

Avalon Solo Adventures

Volume #3

Avalon Games



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



An Avalon Games Product, All rights reserved, Version 1.0, 2012

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

Avalon Games Company, avalon@comstar-games.com

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

www.avalon-games.com

**Written
by**

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

**Some artwork by
Sade**

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license.

Avalon Games



Avalon Intro to Pathfinder Solo Adventures Volume 3: The Human Cleric

The Pathfinder Roleplaying Game, published by Paizo Publishing, is a tabletop roleplaying game (RPG) which is usually played in a group. This Avalon Solo Adventure, though, is meant to be played solitaire, and intended as an introduction to some of Pathfinder's rules and concepts. The goal is that, at the end of the Adventure, a Player will have a Human Cleric Character and be able to start roleplaying that Character as part of a regular Pathfinder gaming group, with a basic understanding of the game already under his belt. Other Volumes in the series introduce the other core Character Classes: the Fighter, Rogue, and Wizard.

Bolded words throughout this Adventure may be found in the GLOSSARY at the back for additional information.

There are a few different resources available if you're interested in further checking out Pathfinder. The Pathfinder Roleplaying Game Reference Document is a free online site that collates all of the game's many rules and concepts in one place. It's available at...

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

Also, there's the Pathfinder Roleplaying Game Core Rulebook and the Pathfinder Roleplaying Game Beginner Box. These can be found at your friendly local game store, some bookstores, Amazon, or directly from Paizo at <http://paizo.com/paizo>.

Character Creation

Before you start playing, you need to create a Character. For the purposes of this Adventure, it is assumed that you will play a Human Cleric. Human, because it's easiest to relate to (since you are one, in the real world); and Cleric, since the Adventure was written to expose Players to what these warrior-priests of the Pathfinder world are all about.

You'll need a standard six-sided die (abbreviated d6) in order to create your Character. These type of dice are generally found in boardgames. If you don't have any lying around the house, Wizards of the Coast (another game publisher) has a dice roller online at...

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

This dice roller allows you to roll dice of all different numbers of sides, including probably the most common die you'll use in the game: the twenty-sided die (d20). So if you don't have a full set of polyhedral dice available (a d4, d6, d8, d10, d12, and d20), it's a nice free fallback.

Fill in the Character Sheet at the back of the Adventure as you go through this process.

First, come up with a Character Name. The Player Name is (of course) you. You will play a Cleric. Character Level is pre-filled in as 1-all Characters start at 1st Level.

Your Race is Human. Your Deity-the god you serve-is God (this Adventure takes place in a sort of fantasy version of medieval Europe, where the Church is a powerful, ubiquitous institution).

Gender can be either male or female, per Player preference-Pathfinder's default assumption is that of a gender-neutral world, where women can be blacksmiths, priests, or knights; the same as any man. Your Age is up to you, but somewhere between 18 and 30 is probably a good number.

For Physical Description, come up with a brief picture of how your Character appears to others: hair and eye color, height and weight, any scars or distinguishing features, etc. (You might want to wait until you determine your Character's Ability Scores, below, before you do this).



Now, it's time to generate Ability Scores. Your Character has six Abilities: Strength (abbreviated STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These represent the broad strokes of your Character: how strong or physically powerful is she? How agile? How healthy, smart, intuitive, and good looking/charming? They take a Character's aptitudes in these areas of her life and codify it into numbers. Ability Scores generally range from 3 to 18 (although they can go higher or lower), with higher being better and average being around 10 or 11.

There are several different methods you can use to generate ("roll") your Ability Scores, depending on the group you play with. The one you'll use is called the Heroic method: roll two six-sided dice (2d6), add them together, then add 6 to that. Do this a total of 6 times, writing down the results on a piece of scrap paper. You'll end up with 6 numbers, each from 8 and 18. Assign these to your Abilities any way you like, fitting your vision of the Character. Note that Clerics benefit most from high Scores in Wisdom, and also be aware that Strength, Dexterity, and Constitution are important Abilities in Combat situations (which tend to occur quite commonly in RPGs). So if you think of your Cleric as a bit of a fighting preacher, it might be wise to put some of the higher numbers into these Abilities. Finally, as a Human you may choose one Ability and add 2 to it (this is a Human Racial Trait).

Next, you need to fill in your Ability Modifiers. These are based on your Ability Scores per the chart shown to the right.

Modifiers are important in Pathfinder because they pertain to the game's core mechanic. In Pathfinder, whenever a Character tries to do something that he wouldn't automatically succeed at, the Player rolls a d20 and adds the appropriate Modifier(s) to his roll. He then compares the final total to a target number of some sort (such as a Difficulty Class, or an Armor Class). If the Player's total equals or exceeds this target, the Character is successful at his task. If not, he fails. This simple concept is probably the most important takeaway point from this Adventure.

Just a few more things to fill in, and then you can start your Adventure! Your Character's starting Hit Points (as a Cleric) are equal to 8 + his Constitution Ability Modifier. His Initiative Modifier is the same as his Dexterity Ability Modifier. The rest of the Character Sheet can be filled in as you progress through the Adventure.

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!





You grew up in the forest village of Birkville, and despite some bumps in the road, ended up drawn to the Church once you became a young adult. Father Thomas identified you as a promising Cleric, and took you under his wing. After several years of service as deacon, he is so impressed with your devotion that he's decided to send you to Severan, the seat of the Church's power in the land; to serve as assistant to the Bishop, and possible promotion to priest and a parish of your own.

Severan is several days journey away by horseback. Barring any gear you'll need for the trip itself (food for yourself and the provided horse, a traveling cloak, a bedroll for sleeping outside, etc.), you have a small amount of space left for any personal items you wish to bring along.

Under Gear on your Character Sheet, write down the following item: leather armor (many of Birkville's citizens dress in leathers provided by the bountiful Nedrasi Forest). Leather gives you some protection from the elements, as well as providing a modest amount of defense in a fight, represented numerically in the game by Armor Class. To calculate your Character's Armor Class while wearing leather armor, add 12 to his Dexterity Ability Modifier. This is the target number that enemies must roll to try to equal or exceed in order to hit your Character in Combat. Write it down on your Character Sheet.

Under Weapons, you may choose one personal arm that your Character carries: either a heavy mace or a quarterstaff. Write it down. The Attack Bonus for this weapon is the same as your Character's Strength Ability Modifier. The Damage is 1d8 + Strength Ability Modifier for the heavy mace, or 1d6 + Strength Ability Modifier for the quarterstaff. Write these values down as well.

Finally, choose one of the following and write it under Gear: a flask of holy water, or a silver holy symbol.

Go to 2.



It's the first night on your journey. You've ridden a long hard day on the King's Road west toward Severan, and have camped in a clearing until morning in order to get some rest. Both you and your horse have eaten, and you're bedded down for the night.

You're awakened from a light sleep by feminine cries for help. You leap up, grabbing your weapon, pain shooting through your back from the stiffness of sleeping on the ground. You try to squint beyond the firelight, hoping your eyes adjust to the darkness beyond the clearing before...

A young woman stumbles into your camp, crying. "Thank God!" she says, slumping down at your feet. "Please, help me!" She relates her story-waylaid by a bandit along the road, her valuables stolen, beaten and violated. She is bruised, her clothes torn, blood running from her nose and several other injured locations.

As a Cleric, you possess powerful magical healing abilities. These flow from your Deity (God), your faith and your prayer. The saying comes automatically to your lips, the power rising in you and, through your touch, soothing her wounds. A brilliant white light glows, a flash erupts, and she jolts and stands up straight, her eyes wide.

On your Character Sheet, under Spells, write down Cure Light Wounds.

"Thank you!" She throws her arms around you, and asks permission to stay the night at your camp.

Do you allow this? If so, go to 3. If, however, you're the suspicious type (bedding down with strangers you meet on the King's Road, however needy and harmless they seem, couldn't exactly be described as "safe"), and ask her politely to find another spot, go to 4.





You lend the woman (her name is Kilewan) your bedroll and you both settle in next to the fire. You finally fall back asleep, wrapped in your traveling cloak.

On your Character Sheet, under Skills, write down Perception. To calculate your Total Bonus for your Perception Skill, add 1 to your Wisdom Ability Modifier.

Make a Perception Skill Check (roll a d20 and add your Perception Total Bonus). If the result is ≥ 15 , go to 5. If not, go to 6.



Her eyes, wide and beautiful as a doe's and streaming tears, implore you to reconsider. "Please!" she pleads. Your heart aches, you hear the voice of your god-and you let her stay.

Go to 3.



You've always been a light sleeper, and awaken around 4 a.m. to the sound of hushed whispers and rustling through possessions. Cracking open your eyes a slit, you see Kilewan, along with an unknown, rough-looking man, going through your bags. They are clearly working together, which makes you wonder if her injuries were self-inflicted and her whole sad story a scam.

Do you wish to confront the thieves? If so, go to 7. Otherwise, if you pretend to be asleep, go to 6.



You awaken before dawn the next morning. The bedroll next to the fire is empty; Kilewan has gone. As is your food, and what little money you had. If you had a silver holy symbol, it has "vanished" as well (cross it off of your Character Sheet). It's going to be a hungry rest of the journey to Severan, although perhaps you can filch a few apples from your horse's food supply.

Go to 8.



You spring to your feet, grabbing your weapon, and confront the two criminals. "Stay behind me, love," the man says, exposing a mouthful of blackened teeth. "I'll handle this." He draws a dagger and the two of you circle each other warily around the campfire. "Give us the pretties, and we'll leave you none the wiser and real peaceful-like." He smiles a wicked grin.

Do you wish to fight this man? If so, go to 9. Be aware that by taking him on, you might ultimately be taking on both of them (assuming Kilewan decides to "stand by her man" and join in the fray as well). Or, to comply with the bandit's demands, go to 6.



8

The next day's travel is uneventful, and once again you find yourself at night, camping in a clearing. The sky is amazingly clear, and you see a magnificent display of stars, some of which shoot down towards the ground, it's as if the heavens are putting on a show for you. You are so in awe of the celestial demonstration that it takes you a long time to realize that the forest is deathly silent-very unnatural, and quite creepy. You lie down in the firelight, and it takes you a long time to settle your thoughts and fall asleep.

On your Character Sheet, under Skills, write down Knowledge (religion). To calculate your Total Bonus for your Knowledge (religion) Skill, add 4 to your Wisdom Ability Modifier. (You get a higher bonus than you did for your Perception Skill because Knowledge (religion) is what is known as a Class Skill for Clerics-a Skill that they, as a Character Class, are particularly adept at).

Make a Knowledge (religion) Skill Check (roll a d20 and add your Knowledge (religion) Total Bonus). If the result is ≥ 13 , go to 10. If not, go to 11.



6

9

Being a Cleric doesn't always mean turning the other cheek and "loving thy neighbor". It also means fighting for what's right, and standing up to those who would prosper on the suffering of others. This bandit (and his partner, if she gets involved) is due for a taste of "divine justice". "Judge not..." and all, but the simple truth is that God is busy, and sometimes He needs help.

Combat in Pathfinder is resolved as a turn-based system, where the two sides take turns whacking each other until one goes down (this is simplified, of course, but good enough for introductory purposes). Who hits first (crucial in Pathfinder, as in life) is determined by Initiative. Initiative also describes the order of turns (who goes when and in what order) for the entire Combat.

To "roll for Initiative", roll a twenty-sided die and add your Initiative Modifier. The thug does the same, his total being 10. Did your total exceed 10? Go to 13. Is it < 10 ? Go to 14. Does it $= 10$? Go to 15.

10

You wake up sweating, having had many nightmares throughout the course of the night. You try hard to remember them, but can only hold onto one overarching image that seems to link them together-the strange symbol depicted below:

You consider this to be a bad omen for your journey, and hope to reach Severan before another night has fallen. Go to 12.



11

You wake up sweating, having had many nightmares throughout the course of the night. You try hard to remember them, but they're a jumbled mess of frightening images, sounds, and feelings. You consider this to be a bad omen for your journey, and hope to reach Severan before another night has fallen.

Go to 12.

12

Severan...the great City by the Sea. You've heard tales of its magnificence from the traders who passed through Birkville, but never imagined that you would see such sights yourself. It's late in the day when you finally arrive at the city's great cathedral, looking for the Bishop. Despite your exhaustion from the journey, you're eager to begin your duties.

Unfortunately, the Bishop is far too busy to see you this evening, although one of his many assistants shows you to your quarters-a spartan room in a run-down inn five blocks from the cathedral. He instructs you to return the following morning to the Bishop's office. Go to 23.

13

You move quickly, swinging your weapon in a wide arc in an attempt to knock the man back and make him reconsider his choices in life.

Make an Attack Roll-roll a d20 and add the Attack Bonus for the weapon you are using. Compare your result to the thug's Armor Class (12). Did you equal or exceed 12? If so, go to 17. If not, go to 18.

14

The bandit is just a little faster than you are (it's not like you've had a ton of fighting experience up until this point in your Clerical career, and he looks like a hard fellow). He attacks with his dagger before you can swing your weapon.

In game terms, the thug rolls a 12 for his Attack Roll. Compare this to your Character's Armor Class. Does it equal or exceed your Armor Class? If so, the blow has struck home-go to 16 to see what happens. If not, the thug has missed, probably leaving a nice gash in your leather armor that you'll have to have mended later. Go to 13 for your chance to counterattack.

15

Initiative ties are broken by comparing the combatants' Initiative Modifiers. The thug's Initiative Modifier is 0. If yours is 0 as well, re-roll Initiative (the thug gets a 10 again) and go back to 9. If your Initiative Modifier is > 0, go to 13. If it's < 0, go to 14.



7

16

The thief smashes the handle of his dagger into your head, staggering you. You see stars, and blood begins running down your forehead into your eyes. Subtract 2 from your Hit Points.

Unfortunately, before you can regain your balance and act, Kilewan has circled behind you, wielding a heavy branch. She swings it at the back of your head. CRACK! Your world instantly goes black. Drop your Hit Points to 0-you are unconscious.

You awaken late into the next morning, your face caked with blood and some wicked lumps throbbing on your head. Kilewan and her man have gone, taking your food and what little money you had. If you had a silver holy symbol, it has "vanished" as well (cross it off of your Character Sheet).

Luckily, your faith-based magic allows you to heal at a much faster rate than you normally could otherwise. You pray to your Deity, casting your Cure Light Wounds Spell. Bring your Hit Points back up to their full value. Ah, better! You wash the blood off of your face and pack up camp.

It's going to be a hungry rest of the journey to Severan, although you can filch a few apples and some oats from your horse's food supply (which remains untouched-the thieving couple must be animal lovers).

Go to 8.

17

Your weapon smashes into the man, knocking him backwards. Roll the weapon's Damage. If it's > 5, go to 19. If it's ≤ 5, go to 20.

818

The thief springs out of the way of your attack and readies a counterattack of his own.

Go to 14.

19

The bandit lies on his back, groaning and writhing in pain. Kilewan flees, dropping a heavy branch (which she presumably was going to use to brain you in the very near future). The thug is incapacitated, and won't be threatening any travelers on the King's Road for a while!

On the other hand, you could resolve this situation a little more...permanently. How many innocents have been terrorized, hurt, or even killed (you can't tell if his dagger is marked by rust, or dried blood) by this thief? Must you stay your hand in mercy, even if it means that evil...he...will survive to sin again?

To kill the man, go to 21. To let him live and pray for his soul to repent, go to 22.

20

The thug grunts in pain but shakes off the blow and lunges at you with his dagger.

Go to 14.



21

A single heavy blow to the head ends the man's suffering. Justice is served, you think, before you collapse with a gasp, shivering. It felt like...a piece of your soul had been torn away.

You cannot cast any Spells until you regain God's favor (the Adventure will let you know when this happens).

Make a note of this on your Character Sheet, and go to 8.

22

You treat the man's injuries as best you can, leaving him in the morning with a little food and continuing to Severan. He thanks you for your mercy, and promises to "walk the straight and narrow" in the future. You don't hold your breath.

Go to 8.

23

The Bishop's piercing pale blue eyes, ringed by crow's feet, bore into you as you stand nervously in his office. Sunlight streams in through a stained-glass window, dust motes floating suspended. Books, shelves, and loose papers cover every spare inch of the room; and a cat rubs up against your leg, mewing quietly.

Did you kill the bandit in the woods? If so, go to 24. Otherwise, go to 25.

24

"Child," he says sternly, "I sense trouble in your soul. Do you wish to unburden yourself to me, here in the presence of our God?" To tell the Bishop what happened, go to 26. If you wish to remain silent, he sighs. "Very well."

Go to 25.



9

25

"My child, welcome to our cathedral here in Severan. I prayed you would arrive safely from your travels. Thomas wrote well of you, and I've always trusted his eye for finding new vocations to carry on our holy work."

"I must ask your forgiveness for what I am about to require of you. I need a somewhat...delicate matter investigated; and a young, attractive individual is called for in this task."

"As you might know, although I'm afraid I don't know your village's local traditions and stories; tonight is Severan's Masquerade Ball. A night for the city's wealthier citizens to celebrate their dominion over the smallfolk. It is something that we've... tolerated over the years, given the participants' influence on the city's rule. Indeed, a number of the Church's more prominent officers have even been known to attend in the past!"

"But lately, I've heard some troubling rumors about what occurs there, and what the true purpose of the ceremony might be. They bear looking into-it's all fine and well for people to enjoy themselves and explore their animal side for one night during the year, although of course we don't endorse the way they neglect their spiritual obligations during the festivities."

"In short, you're to infiltrate the party, observe the participants and their activities, and report your findings-especially anything suspicious or particularly egregious-to me. I have procured a costume and a mask for you to wear, and this ring will get you in the gates."

The Bishop gives you a signet ring, engraved with the symbol below (which looks oddly familiar):

"The party changes location every year. This year, in a move I can only presume was calculated to inflame the Church's sensibilities, it's being held at an abandoned cathedral on the outskirts of the city."

Go to 27.

10

26

"Oh my. This is worse than I thought. It is not yours to take a life, except in self-defense and absolute necessity. You must take a holy vow to NEVER do something like this again. Kneel with me, and let us pray for absolution."

You pray with all of your heart, soul, and might. You feel a warm glow inside, spreading to envelop you. Your ability to cast Spells is restored.

Go to 25.

27

You arrive at the Masquerade Ball around midnight, and wait in line for your chance to enter. You're wearing a dark hooded robe over your leathers along with a white mask. There is no way to smuggle in a weapon (make a note on your Character Sheet that you're currently unarmed).

You finally reach the front of the line. Beautiful music, made by many different instruments, floats out of the main doors. You can see little inside past the large guards at the door, other than soft candlelight.

You show your ring to the guard, who nods. You begin to enter when the other guard grabs you from behind, spinning you around. "Wait," he says, eyeing you suspiciously. "I've never seen you at one of these before."

To try to bluff your way past the guard, go to 28.
To break away from him and rush inside, go to 29.



28

Under Skills on your Character Sheet, write down Bluff. Your Total Bonus = 1 + your Charisma Ability Modifier. Make a Skill Check (roll a 20-sided die and add your Bluff Total Bonus).

If your total is ≥ 12 , go to 30. If not, you have failed to bluff your way in. You can try to break away and run inside by going to 29. If you've already tried that and failed, your only choice is to find another mask (there are several laying around on the lawn) and try to make it through the line again. Go to 27.

29

Make a Strength Ability Check (roll a d20 and add your Strength Ability Modifier). The guard is rather large, so it will not be easy to break away from him.

If your total is ≥ 15 , go to 31. Otherwise, you cannot break away from the iron grip on your shoulder. You can try bluffing your way in (28). If you've already tried that and failed, your only choice is to find another mask (there are several laying around on the lawn) and try to make it through the line again. Go to 27.

30

You put on your haughtiest tone, inquiring who the guard thinks he is. "Don't you know who I am? I'll have your hide!" you snap. His eyes widen in fear, and he quickly sends you in.

Go to 32.

11

31

"Hey!" the guard screams, as you flee into the building. You are soon lost among the crowd, all of whom are wearing dark robes and masks.

Go to 32.

32

You wander the cathedral's main floor, in awe at what you see. The city's richest and most influential citizens are drinking, shouting, crying and rutting like animals; most wearing only masks. Men and women, men and men, women and women-you even think you hear the cries of children and animals, although you don't look closely into too many dark corners to find out. You've never seen such debauchery, never even imagined it. The symbol on your ring is everywhere-woven into rugs, carved into wooden furniture, and emblazoned on the coats worn by the guards who patrol the grounds.

You have seen PLENTY to report to the Bishop. (Children and animals? Surely the Church must crack down now!)

Do you wish to leave, and report back to the Bishop? Go to 33. To continue searching for more damning evidence, go to 34. To partake in the festivities yourself, go to 35.



33

You arrive back at the Bishop's office a little before dawn, and inform him of what you discovered. "Well done, my child. This was a very delicate undertaking, and you've performed well. I may request your services in the future."

You've reached the end of the Adventure, but (hopefully) not the end of your Pathfinder gaming career. You can use your Character to play with a group once you've found one; your Game Master (GM) or the other Players in the group can help you finish off the Character Creation process (picking more Skills, Feats, Spells, Alignment, starting funds, etc.) Enjoy Pathfinder!

34

Far towards the back of the converted cathedral, behind the altar, a series of stone steps leads down into a reddish darkness. You feel heat rising up towards your face, and in addition to chanting and ecstatic Human howls, hear a deep but faint growling.

Do you dare confront what lies underneath? Go to 36. Or are you curious to sample the festivities on the ground floor yourself? Go to 35. Otherwise, to get while the gettin's good, cut your losses and report your findings to the Bishop, go to 33.

35

You find a member of the opposite sex (or the same sex, if your Character is into that sort of thing) and get down to business. Despite a brief period of pleasure, the experience leaves you hollow and... drained. It's as if your energy was taken from you, to feed something darker that lurks below...

To leave and report to the Bishop, go to 33. To continue investigating the party, go to 34.

12

36

Arriving at the bottom of the stairs, you see an awesome, terrifying sight before you. Naked cultists (there are no masks here) are chanting, dancing, and fainting in a circle around a stone table, on which lies a bound, terrified, naked young woman. Her eyes are wide and imploring, and she screams uselessly around a cloth gag. Next to the table, a priest carries a staff (topped with the strange symbol) in one hand and a curved knife in the other. He raises the knife above her heart.

To try to prevent this depraved madness from reaching its conclusion, go to 37. To hold back, powerless to confront so many and bear witness to the ritual, go to 38.

37

You are now engaged in Combat with the evil priest. Roll for Initiative (see who goes first) by rolling a d20 and adding your Initiative Modifier. Your goal is to beat the priest's roll of 10. For the sake of this encounter, if you tie, you win. If you win Initiative, go to 39. If you lose, go to 40.



38

The priest plunges the dagger into the girl's heart. Muffled screams rise from her mouth, then trail off as she goes silent. Blood pours down the stone table to pool on the floor around it. The priest cuts the dead woman's bonds and removes her gag.

After a hushed silence, the priest begins chanting softly. His chants rise in volume, until he is practically shouting in a strange arcane language that you've never heard, and doesn't even sound Human.

Suddenly the corpse springs bolt upright, her eyes flying open, screaming horribly. What is this...this foul necromancy? An affront against all that is holy! A righteous rage builds up in your soul, blasting from your body in a wave of light. The dead girl shrieks, fleeing up the stairs toward the cathedral's ground floor, causing quite a stir among the partygoers above.

(The above paragraph describes a Clerical Feat called Turn Undead. Feats are outside the scope of this Adventure, but are yet another option you can use to distinguish your Character in Pathfinder. You'll learn more about them when you start play with a group).

“Fiend!” the priest shouts, advancing on you with his knife. Go to 37.

39

You kick at the priest, bereft of the benefit of a melee weapon. Your boot lands solidly in his midsection, and he doubles over, dropping his knife. Unfortunately, you are seized from behind by a group of cultists; who hold you upright. You cannot break free. The priest recovers, picks up his dagger, and advances on you with a sneer.

Go to 41.

40

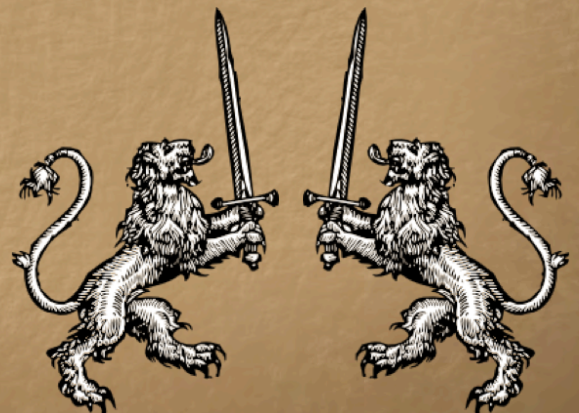
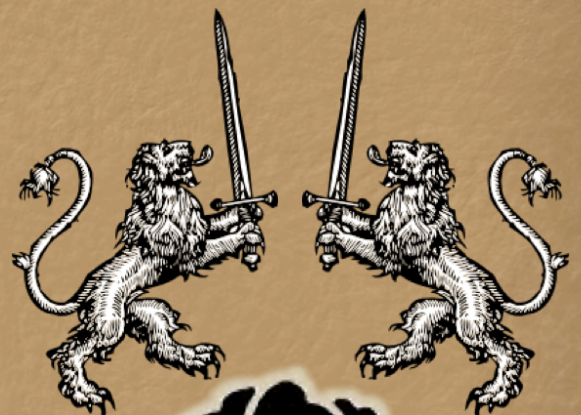
The priest swings at you with his dagger. He moves blindingly fast, slicing through your robe but failing to penetrate your leather armor.

Go to 39 for your chance to attack (albeit unarmed).

41

As the evil priest prepares to draw his dagger across your throat, you hear boots stomping down the stairs, along with shouts. A group of Templars has arrived! Thanking God, you watch as they make quick work of the cultists, then capture the priest, binding him.

Go to 33 to (finally) report back to the Bishop.



13

GLOSSARY

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 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.

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

Adventure: a story told through gameplay, involving a Character or group of Characters on some type of mission. May be played over one or several gaming sessions. A group of Adventures linked by some type of overarching theme is called a Campaign.

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.

Bishop: a representative of the Church's regional authority, a lifelong appointment. Bishops give up their names when taking office, taking on the city names where they are based (such as the Bishop of Severan).

Campaign: a series of Adventures involving the same group of Characters, usually with some type of long-term goal in mind for the Characters to achieve. Campaigns are usually played over a long period of time, sometimes even years.

Character (also called Player Character or PC): your fictional persona in the game. Each Player generally controls one Character.

Character Creation: players must create a Character to control in the game. They can choose from a wide variety of Character Classes and Races when doing so.

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

Character Sheet: a document used to record a Character's current state and progress throughout the Pathfinder game. It is wise to use pencil when filling it in, as much of the information on it can change due to game circumstances.

Church: 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). Severan has a large cathedral for worship, led by a Bishop. Followers of the Church worship God. The military order of the Church are the Templars, while the "black ops" Church troops are known as Inquisitors.

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.

Cleric: defenders of faith and warrior-servants of gods, they are the archetypal "holy men" of fantasy fiction. Fictional examples include Friar Tuck, Mola Ram (from Indiana Jones and the Temple of Doom-note that Clerics can be evil as well as good), Father Merrin (from The Exorcist) and the Grammaton Clerics from the movie Equilibrium.



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.

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.

Difficulty Class (DC): basically, how hard it is to accomplish a task in Pathfinder. The number represents the number you must beat (by rolling a d20 and adding various modifiers) when attempting a Skill Check, an Ability Check, etc. during the game.

Gamemaster (GM): the Player who “runs” a game of Pathfinder, presenting the story (which changes in response to the Player Character's actions) and playing the role of all Characters not controlled by the Players (such as creatures, enemies, or shopkeepers that the Characters encounter—collectively called Non-Player Characters (NPCs)).

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

Human: one of the Races that Players can choose to play their Character as. There are other Races in Pathfinder's fantasy world, including dwarves, elves, halflings, etc.

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.

Masquerade Ball: a yearly all-night costume party for Severan's rich and influential. Often devolves into a drunken bacchanalia by dawn. A pagan holiday leftover, the Church is officially unhappy with its continued celebration—although Church officials can sometimes be counted amongst its masked, and quite often naked, participants.

Paizo (also called Paizo Publishing): the creator and publisher of the Pathfinder Roleplaying Game.

Pathfinder (also called the Pathfinder Roleplaying Game): a tabletop roleplaying game with rules based on 3rd Edition Dungeons & Dragons. One of the most popular roleplaying systems being played today.

Player: someone who plays Pathfinder, either by controlling a single Player Character, or as the Gamemaster.

Player Character: see Character.

Race: the world of Pathfinder is made up of many different types of creatures, including Humans, elves, dwarves, halflings, half-orcs, gnomes, and half-elves. Many of them can be chosen by Players during Character Creation.

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 a seaside cliff 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 Pagine 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.

Templars: the Church's official enforcers.

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.

Spells:

Note:

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

(a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Class options Volume2: Paladins Prevail, Copyright 2009, Reality Deviant Publications, author Stefen Styrsrk



**All games available at
(Click on the name to visit their site)**

RPGNow.com

e23.sjgames.com

wargamedownloads.com


wargamevault.com

Yourgamesnow.com

Drivethrustuff.com

www.ecardmodels.com

Paizo.com

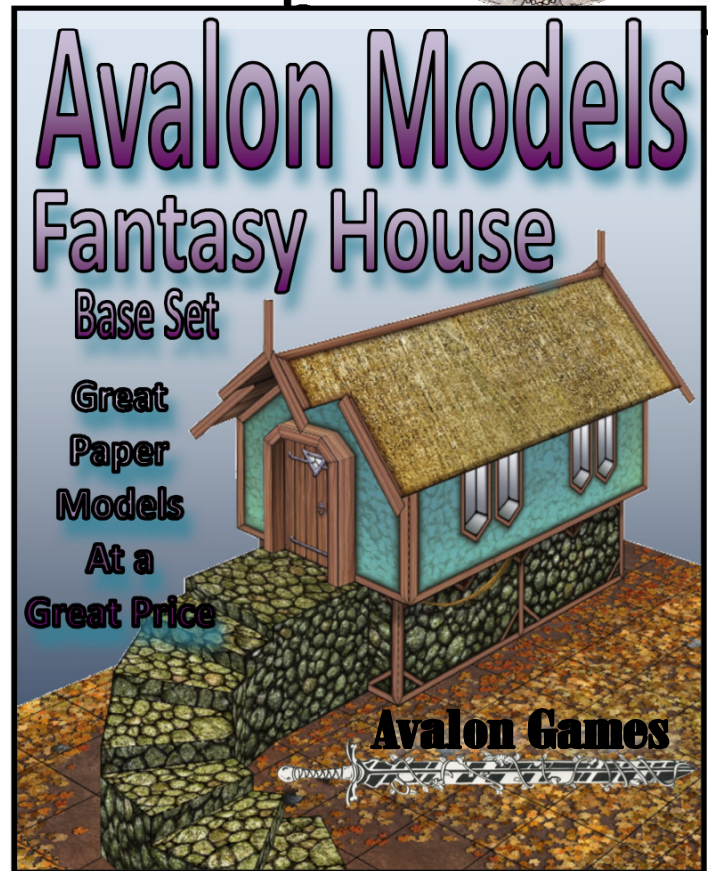
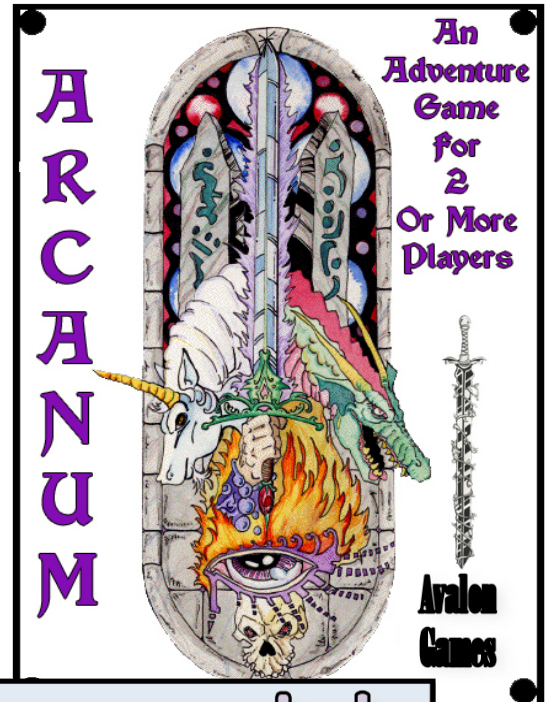
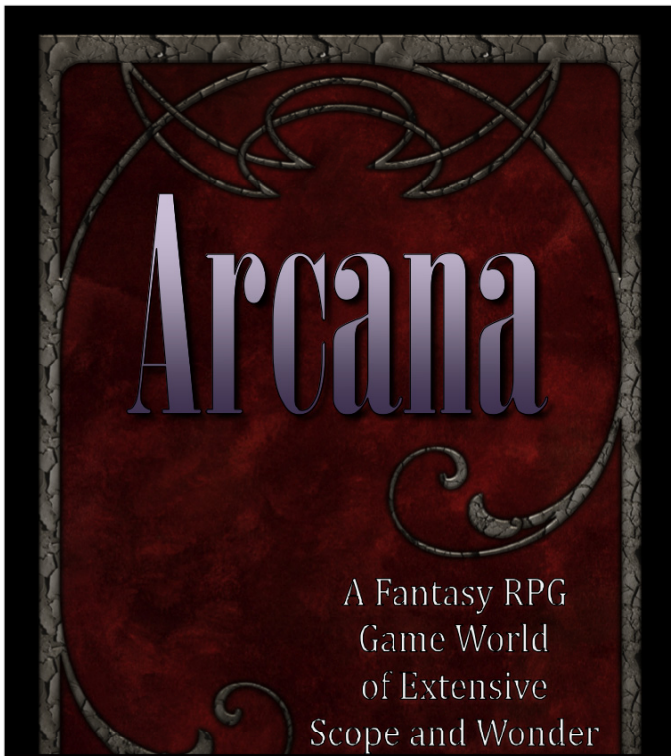


**Click here for a free catalog
and coupon book. Inside you
will find links to all of our
great games and some
coupons for 20% or more off
selected games.**

Avalon is a proud participant of Kiva,
making loans that change lives.



loans that
change lives



S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

	Weapons	As mod	Damage mod	Notes
Scutum	-1	+1	-	
Dagger	+0	-1	-	

Special Abilities

- Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scutum. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.

Strength 3
Speed 8 / 1
Movement 4
Adrenal 4
Will 4

Health

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



BEDROCK GAMES™

TERROR NETWORK

Counter Terrorism Role Playing Game



Endorsed by
Sol Bradman
Director of Training, Counter Terrorism Operations
Security Solutions International

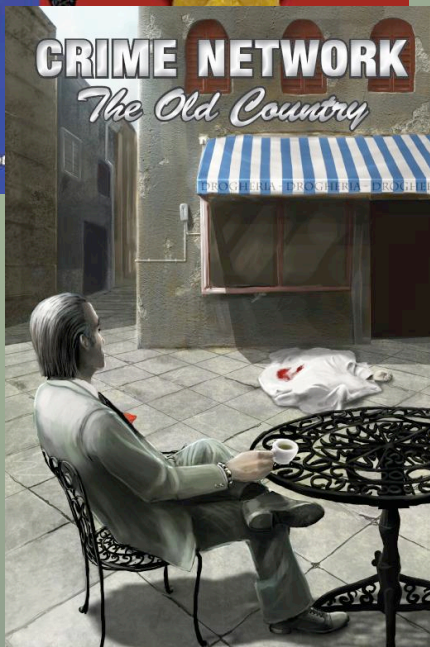
Operation Hydra Den

A Terror Network Game Module



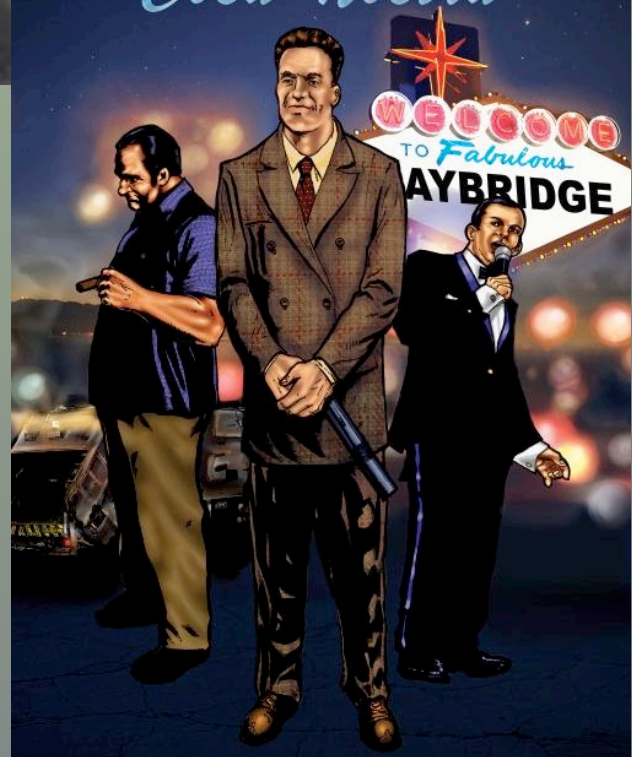
CRIME NETWORK

The Old Country



CRIME NETWORK

Cosa Nostra



Infinite Futures

The Future is Now

Avalon Games



FANTASY MAKER HANDBOOK

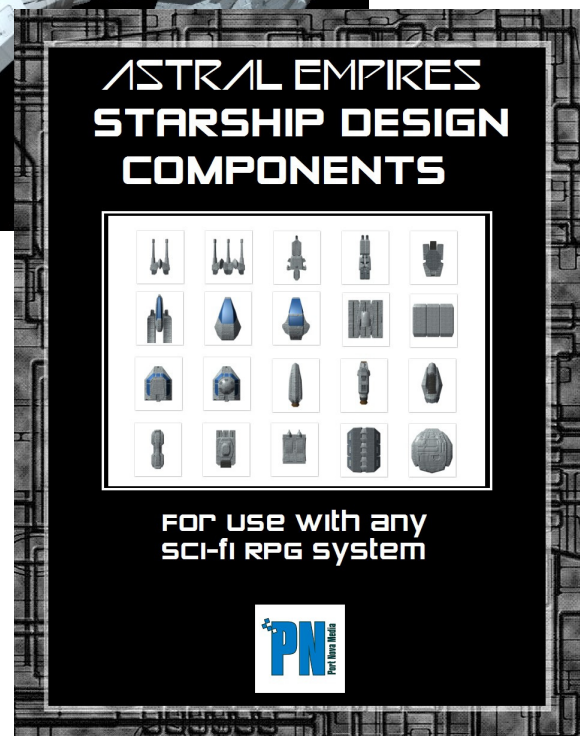
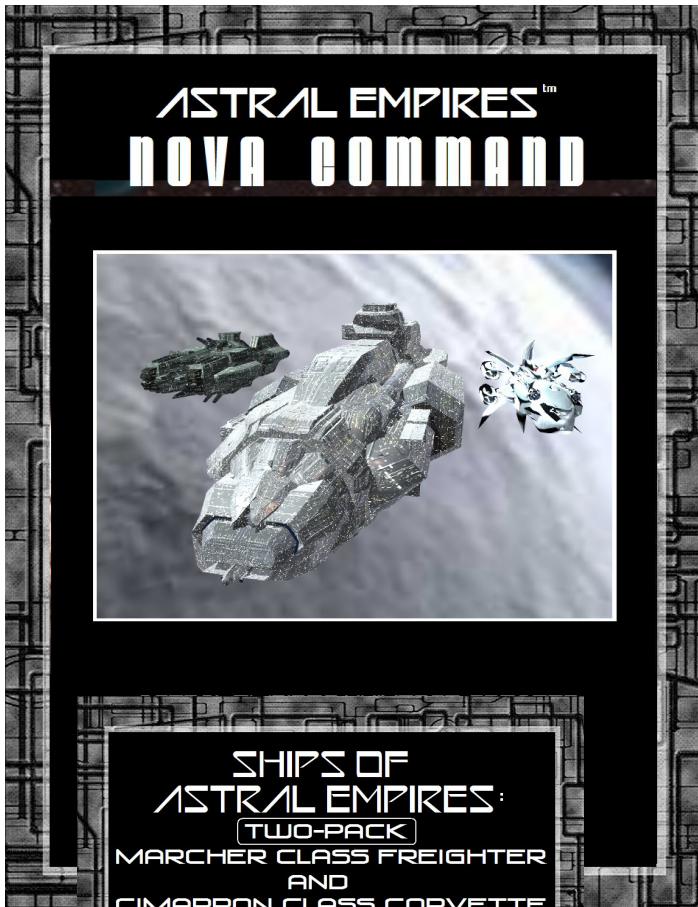
Frostbrand Studios
Presents

TOOLSHOPPE VOLUME 11
PECKLESS CANADIAN STEREOTYPES





Sci-Fi Gaming at its Best



Fantasy Cutouts

"Some of the best Paper Models out there."

"Fantastic artwork, wonderfully created and well thought out as well as a beautiful addition to any fantasy RPG."

