38. Otherwise, go to 39.

62

You've come to the end of the Adventure, your origin story told. Whether your Character is male or female, the child of a hunter or a blacksmith; they are battle-tested, having fought in mortal combat and survived. There is nothing, and no one, left in Birkville for you; and Lord Nellis must be informed of the Orc threat before their war party descends on Severan, annihilating other small villages along the way. You begin heading west-can you reach Severan before the Orcs? That's for the next tale to decide...

You're now ready to join a regular Pathfinder game (group game) with your Character. Your GM will help you finish fleshing him out, adding elements such as Feats (this introductory Adventure doesn't cover ALL of Pathfinder's many facets, after all, just the main ones). Enjoy your new gaming life!





## Glossary of Terms, Characters, and Locations

**Abilities:** The six core characteristics (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) that define a Character in the Pathfinder Roleplaying Game. For most Characters, these are ranked on a bell curve from 3-18, representing normal Human (or other species) variation in aptitude.

**Ability Check:** Roll 1d20 and add it to that Ability's Ability Modifier vs. a target number set by the GM-if you meet or exceed that number, you have succeeded in using that Ability to succeed at whatever task you were attempting.

**Ability Score:** A Character's "ranking" in one of her six Abilities, usually ranging from 3-18.

**Ability Modifier:** These numbers can be positive or negative, and are derived from a Character's Ability Scores. They are added to die rolls made during a game to determine success/failure for a Character's attempted action.

**Adventure:** The story told during one (or several) Pathfinder gaming sessions.

**Armor Class (AC):** A measure of how hard you are to hit in a fight. Influenced by your Dexterity, what type of armor you're wearing, etc.

**Attack Bonus:** The number you add to your Attack Roll when determining if you hit your opponent that Round. To calculate, use the following formula: Attack Bonus = Base Attack Bonus + Strength Ability Modifier (when in Melee Combat) OR Dexterity Ability Modifier (when in Ranged Combat).

**Attack Roll:** During Combat, an Attack Roll is a die roll used to determine if a Character's strike hits his opponent.

**Base Attack Bonus:** Defined by your Character Class and Character Level. For Fighters, this is generally equal to their Character Level.

**Birkville:** Your hometown. A small village nestled in a clearing of the Nedrasi Forest and bordered by the King's Road and the River Naga. The nearest city is Severan to the west, several days journey by horse and ruled by Lord Nellis (who also rules the surrounding lands, including Birkville).

**Bowdred:** Innkeeper of the Three Wolf Moon Inn; Birkville's only tavern and a relatively well-known resting place for travelers on the King's Road or the River Naga.

**Campaign:** A series of Adventures linked together, usually sharing common Characters and some sort of overarching goal or plotline.

**Character:** A single person or creature controlled by either the Player (a Player Character) or the Game Master (a Non-Player Character). All of the Characters have some type of story role to play in a Pathfinder game session.

**Character Class:** A broad description of the type of Character you are playing. In Pathfinder, these are usually archetypes/tropes found in fantasy fiction-the brave warrior (Fighter), the crafty spellcaster (Wizard), etc.

**Character Level:** Usually just called "Level". A measure of your Character's adventuring experience and expertise in his chosen Character Class.

**Character Sheet:** A form used to keep track of your Character's particulars in some detail. An example is contained in this Adventure, and many other designs can be found for free on the Internet.

**Church, The:** The major orthodox religion of the land. Most settlements of any size have a small building dedicated as one, led by a Cleric (called a Father).

**Class:** See Character Class.

**Class Skill:** Some Character Classes are better at using certain Skills than others are, and get bonuses when selecting them during Character creation or advancement. These are known as Class Skills. For example, one of the Wizard's Class Skills is

Spellcraft. Obviously, Wizards in general are going to be better trained in matters dealing with magic than a Fighter would.



**Combat:** A very structured (and important) part of playing Pathfinder during which the Players and Game Master take turns interacting with their Characters and the rules to determine the outcome of an in-game battle. In many games of Pathfinder, Combat is the most important feature, and can take some time to resolve.

**Combat, Melee:** See Melee Combat.

**Combat, Ranged:** See Ranged Combat.

**Damage:** A die roll or number used to see how powerful a successful Attack was. Damage is subtracted from a Character's Hit Points. Different weapons, unarmed fighting styles, and magical spells all have the potential to do different amounts of Damage.

**Experience Points:** A numerical measure of a Character's achievements during his Adventures. Used to determine when a Character increases in Level.

**Faredek:** A village lad, hunter, and expert marksman.

**Great Sea:** Borders the west of the known lands. Little is known of what lies beyond its vastness.

**Hit Points:** A numerical representation of how long a Character can continue to fight before becoming incapacitated, falling unconscious, and/or dying.

**Initiative:** The beginning step of Combat, used to determine the turn order in which PCs and NPCs act during a battle. Sometimes referred to as "rolling for Initiative".

**Initiative Modifier:** Added to a Player's Initiative Roll at the beginning of Combat.

**Initiative Roll:** A d20 is rolled and added to the Character's Initiative Modifier, then compared against all of the other combatant's Initiative Rolls to determine the turn order during a fight.

**Level:** See Character Level.

**Melee Combat:** Fighting at close quarters empty-handed or with weapons.

**Melindra:** The beautiful and frisky daughter of Birkville's innkeeper (Bowdred).

**Modifier:** A number (positive or negative) which is added to different die rolls in a Pathfinder game—they "modify" the chances for success, and are based on a Character's natural aptitude at attempting a feat as well as situational conditions (icy terrain, darkness, the target's at extreme range, etc.)

**Naga, River:** A winding river which cuts through the Nedrasi Forest and empties into the Great Sea at Severan.

**Natural 20:** Rolling a "Natural 20" on a 20-sided die when attempting a feat in the Pathfinder Roleplaying Game denotes an exceptional level of success. It is also a definite hit in Combat (and quite possibly a hit which does massive damage, called a Critical Hit. The reverse of this is a Critical Failure, occurring when you roll a 1 on the d20, which is also an automatic miss in Combat).

**Nedrasi Forest:** A vast forest that covers much of the land.

**Nellis:** Lord and ruler of the land; resides at Castle Severan. A hard man, but fair; like most leaders he has too much on his plate with not enough time and resources to deal with it all.

**Non-Player Character (NPC):** Any Character (a monster, a barkeeper, town guard, etc.) controlled by the Game Master and not a Player. The GM gets to control lots of these throughout the course of a Pathfinder game. They usually represent important obstacles or allies for the PCs to interact with.

**Player Character (PC):** Each Player in a Pathfinder game controls (usually just) one of these. Players make decisions about how that Character reacts to situations that arise in the story and throughout play, and decide how that Character advances throughout her adventuring career.

**Reaping:** A harvest holiday period celebrated during Fall throughout the land.





**Ren:** One of Birkville's most proficient hunters; he and his ilk help keep the village alive and thriving.

**Ranged Combat:** Fighting at a distance, using weapons such as bows, slings, a thrown spear, etc.

**Rapcheck:** A member of the village guard, who, along with your father, participates in military service when called up by Lord Nellis.

**River Naga:** See Naga, River.

**Round:** A segment of Combat, approximately 6 seconds long (there are thus 10 Rounds in a minute of in-game time).

**Severan:** A large city ruled by Lord Nellis, bordered on the east by the Nedrasi Forest and to the west by the Great Sea. The Church maintains a large cathedral here which serves as a popular pilgrimage destination for many of the land's believers. Another feature of note is Castle Severan, one edge to the sea for protection and the rest surrounded by a great stone wall, a moat, and other defenses. The city itself is ringed with a tall wooden wall complete with watchtowers and patrolled by the City Guard. A Thieves' Guild, controlled by the legendary underworld figure known as Pagan of the Shadows, is the main source of organized crime. Sewers run underneath in a valiant attempt to keep the city clean, although visitors will often stumble on filth in the streets above-horses and vagrants (and even the average citizen, for that matter) tend not to clean up after themselves. Then there are the arenas-large wooden or stone circular structures with benches for crowds, used for various purposes such as plays or fights. Fighters could be anyone from criminals requesting trial by combat to organized (gladiatorial) battles to duels agreed upon by both parties in order to settle a contested issue.

**Skill:** A specific area of expertise that a Character is proficient in. Characters make Skill Checks using one of their Skills to see if they can accomplish certain tasks during the game.

**Skill Check:** A d20 is rolled and added to the Character's Total Bonus for the Skill being tested to see if the Character succeeds or fails while attempting a task using that Skill.

**The Church:** See Church, The.

**Three Wolf Moon Inn:** Owned by Bowdred; the most profitable business in Birkville. There is speculation that the building lies on some type of magical nexus, as it seems to have the strange effect of making its occupants more feel more confident and attractive than they otherwise should.

**Tonga:** Birkville's blacksmith.

**Total Bonus:** A skill Modifier, added to a d20 roll to determine the success/failure of a Skill Check.





**Character Name:**

**Gender: Age: Height: Weight:**

**Player's Name:**

**Hair Color: Eye Color:**

**Class:**

**Level:**

**Experience Points (XP):**

**Abilities Score**

**Ability Modifiers**

**Strength (STR)**

**Dexterity (DEX)**

**Constitution (CON)**

**Intelligence (INT)**

**Wisdom (WIS)**

**Charisma (CHA)**



**Initiative Modifier:**

**Hit Points (HP):**

**Class (AC):**

**Weapons:**

**Attack Bonus:**

**Damage:**

- 1.
- 2.
- 3.

**Skills:**

**Total Bonus:**

- 1.
- 2.
- 3.
- 4.

**Note:**



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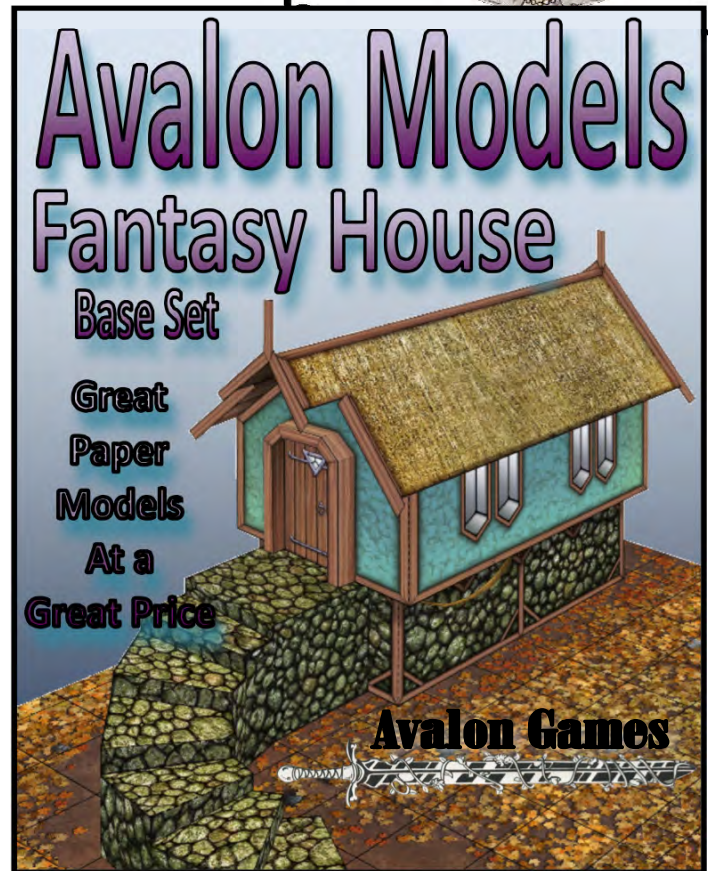
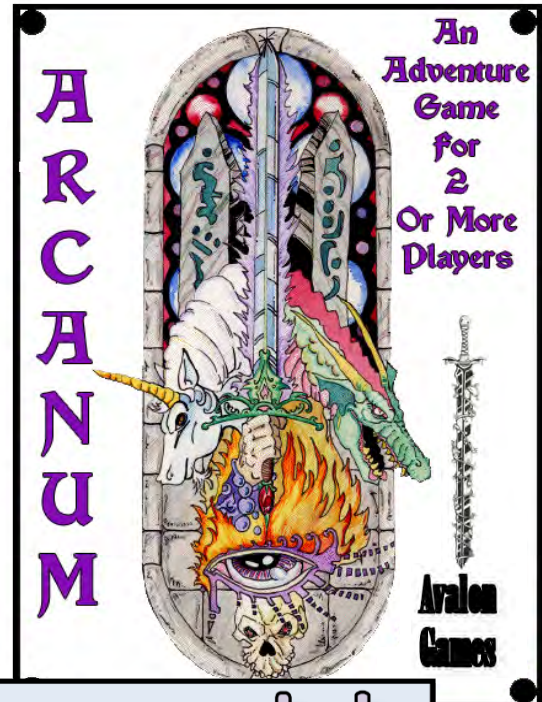
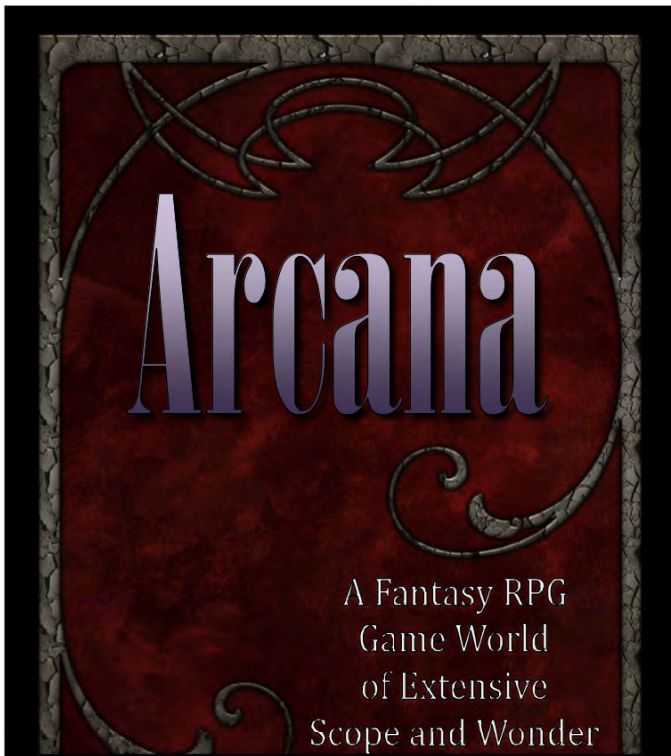
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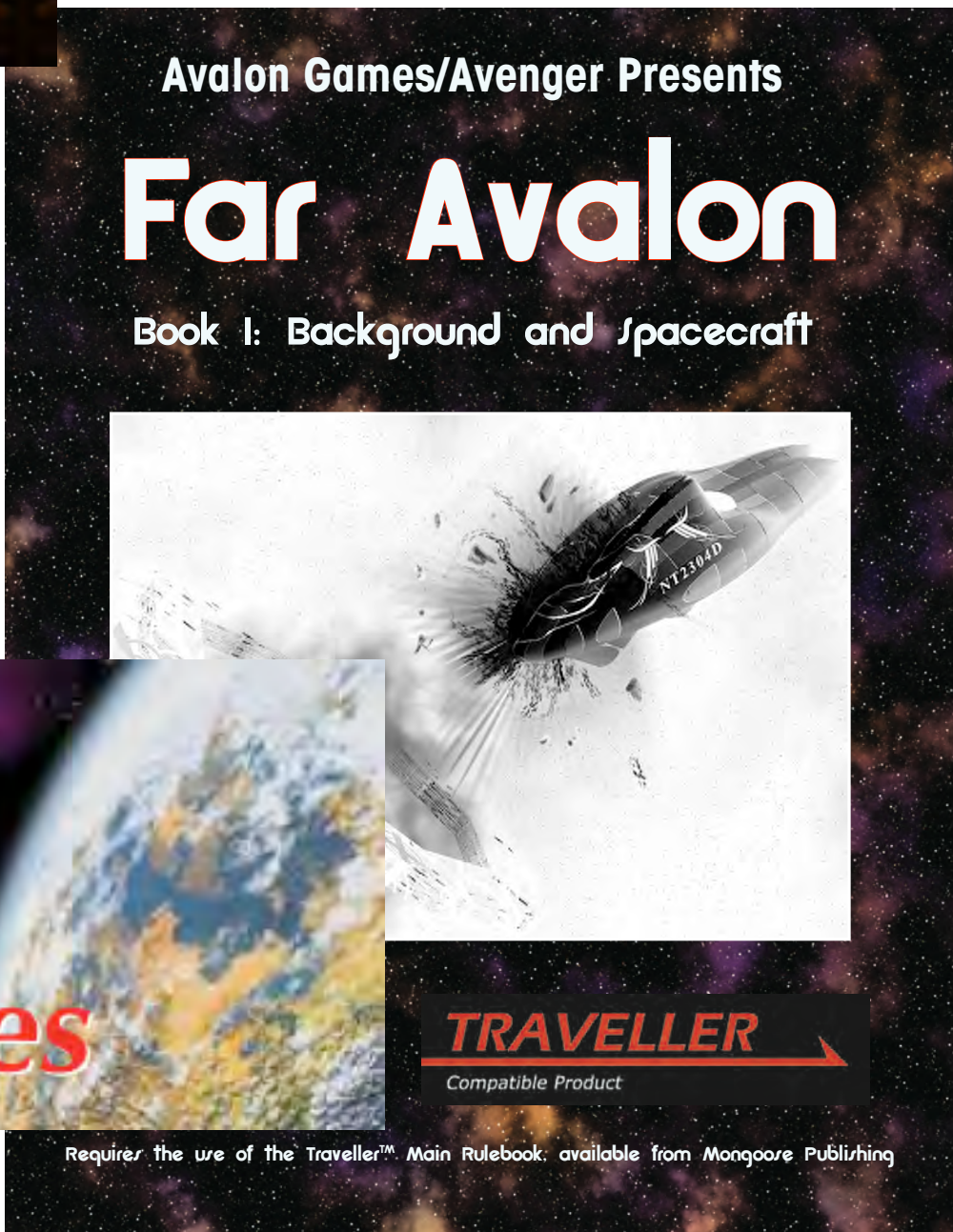
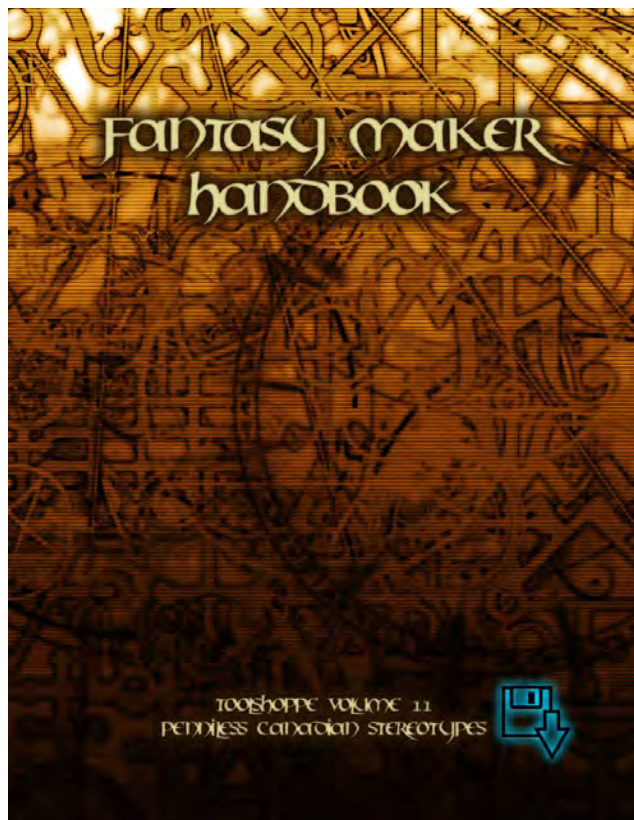
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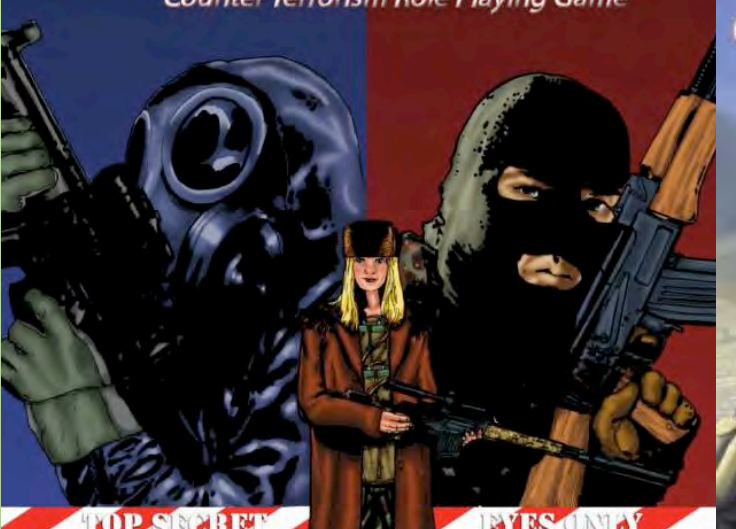
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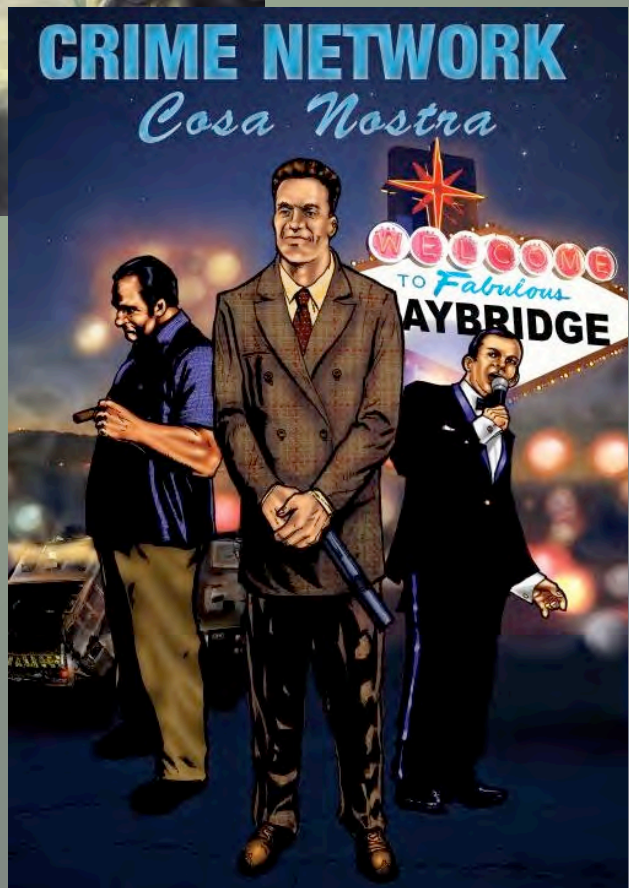
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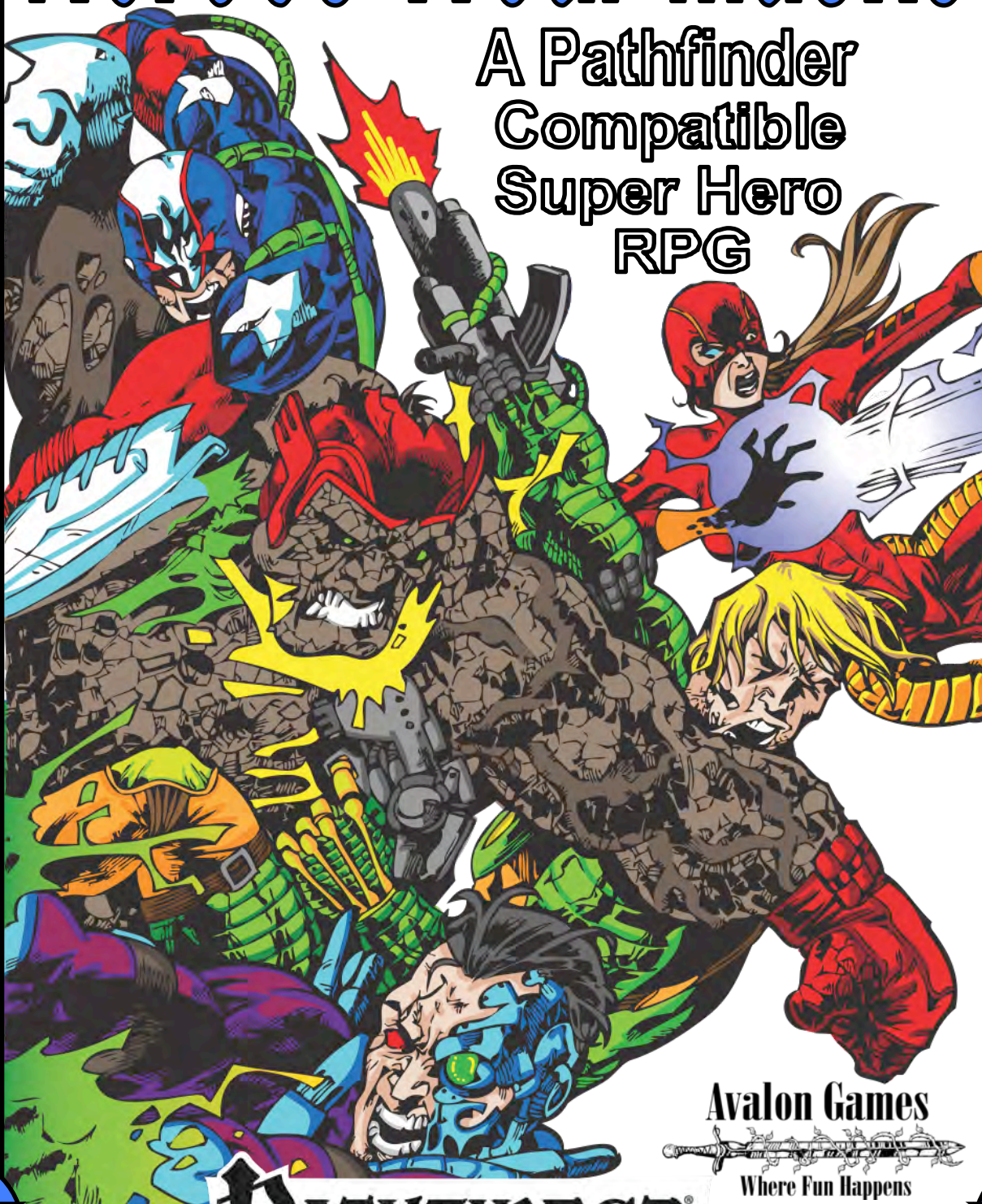
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