



Year of the Open Road



PATHFINDER SOCIETY
FALCON'S DESCENT

By Joshua Hennington

PATHFINDER SOCIETY

AUTHOR
Joshua Hennington

DEVELOPMENT LEAD
James Case

DESIGN LEAD
Mark Seifter

EDITING LEAD
Leo Glass

EDITOR
Judy Bauer

CONTRIBUTING ARTISTS
Marko Horvatin and Raph Lomotan

CARTOGRAPHER
Jason Engle

ART DIRECTION AND GRAPHIC DESIGN
Sonja Morris and Tony Barnett

ORGANIZED PLAY LEAD DEVELOPER
Linda Zayas-Palmer

ORGANIZED PLAY MANAGER
Tonya Woldridge

CREATIVE DIRECTOR
James Jacobs

MANAGING DEVELOPER
Adam Daigle

PUBLISHER
Erik Mona



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How To Play

Pathfinder Society Quest #13: Falcon's Descent is a Pathfinder Society Quest designed for 1st-through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Falcon's Descent makes use of the *Pathfinder Core Rulebook* and *Pathfinder Gamemastery Guide*, as well as the map *Pathfinder Flip Tiles: Darklands Starter Set*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at organizedplayfoundation.org/paizo/guides/. This quest does not have any tags.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com



Falcon's Descent

By Joshua Hennington

GM SYNOPSIS

This short quest features an exploration through underground caverns, followed by a combat where elevation and cover can be used by both the PCs and their duergar opponents.

ADVENTURE BACKGROUND

The Eagle Knights of Andoran are a state-funded military organization sworn to protect their homeland and to destroy the vile institution of slavery and those who profit from it. Their most well-known branch, the Steel Falcons, has a reputation for bold operations outside of Andoran's borders throughout the Inner Sea region, where agents disrupt and attack slaver operations to liberate the people they've taken.

The young Eagle Knight lieutenant **Evanno Pratt** (CG male human knight), an up-and-coming officer in the Steel Falcons, was leading his squad back from a mission of subversion and recruitment in Iger when he learned of a band of duergars operating out of the Candlestone Caverns who were raiding farmsteads and merchant caravans to steal supplies and force people into slavery. Evanno and his band have clashed with duergars several times. During one of their crossings, the Steel Falcons discovered, in the belongings of a slain duergar, an ancient journal that had been penned by the famed dwarven explorer named Ghelib.

Evanno sent one of his knights to his old friend Venture-Captain Brackett with a missive describing the journal, promising to gift it and any other relics of Ghelib the duergars might have in their possession in exchange for the Pathfinder Society's assistance in cornering the evil slavers and bringing their raids to an end once and for all.

ADVENTURE SUMMARY

The PCs are assigned to accompany the task force of Lieutenant Evanno Pratt into the Candlestone Caverns to pin down and wipe out the duergar raiders who have been plundering the countryside. In exchange, the lieutenant will provide a journal from the dwarven explorer Ghelib that was found on a duergar corpse. Evanno explains the situation and gives the PCs an incomplete map. After venturing down into the Darklands, the PCs must navigate a series of obstacles, both natural and duergar-made, as they find secret passageways and traverse the treacherous underground. Upon reaching the cavern where the trap is set, the PCs quickly are forced into combat with a squad of duergars trying to flee the scene. After dealing with the duergars, the PCs return to the

WHERE ON GOLARION?

Falcon's Descent takes place in the Candlestone Caverns, a cave complex on Andoran's northern border that stretches deep underground. More information on Andoran can be found on pages 122-123 of *Pathfinder Lost Omens World Guide*.



surface with not only the journal, but also an offer of sponsorship into the Eagle Knights' ranks.

GETTING STARTED

The PCs start their adventure at the edge of the nation of Andoran, just outside of an Eagle Knight encampment. Give the players **Handout: Brackett's Assignment** (page 13). Upon their arrival, a Steel Falcons ensign directs the PCs to meet Lieutenant Pratt on a pavilion overlooking an entrance to the Candlestone Caverns. There, they find Evanno Pratt standing in front of a map, coordinating tactics with other Eagle Knights. All around, the PCs can see several soldiers building sturdy wooden barricades, which they bring to the tunnels below. As the PCs approach Evanno, read or paraphrase the following.

"Ah! I see the Pathfinders have arrived." An Eagle Knight officer steps aside from the ranks, doffing his hat jovially. "Pleased to meet you all! Lieutenant Evanno Pratt, at your service. But you can call me Evanno, or Ev." He smiles as he waves your group over to a table bearing several incomplete maps, labeled as depicting nearby sections of the Candlestone Caverns. "We've been dealing with a problem these past few weeks that a bit of collaboration should be able to solve. A group of duergars from the Candlestone Caverns have emerged, raiding the nearby lands for slaves and supplies. We're not sure if they're a scouting party, colonists, or something else; frankly, it doesn't matter to us. They're abducting Andoren citizens,

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and that's not something we can allow to stand." Evanno's expression darkens slightly. "We've been setting up some barricades in Candlestone, blocking off several passageways. Our plan is to force the duergars into this cavern right here, forming a two-pronged assault to wipe those filthy slavers out before they can escape deeper into the Darklands. The second prong," he gestures to your group, "is right here in front of me. When my platoon found that journal on a duergar body, I knew that good ol' Brackett would send some of his finest in exchange for it—and you all certainly seem capable. The placement of barricades is nearly done, and we want you to meet us there through the fastest means necessary; once they realize our trap, we need to act quickly. This map's incomplete, so feel free to depart from it if you find a faster route. Any questions?"

Before the mission begins, Evanno answers any of the PCs' questions that he can while the final barricades are being set up.

Who are the Eagle Knights? Evanno's grin widens. "We are the military of Andoran! We are sworn to protect our homeland within and without from wicked organizations that seek to undo it. We have a particular enmity toward slavers, as I'm sure you can tell. My platoon here represents one of our branches, the Steel Falcons, who do whatever must be done for freedom's sake."

Who are duergars? Evanno grimaces dourly. "They're a bunch of dwarves who went rogue—I don't know the whole story about how they became the monsters they are now, but they enslave other creatures above and below the surface without a care. Those scum work people to death—the sooner we're rid of them, the better."

In addition, the PCs might know additional pieces of information regarding duergars. Additional details they might know are given in Lore (Duergar or Dwarf) below.

Diplomacy (Gather Information) or Nature/Underground Lore (Recall Knowledge)

By asking the various knights in camp, the PCs can gain an idea of the caverns, the Darklands, and what their upper layer may hold in store for them. A PC who succeeds at a DC 15 check to Gather Information or Recall Knowledge check might have already received such information before the adventure began. If using Underground Lore or another applicable Lore skill, the DC is 12. A failure indicates no significant information is gleaned, while a critical success indicates information beyond the success entry. Remember that these are secret checks.

Critical Success The highest layer of the Darklands is known as Nar-Voth. Duergars are one of its primary menaces, and they leave explosives strewn throughout caverns as well as cryptic inscriptions that can lead to secret passageways.

Success The Candlestone Caverns are a gateway between the Darklands and Andoran. Its tunnels can be treacherous, and many an adventurer has either gotten lost in the caves or fallen victim to an unexpected plunge.

Critical Failure The upper layers of the Darklands are overgrown with bizarre plants and fungi. Vegepygmyies are one of the greatest threats of these subterranean jungles, infecting duergars and other natives with their spores.

Lore (Duergar or Dwarf)

A PC who is trained in Duergar Lore or Dwarf Lore or has the Vengeful Hatred ancestry feat with duergars as their ancestral foe automatically knows that duergars are dwarves who refused to venture to the surface and came to worship the evil god Droskar. Their time underground has exposed them to occult energies that allow them to turn invisible and grow in size for a short time. They take slaves, following the code laid out in a series of tomes known as *Successful Methods for the Enslavement of Lesser Races*.



EVANNO PRATT

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GM Instructions

Give the PCs an opportunity to slot their boons for this adventure if they have not already done so, and remind them that they each have 1 Hero Point available. The PCs can purchase supplies from this camp before departing.

ONWARD AND DOWNWARD

When the party is ready, Lieutenant Brackett cheerfully directs them to a tunnel leading to the cavern where the duergars are to be cornered. He reminds the PCs that the way there is long, and that time is of the essence to catch the duergars in the pincer maneuver.

After about an hour's travel down the caverns following the map given, the PCs come across a cave-in blocking the main path forward, but also find a side tunnel that was not marked on Evanno's map. Any PC trained in Survival, Engineering Lore, or Geography Lore realizes that this is a shorter and faster, but potentially more treacherous path.

This journey through the shortcut tunnels marks the beginning of a skill challenge. Each obstacle describes the number of PCs who can or must participate. The PCs can take up to one 10-minute break during this skill challenge, but doing so means they must rush to reach the cavern where they are expected in time, and grants the duergar a +2 circumstance bonus to their initiative checks in the final encounter.

A Sudden Dive

The tunnel plunges into a steep decline too tall and uneven to simply walk down. Each PC must attempt a skill check for this obstacle. PCs can attempt a DC 15 Acrobatics check (DC 18 in Subtier 3–4) to Balance as they walk downward, a DC 15 Athletics check (DC 18 in Subtier 3–4) to Climb down the slope, or a DC 17 Survival check (DC 20 in Subtier 3–4) to Track where previous denizens safely traversed the path.

Critical Success The PC efficiently traverses the slope and saves a large amount of time, enabling them to assist others. If one other PC fails this check, that PC succeeds instead; alternatively, if one other PC critically fails, that PC merely fails instead.

Success The PC makes it down the slope without incident.

Failure The PC slips down the slope, taking 1d6 slashing damage from the sharp rocks (3d6 in Subtier 3–4).

Critical Failure The PC tumbles down the slope, taking 2d6 slashing damage from the sharp rocks (5d6 in Subtier 3–4).

Hints of Entrapment

The PCs find that the sharp slope ends in a wandering cavern. As the PCs make their way around its perimeter, they find a metallic grate securing the only apparent

exit from the room. The grate appears to be completely sealed, with no knob, lock, or other mechanism to open it. Near the grate, an inscription in a mixture of Dwarven and Undercommon glows faintly on the wall.

Each PC can attempt a DC 18 Occultism check (DC 21 in Subtier 3–4), a DC 19 Religion check (DC 22 in Subtier 3–4), or a DC 16 Society check (DC 22 in Subtier 3–4) to Decipher Writing. Increase these DCs by 1 for a table of six players. A PC who knows both Dwarven and Undercommon gains a +1 circumstance bonus to checks against this obstacle, while one who can read neither takes a –1 circumstance penalty. Use the best result to determine the outcome below.

Critical Success The PC realizes the text draws heavily on *Successful Methods for the Enslavement of Lesser Races*, but between quotations, text alludes to two hidden switches near the grate that, if pushed at the same time, cause it to open. Additionally, the PC gains insight into duergars' thinking. Duergars in the final encounter take a –1 circumstance penalty to their saves against the PCs' effects.

Success The PC realizes the text draws heavily on *Successful Methods for the Enslavement of Lesser Races*, but between quotations, text alludes to two hidden switches near the grate that, if pushed at the same time, cause it to open.

Failure The PCs misunderstands the passage and fails to uncover the door mechanism. It takes a significant amount of time for the PCs to physically open the door. They take a –1 circumstance penalty to initiative checks in area B; increase this penalty to –3 if the PCs also fail the check in *Meandering Passageways* (page 7).

Explosive Entry

A low rumble can be heard nearby as a spider the size of a halfling is blown against the wall, reeking of corrosive stench and clearly dead. The duergars placed some bombs nearby in a makeshift trap, and now the PCs have to make their way past them! Only one PC can attempt the check, though other PCs can Aid. They can attempt a DC 16 Crafting check (DC 19 in Subtier 3–4) to Recall Knowledge regarding the bombs' composition, a DC 17 Perception check (DC 20 in Subtier 3–4) to Seek where any hidden bombs might lie, or a DC 15 Thievery check (DC 18 in Subtier 3–4) to disable the obvious traps.

Critical Success The PC successfully disables the bomb trap, and the PC salvages two lesser acid flasks (two moderate acid flasks in Subtier 3–4).

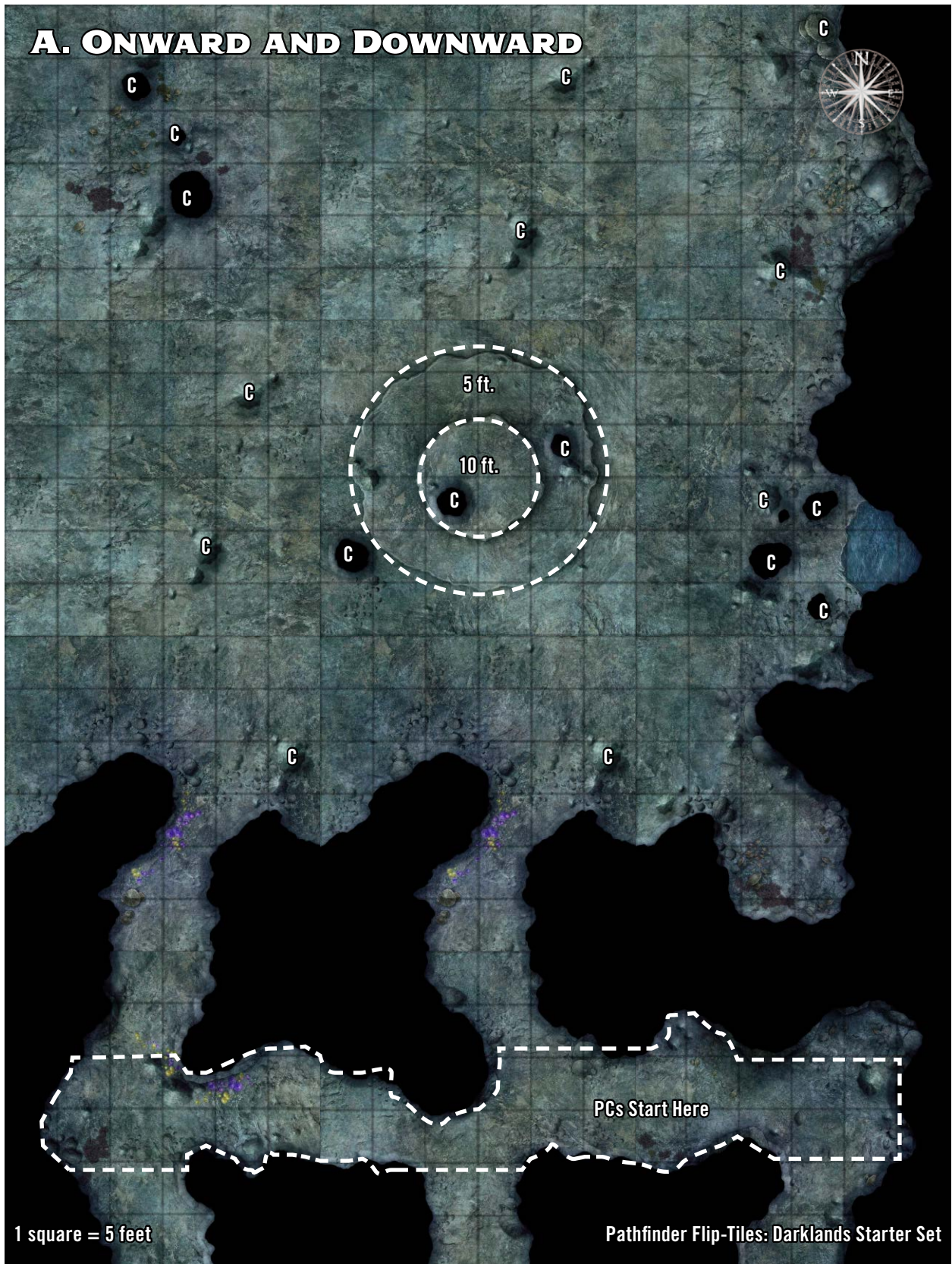
Success The PC successfully disables the bomb trap.

Failure The PC detonates the trap; they and any other PCs who were Aiding them take 1d6 acid damage (3d6 acid damage in Subtier 3–4).

Critical Failure The PC not only sets the trap off, but mixes the flasks together in such a way the resultant explosion

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A. ONWARD AND DOWNWARD



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is even more powerful. They and any other PCs who were Aiding them take 2d6 acid damage (5d6 acid damage in Subtier 3–4).

Meandering Passageways

As the PCs traverse farther into the tunnels, they hear the sounds of pitched battle between the Eagle Knights and the duergars far in the distance, but they're at a risk of becoming lost if they charge forward too hastily! With time pressure bearing down, one PC must take the lead. Only one PC can attempt the check to guide the party there, though other PCs can Aid. They can attempt a DC 15 Nature check (DC 18 in Subtier 3–4), a DC 12 Underground Lore check (DC 15 in Subtier 3–4) to Recall Knowledge about underground terrain, or a DC 16 Survival check (DC 19 in Subtier 3–4) to Sense Direction.

Critical Success The PCs make such good time that the duergars are still getting their bearings when the stragglers take on the PCs. Each PC gains a +1 circumstance bonus to their initiative roll in area **B**.

Success The PCs navigate the tunnels.

Failure The PCs get turned around and lost, hampering their readiness. They take a –2 circumstance penalty to initiative in area **B**. This penalty increases to –3 if the PCs also failed the Hints of Entrapment challenge (page 5).

A. A FOILED ESCAPE MODERATE

As the PCs exit the winding tunnels, they enter a large cavern that is barricaded at several points. Use the map on page 6 for this encounter.

Creatures: The Eagle Knights are fighting the duergars in one corner of the room, and suddenly a smaller group of duergars routs and heads straight for the PCs! The duergars may be cornered, but they know the terrain better than the PCs. They take advantage of any rocky growths and elevations on the map to harass the PCs, keeping their distance as long as they can; any sharpshooters open with their bolas bolts. They all fight to the death.

SUBTIER 1-2

DUERGAR BOMBARDIER

CREATURE 1

Page 8

DUERGAR SHARPSHOOTER

CREATURE 0

Page 8, art on page 12

SUBTIER 3-4

ELITE DUERGAR TASKMASTER

CREATURE 3

Page 9

DUERGAR BOMBARDIER

CREATURE 1

Page 9

DUERGAR SHARPSHOOTER

CREATURE 0

Page 10, art on page 12

CONCLUSION

With the duergar threat neutralized, the Eagle Knights and the PCs are free to celebrate once they return to the surface. Lieutenant Evanno is particularly impressed with the PCs' feats, and offers them his personal set of *Golden Legion epaulets* in addition to Ghelib's journal, to commemorate this day of alliance (*Pathfinder Lost Omens World Guide* 124). As they part ways, he offers to sponsor any of them for membership into the Eagle Knights, if they feel so inclined.

Primary Objective

PCs fulfill their primary objective if they defeat their helping of the duergars, and secure Ghelib's journal. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.



DUERGAR SHARPSHOOTER

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APPENDIX I: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 15) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Encounter A (Subtier 1-2)

The rocks and columns (marked with C) provide cover. The duergars here have taken up an elevated position on a stone pillar. The first level of the pillar is 5 feet high, and the second is an additional 5 feet high (10 feet from the ground). The duergars drop prone and Take Cover to better make ranged attacks against the PCs below. If forced to give up their position, they take advantage of any rocky outcroppings and elevations on the map to harass the PCs, sniping and keeping their distance; any sharpshooters open with their bolas bolts. They all fight to the death for the glory of Droskar.

DUERGAR BOMBARDIER

CREATURE 1

LE MEDIUM DUERGAR DWARF HUMANOID

Perception +4; darkvision

Languages Common, Dwarven, Undercommon

Skills Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4

Str +1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** -1

Items alchemist's tools, infused lesser acid flask (2), infused lesser alchemist's fire (2), infused reagents (2), studded leather, warhammer

Infused Items A duergar bombardier's items listed as infused last for 24 hours, or until the next time they make their daily preparations.

AC 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status to all saves vs. magic

HP 20

Light Blindness When first exposed to bright light, the duergar is blinded until the end of their next turn. After this exposure, light doesn't blind them again until after they spend 1 hour in darkness. However, as long as the duergar is in an area of bright light, they're dazzled.

Speed 20 feet

Melee ♦ warhammer +4 (shove), **Damage** 1d8+1 bludgeoning

Ranged ♦ bomb +8 (range increment 30 feet, splash), **Damage** varies by bomb

Occult Innate Spells DC 17; **2nd** *enlarge* (self only), *invisibility* (self only)

Alchemical Formulas (1st) lesser acid flask, lesser alchemist fire, lesser tanglefoot bag

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one duergar sharpshooter to the encounter.

12-13 Challenge Points: Add one duergar bombardier to the encounter.

14-15 Challenge Points: Add one duergar sharpshooter and one duergar bombardier to the encounter.

16-18 Challenge Points (5+ players): Add three duergar sharpshooters to the encounter.

Far Lobber The duergar bombardier has a range increment of 30 feet with their bombs instead of 20 feet.

Quick Alchemy ♦ The duergar bombardier creates a single alchemical item from their formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the start of the duergar bombardier's next turn.

Quick Bomber ♦ The duergar can use Interact to draw a bomb, then Strike with it.

DUERGAR SHARPSHOOTER

CREATURE 0

LE MEDIUM DUERGAR DWARF HUMANOID

Perception +4; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +3, Stealth +5

Str +1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** -2

Items chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

AC 17; **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic
HP 16

Light Blindness When first exposed to bright light, the duergar is blinded until the end of their next turn. After this exposure, light doesn't blind them again until after they spend 1 hour in darkness. However, as long as the duergar is in an area of bright light, they're dazzled.

Speed 20 feet

Melee ♦ light mace +5 (agile, finesse, shove), **Damage** 1d4+1 bludgeoning

Ranged ♦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt

Occult Innate Spells DC 12; **2nd** *enlarge* (self only), *invisibility* (self only)

Bola Bolt This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or by a creature adjacent to the target.

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APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 15) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Encounter A (Subtier 3-4)

The rocks and columns (marked with C) provide cover. The duergars here have taken up an elevated position on a stone pillar. The first level of the pillar is 5 feet high, and the second is an additional 5 feet high (10 feet from the ground). The duergars drop prone and Take Cover to better make ranged attacks against the PCs below. If forced to give up their position, they take advantage of any cover and elevations on the map to harass the PCs, sniping and keeping their distance; any sharpshooters open with their bolas bolts. They all fight to the death for the glory of Droskar.

ELITE DUERGAR TASKMASTER CREATURE 3

LE MEDIUM DUERGAR DWARF HUMANOID

Perception +10; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +9, Deception +9, Intimidation +9, Occultism +7, Religion +8, Survival +8

Str +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

Items chain mail, maul, religious symbol

AC 20; **Fort** +10, **Ref** +6, **Will** +10; +2 status to all saves vs. magic, iron mind

HP 45

Iron Mind Duergar taskmasters automatically disbelieve all illusions of 1st level or lower.

Light Blindness When first exposed to bright light, the duergar is blinded until the end of their next turn. After this exposure, light doesn't blind them again until after they spend 1 hour in darkness. However, as long as the duergar is in an area of bright light, they're dazzled.

Speed 20 feet

Melee ♦ maul +10 (shove), **Damage** 1d12+4 bludgeoning

Divine Prepared Spells DC 20; **1st** *fear*, *harm*, *magic weapon*, **Cantrips (1st)** *detect magic*, *shield*

Occult Innate Spells DC 20; **2nd** *enlarge* (self only), *invisibility* (self only)

Take Them Down! ♦ The duergar taskmaster smashes their maul into the ground and invokes Droskar's name to rally their allies to action. All allied duergars of equal or lower level that are within 20 feet of the duergar taskmaster gain a +1 status bonus to attack rolls and damage rolls until the end of the duergar taskmaster's next turn.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one duergar bombardier to the encounter.

23-27 Challenge Points: Add one elite duergar taskmaster to the encounter.

28-32 Challenge Points: Add one duergar bombardier and one elite duergar taskmaster to the encounter.

33+ Challenge Points: Add two duergar bombardiers and one elite duergar taskmaster to the encounter.

DUERGAR BOMBARDIER CREATURE 1

LE MEDIUM DUERGAR DWARF HUMANOID

Perception +4; darkvision

Languages Common, Dwarven, Undercommon

Skills Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4

Str +1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** -1

Items alchemist's tools, infused lesser acid flask (2), infused lesser alchemist's fire (2), infused reagents (2), studded leather, warhammer

Infused Items A duergar bombardier's items listed as infused last for 24 hours, or until the next time they make their daily preparations.

AC 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status to all saves vs. magic
HP 20

Light Blindness When first exposed to bright light, the duergar is blinded until the end of their next turn. After this exposure, light doesn't blind them again until after they spend 1 hour in darkness. However, as long as the duergar is in an area of bright light, they're dazzled.

Speed 20 feet

Melee ♦ warhammer +4 (shove), **Damage** 1d8+1 bludgeoning

Ranged ♦ bomb +8 (range increment 30 feet, splash), **Damage** varies by bomb

Occult Innate Spells DC 17; **2nd** *enlarge* (self only), *invisibility* (self only)

Alchemical Formulas (1st) lesser acid flask, lesser alchemist fire, lesser tanglefoot bag

Far Lobber The duergar bombardier has a range increment of 30 feet with their bombs instead of 20 feet.

Quick Alchemy ♦ The duergar bombardier creates a single alchemical item from their formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the start of the bombardier's next turn.

Quick Bomber ♦ The duergar can use Interact to draw a bomb, then Strike with it.

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DUERGAR SHARPSHOOTER

CREATURE 0

LE

MEDIUM

DUERGAR

DWARF

HUMANOID

Perception +4; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +3, Stealth +5

Str +1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** -2

Items chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

AC 17; **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic

HP 16

Light Blindness When first exposed to bright light, the duergar is blinded until the end of their next turn. After this exposure, light doesn't blind them again until after they spend 1 hour in darkness. However, as long as the duergar is in an area of bright light, they're dazzled.

Speed 20 feet

Melee ✦ light mace +5 (agile, finesse, shove), **Damage** 1d4+1 bludgeoning

Ranged ✦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt

Occult Innate Spells DC 12; **2nd** *enlarge* (self only), *invisibility* (self only)

Bola Bolt This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or by a creature adjacent to the target.

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APPENDIX 3: ART AND HANDOUT



EVANNO PRATT

Falcon's Descent



DUERGAR SHARPSHOOTER

Falcon's Descent

Handout: Brackett's Assignment

To my trusted allies,

I hope that this letter finds you well. An acquaintance of mine has reached out to the Pathfinder Society regarding a treasure that we cannot afford to pass up—a journal that once belonged to the accredited dwarven spelunker Ghelib. The namesake of Ghelib's Fissure in the Candlestone Caverns, he gave the surface world much of our knowledge of the upper layers of the Darklands before he disappeared on an expedition. Any additional insights the journal contains would be invaluable to the Society.

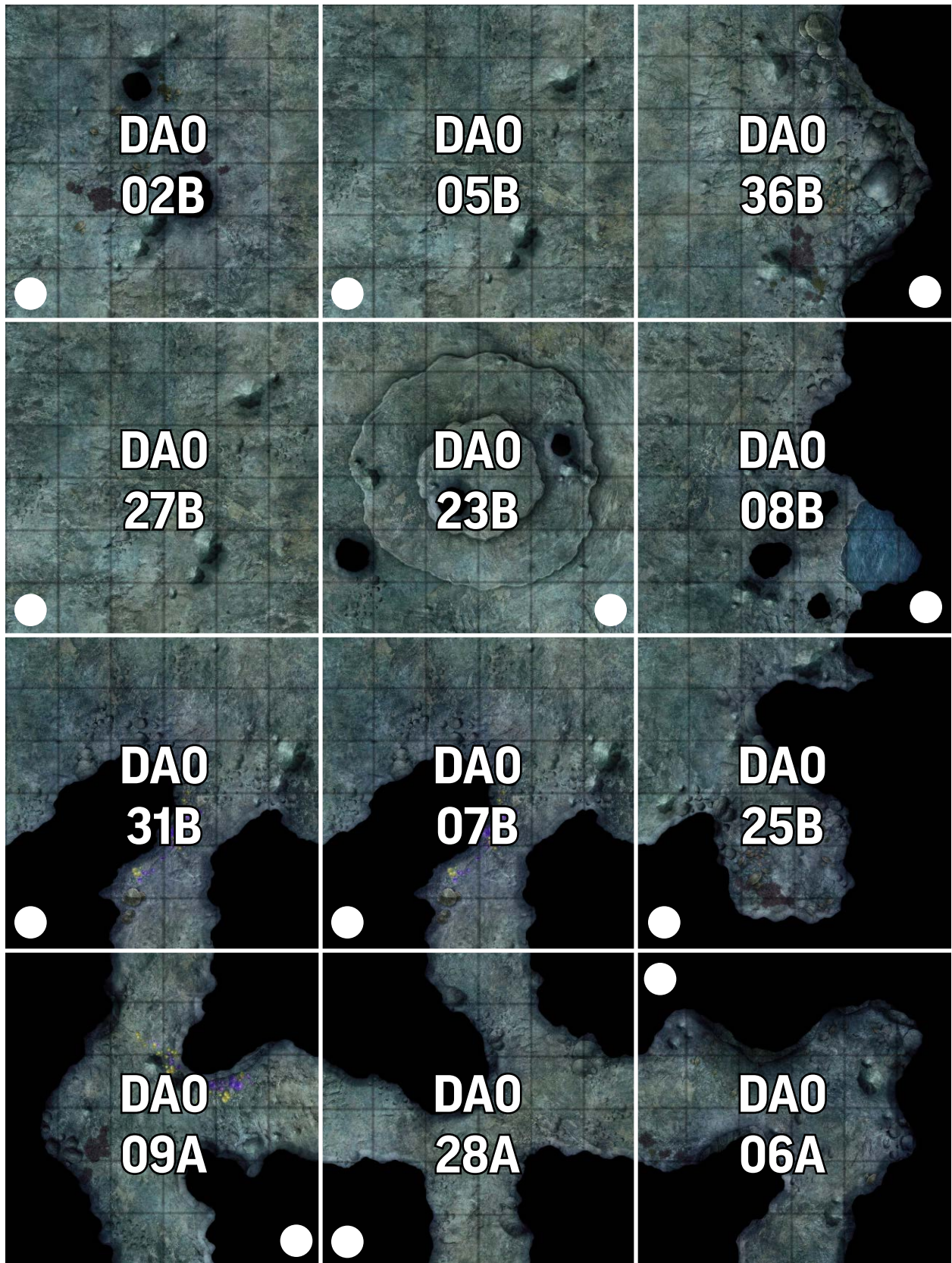
The journal, of course, comes with a small price: my friend and former protégé, Evanno Pratt, is a lieutenant in the Steel Falcons, one of the three branches of Andoran's Eagle Knights. They've been monitoring a duergar raiding party that has been plundering the surface, and they are requesting our help to put a stop to these attacks.

Not only would the retrieval of Ghelib's journal represent a significant scholarly find, but a joint operation with the Steel Falcons also could be an excellent way to rebuild Andoran's relationship with the Society. Make a good impression with the Eagle Knights, and stay on your toes underground. Even the upper layers of the Darklands can be treacherous.

Yours most sincerely,

Venture-Captain Brackett

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Area A, Page 6

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GM REFERENCES

TREASURE TABLE

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

If the PCs defeat the duergars, they earn access to *Golden Legion epaulets* on their Chronicle Sheets.

CHALLENGE POINTS PER PC

Level	Challenge Points
1	2
2	3
3	4
4	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has, using the Challenge Points per PC table above. Next, use the Challenge Points and Subtier table above to determine which Subtier is appropriate for your PCs. Subtier 1–2 encounters appear in Appendix 1 (page 8), and Subtier 3–4 encounters appear in Appendix 2 (page 9).

Falcon's Descent



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -2	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Character Name:		Faction:		
Org Play #: -2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
		<input type="checkbox"/>		

Character Name:		Faction:		
Org Play #: -2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
		<input type="checkbox"/>		

Character Name:		Faction:		
Org Play #: -2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
		<input type="checkbox"/>		

Character Name:		Faction:		
Org Play #: -2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
		<input type="checkbox"/>		

Character Name:		Faction:		
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		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
		<input type="checkbox"/>		

Character Name:		Faction:		
Org Play #: -2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
		<input type="checkbox"/>		

Falcon's Descent

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