

A PATHFINDER RPG ADVENTURE FOR LEVEL 1

Master of the Fallen Fortress



PATHFINDER
MODULE™

By ROB McCREARY

Ground Floor

The Fallen Fortress



Key

- One square = 5 feet
- Rubble
- Spiral Staircase
- Railing

Impassable



3rd Floor



2nd Floor



Open to Outside



4th Floor

Enclosed



Weak Floor

5th Floor

blando

Master of the Fallen Fortress

CREDITS

Author: Rob McCreary
Cover Artist: Tyler Walpole
Cartography: Jared Blando
Interior Artists: Andrew Hou, Wayne Reynolds
Creative Director: James Jacobs
Managing Editor: F. Wesley Schneider
Editing and Development: Judy Bauer, Christopher Carey,
Rob McCreary, Sean K Reynolds, and James L. Sutter
Senior Art Director: Sarah E. Robinson
Production Specialist: Crystal Frasier

Publisher: Erik Mona
Paizo CEO: Lisa Stevens
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Master of the Fallen Fortress is a Pathfinder Module designed for four 1st-level characters and uses the medium XP advancement track. *Master of the Fallen Fortress* is also a Pathfinder Society Scenario designed for 1st-level characters (Tier 1). This module is designed for play in the Pathfinder Chronicles campaign setting and Pathfinder Society Organized Play, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 16 of this product.



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety
paizo.com

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Master of the Fallen Fortress

A wide field of shattered weapons, barrow mounds, and mass graves surrounds the city of Absalom, a vast plain known as the Cairnlands. Rising from the war-torn earth like the grasping arms of the dead are countless siege castles, towers, and fortresses constructed over the millennia by would-be warlords who tried to take the great city and inevitably failed. Like forgotten monuments to failed conquerors, the siege castles of Absalom beckon the brave, the fearless, and the foolish with the promise of adventure and untold treasures, ever ready to create heroes or to entomb the fallen.



Adventure Background

An unnamed siege castle has stood in the Cairnlands for hundreds if not thousands of years, magically sealed after the death of its forgotten master. But recently, a minor earthquake rocked the land, accomplishing in moments what dozens of scholars, sages, and adventurers could not achieve in years—the quake caused part of the siege castle to collapse, opening its interior for the first time in centuries. The locals now call this tower the Fallen Fortress.

The tremors also opened up passages underground, connecting the tower's basement to long-hidden subterranean tunnels. An outcast troglodyte druid named Tasskar soon discovered these tunnels and led his small squad of followers into the tower, where they became cut off from the underground tunnels by an aftershock. Stranded above ground, Tasskar decided that his blasphemous god had given him this fortress so he can prepare the troglodyte race to take over the surface world.

Not long after the troglodytes moved into the tower, an adventurer named Balenar Forsend also discovered that the tower had been opened. As a member of the Pathfinder Society, an organization dedicated to the exploration of ancient ruins and the pursuit of knowledge, Balenar saw the opportunity to make a name for himself by exploring the Fallen Fortress. Not realizing the siege castle was now inhabited, Balenar soon fell afoul of the troglodytes and was captured. Tasskar now plans to sacrifice Balenar to his dark god.

Adventure Summary

In search of adventure, the PCs brave the treacherous Cairnlands to explore one of its numerous siege castles, known as the Fallen Fortress. After fighting off a pack of wild dogs outside and battling a giant spider in base of the tower, the PCs must climb the fortress's crumbling walls to gain entry to its interior. Once inside, the PCs discover that a small band of troglodytes has taken up residence in the tower, along with their pets and traps. As they explore the shattered hulk, the PCs have the opportunity to rescue a prisoner of the troglodytes, a member of the fabled Pathfinder Society who offers them membership in the organization. Finally ascending to the very top of the spire, the PCs must face the troglodyte chieftain and his formidable pet before they can call themselves Pathfinders.

Introduction

Read the following to get the players started.

You are in Absalom, the mighty City at the Center of the World, and you've always longed to explore one of the countless ruins of failed conquerors that litter the plains outside the city's walls.

Absalom

This adventure takes place in the Cairnlands outside Absalom, the City at the Center of the World. For further information about this vibrant city, see the *Pathfinder Chronicles Campaign Setting* or *Pathfinder Chronicles: Guide to Absalom*, available from paizo.com or at your local game store.

You've heard rumors that one of the sealed siege castles has been laid open by a minor earthquake. Word on the street is that no one has yet entered the tower, which folks are calling the "Fallen Fortress." What better way to start a life of excitement and adventure than by exploring its long-abandoned, dusty halls and perhaps claiming its ancient treasures?

This adventure assumes that all of the player characters know each other and have decided to explore the Fallen Fortress together to start their careers as adventurers. Some additional ideas for getting the PCs together follow.

- The PCs could be members of Absalom's Eagle Garrison, scouting for possible threats to the city in the Cairnlands. Their commanding officer sends them to the Fallen Fortress to ensure that whatever is there is no threat to Absalom.
- A religious PC's church could ask him or her to explore the ruined siege castle, perhaps to investigate rumors of undead within the tower or to recover a religious relic thought to be inside. The church offers 1,000 gp for the return of the relic.
- A historian or wealthy collector hires the PCs to collect any historical or valuable artifacts that might still be within the ruined tower. The collector offers up to 250 gp per character for their trouble.

Once the PCs are together, it is a journey of only a few hours from the city's walls to the Cairnlands, where the Fallen Fortress lies open for exploration.

Ground Floor

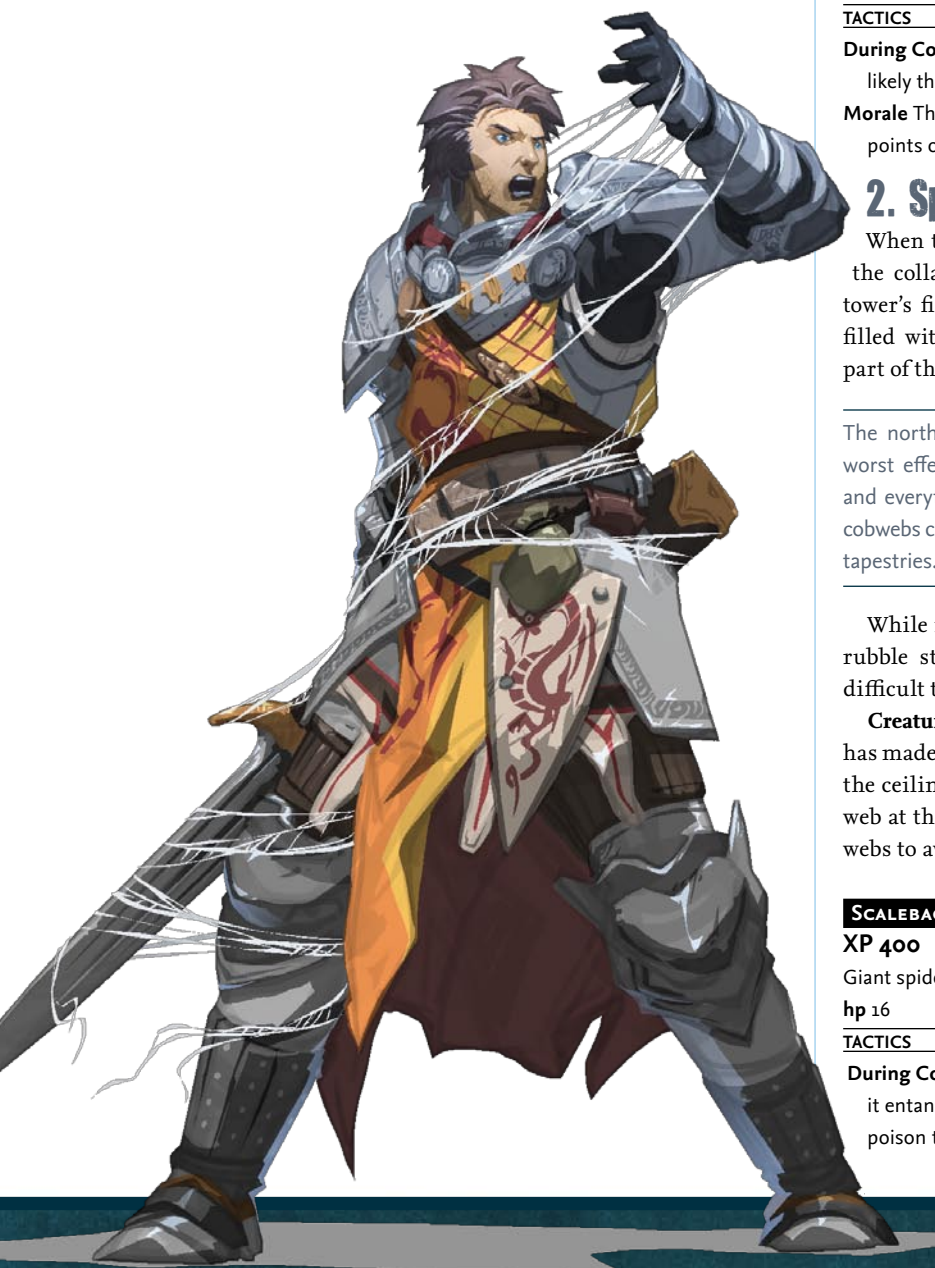
As the PCs first approach the Fallen Fortress, read the following.

The ruined siege castle now being called the Fallen Fortress rises out of the churned earth of the Cairnlands. No doors or windows mar the otherwise smooth expanse of the tower's walls. The tower is quatrefoil in plan; its eastern wing has largely collapsed, exposing the interior floors to the open air. Only the topmost level seems whole, though its eastern portion hangs precariously over the mountain of rubble left by the collapse. At ground level, the rubble frames a gaping hole in the side of the building that provides access to the tower's darkened interior.

Advanced Player's Guide

The pregenerated characters included in this adventure are the six new iconic characters from the upcoming *Pathfinder Roleplaying Game Advanced Player's Guide*. These characters were created using the rules available at the time of writing, and may change in the final book. The *Advanced Player's Guide* contains hundreds of new options for players of the Pathfinder RPG, and is available August 2010 from paizo.com or at your local game store.

The tower stands 80 feet tall and its exterior walls are amazingly smooth. They are considered superior masonry walls (see page 411 of the *Pathfinder RPG Core Rulebook*), requiring a DC 25 Climb check to ascend. Climbing the ragged remains of the east wing's walls



only requires a DC 15 Climb check, although characters cannot reach the tower's fifth floor by this method.

Unless otherwise noted, ceilings within the Fallen Fortress are 15 feet high, and doors are of strong wooden construction and unlocked, though there is a 20% chance that a given door is stuck. With the exception of the areas now exposed to the outside, all rooms in the tower are dark.

1. Ravenous Dogs (CR 1)

Creatures: Before the PCs can enter the tower, they are beset by a pack of starving wild dogs. Treat squares filled with rubble as difficult terrain.

WILD DOGS (3) **CR 1/3**

XP 135 each

Dog (*Pathfinder RPG Bestiary* 87)

hp 6 each

TACTICS

During Combat The dogs focus their attacks on a single foe, likely the weakest-looking character in the party.

Morale The dogs flee back into the Cairnlands if reduced to 3 hit points or fewer.

2. Spider's Lair (CR 1)

When the PCs enter the tower, it is soon apparent that the collapse of the eastern wing has caved in much of tower's first level as well. The southern wing is entirely filled with rubble, leaving only the northern wing (and part of the western wing) accessible.

The northern wing of the tower seems to have escaped the worst effects of the collapse, but rubble still litters the floor and everything is covered in a thick layer of stone dust. Thick cobwebs cloak the ceiling and hang down the walls like gossamer tapestries. A single archway stands open in the southwest wall.

While most of this room escaped the collapse, enough rubble still covers the floor to make the entire room difficult terrain.

Creature: A giant arachnid known as a scaleback spider has made its lair in the north wing. It lurks in its web near the ceiling (DC 21 Perception check to spot) and throws a web at the first creature to enter the room. It stays on its webs to avoid the difficult terrain on the floor below.

SCALEBACK SPIDER **CR 1**

XP 400

Giant spider (*Pathfinder RPG Bestiary* 258)

hp 16

TACTICS

During Combat The spider throws webs at opponents until it entangles one, at which point it climbs down to bite and poison that creature.



Development: Characters venturing into the tower's west wing find it mostly choked with rubble, but a door in the eastern wall is still accessible. The door leads to a stone spiral staircase that runs through the center of the tower. Unfortunately, the stairway is also blocked with fallen rubble. If the PCs wish to explore the tower's upper levels, they will have to go back outside and attempt to climb the tower's exterior walls.

The staircase used to lead down to underground tunnels, but this exit collapsed from the aftershocks, sealing the tunnels. GMs wishing to expand this adventure may allow the PCs to excavate the staircase. The tunnels might connect to Absalom's sewers or even lead to a subterranean city of troglodytes.

Treasure: A small cocoon hangs in the webs, holding the remains of an unfortunate dog that fell into the spider's clutches. The desiccated carcass is still wearing its leather collar, which is studded with lapis lazuli stones and has a silver tag reading "Kita." The collar is worth 50 gp.

Second Floor

PCs climbing up to the second floor from the outside end up in the crumbling remains of a room that now serves as an open landing for doors in the northwest and southwest walls that lead to areas 3 and 5, respectively.

3. Shocker Pet (CR 2)

Judging from the shelves lining the walls, this darkened room might once have been a storeroom, though its contents have long since succumbed to the passage of time. A crack in the northern wall has apparently let in some rainwater, which has collected in a large puddle on the floor.

Creature: Tasskar keeps one of his more dangerous pets, a shocker lizard, in this room as a deterrent to any invaders from the outside. The lizard eagerly approaches anyone entering the room, hoping for a handout, but in its excited state, it shocks anyone within range.

KAZKAZ CR 2
XP 600

Shocker lizard (*Pathfinder RPG Bestiary* 248)

hp 19

TACTICS

During Combat The lizard shocks the first creature that approaches within 5 feet of it and any other opponents that get too close. It only bites once an opponent is unconscious or if its shocks seem to have no effect.

Morale If cornered in the room, the shocker lizard fights to the death.

Development: There is a chance that a battle with the shocker lizard attracts the attention of the troglodyte

guards in area 4. Give the troglodytes a Perception check (DC 5) to hear the sounds of combat in this room. If successful, the troglodytes spend 1d6 rounds deciding whether to investigate and preparing themselves before joining the battle. Note that the shocker lizard does not distinguish the troglodytes (other than its master, Tasskar) from any other possible targets of its shock ability.

4. Armory (CR 1)

Racks for weapons line the walls of this chamber; above the racks hang various shields, pieces of armor, weapons, and standards on display. Most of the racks are empty, but a few weapons remain in place. A horrible stench fills the room as well, akin to the smell of rotten eggs mixed with the reek of an open sewer.

Creatures: Tasskar posted two troglodytes in this old armory to guard against any invaders. Unable to convince any adult troglodytes to follow him, Tasskar has enlisted young, impressionable adolescents to be his followers. These immature troglodytes have the young creature simple template applied to them. Bored with the monotony of guard duty, the guards attack any intruders as soon as they enter the chamber. Non-troglodytes in the room must immediately save against the troglodytes' stench aura.

TROGLODYTE GUARDS (2) CR 1/2

XP 200 each

Young troglodytes (*Pathfinder RPG Bestiary* 267, 295)

hp 9 each

Gear 2d10 sp each

TACTICS

During Combat The guards throw their javelins on the first round of combat; they then pick up their clubs and attack.

Morale If reduced to fewer than 5 hit points, the troglodytes flee up the stairs to area 9 to alert the rest of their band to the presence of intruders.

Development: The door in the eastern wall leads to the tower's central staircase. Although the lower portion of the staircase has collapsed, cutting off access to the ground floor, the staircase is whole on this floor and above and can be used to access the rest of the tower's upper levels.

Treasure: Most of the few remaining arms in the room have rusted away, making them useless in combat. However, the following valuable items can still be found with a successful DC 20 Appraise check: a masterwork silver dagger, a masterwork light steel shield emblazoned with a leaping dolphin, and a banner depicting a bird made of living flame. A DC 20 Knowledge (local) check recognizes the banner as belonging to the Band of the Phoenix, one of Absalom's most famous hunting lodges during the Age of Blades. The banner is worth 100 gp but might be worth

much more to a historian or collector (such as the PCs' patron, if they were hired to find historical artifacts).

5. Trapped Entry (CR 1)

This octagonal room is covered in a fine layer of dust. It's clearly been abandoned for a long time.

A successful DC 15 Survival check turns up faint reptilian tracks in the dust in front of the northwestern door, which may provide the PCs a clue about the trapped door.

Trap: The troglodytes have set a trap that fires a javelin at anyone standing in the square in front of the door to area 4.

JAVELIN TRAP CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +15 ranged (1d6+2)

Third Floor

If the PCs climb to the third floor from the outside, they enter the remains of a large chamber that is now mostly open to the sky, although much of the northern portion still has a ceiling. A solid wall blocks access to the rest of this level of the tower.

6. Bats' Roost (CR 2)

A living, moving fabric seems to cover the ceiling of this half-collapsed chamber, which stretches northwest into darkness. The pungent smell of ammonia rises from the droppings that litter the floor.

There is no obvious entrance to the rest of this level or to the tower's interior central staircase from this room, although a DC 20 Perception check discovers a locked secret door in the southwest wall. The door requires a DC 25 Disable Device check to unlock it; Tasskar in area 12 has the key to this door.

Creatures: A colony of bats roosts on the ceiling of this room. Any light or movement in the chamber disturbs the bats, which then form a swarm that attacks any creatures in the room.

BAT SWARM CR 2

XP 600

hp 13 (*Pathfinder RPG Bestiary* 30)

Development: If the PCs have no weapons or spells that can harm the swarm, it attacks for only 2 rounds before scattering and flying outside.

Treasure: A DC 20 Perception check turns up a *potion of cure light wounds* buried in the rubble.

7. The Temple of Nethys (CR 1)

The door from the central stairway to this room is locked (DC 25 Disable Device to open; Tasskar in area 12 has the key). Once the PCs have opened the door, read the following:

Two stone altars, one black and one white, sit at either end of this large chamber, which takes up two wings of the tower on this level. The crumbling remains of wooden benches sag in front of each altar beneath rotting ceiling tapestries. Carved symbols and writings snake along the walls. The burnt corpses of two troglodytes lie on the floor in the center of the room.

A DC 10 Knowledge (religion) check identifies this room as a temple dedicated to Nethys, the god of magic, in both of his aspects: protection and destruction. The writings on the walls are quotes from Nethys's holy book.

Tasskar and his followers fell afoul of the undead guardians in this ancient temple. Though they were able to destroy one of the skeletons, the fiery monsters killed two of the troglodytes. Tasskar immediately called a retreat and ordered the room sealed.

Creatures: Two humanoid skeletons, wreathed in auras of eternal flame, inhabit this room. They defend the temple from any intruders; their jaws open in soundless screams as they raise their weapons and attack.

BURNING SKELETONS (2) CR 1/2

XP 200 each

hp 5 each (*Pathfinder RPG Bestiary* 251)

TACTICS

During Combat The skeletons attack the nearest foe.

Morale The skeletons fight until destroyed.

Treasure: The altars still contain their silver altar services, worth 100 gp altogether, as well as two silver holy symbols of Nethys. In addition, a divine scroll rests atop each altar: a *scroll of shatter* on the black altar, and a *scroll of shield other* on the white altar.

Fourth Floor

Half of the exposed portion of this level is still intact (area 11) and can't be accessed from outside. The other half contains a single door leading to area 8.

8. Chamber of the Frog (CR 1)

Cracks in the walls and ceiling of this chamber have allowed rainwater to collect here, flooding the room and giving rise to a profusion of mold and fungus along the walls and ceiling.

Although the room is flooded, the water is only about ankle-deep throughout. The mold and fungus on the walls are harmless.



Creature: Another one of Tasskar's pets, a giant frog, lurks in this room. Most of the troglodytes fear it and avoid entering the room unless Tasskar orders them to.

GIANT FROG CR 1

XP 400

hp 15 (*Pathfinder RPG Bestiary* 135)

TACTICS

During Combat The frog is hungry, and lashes out with its tongue at the first creature entering the room.

Morale The giant frog fights to the death.

Treasure: A small jade statue of an angelic being lies among the rubbish under a broken table. The troglodytes didn't see it, but it can be found with a DC 15 Perception check. Stolen from a temple long ago, the statue is worth 500 gp. If the PCs are here at the behest of a character's church, this could be the sacred relic they were tasked to retrieve.

9. Barracks (CR 2)

Crude bunks line the walls of this room, which is filled with the nauseating stench of troglodytes.

This room is the main living quarters for most of the troglodytes in the tower.

Creatures: Three troglodyte guards are resting here; they attack anyone entering the room.

TROGLODYTE GUARDS (3) CR 1/2

XP 200 each

Young troglodytes (*Pathfinder RPG Bestiary* 267, 295)

hp 9 each

Gear 2d10 sp each

TACTICS

Morale As soon as one of the guards falls, the other two run—one to get help from Tulok in area 10, the other to warn Tasskar in area 12.

10. Tulok's Room (CR 1)

A brazier of glowing coals sits in the center of this room, its acrid smoke mixing with the ever-present troglodyte stench. A few knives, pokers, and other metal implements lie atop a rusty iron box nearby.

Creature: Tasskar's most favored henchman is a hulking, brutish troglodyte named Tulok. Though still not fully grown, Tulok is bigger than most adult troglodytes. Tasskar has put Tulok in charge of their prisoner (see area 11) but has forbidden him from torturing the human. Tulok ignores the sounds of battle from area 9 unless the troglodytes there specifically come to him for aid.

TULOK CR 1

XP 400

Male troglodyte (*Pathfinder RPG Bestiary* 267)

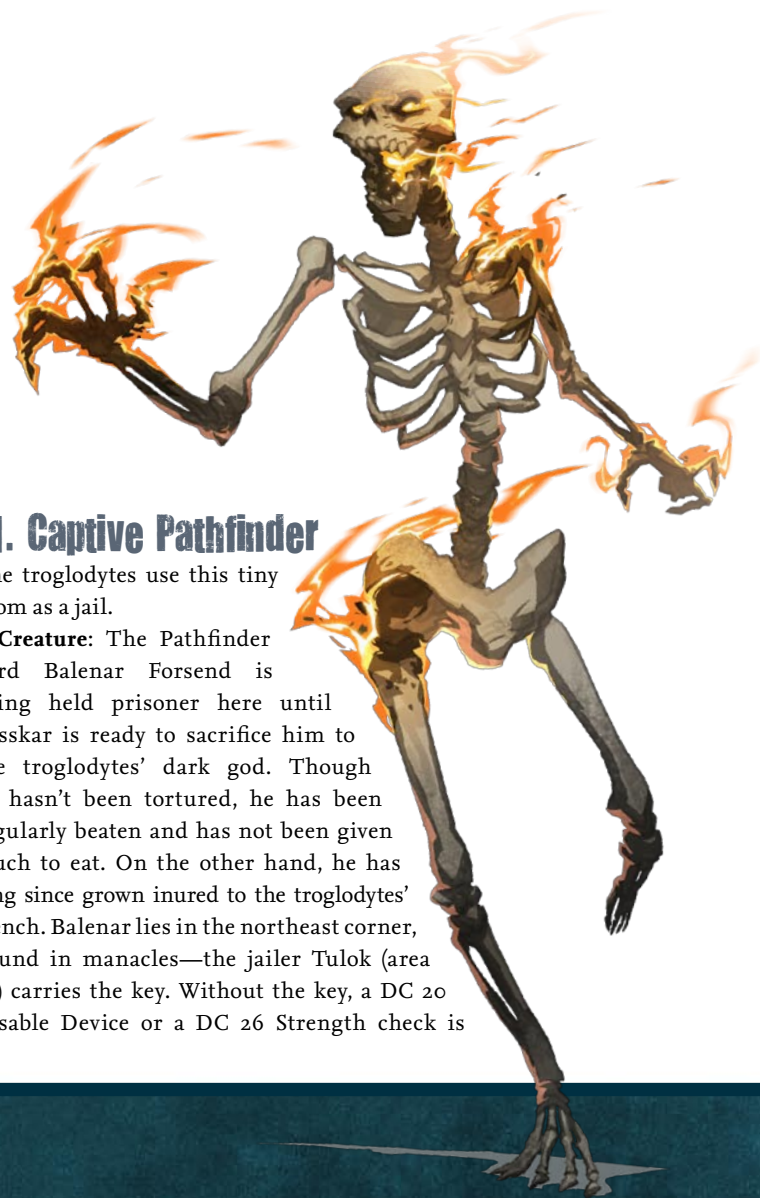
hp 13

TACTICS

During Combat Tulok hurls javelins at approaching foes and then attacks with his natural weapons.

Morale Tulok fights to the death.

Treasure: Tulok carries a key that opens the prisoner's manacles. The rusty iron chest holds the prisoner's equipment: a suit of masterwork studded leather armor, a masterwork buckler, a masterwork rapier, a shortbow with 15 arrows, a *scroll of cure moderate wounds*, a *scroll of invisibility*, a *wayfinder* (a sort of magical compass that shines with *light* on command and grants a +2 circumstance bonus on Survival checks to avoid becoming lost; see page 50 of *Pathfinder Chronicles: Seekers of Secrets*), and a climber's kit.



11. Captive Pathfinder

The troglodytes use this tiny room as a jail.

Creature: The Pathfinder bard Balenar Forsend is being held prisoner here until Tasskar is ready to sacrifice him to the troglodytes' dark god. Though he hasn't been tortured, he has been regularly beaten and has not been given much to eat. On the other hand, he has long since grown inured to the troglodytes' stench. Balenar lies in the northeast corner, bound in manacles—the jailer Tulok (area 10) carries the key. Without the key, a DC 20 Disable Device or a DC 26 Strength check is

required to open or break the manacles. When the PCs first enter the room, it takes a few moments for Balenar to realize that he's not in for another beating. Once he realizes that the PCs are not his captors, he begs them to release him.

BALENAR FORSEND CR 2

XP 600

Male human bard 3

CG Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 13, currently 7 (3d8)

Fort +1, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d3+1 nonlethal)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +1)

Spells Known (CL 3rd; concentration +6)

1st (4/day)—*cure light wounds*, *expeditious retreat*, *lesser confusion* (DC 14), *sleep* (DC 14)

o (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *prestidigitation*, *read magic*

TACTICS

During Combat Balenar aids his rescuers in battle against the troglodytes, primarily using his spells and bardic performance. If his gear is returned to him, he will also join in combat as needed.

Morale Though he's not interested in pointlessly sacrificing his life, Balenar will not abandon his rescuers.

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 13, **Wis** 8, **Cha** 17

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Extra Performance, Weapon Finesse

Skills Acrobatics +8, Appraise +7, Bluff +9, Climb +7, Knowledge (local) +8, Perception +5, Perform (Act) +9, Perform (Oratory) +9, Stealth +8

Languages Common, Draconic

SQ bardic knowledge +1, versatile performance (oratory)

Fifth Floor

Climbing all the way to the top of the tower requires a DC 30 Climb check, as the upper level overhangs the fallen portions of the lower levels. At the top, a stone railing surrounds a 5-foot-wide walkway that completely encircles the tower. The tower's partial collapse also broke the magical seals on the entrances to this level—archways to the east and west are now open and provide access to the interior, as do two doors in the north and south.

12. Top of the Tower (CR 3)

The four wings of the tower are completely open on this level, forming one great, cross-shaped chamber with arched ceilings. The decayed remnants of a carpet run from the doorways at the end of each wing, meeting in the center, where a spiral staircase drops out of sight below. A large, throne-like chair stands in the middle of the eastern wing next to a big chest.

The ceiling is 20 feet high in this room; it is dimly lit by the daylight shining through the archways.

Creature: The troglodytes' leader, the heretic druid Tasskar, has claimed the entire top level of the tower for himself. When the PCs first enter, he is standing at the eastern archway, gazing longingly at the city in the distance and daydreaming about his future surface empire. His animal companion, a stunted albino cave crocodile named Snapjaw, stands nearby. As soon as he notices the PCs, Tasskar orders Snapjaw to attack.



Tasskar



Hazard: The collapse of the lower levels has weakened the floor of this level's eastern wing. If more than four Medium-sized creatures (two Small creatures count as one Medium creature) stand in the shaded area on the map, the easternmost 20-foot section of floor falls away. Characters standing in the affected area may make DC 15 Reflex saves to jump to safety. Failure means falling to the ground below for 6d6 points of damage. Generous GMs might allow falling characters additional Reflex saves to catch themselves on the exposed floors of the lower levels before plummeting all the way to the ground.

TASSKAR	CR 3
XP 800	
Male troglodyte druid 3 (<i>Pathfinder RPG Bestiary</i> 267)	
NE Medium humanoid (reptilian)	
Init +5; Senses darkvision 90 ft.; Perception +8	
Aura stench (30 ft., DC 13, 10 rounds)	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
hp 32 (5d8+10)	
Fort +9, Ref +3, Will +6	
OFFENSE	
Speed 30 ft.	
Melee mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4), bite +0 (1d6) or <i>flame blade</i> +6 touch (1d8+1 fire), claw +0 (1d4), bite +0 (1d6) or 2 claws +5 (1d4+1), bite +5 (1d6+1)	
Ranged dart +4 (1d4+1)	
Spells Prepared (CL 3rd; concentration +5) 2nd— <i>flame blade</i> , <i>summon swarm</i> 1st— <i>magic fang</i> , <i>obscuring mist</i> , <i>produce flame</i> 0 (at will)— <i>flare</i> (DC 12), <i>guidance</i> , <i>resistance</i> , <i>virtue</i>	
TACTICS	
Before Combat If alerted to the presence of intruders, Tasskar casts <i>magic fang</i> on his crocodile before combat.	
During Combat Tasskar summons a swarm of spiders with <i>summon swarm</i> and then casts <i>produce flame</i> to throw flames at opponents. He spontaneously casts <i>summon nature's ally</i> to summon a giant centipede if he feels he needs more allies in combat. If pressed into melee, Tasskar casts <i>flame blade</i> .	
Morale Tasskar is a fanatic and fights to the death.	
STATISTICS	
Str 14, Dex 13, Con 14, Int 10, Wis 15, Cha 9	
Base Atk +3; CMB +5; CMD 16	
Feats Combat Casting, Combat Reflexes, Improved Initiative	
Skills Climb +6, Handle Animal +7, Knowledge (nature) +6, Perception +8, Spellcraft +6, Stealth +8 (+12 in rocky areas), Survival +10	
Languages Draconic	
SQ nature bond (crocodile animal companion named Snapjaw), nature sense, trackless step, wild empathy +2, woodland stride	
Gear darts (4), masterwork scimitar, <i>cloak of resistance</i> +1	

Pathfinder Society Organized Play

If you'd like to join Pathfinder Society Organized Play (Paizo's constantly evolving, world-wide mega-campaign) and continue your adventures, go to paizo.com/pathfindersociety. There you'll find more pregenerated characters, official Pathfinder Society scenarios to play, and the free *Guide to Pathfinder Society Organized Play* to help you get started. Check the inside back cover of this adventure for a chronicle sheet, the tracking form used to mark your character's progression in Pathfinder Society Organized Play.

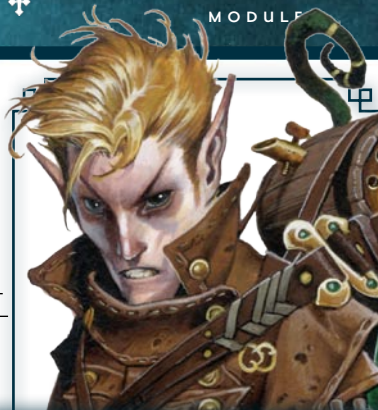
SNAPJAW	CR –
Albino cave crocodile animal companion (uses game statistics for a crocodile with the young creature simple template; see <i>Pathfinder RPG Bestiary</i> 51, 295)	
N Medium animal	
hp 14 (3d8+6)	
TACTICS	
During Combat Snapjaw defends Tasskar, attacking whichever foe is closest.	
SPECIAL ABILITIES	
Troglodyte Adaptation Descended from generations of crocodiles raised underground and adapted to life with Tasskar's tribe, Snapjaw has darkvision and is immune to troglodyte stench.	

Treasure: Tasskar carries keys to the doors in areas 6 and 7. The large wooden chest holds Tasskar's treasure, some of it gathered from within the Fallen Fortress: a masterwork short sword, 15 cold iron shurikens, two flasks of acid, a *potion of cat's grace*, a *potion of lesser restoration*, a *wand of summon monster I* (CL 3rd, 9 charges), an amethyst worth 100 gp, and 247 gp in assorted coins.

Conclusion

With the defeat of Tasskar and his troglodytes, the Fallen Fortress stands abandoned once more, but it's only a matter of time before something else moves into the damaged siege tower and poses a new threat—perhaps the PCs will need to return to deal with this new danger as well.

If the PCs rescued Balenar Forsend, he offers to take them to the Pathfinder Society's Grand Lodge in Absalom, where he will sponsor them for membership in the Pathfinder Society, an organization of explorers, archaeologists, and adventurers. After a short evaluation that determines the PCs don't need additional training, the leaders of the Society accept the them as initiates. As new Pathfinders, the PCs will have their choice of missions across Golarion and even the opportunity to have their exploits published in the hallowed pages of the *Pathfinder Chronicles*. For more information, see *Pathfinder Chronicles: Seekers of Secrets*, available from paizo.com or at your local game store.



Daniel

DAMIEL

Male elf alchemist 1

CN Medium humanoid (elf)

Deity Norgorber

Homeland River Kingdoms

Init +2; Senses low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +3, Ref +4, Will -1;

+2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6+1/18-20) or

dagger +1 (1d4+1/19-20)

Ranged sling +2 (1d4+1) or

bomb +3 (1d6+3 fire) or

thrown splash weapon +3 (by weapon +3)

Special Attacks bomb 4/day (1d6+3 fire, DC 13), throw anything

Alchemist Extracts Prepared (CL 1st; concentration +4)

1st—enlarge person, true strike

STATISTICS

Str 12, Dex 15, Con 12, Int 17, Wis 8, Cha 10

Base Atk +0; CMB +1; CMD 13

Feats Brew Potion, Skill Focus (Craft [Alchemy]), Throw Anything

Skills Appraise +7, Climb +0, Craft (alchemy) +11, Disable Device +5,

Knowledge (nature) +7, Perception +5, Sleight of Hand +6,

Spellcraft +7 (+9 identify magic items), Use Magic Device +4

Languages Common, Draconic, Elven, Gnome, Goblin

SQ alchemy, elven magic, extract, mutagen, weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of shield*, acid, alchemist's fire (2), mutagen (Dexterity), oil flasks (5), tanglefoot bag, thunderstone; Other Gear studded leather armor, dagger, rapier, sling with 10 bullets, alchemist's kit (as spell component pouch), backpack, formula book (contains all prepared extracts, plus *cure light wounds*, *expeditious retreat*, and *shield*), rations (4), sunrods (3), thieves' tools, tindertwigs (6), various and sundry inebriants and intoxicants, 2 gp

SPECIAL ABILITIES

Alchemy (Su) You gain a +1 bonus when using Craft (alchemy) to create an alchemical item. You can use Craft (alchemy) to identify potions as if using *detect magic*; you must hold the potion for 1 round to make such a check.

Extract (Su) An extract is a stored alchemist spell. You prepare your spells by mixing ingredients into a number of extracts, and then "cast" them by drinking the extract, like a potion. You can only create a certain number of extracts of each level per day (two 1st-level extracts at character level 1).

When you mix an extract, you infuse the chemicals and reagents in the extract with magic siphoned from your own magical aura. An extract immediately becomes inert if it leaves your possession, reactivating as soon as it returns to your

keeping; this means you cannot normally hand out your extracts for allies to use. An extract remains potent for 1 day before becoming inert, so you must re-prepare your extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but you can keep some (or even all) of your daily extract slots open so you can prepare extracts in the field as needed.

You "cast" an extract by drinking it, like drinking a potion. Your alchemist level is the caster level of the extract. The

recipes for extracts you know are kept in your formula book.

Bomb (Su) A bomb is an explosive splash weapon created from raw ingredients and power from your innate magic. Creating and throwing a bomb is a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the "Throw Splash Weapon" special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are unstable, and if not used in the round they are created, they degrade and become inert. Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (Reflex half).

Mutagen (Su) Mutagens are transformative elixirs that you can drink to enhance your physical abilities at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time—if you brew a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until you pick it up again; non-alchemists cannot use mutagens.

When you brew a mutagen, you select one physical ability score—either Strength, Dexterity, or Constitution. The mutagen gives you a +4 alchemical bonus to that ability score and a +2 natural armor bonus for 10 minutes, but you take a penalty to a mental ability score for that same amount of time (Strength mutagens give you an Intelligence penalty, Dexterity mutagens give you a Wisdom penalty, and Constitution mutagens give you a Charisma penalty).

Drinking a mutagen is a standard action.

Mutagens do not stack. Whenever you drink a mutagen, the effects of any previous mutagen immediately end.

Alchemist Preview

Starting at 2nd level, and as he gains additional levels, an alchemist makes incredible alchemical discoveries. These discoveries enable the alchemist to infuse his extracts so other characters can use them, enhance his mutagens, or create acid, explosive, or frost bombs, among other effects.

Eventually, an alchemist can make a grand discovery, such as the secret of eternal youth, or how to create the legendary *philosopher's stone*.

Master of the Fallen Fortress



ALAIN

Male human cavalier 1
LN Medium humanoid (human)

Deity Abadar

Homeland Taldor

Init +1; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20) or lance +4 (1d8+3/x3) or flail +4 (1d8+3)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks challenge 1/day (+1 damage, additional +1 damage as long as only one threatening foe)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 15

Feats Mounted Combat, Precise Strike, Weapon Focus (longsword)

Skills Bluff +5, Climb +3, Intimidate +5, Perception +4, Ride +5

Languages Common

SQ mount (horse named Donahan), order of the cockatrice, tactician 1/day (Precise Strike)

Gear chain shirt, heavy steel shield, light crossbow with 10 bolts, flail, lance, longsword, backpack, banner, bit and bridle, grappling hook, leather barding, rations (4), riding saddle, silk rope, sunrods (3), 8 gp

SPECIAL ABILITIES

Challenge (Ex) Once per day, you can challenge a foe to combat. As a swift action, you choose one target within sight to challenge. Your melee attacks deal +1 extra damage whenever the attacks are made against the target of your challenge. You can use this ability once per day.

Challenging a foe requires much of your concentration. After issuing a challenge you take a –2 penalty to your Armor Class, except against attacks made by the target of your challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Your challenge also includes another effect, which is listed in the Order of the Cockatrice section.

Mount (Ex) You gain the service of a loyal and trusty steed to carry you into battle. This mount functions as a druid's animal companion, using your cavalier level as your effective druid level.

You do not take an armor check penalty on Ride checks while riding your mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. Your mount does not gain the share spells special ability of an animal companion.

Your bond with your mount is strong, and you have learned



Alain

to anticipate each other's moods and moves. Should your mount die, you may find another mount to serve you after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time you gain a level.

Order (Ex) At 1st level, you must pledge yourself to a specific order. The order grants you a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that you must follow. If you violate any of these edicts, you lose all benefits gained from your order for 24 hours. The violation of

an edict is subject to GM interpretation.

Tactician (Ex) At 1st level, you receive a teamwork feat as a bonus feat (you have the Precise Strike feat, see below). As a standard action, you can grant this feat to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds. You can use this ability once per day.

Order of the Cockatrice

As a cavalier who belongs to this order, you serve only yourself, working to further your own aims and increase your own prestige. Like other cavaliers of this order, you tend to be selfish and concerned only with personal goals and objectives.

Edicts: You must put your own interests and aims above those of all others. You must always accept payment when it is due, rewards that you've earned, and an even share of loot. You must take every opportunity to increase your own stature, prestige, and power.

Challenge: Whenever you issue a challenge, you receive a +1 morale bonus on all melee damage rolls made against the target of your challenge as long as you are the only creature threatening the target.

Skills: As an order of the cockatrice cavalier, you add Appraise (Int) and Perform (Cha) to your list of class skills. In addition, add your Charisma modifier to the DC on attempts to demoralize you through Intimidate (in addition to your Wisdom modifier, as normal).

New Feat: Precise Strike (Combat, Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. The bonus damage is not multiplied on a critical hit.

IMRIJKA

Female half-orc inquisitor 1
 NG Medium humanoid (human, orc)

Deity Pharasma

Hometown Ustalav

Init +1; **Senses** darkvision 60 ft.;
 Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor,
 +1 Dex, +1 shield)

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee morningstar +3 (1d8+3) or
 spiked gauntlet +3 (1d4+3)

Ranged shortbow +1 (1d6+3/x3)

Special Attacks judgment 1/day

Domain Spell-Like Abilities (CL 1st; concentration +3)
 5/day—gentle rest

Domain Repose

Spells Known (CL 1st; concentration +3)

1st (2/day)—*command* (DC 13), *magic weapon*

0 (at will)—*acid splash*, *disrupt undead*, *guidance*, *stabilize*

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +3; **CMD** 14

Feats Intimidating Prowess

Skills Climb –2, Intimidate +9, Knowledge (dungeoneering) +4,
 Knowledge (religion) +4, Perception +6, Sense Motive +7,
 Survival +6

Languages Common, Orc

SQ monster lore +2, orc blood, stern gaze, weapon familiarity

Combat Gear alchemist's fire, holy water; **Other Gear** scale mail,
 light wooden shield, dagger, morningstar, shortbow with 20
 arrows, spiked gauntlet, backpack, manacles, rations (4), silver
 holy symbol, spell component pouch, sunrod, 6 gp

SPECIAL ABILITIES

Spells You cast divine spells drawn from the inquisitor spell list.

You can cast any spell you know at any time without preparing it ahead of time, assuming you have not yet used up your allotment of spells per day for the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Wisdom modifier.

Domain Your deity (Pharasma, goddess of fate and death) influences your alignment, what magic you can perform, and your values. Although not as tied to the tenets of the deity as a cleric, you must still hold such guidelines in high regard, despite that fact you can go against them if it serves the greater good of the faith. You have one domain (Repose) and gain its domain powers as a cleric.

Judgment (Su) You can pronounce judgment upon your foes



Imrijka

as a swift action, receiving a bonus or special ability based on the type of judgment made. The bonuses granted by the judgment continue to improve on following rounds, reaching a maximum bonus that lasts until the judgment ends.

You can use this ability once per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses end.

You must participate in the combat to gain these bonuses. If you are frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the

ability does not end, but all of the bonuses reset to those granted on the first round until you can participate in the combat again.

When you use this ability, you must select one type of judgment to make. As a swift action, you can change this judgment to another type, but doing so resets the bonus granted to those granted on the first round. The judgments are as follows.

Destruction: You are filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 each round after the first, to a maximum of +3.

Healing: You gain fast healing 1. This causes you to heal 1 point of damage each round as long as you are alive and the judgment lasts. This increases to fast healing 2 on the second round and to fast healing 3 on the third round.

Justice: The judgment spurs you to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 each round after the first, to a maximum of +3.

Piercing: The judgment grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 each round after the first to a maximum of +3.

Protection: You are surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 each round after the first, to a maximum of +3.

Purity: You are protected from the vile taint of your foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 each round after the first, to a maximum of +3.

Resiliency: The judgment makes you resistant to harm, granting DR 1/magic. This bonus increases to 2/magic on the second round, and 3/magic on the third and following rounds.

Resistance: You gain 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases to 4 on the second round, and to 6 on the third round.

Monster Lore (Ex) When making Knowledge skill checks to identify the abilities and weaknesses of creatures, add your Wisdom modifier as a bonus on the roll.

Stern Gaze (Ex) You are skilled at sensing deception and intimidating your foes. You receive a +1 morale bonus on all Intimidate and Sense Motive checks.

Master Oracle Fortress



Alahazra

ALAHAZRA

Female human oracle 1
LG Medium humanoid (human)

Deity Pantheist

Homeland Rahadom

Init +2; **Senses** darkvision 30 ft.;
Perception +1

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor,
+2 Dex, +1 dodge)

hp 8 (1d8)

Fort -1, **Ref** +2, **Will** +3

Weaknesses oracle's curse
(clouded vision)

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6) or
touch of flame +0 touch (1d6 fire)

Ranged sling +2 (1d4)

Special Attacks touch of flame 6/day (1d6 fire)

Spells Known (CL 1st; concentration +4 [+8 cast defensively])
1st (4/day)—*cure light wounds*, *doom* (DC 14), *magic stone*
0 (at will)—*detect magic*, *guidance*, *read magic*, *stabilize*

Mystery Flame

STATISTICS

Str 10, **Dex** 14, **Con** 8, **Int** 13, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 13

Feats Combat Casting, Dodge

Skills Acrobatics +5, Climb +3, Diplomacy +7, Heal +5 (+7 with
healer's kit), Knowledge (history) +5, Spellcraft +5

Languages Common, Draconic

SQ revelation (touch of flame)

Combat Gear *scrolls of cure light wounds* (2), thunderstone; **Other
Gear** studded leather armor, quarterstaff, sling with 10 bullets,
backpack, fortune-telling bones, healer's kit, rations (6), silver
holy symbol, spell component pouch, 10 gp

SPECIAL ABILITIES

Spells You cast divine spells drawn from the cleric spell lists
(see page 226 of the *Pathfinder RPG Core Rulebook*). You can
cast any spell you know without preparing it ahead of time.
The Difficulty Class for a saving throw against your spells is
10 + the spell's level + your Charisma modifier. Like other
spellcasters, you can cast only a certain number of spells
of each spell level per day. Unlike other divine spellcasters,
your selection of spells is extremely limited. You also know
all cure spells (cure spells include all spells with "cure" in
their names).

Unlike a cleric, you need not prepare your spells in
advance. You can cast any spell you know at any time,
assuming you have not yet used up your spells per day for that
spell level.

Mystery Each oracle draws upon a divine mystery to grant her
spells and powers. This mystery also grants additional class

skills and other special abilities. This
mystery can represent a devotion to one
ideal, prayers to deities that support
the concept, or a natural calling to
champion a cause. Regardless of the
source, a mystery manifests in a number
of ways as the oracle gains levels. Your
mystery is Flame (see below).

Oracle's Curse (Ex) Each oracle is cursed,
but this curse comes with a benefit as
well as a hindrance. Your curse cannot
be removed or dispelled without the aid
of a deity.

Clouded Vision: Your eyes are obscured,

making it difficult for you to see. You cannot see anything
beyond 30 feet, but you can see as if you had darkvision.

Revelation At 1st level, you uncover a new secret about the
mystery that grants your powers and abilities. Unless
otherwise noted, activating the power of a revelation is a
standard action. Your revelation is Touch of Flame (see below).

Mystery of Flame

Deities: Asmodeus, Sarenrae.

Class Skills: As an oracle with the flame mystery, you add
Acrobatics, Climb, Intimidate, and Perform to your list of
class skills.

Touch of Flame (Su): As a standard action, you can perform
a melee touch attack that deals 1d6 points of fire damage. You
can use this ability a number of times per day equal to 3 + your
Charisma modifier.

More Oracle Mysteries

In addition to the mystery of flame, several other
mysteries exist. While you cannot change your mystery
once it is chosen, other oracles can be devoted to different
mysteries. Some of the mysteries available include:

Battle: Oracles with the battle mystery can gain skill
with arms and armor, master combat maneuvers, inspire
allies, and eventually become avatars of battle.

Bones: Oracles with the bones mystery can craft
armor from bones, command and create the undead,
speak with dead souls, and even master death itself

Heavens: Oracles with the heavens mystery can call
down the power of the moon, the stars, and outer space,
eventually gaining perfect harmony with the universe.

Lore: Oracles with the lore mystery can cast arcane
spells, increase their Intelligence, and probe others'
minds as they gradually gain understanding of the
fundamental underpinnings of reality.

Waves: Oracles with the waves mystery can become
resistant to cold damage, create blizzards, encase
themselves in armor of ice, walk on water, and turn into
water elementals.

BALAZAR

Male gnome summoner 1

N Small humanoid (gnome)

Deity Agnostic

Hometown Nex

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 9 (1d8+1)

Fort +1, **Ref** +1, **Will** +3; +2 vs. illusions

OFFENSE

Speed 20 ft.

Melee club -1 (1d4-2)

Ranged light crossbow +2 (1d6/19-20)

Gnome Spell-Like Abilities (CL 1st; concentration +4)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Summoner Spell-Like Abilities (CL 1st; concentration +4)

6/day—*summon monster I*

Spells Known (CL 1st; concentration +4)

1st (2/day)—*mage armor*, *magic fang*

o (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *read magic*

STATISTICS

Str 6, **Dex** 13, **Con** 12, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -3; **CMD** 8

Feats Spell Focus (conjuration)

Skills Climb -2, Handle Animal +7, Knowledge (arcana) +6, Ride +5, Spellcraft +6, Use Magic Device +7

Languages Common, Gnome, Goblin, Orc, Sylvan

SQ defensive training, eidolon, gnome magic, hatred, life link, obsessive, weapon familiarity

Combat Gear *scroll of shield*, *alchemist's fire*; **Other Gear** leather armor, club, light crossbow with 10 bolts, dagger, backpack, pipe, spell component pouch, signal whistle, sunrods (3), 13 gp

SPECIAL ABILITIES

Spells You cast arcane spells drawn from the summoner spell list. You can cast any spell you know without preparing it ahead of time, assuming you have not yet used up your allotment of spells per day for the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Charisma modifier.

Eidolon You have the ability to summon to your side a powerful outsider called an eidolon. Eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. Due to its tie to you, your eidolon can touch and attack creatures warded by effects that prevent contact with summoned creatures.

You can summon your eidolon once per day in a ritual that takes 1 minute to perform. The eidolon's hit points are unchanged from the last time it was summoned (unless the eidolon was slain, in which case it returns with half its normal



Balazar

hit points). It remains until dismissed by you (a standard action). If the eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day.

Your eidolon, Padrig, resembles a rooster-headed feathered snake. The eidolon bears a glowing rune that is identical to a rune that appears on your forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

Life Link (Su) Your life and your eidolon's are closely bound.

Whenever the eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, you and the eidolon must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. Current hit points lost in this way are not restored when the eidolon gets closer to you, but its maximum hit point total does return to normal.

Summon Monster I (Sp) You have *summon monster I* as a spell-like ability. Using this ability is a standard action, and the summoned creature remains for 1 minute (instead of 1 round). You cannot have more than one *summon monster* spell active in this way at one time. If this ability is used again, any existing *summon monster* spell immediately ends.

PADRIG, EIDOLON

N Medium outsider (serpentine base form)

Init +4; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 6 (1d10+1)

Fort +1, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d6+1), tail slap +0 (1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 16

Feats Weapon Finesse

Skills Acrobatics +8 (+4 jump, +10 balance on surfaces), Climb +9, Knowledge (planes) +2, Perception +4, Stealth +8

SQ evolutions (ability increase [Dex], bite, climb, reach, tail, tail slap), link, share spells

Master of the Fallen Fortress



FEIYA

Female human witch 1
CG Medium humanoid (human)

Deity Desna

Homeland Irrisen

Init +2; **Senses** Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee quarterstaff -1 (1d6-1) or
dagger -1 (1d4-1/19-20)

Ranged dart +2 (1d4-1)

Special Attacks hex (slumber [DC 13])

Spells Prepared (CL 1st; concentration +4)

1st—*mage armor*, *ray of enfeeblement* (DC 14)

o (at will)—*daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** -1; **CMD** 11

Feats Alertness, Arcane Strike, Magical Aptitude

Skills Climb -1, Heal +4 (+6 with healer's kit), Intimidate +5,
Knowledge (arcana) +7, Knowledge (nature) +7, Sense Motive +2,
Spellcraft +9, Use Magic Device +7

Languages Aklo, Common, Elven, Sylvan

SQ witch's familiar (fox named Daji; stores all prepared spells,
plus *cause fear*, *charm person*, *identify*, *obscuring mist*, and all
o-level spells)

Combat Gear tanglefoot bag; **Other Gear** dagger, darts (6),
quarterstaff, backpack, fetishes, healer's kit, iron pot, rations (4),
spell component pouch, sunrods (2), 1 gp

SPECIAL ABILITIES

Spells You cast arcane spells drawn from the witch spell list.

You must choose and prepare your spells ahead of time. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Intelligence modifier.

You must choose and prepare your spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with your familiar. While communing, you decide which spells to prepare.

Hex Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, you know one hex (slumber, see below). Using a hex is a standard action that does not provoke an attack of opportunity. There is no daily limit to how many times you can use a hex. The save to resist a hex is equal to 10 + 1/2 your level + your Intelligence modifier.

Slumber (Su): You can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for 1 round. Unlike *sleep*, this hex can affect a creature of any HD. The creature will not wake due to



Feiya

noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Witch's Familiar (Ex) You have a close bond with a familiar, a creature that teaches you magic and helps to guide you along your path. Your familiar (Daji, a fox) also aids you by granting you a bonus on saving throws (see below) and helping with some types of magic. You must commune with your familiar each day to prepare your spells (just as a wizard

studies a spellbook to prepare his spells). Your familiar stores all of the spells that you know, and you cannot prepare a spell that is not stored by your familiar.

If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per witch level. The ritual takes 8 hours to complete.

Fox familiar: You gain a +2 bonus on Reflex saves.

Witches' Familiars

A familiar is an animal chosen by a witch to aid her in her spellcasting and grant her special powers. At 2nd level, and as the witch gains additional levels, a witch's familiar adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. The spells gained depend upon the type of familiar chosen. Some of the familiars available (and their bonus spells) include:

Cat: 2nd—*jump*, 4th—*cat's grace*, 6th—*haste*, 8th—*freedom of movement*, 10th—*polymorph*, 12th—*mass cat's grace*, 14th—*ethereal jaunt*, 16th—*animal shapes*, 18th—*shapechange*.

Fox: 2nd—*animate rope*, 4th—*mirror image*, 6th—*major image*, 8th—*phantasmal killer*, 10th—*mirage arcana*, 12th—*mislead*, 14th—*reverse gravity*, 16th—*screen*, 18th—*time stop*.

Goat: 2nd—*endure elements*, 4th—*bear's endurance*, 6th—*protection from energy*, 8th—*spell immunity*, 10th—*spell resistance*, 12th—*mass bear's endurance*, 14th—*greater restoration*, 16th—*iron body*, 18th—*miracle*.

Pig: 2nd—*divine favor*, 4th—*bull's strength*, 6th—*greater magic weapon*, 8th—*divine power*, 10th—*righteous might*, 12th—*mass bull's strength*, 14th—*giant form I*, 16th—*giant form II*, 18th—*shapechange*.

Raven: 2nd—*ventriloquism*, 4th—*invisibility*, 6th—*blink*, 8th—*confusion*, 10th—*passwall*, 12th—*programmed image*, 14th—*mass invisibility*, 16th—*scintillating pattern*, 18th—*time stop*.

Toad: 2nd—*jump*, 4th—*bear's endurance*, 6th—*beast shape I*, 8th—*beast shape II*, 10th—*beast shape III*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*shapechange*.

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PATHFINDER SOCIETY SPECIAL: Master of the Fallen Fortress

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Completed This Scenario. _____

Items Found During This Scenario

TIER
1

In addition to items noted as always available in the free *Guide to Pathfinder Society Organized Play*, your character may purchase the following items from this chronicle sheet. For additional details, see below.

- Cloak of resistance +1* (1,000 gp)
- Potion of cat's grace* (300 gp)
- Potion of lesser restoration* (300 gp)
- Scroll of shatter* (150 gp)
- Scroll of shield other* (150 gp)
- Wand of summon monster I* (CL 3rd, 9 charges) (Limit 1; 135 gp)

This is a chronicle sheet, a document that officially records your participation in a specific Pathfinder Society scenario (or, in this case, the Free RPG Day introductory adventure). You receive a chronicle after successfully completing a scenario. If you wish to continue playing your pregenerated character in Pathfinder Society Organized Play, simply download and print this chronicle sheet from paizo.com and keep it with your new character. As noted in the max gold section above, you receive 479 gold pieces for your character by simply playing this adventure!

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Scenario Chronicle # _____

TIER	1		479	MAX GOLD
TIER				
TIER				

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA	
PA Gained (GM ONLY)	GM's Initial
Final PA Total	

GOLD

Start GP	
+ GP Gained (GM ONLY)	GM's Initial
+ Items Sold	= Subtotal
- Items Bought	= Subtotal
- Gold Spent	= Subtotal

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #