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## About This Content

### EARLY ACCESS

#### Why Early Access?

The PFRPG2 ruleset is still evolving and being developed. The built-in PFRPG2 ruleset is functional, but not functionally complete. Doomsday Dawn is a 7-part adventure with set playtest periods meant to solicit feedback for the Pathfinder 2.0 roleplaying game. New Parts will be added after launch, with Parts 1, 2, 3, 4, 5, and 6 available now. Our goal is to have necessary functionality available alongside updated content at each of the dates below to allow for testing and for groups to play through the new content as it arises. Based on feedback received by Paizo, they will adjust the final gameplay mechanics and content for Pathfinder 2.0 and this will be modified within the PFRPG2 ruleset within Fantasy Grounds. The official Pathfinder 2.0 game system and updated PFRPG2 ruleset is scheduled for Summer 2019. You can read more about the Pathfinder 2.0 Playtest at Paizo's website.

Playtest Feedback Timelines From Paizo:

Part 2 – up to September 9th.

Part 3 – September 10th to September 23rd.

Part 4 – September 24th to October 7th.

Part 5 – October 7th to October 21st.

Part 6 – October 22nd to November 4th.

Part 7 – November 5th to November 18th.

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# Pathfinder Playtest Adventure: Doomsday Dawn

## The Final Countdown!

Mysterious ancient artifacts from sand-choked Osirion count down the years until a rare planetary conjunction that will align Pathfinder's world of Golarion with the hostile planet Aucturn, allowing the ravenous hordes of the Dominion of the Black to surge forth and harvest the brains of the Inner Sea, remaking the world in their terrible, alien image. Doomsday Dawntakes the heroes on a decade-long journey throughout Golarion as they attempt to understand and defeat the otherworldly menace and avoid utter catastrophe. This collection of seven multi-encounter scenarios is designed to introduce the Pathfinder Playtest rules in a guided, shared playtest experience coinciding with regular surveys and feedback from players like you!

*Converted by:* **Martin Blake**

Designed for Fantasy Grounds version 3.3.5 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder 2.0 ruleset.

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Title: Fantasy Grounds - Pathfinder Playtest Adventure: Doomsday Dawn (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 18 Sep, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

**DOOMSDAY DAWN**

FRONTMATTER

OVERVIEW

OVERVIEW

PLAYTEST FEEDBACK

ADJUSTING ENCOUNTERS

CHARACTER BACKGROUNDS

ADVENTURE BACKGROUND

BACKMATTER

PART 1 - THE LOST STAR

GETTING STARTED

INTRODUCTION

WHERE AND WHEN

GETTING STARTED

GATHERING THE PARTY

THE ASHEN OSSUARY

THE ASHEN OSSUARY

THE ASHEN OSSUARY (A1 - A2)

THE ASHEN OSSUARY (A3 - A5)

THE ASHEN OSSUARY (A6)

THE ASHEN OSSUARY (A7)

THE ASHEN OSSUARY (A8 - A9)

THE ASHEN OSSUARY (A10)

THE ASHEN OSSUARY (A11)

THE ASHEN OSSUARY (A12)

**REFERENCE**

**INTRODUCTION**



**The Lost Star**

In 4651 ar, a Chelish scholar named Imivus became fascinated by the Osirion, a fascination that swiftly grew to an obsession after Osirion him permission to mount an expedition into the desert sands. Frustrated by his wounded pride, Imivus organized several secret, illegal expeditions. In 4657 ar during his 11th such journey an expedition that sought the location of the Four Pharaohs of Ascension. Imivus hoped that discovering the location of the Pharaohs would establish a firm connection between Ancient Osirion and the presence from the Dark Tapestry beyond the stars. In particular, Imivus

**STORY**

Templates

Group (All)

- DD00 - 01 Credits DD00 - Doomsday Dawn
- DD00 - 02 Fantasy Grounds Notes DD00 - Doomsday Dawn
- DD00 - 03 Overview DD00 - Doomsday Dawn
- DD00 - 04 Playtest Feedback DD00 - Doomsday Dawn
- DD00 - 05 Adjusting Encounters DD00 - Doomsday Dawn
- DD00 - 06 Character Backgrounds DD00 - Doomsday Dawn

**LIBRARY**

GM Play Create PC All

Actions	Ancestries	Backgrounds
Characters	Classes	Encounters
Feats	Images & Maps	Items
Maps	NPCs	Skills

**PATHFINDER PLAYTEST**

- Doomsday Dawn
- Doomsday Dawn - Player Guide

- Story
- Backgrounds
- Magic Items - by Type
- NPCs
- Reference Manual
- Equipment - Weapons

Modules Store

### IMAGES & MAPS

Folder: Store

Group: Doomsday Dawn

- DD00 Back Inside Cover
- DD00 Backmatter Advert
- DD00 Doomsday Dawn - Front Cover
- DD00 Doomsday Dawn - Locations
- DD00 Overview
- DD00 Paizo Golem
- DD00 Ramlock
- DD00 Title Banner - Playtest
- DD01 Drakus the Taker
- DD01 GM Map - The Ashen Ossuary
- DD01 Keleri Deverin
- DD01 Map - The Ashen Ossuary
- DD01 Mindfog Fungus
- DD01 Statue of Phasmas
- DD01 The I

### DDO1 - 09.A08 ROOM OF RUINED R

A narrow flight of stairs winds downward, descending into this circular chamber. Stone biers line the walls, but the bodies that may have once rested upon them now lie scattered across the floor.

**Creatures:** Drakus's presence in the complex has corrupted this once-sacred chamber, which used to house bodies until they could be properly cleansed and buried. The six bodies that were allowed to linger here unattended to have risen from death as skeletons. When Drakus first entered the room months ago, these undead rose up to challenge him, Drakus retreated, and upon seeing that the skeletons simply fell to the ground rather than pursuing him, decided it was best to simply leave this room as-is until he figured out a way to command the skeletons to do his bidding.

The skeletons swiftly rise up to attack any intruders in the room, and they fight until destroyed. They have no desire to leave their resting place, and do not pursue foes up the stairs out of the room.

**6 Skeleton Guards (Encounter) - Severe 1**

**Treasure:** Anyone who digs through to the bottom of the corpse pile or seeks the corpse pile for details and succeeds at a DC 13 Perception check finds the body of Vironn Tarrith, a young Pathfinder who ventured into the sewers upon hearing rumors of a marauding gang in the depths. He was one of Drakus's first victims. On his body, the PCs can find a scroll of shocking grasp, a wayfinder, 4 sp, and 31 cp.

**Treasure Parcel**

### STORY

Templates

Group: (All)

- DD01 - 08 The Ashen Ossuary
- DD01 - 09.A01 Slimy Cistern - Trivial 1
- DD01 - 09.A02 Mudchewer Central -
- DD01 - 09.A03 Vermin Den - Severe 1
- DD01 - 09.A04 Motivation Room
- DD01 - 09.A05 Fungus Bloom - Low 1
- DD01 - 09.A06 Purification Fountain -
- DD01 - 09.A07 Goblin Headquarters - !
- DD01 - 09.A08 Room of Ruined Repos
- DD01 - 09.A09 Choking Sands
- DD01 - 09.A10 Befouled Shrine - High

#### DDO1 - A08.Room of Ruined Repose

#	Currency	#	Item Name
4	SP	1	Scroll of shocking grasp
31	CP	1	Wayfinder

#### DDO1 A08.Room of Ruined Repose

CR 0      XP 0

Token #	Name
6	Skeleton Guard

Placement:

GM

0 Modifier



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This Adventure Path for the Pathfinder 2E Playtesy has been alot of fun. It is designed for 4 players, but contains rules to account for smaller or bigger arty sizes. The AP is 7 Chapters, and actually has your players play a total of 3 PC's. Although 1 is the primary, and the other 2 are there to influence the larger world at different point. The adventure will see your primary characters go from lvl 1 - 17.





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