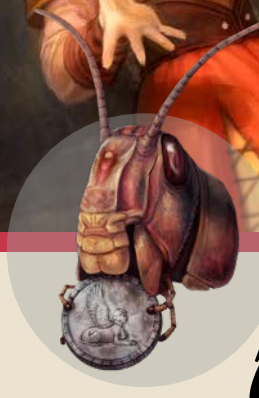


SECOND EDITION  
REMASTER

# PATHFINDER SOCIETY



## YEAR OF IMMORTAL INFLUENCE



Scenario #6-01

Levels 1-4

**Intro to the Year of  
Immortal Influence**

By Rigby Bendele



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## GM Resources

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Howl of the Wild*

**Maps:** *Pathfinder Flip-Mat: Bigger Keep*, *Pathfinder Flip-Mat: Planar Taverns*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

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## Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.

- METAPLOT (IMMORTAL INFLUENCE)**
  - REPEATABLE**
- 

## Summary

The Pathfinders find themselves invited to a charity dinner to benefit the Knights of Lastwall fighting in far-off lands against the lich king, Tar-Baphon. In the middle of dinner, evidence of a strange ritual arises, and the Pathfinders must investigate before dinner becomes a murder mystery!

## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 1-4**



**PLAYERS: 3-6**



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# Intro to the Year of Immortal Influence

By Rigby Bendele

## Adventure Background

A new star arises in the skies over Absalom! During the Year of Unfettered Exploration, the Pathfinders spent time away from home, exploring the rest of Golarion and making new friendships and alliances, while also solving the mystery of the Waterfall, now known among the Society as **Csilla** (female elf Decemvirate member). Now that she's rediscovered her name and has extracted her connection to the Dark Tapestry, Csilla's been seen around Absalom, making connections for the Society, and starting to enjoy herself. However, this also means that invitations for the Decemvirate, the leadership of the Pathfinder Society, to attend special functions are at an all-time high, and some of the members have taken to sending small groups of Pathfinders as a representative.

The latest invitation is to a charity dinner intended to raise money for the Knights of Lastwall, the force fighting in the Gravelands against Tar-Baphon, the evil lich king. It's hosted by **Lady Hesla Embersplitter** (female human socialite), and a number of important people across Absalom were invited alongside the Pathfinder Society's representatives. Among the guests is **Fawlynd** (female human activist), a member of the Peacebuilders Alliance. The Peacebuilders aim at holding the Pathfinder Society responsible for actions that harm bystanders. Lady Embersplitter's invitation shows that she may not be a strong ally of the Pathfinder Society.

What the Pathfinder Society and attendees don't know is that a cultist of the defeated demon lord Deskari plans on sacrificing one of the party guests in a murder-by-proxy ritual. It's up to the PCs to stop the ritual, prevent the murder, and alert Csilla of the emerging threat! If they can still enjoy dessert, all the better.

## Getting Started

The adventure begins as the PCs prepare for a fundraising dinner at the Lastwall Embassy, established in the Precipice Quarter by Watcher-Lord **Ulthun II** (male human paladin). Give the players **Handout #1: Letter from Csilla** on page 49, which arrived at their PCs' living quarters or lodgings yesterday. The letter comes with a ticket for each PC, invitations for an "Evening

## Where on Golarion?

This scenario takes place in Absalom, the largest city in Avistan and host to squabbling nobles, political machinations, and the headquarters of the Pathfinder Society. More information about Absalom and some of the attendees can be found in *Absalom, City of Lost Omens*.



Fundraiser for the Knights of Lastwall, as presented by Lady Hesla Embersplitter and Ulthun II."

Vigil's Hope is a well-known landmark in the Precipice Quarter, so the PCs can easily travel to it by foot or by borrowing a carriage from the Grand Lodge. Before departing, the players can attempt the following Recall Knowledge checks before arriving at the party and make any preparations accordingly.

## Society (Recall Knowledge) or Warfare Lore (Recall Knowledge)

A PC who succeeds at a DC 13 Society, Warfare Lore, or another relevant lore check (DC 16 for levels 3–4) to Recall Knowledge might know more about the Knights of Lastwall. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.



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**Critical Success** While Ulthun is the nominal leader of the Knights of Lastwall, the mother-child pair of Clarethe and Kalabrynn lomedar hold significant power. He does not seem to mind this change, as he has found a comfortable life focusing on fundraising for the organization in Absalom.

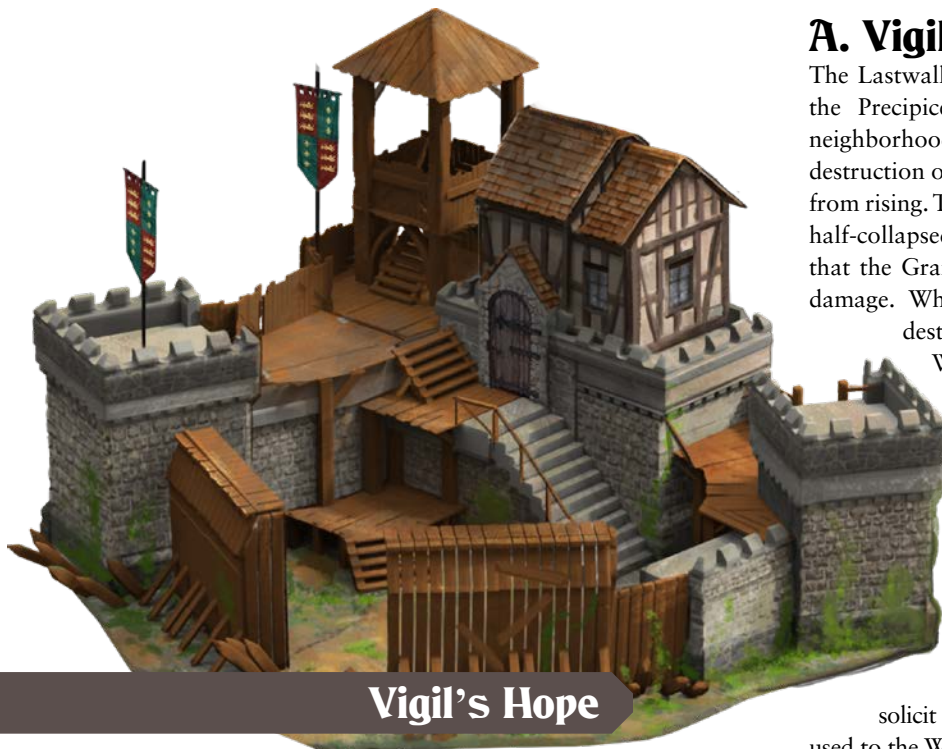
**Success** Ulthun is the former Watcher-Lord of Vigil in Lastwall, which was destroyed when the Whispering Tyrant broke from his prison in Gallowspire. The survivors of the attack formed the Knights of Lastwall and seek to seal the lich away once more.

**Critical Failure** Ulthun began his career as part of the Mendevian Crusades and was integral in sealing off the Worldwound.

## Diplomacy (Gather Information) or Genealogy Lore or Society (Recall Knowledge)

A PC who succeeds at a DC 15 (DC 18 for levels 3–4) Diplomacy check to Gather Information, a Genealogy Lore check, or another relevant lore check to Recall Knowledge might know more about Absalom society. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

**Critical Success** Lady Hesla Embersplitter has only recently arrived in Absalom, and no one has confirmed her family ties or title. She seems to have strong connections, as she regularly seems to know information that others don't.



Vigil's Hope

## Repeat Play

This adventure has the repeatable tag and sections that can vary from playthrough to playthrough. When beginning the adventure, check with the players to see if anyone is repeating it. If time and circumstances permit, ask repeat players what they remember from their previous experiences and attempt to include encounters that are new to them.

**Success** Much of Absalom's politics revolves around its governing Grand Council, which is divided into a 12-person High Council and a 49-person Low Council. Individual councilors typically appoint proxies to attend events that the councilor wishes to support but cannot personally attend. The norm is to treat proxies with the same respect and authority that the councilors have.

**Critical Failure** House scions automatically gain proxy status for their family at events and should be treated as though they are a councilor, which includes accepting petitions or other requests for assistance.

## HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

## A. Vigil's Hope Lower Keep

The Lastwall embassy of Vigil's Hope is located within the Precipice Quarter. An earthquake damaged the neighborhood more than a quarter century prior, and that destruction opened vaults that had prevented the undead from rising. The damage created so many unstable docks, half-collapsed buildings, and unsecured alchemical labs that the Grand Council sealed it off to prevent further damage. When Ulthun arrived in Absalom after the destruction of Vigil in 4719 AR, Acting Primarch Wynsal Starborn granted him one of the more intact buildings as an embassy for Lastwall. Ulthun named it Vigil's Hope and offered the newly sworn Knights of Lastwall space within it.

Such properties come with upkeep costs, renovation requirements, and staffing fees, all of which are secondary to the true mission of the Knights of Lastwall. Ulthun has become more of a fundraiser than a general as of late, though his ability to solicit donations has waned as the Inner Sea grows used to the Whispering Tyrant's return. As part of his most

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recent efforts, Lady Hesla Embersplitter offered to arrange a fundraising dinner for Vigil's Hope. She has promised to put together all the arrangements: musicians, drinks, tiny snacks on toothpicks, and other such matters that the high nobility of Absalom would appreciate. In return, she requested a dinner with Ulthun, so she could learn from him and gain a deeper understanding of Absalom's politics.

As the heroes arrive at Vigil's Hope, it has recently undergone a series of renovations that restored its previous moat and several secondary rooms on the castle's upper floors. Unless otherwise stated, its walls, floors, and ceilings are stone structures, and its doors are made of wood (*Pathfinder GM Core* 252). Rooms on the first floor are 15 feet high, while rooms on the second floor are 10 feet high.



**Hesla Embersplitter**

## A1. BARBICAN GATE

As part of the evening, the Knights of Lastwall have placed exhibits throughout Vigil's Hope. A recreated stable in the barbican includes a wooden cutout of a brown-and-white Lastwall Jasper and informational signage about the cost of feed, training, and tack, which amounts to approximately 50 gold per year to care for a knight's mount. A donation box is attached to the cutout. When at least 1 gp is placed in the box, the horse lets out a whinny followed by "the Knights of Lastwall thank you," which is powered by a casting of *embed message*.

## A2. BAILEY

The bailey has been prepared for the evening. Tables dot the open area, providing a space where attendees can place their drinks while standing and enjoying the performances. The stage has been placed in front of the temple to Iomedae, which was once open to the air but recently enclosed as part of its renovations. Poster-sized placards provide the schedule for the evening: cocktail hour (with performances by musical groups made of active and former Knights of Lastwall), followed by dinner, and then ending with dessert.

## Act 1: The Fundraiser

As the PCs arrive in the bailey, the fundraiser has already begun, with representative socialites and other important members already in attendance. The following is a selection of attendees. While there are others at the fundraisers, these attendees are also potential victims of the ritual that happens during the second act. You should not introduce all these NPCs as the PCs arrive at the party; they will have the opportunity during the Party Festivities to interact with a few of them.

Midshipman **Wyles Thall** (male human midshipman) has come to the fundraiser from another event with the Absalom Navy. He's been on his feet and hasn't eaten enough today, so the two ales he started the night with have already pushed him into being flushed and tipsy.

**Danbry of House Avenstar** (male aiuvarin socialite) is a young and promising member of House Avenstar. As a child, he became a favored pupil of the house's Scion Lady Dyrianna as a potential successor. He's received training in the house's business dealings, though tonight he's in attendance to relax from the "difficult work" and enjoy himself. He specifically asked not to serve as Lady Dyrianna's proxy for this event, so that he could fully disconnect.

**Teritha of House Madinani** (female human spellsquire) serves as Scion Lady Darchana's proxy for this event. Lady Darchana serves as a member of the Low Council and as dean of the Arcanamirium, where students may

# Intro to the Year of Immortal Influence

choose to earn a degree in applied magic with a focus in battlefield and crisis studies. Teritha has not yet begun her formal training as a wizard but intends to do so in the next year. However, her proximity to the Arcanamirium means that she assumes she knows quite a bit about magic already and refuses to back down when proven incorrect. She has brought her pet kayalini (*Pathfinder Lost Omens Travel Guide* 103), a shadowy simian creature named Gloam, whom she keeps in an embroidered pet-carrier satchel clearly not designed for simians.

**Gnethe Eraseen** (nonbinary dwarf historian) purchased a ticket to attend the fundraiser, as they are a scholar of the Shining Crusades and see the Knights of Lastwall as continuing that history. However, upon arriving and noticing that other attendees didn't seem to enjoy her factoids about the first time that Tar-Baphon was sealed away, Gnethe took to eavesdropping on the important-seeming attendees' conversation to glean what gossip they were sharing.

**Nuar Spiritskin** (male minotaur oracle) calls himself the Prince of Minotaurs, as he fully intends to ascend to be their king. He originally rose to power after saving the previous primarch of Absalom and was recognized as a visiting monarch as a result. Nuar quickly bored of the pleasant courtyard music and is currently challenging anyone he sees to feats of strength.

**Ulthun II** (male human watcher-lord) is pleasantly surprised by how well the fundraiser is going. He regularly returns to Lady Hesla's side to discuss the evening and is constantly pulled away from conversations by well-meaning attendees or donors he "just has to speak to." He gladly helps the PCs out if they need assistance but is simply too busy to spare more than a minute or two.

Lady **Hesla Embersplitter** (female human socialite) watches the party from the tower next to the temple of Iomedae. She descends to direct the staff and greet guests she knows personally, but she generally returns to her perch to ensure everything runs smoothly.

**Fawlynd** (female human stalwart) is the leader of the Peacebuilders Alliance, which is an organization that aims to support community members harmed by the Pathfinder Society. Fawlynd owned a house near the Grand Lodge and was injured during one of the annual Convocation gatherings. A stray arrow from a marksmanship competition flew out of the grounds and struck her as she was walking past. While her injuries were minor, she has seen many of her fellow community members bear far more serious and long-term wounds. She did not plan on attending this ceremony to confront the Pathfinder Society members, but she is happy to take an open opportunity to drive new recruits or supporters away from them.

## PARTY FESTIVITIES

When the PCs are ready to enjoy the party (after retrieving a drink and a few appetizers), introduce the party festivities one at a time. The PCs should encounter two of the party festivities before they encounter one of the Peacebuilders events. If you roll multiple events with the same partygoers and your players are experiencing the adventure for the first time, reroll until you have events with unique partygoers (or simply select a suitable event).

TABLE 1: PARTY FESTIVITIES

D6 Result	Party Event
1	Silent Auction
2	A Duel to the Death... of this Pint!
3	A Pet Gone Missing
4	Promenade to the Past
5	For a Good Cause!
6	Kids These Days

### Silent Auction

In the northeastern corner of the keep, a table with donated goods is the site of a silent auction. In front of each offering is a wax tablet, where attendees can write down their names and bids. The offerings include: toys donated by Ozi from the Merrygleam shop, vouchers for dinners to local restaurants, and a case of a half dozen *aeon stones* given by the Pathfinder Society to the auction. As the PCs approach the tables to glance over the wares, Danbry of House Avenstar intercepts them. Read or paraphrase the following.

---

"Ah, you're the representatives from the Pathfinder Society, correct?" the young man says, and then continues without a moment for a response. "I'm in a bit of a strange predicament. When I arrived, I was asked if House Avenstar provided an additional donation for the auction. I wasn't aware of any arrangement, so I panicked. I said that we had and proved a signet ring. However, that signet ring is my personal one—it should say 'Danbry of Avenstar' on it—and I can't let it get into the wrong hands."

"Of course, asking for it back would be a faux pas. Could you perhaps bid on it for me? I'll be happy to provide you with necessary gold."

---

The signet ring stands in the center of bidding and currently has a 5 gp bid on it. If the PCs agree, Danbry hands them a pouch with 50 gp inside. However, activity around the table is currently intense, as the early hour of the party means that bidding is the primary entertainment. Even approaching the table requires a DC 13 Acrobatics check to slip through the crowd or a DC 15 Diplomacy or Intimidation check to have the crowd



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move aside (these DCs are 3 higher for levels 3–4). After accessing the tablet, the current bid on the signet ring is visible: 75 gp bid on it by Gnethe Eraseen. If the PCs ask Danbry for additional gold, he waves them off and says he'll send the remainder over after the event is done. However, the rules of the silent auction clearly state that payment is due at the end of the auction.

The PCs have a few options for resolving this bid. First, they can decide to split the overage in cost. If they do so, the PCs will need to spend that gold. Alternatively, since the tablets are made of wax, a PC can steal the tablet with a DC 13 Thievery check (DC 15 for levels 3–4) and carefully heat it to erase it with a DC 15 Crafting check (DC 18 for levels 3–4). Finally, the PCs could attempt to forge Gnethe's handwriting and alter the previous bid to be a lower amount with a DC 15 Society check (DC 18 for levels 3–4). If Gnethe is outbid or their bid is altered in some way, they return before the auction is over to add an additional bid. Preventing them from doing so requires a DC 13 Deception check or DC 15 Diplomacy check (increase these DCs by 3 for levels 3–4). Creative solutions should generally require at least one DC 15 skill check (DC 18 for levels 3–4).

In addition, the PCs can approach Gnethe Eraseen and explain the circumstances. They bid on it to add to their curio collection, and it requires a DC 15 Diplomacy, Intimidation, or relevant lore check to convince them to erase their bid (DC 18 for levels 3–4). If the PCs convince them to do so, Gnethe doesn't return to the auction.

If the PCs successfully win the silent auction, they're required to prepay for the signet ring before receiving it. If they return it to Danbry, he's clearly relieved and promises to send the PCs a token of thanks after the adventure, which counts as successfully completing this task. If the PCs are unable to secure the ring, Danbry is noticeably put out, but there are no further consequences.

## A Duel to the Death... of this Pint!

Even an hour into the fundraiser, it remains a mostly boring affair. Nuar Spiritskin, tired of small talk, calls for a series of duels! He even offers up a prize for the winner, which is to share a pint from a keg of an elven lambic with him.

To compete in the duel, a PC must attempt a DC 15 Acrobatics, Athletics, or Performance check (DC 18 for levels 3–4). All PCs who succeed at this check win their first duels against the other socialites who participate. After advancing, a PC can attempt a duel against Nuar Spiritskin himself. With a successful DC 17 Acrobatics, Athletics, or Performance check (DC 19 for levels 3–4), the PC wins the duel against Nuar and is invited to drink with him. On a critical success, Nuar extends the invitation to the PC and one additional guest.

After the duels are complete, he summons his invited guest to his table. He hoists the keg over his shoulder and pours the pints with a performative flair. As he shares the drink, he talks about "matters of politics" and his attempt to forge a connection with Ulthun over "shared challenges of governing nations." With a successful DC 17 Society check to Recall Knowledge (DC 19 for levels 3–4), a PC realizes that Nuar Spiritskin hasn't been elected or otherwise appointed as a leader of the minotaurs, even though he carries himself in that way. On a critical success, they recall that he's been targeting Ulthun because most other governmental leaders have

rebuffed his advances, but Ulthun hasn't completed turned him away due to potential funding. If at least one PC is invited to drink with Nuar, he gives them a silver drinking horn and they successfully complete this task.

## A Pet Gone Missing

Pacing around the bailey is Teritha. She regularly ducks beneath tables and pushes plants aside, looking for something. As she spots the PCs, she rushes over and asks them for help. She says, "Oh, Gloam's gone missing and I'm so afraid someone is going to step on him. I've only had him a month—it took me so much time to have the appropriate permits in place to import him!" Gloam is her pet kayalini, who has slinked out of her satchel and gone missing. With a successful DC 20 Occultism check, a PC recalls that kayalini are shy shadow creatures that originally came to the Universe from the Netherworld. They're unusual pets to have, and when they become scared, they tend to hide in closets or other compact areas. If a PC asks Teritha about kayalini, she only knows that they're supposed to be excellent familiars, and she was hoping to form a bond before she started taking classes.



Danbry

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The PCs can attempt to find Gloam with a DC 15 Nature or Occultism check, or a DC 18 Perception check to Search (increase these DCs by 2 for levels 3–4). Succeeding at the earlier Recall Knowledge check grants a +1 circumstance bonus to these checks, as the PC has a better idea of what a kayalini looks like. On a success, they find Gloam hiding beneath the stairwell. As they go to lure him out, they overhear Hesla talking. With a successful DC 13 Stealth check (DC 15 for levels 3–4), a PC can eavesdrop on Lady Hesla Embersplitter's conversation, where she mentions that “the Peacebuilders Alliance should book a meeting with me in the next week, as I am quite concerned to hear that so many have been injured by the Pathfinder Society.”



Nuar Spiritskin

If they successfully find Gloam, Teritha has the reptilian simian slink back into her satchel before she returns to the party. She thanks the PCs profusely and offers them her finely crafted fan as thanks. This counts as successfully completing this task. If the PCs fail to find Gloam, Teritha berates them, saying she assumed Pathfinders would be more capable.

## Promenade to the Past

Ulthun introduces a group of former Mendevian crusaders as musical entertainment. As they launch into a rendition of *Sink My Sword into the Selen Tonight*, it's clear they did not rehearse; they're off-key, off-tempo, and singing two different variations of the song. Gnethe Eraseen winces, then invites the PCs to join them on a stroll, with a half-joking warning that they'll miss the remainder of the performance.

If the PCs join them, they breathe a sigh of relief and lead them out of the keep. They explain they have been in Absalom for a long time, but they were originally studying the Worldwound. When it closed, their academic post was dismissed, and they're currently working on a monograph about its history. Gnethe is curious about the PC's current knowledge and quizzes them so they can decide if their book is written at an appropriate level of knowledge. They ask the PCs the following questions. Players should be encouraged to answer with knowledge that they have of the Worldwound, with the Recall Knowledge checks available for those that do not have preexisting knowledge. Providing the information noted in the success entry gains the PCs 1 Interview Point (IP), and providing information from the critical success entry gains the PCs 2 IP. Providing a vastly incorrect answer loses the PCs 1 IP.

**“What was the Worldwound, exactly?”** A PC can remember that the Worldwound was a tear in the Universe to the Outer Rifts with a DC 15 Arcana, Occultism or Religion check to Recall Knowledge (DC 18 for levels 3–4). On a critical success, they also know that the Worldwound referred to the area surrounding the tear that became overrun with demons, and that the Worldwound opened when Aroden died.

**“Which deities were most strongly associated with the Worldwound?”** A PC can recall with a successful DC 13 Religion check many gods and the demon lords were associated with the Worldwound in some way, but Lamashtu had a particular center of worship. On a critical success, they recall Noctricula influenced it prior to her redemption.

**“Who fought back against the Worldwound?”** With a successful DC 13 Society check, a PC can recall that the Mendevian crusades had the primary goal of closing the Worldwound. On a critical success,



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they know that the entire continent banded together after the destruction of Kenabres, which included a coordinated action from the Pathfinder Society and every nation in the Inner Sea except for Razmiran.

If the PCs earn at least 3 IP, Gnethe is impressed by their knowledge. They offer the PCs a pre-print copy of their monograph, which counts as succeeding at this activity. Gnethe also shares that they noticed Lady Hesla sneaking away from Ulthun earlier, likely needing a break from his infatuation.

## For a Good Cause!

A gaggle of partygoers have shoved the small standing tables together and brought out a case of lacquered tiles with both colors and numbers on them. Teritha, Danbry, and Wyles encourage the PCs to join their game, which is one that requires a mixture of skill and luck to match tiles in different groups for points. They explain that they're also gambling on the game and the winner will receive half of the prize money, while the other half will be donated to the Knights of Lastwall.

This seems to be a game popular in Absalom, but the other guests speak over each other when trying to explain the rules. Understanding the rules requires a DC 13 Absalom Lore (or other relevant lore) or Society check (DC 16 for levels 3–4). If at least one PC fails at this check, they take a –1 circumstance penalty to all subsequent checks for this event. A PC that critically succeeds gains a +1 circumstance bonus to their checks for this event. The rules of the game detail that players need to quickly flip over tiles and then match them into groups. They can create pairs of tiles that are the same number (each part is worth 4 points), create collections of tiles by color (each group is worth the total number of tiles of the same color), and create groups that are multiples of a particular number (with varying points).

Staying in past the first round of the game requires a successful DC 13 Gambling or other relevant Lore check (DC 16 for levels 3–4), or a DC 15 Deception, Society, or Thievery check (DC 18 for levels 3–4). Any PCs that fail are eliminated from the game, along with Danbry. The PCs that succeed at this check attempt the checks again with the DC increased by 2 to move past the second round. Teritha fails to progress past this round, along with any PCs that failed. Any PCs that succeeded at the

checks in the second round can attempt a third round of checks to win the game. Winning the game requires a minimum DC 17 Gambling or relevant Lore check, or DC 19 Deception, Society, or Thievery check (all DCs increase by 3 for levels 3–4). If multiple PCs succeed, the PC with the highest result wins. If no PCs succeed, Wyles wins the pot.

The winner is granted half the prize pool as promised, with the other half being deposited in a donation box. If one of the PCs won the game, they succeed at this festivity. The earnings for the winner are 7 gp for levels 1–2 and 21 gp for levels 3–4 (with the total pool being double these amounts, and the other half being donated).

## Kids these Days

Midshipman Wyles Thall accidentally overindulged at the very beginning of the event. His cheeks are flushed, and he's lost what little social filter he had, prior to three back-to-back meetings where he was representing the Absalom Navy. As he wanders past the PCs, he notices them and immediately latches on them as the target for his favorite

topic of conversation: closing of the Worldwound and the youth “going soft.”

He launches into a discussion about how pulling back from monitoring the Worldwound has hurt society, since “the youth don't understand what a glory it is to live without a tear to the Abyss” and “the sense of societal connection doesn't exist anymore!” He specifically says that Ulthun should not even have to fundraise, but instead should be astride a steed. He's particularly skeptical about the Iomedars' “leadership” of the Knights of Lastwall, saying that pair seem to have taken advantage of the situation to amass power.

He is more than happy to continue this ramble if the PCs are listening. A PC can attempt to disrupt or dispute the conversation. A successful DC 15 Diplomacy, Society, or relevant Lore check (DC 18 for levels 3–4) provides enough of a rebuttal for them to move on to a new topic. A critical success results in him sheepishly admitting that he was perhaps wrong. Agreeing with Wyles's rants does not require a check, as he's happy to be proven correct.



Teritha

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If the PCs disrupt Wyles's rant, Ulthun approaches and thanks them for it, explaining that the conversation was making several Knights of Lastwall uncomfortable. This counts as succeeding at this festivity.

## PEACEBUILDERS ALLIANCE INTERACTIONS

As the PCs finish up their second party festivity, their evening is interrupted by Fawlynd from the Peacebuilders Alliance. The Peacebuilders Alliance serves to connect those who have been harmed by the Pathfinder Society in the past. Roll a 1d4 on the following table to select one event, which is how Fawlynd engages with the PCs.

TABLE 2: PEACEBUILDERS EVENTS

D6 Result	Event
1-2	Avoiding a Scene
3-4	Corrections and Comparisons
5-6	An Awkward Introduction

### Avoiding a Scene

As the PCs mingle among the party guests, they overhear one of the merchants in attendance say, "The Pathfinder Society? Oh, I believe I just saw those agents a

few moments ago." A subtle glance shows it is Fawlynd asking after them. With a DC 13 Society check (DC 16 for levels 3–4), the PCs notice that she carries a portfolio with the words "Peacebuilders Alliance" burnt into the leather. Additionally, it's clear that Fawlynd is quite upset. She snaps a "Well, if you don't know where they are, I'll find them myself" at the merchant she's speaking to.

Both Fawlynd's attitude and Csilla's letter should encourage the PCs to avoid interacting with Fawlynd. If necessary, a critical success on a DC 10 Perception check to Sense Motive (DC 13 for levels 3–4) identifies that she is planning to pick a fight with the PCs. Avoiding Fawlynd requires each PC to attempt a DC 13 Stealth check to blend in with the crowd, a DC 15 Diplomacy check to request other attendees misdirect Fawlynd, or a DC 17 Deception check to Lie about their identity or Impersonate another guest (all DCs increase by 3 for levels 3–4). If at least half of the PCs succeed, she cannot find them at this point. If fewer than half of the PCs succeeded, she finds the PCs and asks leading questions. These questions include "Why did you join an organization that harms bystanders as a regular practice?", "How many deaths

are you personally responsible for?", and "Do you think the Decemvirate should be publicly unmasked and brought to trial?" This questioning is aggressive and loud enough that the commotion at the start of Act II is hard to hear; each PC takes a –1 circumstance penalty to the first skill check they attempt in Act 2.

### Corrections and Comparisons

Fawlynd's voice carries from the next table, which includes several merchants and Lady Hesla Embersplitter. Read or paraphrase the following as the PCs overhear the conversation.

"The Pathfinder Society is responsible for my bad shoulder," a woman says, waving a portfolio with the words *Peacebuilders Alliance* burnt into the leather. "At least my injury hasn't disabled me. Do you know the Pathfinder Society has no code of ethics? They simply outfit anyone who asks them to be an agent and lets them loose! Can you believe that?"

Lady Embersplitter raises an eyebrow and says, "Oh, Fawlynd, I didn't know! If had heard, I wouldn't have let them into the keep. Let us go talk to Ulthun about this."

As Lady Embersplitter and Fawlynd walk away, the PCs can talk to the merchants who were part of the conversation and correct the record. The PCs can explain the Pathfinder Society's ethics with a successful DC 15 Pathfinder Society Lore or other relevant lore check (DC 18 for levels 3–4). Alternatively, a PC can attempt a DC 17 Diplomacy or Society check to explain their understandings of the Pathfinder Society's rules, or Performance check to describe one of their missions in detail (DC 20 for levels 3–4). Reward a PC with a +1 circumstance bonus if they use appropriate slogans like "Explore, Report, Cooperate," or higher bonuses for particularly good roleplaying.

After a few minutes, a knight sent by Lady Embersplitter comes by to ask the PCs to leave. The PCs can make their case to the knight that they should not be ejected with a DC 13 Diplomacy or Society check (DC 15 for levels 3–4). If the PCs succeeded at the check to explain the Society's ethics earlier, a merchant defends them and grants them a +2 circumstance bonus on this check. On a failure or



Gnethe

# Intro to the Year of Immortal Influence

critical failure, the guards move to eject the PCs (though Ulthun's announcement that starts Act 2 occurs before the PCs can be removed from the premises). PCs in the process of being ejected are nearly at the gates, which results in a slow arrival to the watchtower. They take a -1 circumstance penalty on initiative rolls in area **B1**.

## An Awkward Introduction

After the festivities are well underway, Watcher-Lord Ulthun II approaches the PCs to thank them for coming to his fundraiser. He makes some minor small talk that mostly discusses the Knights of Lastwall's current plans to reinforce Vellumis, the current stronghold city for operations within the Gravelands. While he is talking with the PCs, Gnethe Eraseen comes by with Fawlynd to introduce her to Ulthun. Fawlynd carries her portfolio with the Peacebuilders Alliance's name burned into its leather.

As Fawlynd talks, the PCs can attempt to disengage from the conversation with a DC 13 Diplomacy or Stealth check (DC 16 for levels 3-4). On a success, a PC can leave the conversation without making a big scene. On a critical success, a second PC can also leave the conversation. A PC can also hide any symbols of the Pathfinder Society with a DC 15 Thievery check to Palm an Object (DC 18 for levels 3-4) or a DC 17 Deception or Society check to avoid recognition as a Pathfinder Society agent. If at least one PC remains in this conversation and is recognized as a Pathfinder Society member, Fawlynd notices them and asks Ulthun why he chooses to associate with known troublemakers. She provides several examples of poor behavior by Pathfinder Society agents, which increases all DCs for skill checks with Ulthun by 2 for the remainder of the adventure.

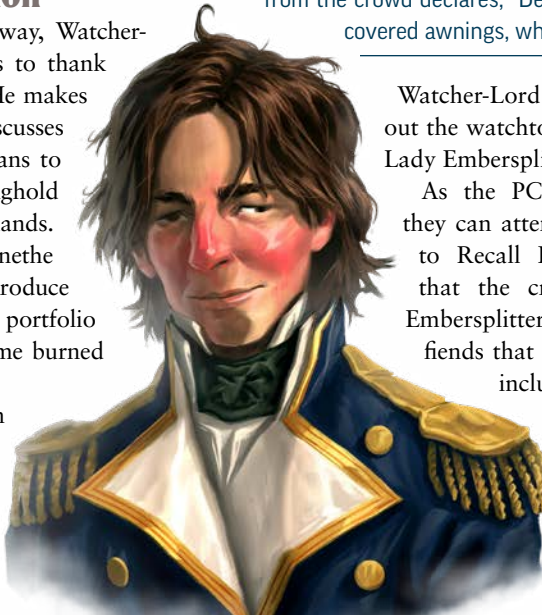
## Act 2: A Rite Most Foul

After the PCs finish interacting with Fawlynd, Ulthun raises a glass and dings a spoon against its side. Read or paraphrase the following to begin Act 2: A Rite Most Foul.

"Esteemed guests and supporters of the Knights of Lastwall," Ulthun says with a smile warmer than his golden armor. "It is my great honor to introduce Lady Hesla Embersplitter, who planned this party."

He gently guides the woman next to him with a hand touching her elbow. She dips her head and smiles, before saying. "It was great fortune that I met Watcher-Lord Ulthun this past season, so I can help the Knights of Lastwall gain the prominence they need for—"

A creature swoops from one of the watchtowers toward Lady Embersplitter. She screams and ducks for cover. A voice from the crowd declares, "Demons!" The donors rush toward covered awnings, while Ulthun draws his sword.



Midshipman Thall

Watcher-Lord Ulthun orders the PCs, "Clear out the watchtower!" as he moves to defend Lady Embersplitter.

As the PCs respond to the situation, they can attempt a DC 13 Religion check to Recall Knowledge, which identifies that the creature that attacked Lady Embersplitter was an imp. Imps are fiends that come from the Outer Planes, including Abaddon, the Outer Rifts, and Hell. On a critical success, a PC realizes that imps typically serve some sort of mortal leader.

## B. Vigil's Hope Upper Keep

Vigil's Hope's upper keep consists of specialty rooms and smaller buildings. Unless otherwise stated, the stairs to the upper keep require 10 feet of movement to go from one floor to the other. Use the map on page 15 for this area.

## B1. FIENDISH WATCHTOWER MODERATE

A narrow staircase spirals from the base of the watchtower to the open air roof above. To the north and west, the keep's bailey opens below, providing an aerial view of the party. To the south and east, the walls drop away into the moat.

The roof is 20 feet above the bailey's surface and 30 feet above the surface of the water. The spiral staircase exits via a trapdoor at its center.

**Creatures:** As the PCs enter the watchtower, fiends are hovering over it. These fiends were stationed here by their mortal pactmaster, the witch Norvix, to distract the party from the ritual he planned. The imps prefer a mobile fighting style, where they fly above the watchtower (including taking Fly actions to hover, if appropriate) and use their at-will *invisibility* spells before attempting

# Intro to the Year of Immortal Influence

their stinger attacks. They also make ample use of their Fiendish Healing ability, as they have been instructed to keep any investigators busy to buy time for Norvix.

Imps fight until they have 2 or fewer Hit Points remaining, at which point they attempt to flee back to Norvix (see The Murder Plot! for details).

## Levels 1–2

### IMPS (2)

Page 22, art on page 47

### CREATURE 1

## Levels 3–4

### IMP

Page 34, art on page 47

### CREATURE 1

### PUSKS (2)

Page 34

### CREATURE 2

**Development:** When an imp dies, the residual magic from Norvix's summoning creates a streak of smoke through the sky. This shows the area where the ritual has already begun. At the same time, the victim of the murder-by-proxy ritual collapses in the center of the bailey. From their vantage points, the PCs see this happen and hear the shrieks of panic rise in tenor.

## B2. Temple of Iomedae

Dust from this temple's construction still remains. A placard set up for the fundraiser shows the statistics for its construction: eighteen months, ten thousand bricks used for the structure, and over two thousand gold invested. The sculptures of Iomedae's herald that stand by the entrance bear engravings with their donors' names.

The temple to Iomedae rises 20 feet tall. A ladder in the southwestern rises to the rafters and accesses the roof. Within the temple, the stairs rise 5 feet to the sanctuary on which the altar stands, providing creatures on the sanctuary a clearer view of those among the pews. Squares with pews in them count as difficult terrain.

**The Murder Plot:** If the ritual occurs in this room, Norvix stands by the altar, with his minions standing in the lower half of the room.

## B3. Dining Hall

Catering for the fundraiser's dinner was originally staged on the tables, though the stone table at the northern end of the room has been cleared. Spilled vegetables and oil coat the ground nearby.

Due to the spilled food, the squares surrounding the tables are difficult terrain. The wooden tables and benches also provide difficult terrain, but a character can move one aside with an Interact action.

**The Murder Plot:** If the ritual occurs in this room, Norvix performs it on the stone table in the northern half of the room. His minions crowd in the narrow aisles between tables.

## B4. Knight's Lounge

Comfortable couches and side tables create a pleasant lounge for knights to receive various visitors.

The lounge's furniture pieces are donations that are particularly flimsy. A PC can remove a chair or couch leg with an Interact action, which functions as a club.

**The Murder Plot:** If the ritual occurs in this room, Norvix is located in one of the side rooms, while his minions occupy the main lounge. The chanting is loud of enough that he's clearly audible though the relatively flimsy doors.

## B5. Ulthun's Personal Office

Ulthun's personal office stands at the top of these stairs. While no door protects the office, it's clear that he expects his personal standing and the broader defenses of Vigil's Keep to prevent intruders.

Ulthun's private office most importantly contains his desk, which holds much of the correspondence and accounts for the Knights of Lastwall. Norvix took the time to rifle through the papers and burn some of them. The lingering smoke makes any creature adjacent to the table concealed from other creatures.



Fawlynd

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D4 Result	Attendee	Ritual Location	Target Reason
1	Danbry of House Avenstar	B2. Temple of Iomedae	Descended from one of Iomedae's mortal retinue
2	Wyles Thall	B3. Dining Hall	Descended from the Knights of Ozem
3	Gnethe Eraseen	B4. Knight's Lounge	Exposed an agent of the Whispering Way during Worldwound field work
4	Teritha of House Madinani	B5. Ulthun's Office	Currently an assigned Low Council proxy for House Madinani, which materially supported the Knights of Ozem

**The Murder Plot:** If the murder plot occurs in this room, the traps are set to trigger on the top step of the stairs. Norvix has taken over Ulthun's desk as a makeshift altar, and the minions are hiding in the two side rooms.



**Watcher-Lord Ulthun II**

## THE MURDER PLOT!

As the PCs leave the tower, the ritual is ongoing and takes 15 minutes to complete. In addition, the victim of the ritual has collapsed, as their soul is currently being ripped out.

The PCs can attempt to stabilize the victim with a Medicine check to Treat Wounds that takes 10 minutes to complete. The initial DC for this check is 13. On a success, the victim is temporarily stabilized. On a critical failure, the victim dies. For every 10 minutes that pass, the DC for this check increases by 2. This increase is most likely to happen if the PCs opt to spend time recovering after the fight in the Fiendish Watchtower, or if they investigate the ongoing ritual first. If the victim isn't stabilized within 20 minutes of first falling unconscious, they die.

## Table 3: The Victim

There are four potential victims of the murder plot, each of whom was targeted due to a different connection they have to Tar-Baphon. Norvix hopes to absorb mortal power, so that he can both regain his strength and begin his plan to gain the attention of the Whispering Tyrant.

Roll 1d4 to select the victim. The victim's identity determines the location of the ritual.

## The Ritual

The ritual in progress is aimed at Norvix's personal goal to gain Tar-Baphon's attention. However, a mysterious patron provided Norvix with information about the fundraiser. Roll 1d6 to select what type of arcane ritual is in progress. This determines the type of creatures assisting Norvix in Event Two and some of the clues the PCs may discover.

**TABLE 4: ARCANES RITUAL TYPE**

D6 Result	Creature Type
1-2	Homunculus
3-4	Devils
5-6	Cultists

## EVENT ONE: PREPARATIONS TRIVIAL

As the PCs approach the room where the ritual is taking place, they encounter the preparations that Norvix made.

# Intro to the Year of Immortal Influence



# Intro to the Year of Immortal Influence

**Hazard:** Before beginning his ritual, Norvix trapped the door to the ritual room. He set the trap to attack anyone in front of the door when it opens.

## Levels 1–2

### SPEAR LAUNCHER

Page 24

**HAZARD 2**

## Levels 3–4

### SCYTHE BLADES

Page 36

**HAZARD 4**

**Development:** The PCs can investigate the spear (or scythe for levels 3–4). With a successful DC 15 Crafting check (DC 18 for levels 3–4) a PC can discover that it had been coated with acid. A subsequent DC 17 Nature or Religion check (DC 19 for levels 3–4) identifies this acid as vescavor spittle. Vescavors are vermin from the Outer Rifts. A critical success on this check also identifies that they were common in the Worldwound and have become markedly less common with its closure.

## EVENT TWO: MURDER-BY-PROXY RITUAL

**MODERATE**

Place the disguised ritual in the appropriate area for the victim.

As the PCs enter the ritual location, Norvix stands at the center of a ritual circle. He brandishes a dagger crafted in the shape of a locust. In the center of the circle, a pusk demon has materialized from a *demonic pact* ritual. Norvix has begun a new ritual, which is a murder-by-proxy rite. A PC can identify this ritual with a DC 15 Arcana, Nature, Occultism, or Religion check (DC 18 for levels 3–4). On a success, they learn that murder-by-proxy rites bind a fiend's soul to a mortal victim, and killing the fiend kills the victim in turn. On a critical success, they realize that the magical energy of the ritual is a divine rite associated with the demon lords.

**Creatures:** Norvix already knows that his murder-by-proxy ritual is underway and trusts his spellcraft to continue after his death. He fights with a fervent zeal, though he prefers to use his minions to directly attack the PCs. He sends his familiar toward the front line to make ample use of his *stoke the heart* hex and his familiar's restored spirit ability to provide healing.

## Levels 1–2 (Homunculus)

### HOMUNCULUS

Page 25

**CREATURE 0**

### NORVIX

Page 25, art on page 47

**CREATURE 2**

## Levels 3–4

### HOMUNCULUS

Page 37

**CREATURE 0**

### NORVIX

Page 37, art on page 47

**CREATURE 4**

### SQUELCH

Page 37

**CREATURE -1**

## Levels 1–2 (Devils)

### ORT

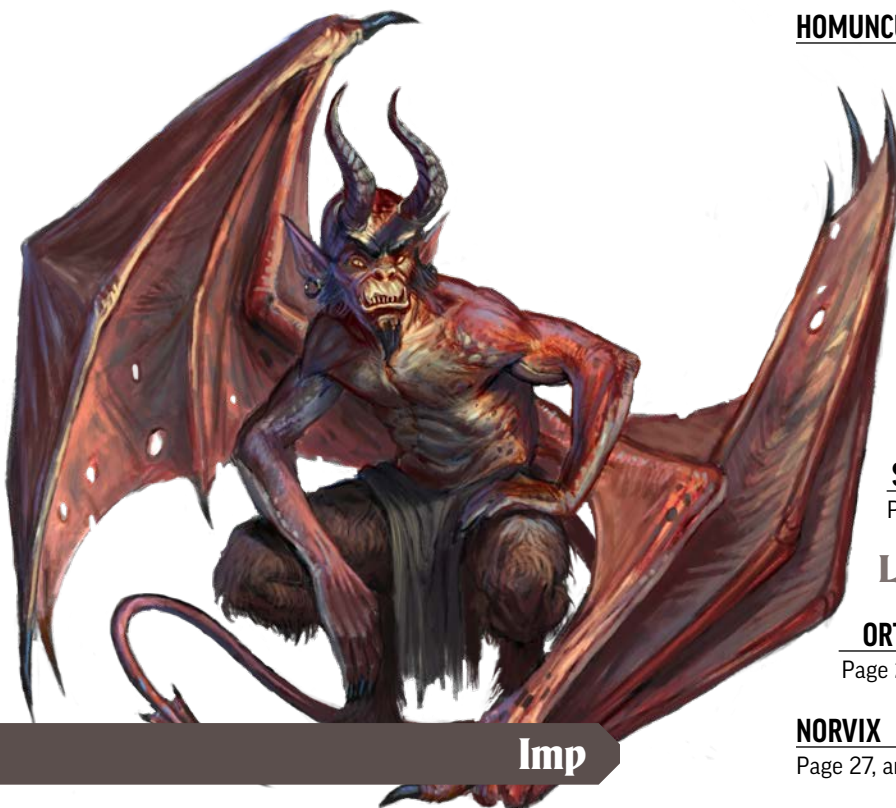
Page 27

**CREATURE 0**

### NORVIX

Page 27, art on page 47

**CREATURE 2**



Imp

# Intro to the Year of Immortal Influence

## Levels 3–4

**ORT** **CREATURE 0**  
Page 39

**NORVIX** **CREATURE 4**  
Page 39, art on page 47

**SQUELCH** **CREATURE -1**  
Page 39

## Levels 1–2 (Cultists)

**HIRED HAND** **CREATURE 0**  
Page 29

**NORVIX** **CREATURE 1**  
Page 29, art on page 47

## Levels 3–4

**HIRED HAND** **CREATURE 0**  
Page 41

**NORVIX** **CREATURE 4**  
Page 41, art on page 47

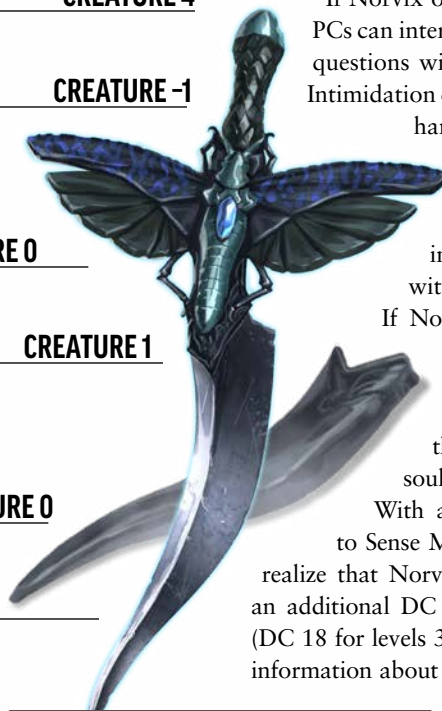
**SQUELCH** **CREATURE -1**  
Page 41

**Development:** After the PCs have stopped Norvix and his minions, they can disrupt or dispel the ritual. The ritual is 2nd rank and requires a DC 16 counteract check to successfully disrupt it (for levels 3–4, the ritual is 4th rank and requires a DC 19 counteract check). Norvix carries a *scroll of dispel magic* that he planned on using to dispel the ritual once the casting was done. If the PCs need to disrupt the ritual without the use of *dispel magic* (such as by failing attempts to counteract the ritual), they can attempt to erase the ritual circle with a DC 18 Arcana, Nature, Occultism or Religion check (DC 20 for levels 3–4) that requires 10 minutes per attempt. If the PCs took more than 10 minutes to defeat Norvix after encountering the imps in the watchtower, increase the DCs by 2. If the PCs succeed at the check, they free the victim from the murder-by-proxy ritual. If they critically fail the check, they instead kill the victim. If the PCs take more than 25 minutes to dispel or disrupt the ritual, the victim ultimately dies and cannot be brought back.

In addition to the ritual, the PCs can investigate Norvix's belongings. His ritual dagger is a finely crafted blade with a locust-shaped handle. On a successful DC 17 Religion check (DC 20 for levels 3–4), a PC can identify that this is the religious symbol of Deskari, a demon lord that was associated with the Worldwound.

If Norvix or any of the hired hands survived, the PCs can interrogate them. A hired hand will answer questions with a successful DC 13 Diplomacy or Intimidation check (DC 16 for levels 3–4). The hired hands were recruited off the street, where they had been involved in various sleight-of-hand scams. They were paid 25 gp to pretend to be a cultist in a ritual. It seemed like easy money with little risk, so they went for it.

If Norvix survived, he readily talks about Tar-Baphon and how he seeks to gain his attention. He claims that the murder-by-proxy ritual would be the easiest way to claim another mortal soul for him and gain Tar-Baphon's favor. With a successful DC 17 Perception check to Sense Motive (DC 20 for levels 3–4), the PCs realize that Norvix is holding back information. With an additional DC 15 Diplomacy or Intimidation check (DC 18 for levels 3–4), the PC can pressure him to reveal information about the victim and the dagger. Norvix was preaching when a cloaked person approached, presented him with the locust dagger, and provided him with a ticket to the fundraiser. This seemed like a divine sign for him to complete this ritual.



**Locust Dagger**

## EVENT THREE: THE PANIC **LOW**

Once the PCs defeat the ritual and return to the bailey (area A1) for the fundraiser, read or paraphrase the following.

On the stage, Lady Embersplitter dabs at her eyes with a handkerchief. The crowd nervously watches her, in stark difference to the merriment from just hours earlier. She gives a final and theatrical sniff before making her address.

"Guests, it is with my great sorrow that I must announce one of our fellows has died." She pauses as a gasp works through the crowd. "However, in their memory and to support the cause of the Knights of Lastwall, we will continue with our planned evening. If you wish to give an additional donation in their memory, please find me."

"It's the Pathfinders' fault!" comes a call from the crowd. Fawlynd steps forward, making notes on a wax tablet. "Events with Pathfinder Society agents in attendance end in tragedy. Either they leave, or we all face grave danger!"

# Intro to the Year of Immortal Influence

Panic ripples through the crowd. Nuar Spiritskin is the first to boil over. He pushes toward the gatehouse and its exit, declaring, "I didn't come here to die!"

The rush of bodies toward the gatehouse turns into a stampede, capturing all in its path.

After the ritual has been stopped, Lady Embersplitter loudly declares that the victim has died! She makes this declaration even if they saved the victim, as they are comatose and appear dead without a full medical examination.

**Hazard:** As Lady Embersplitter makes her announcement, the crowd rushes forward into a stampede. The crushing crowd's initial effect should include at least one of the PCs.

## Levels 1–2

### CRUSHING CROWD HAZARD 2

Page 31

## Levels 3–4

### CRUSHING CROWD HAZARD 4

Page 43

**Development:** If the PCs fail to calm the crowd, Ulthun takes over and quiets the crowd and the PCs take a –1 circumstance penalty to prove their innocence in Act 3. Once the crowd is calmed, Ulthun takes control of the fundraisers from Lady Embersplitter. Despite the tragedy, a PC can recognize with a DC 15 Perception check to Sense Motive (DC 18 for levels 3–4) that she seems quite pleased with how the evening is going.

## Act 3: Dinner

Watcher-Lord Ulthun II raises his voice to address the crowd. Read or paraphrase the following text.

"Honored guests," Ulthun says with worry evident on his face, "I apologize that this evening has not gone as planned. We planned this dinner to be in a well-decorated planar palace. This is a secure place, where we can catch our

breath, enjoy our meal, and come together as a community. While we dine, I will make arrangements for everyone to be escorted back to their homes this evening."

If the PCs saved the victim, add the following.

"Due to the quick action of the Pathfinders in attendance, we were able to save the attendee we thought had died. Please express gratitude to them this evening."

## C. THE REMEMBRANCE OF VIGIL

As the dinner course begins, read or paraphrase the following as the PCs enter the dinner.

Guests are ushered through a portal opened next to the central fountain. Entering the dining hall feels like descending into hell. Illusory flames rise between platforms and the entire area feels oppressively hot. Placards around the hall explain that this is a recreation of Vigil after the radiant fire destroyed the city and includes additional donation boxes.

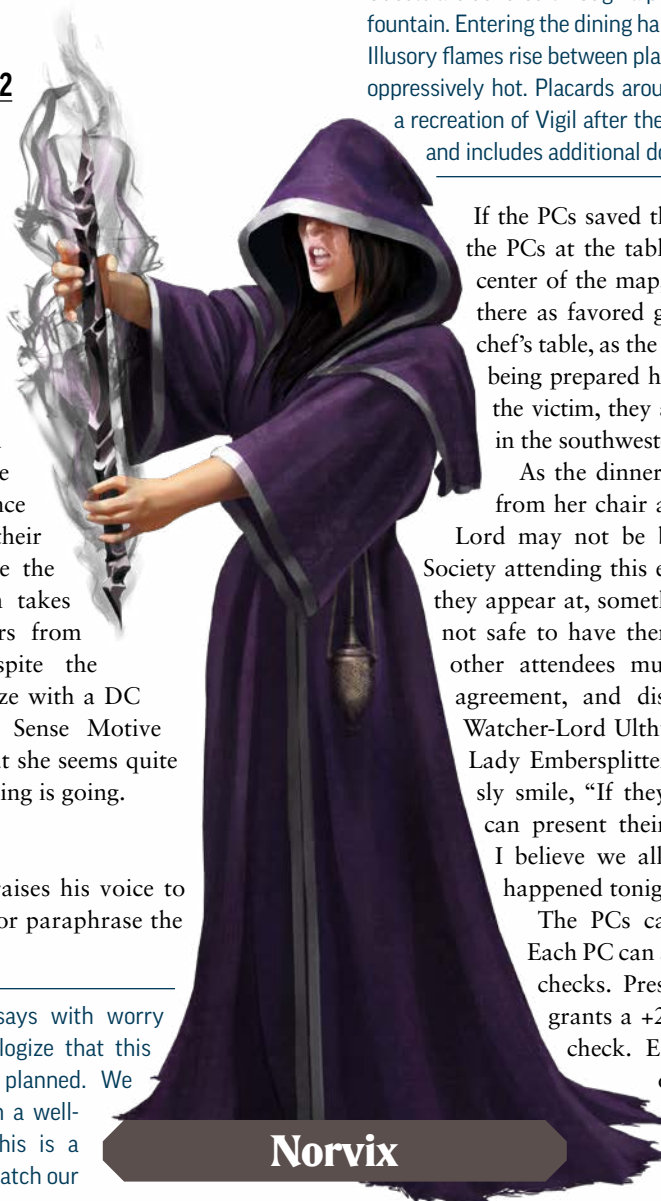
If the PCs saved the victim of the ritual, place the PCs at the table closest to the stage in the center of the map, as they have been installed there as favored guests of Ulthun. This is the chef's table, as the final touches on the meal are being prepared here. If the PCs failed to save the victim, they are instead seated at the bar in the southwestern portion of the map.

As the dinner begins, Fawlynd stands up from her chair and declares, "The Watcher-Lord may not be bothered by the Pathfinder Society attending this event, but I am. Every event they appear at, something goes wrong. It's simply not safe to have them in polite company!" The other attendees murmur in a mix of shock, agreement, and disapproval at the outburst. Watcher-Lord Ulthun II attempts to stand, but Lady Embersplitter voices her support with a sly smile, "If they are indeed innocent, they can present their case to everyone present. I believe we all deserve answers for what happened tonight."

The PCs can now defend themselves. Each PC can attempt one of the following checks. Presenting a piece of evidence grants a +2 circumstance bonus to the check. Each piece of evidence can only be used once.

**Pathfinder Society**

**Lore:** A PC can present evidence that the



Norvix

# Intro to the Year of Immortal Influence



# Intro to the Year of Immortal Influence

Pathfinder Society could not be behind the plot or that the Pathfinder Society would be opposed to such actions with a DC 15 Pathfinder Society Lore check (DC 18 for levels 3–4).

**Whispering Way Connection:** A PC can explain the connection that the ritual had to Tar-Baphon with a DC 13 Religion check (DC 15 for levels 3–4).

**Assistance:** A PC can make the case that they aided the victim and Ulthun with a DC 15 Diplomacy check (DC 18 for levels 3–4).

**Other Methods:** A PC can make their case with another method or skill with a successful DC 17 check of the skill that they chose (DC 20 for levels 3–4).

If the PCs earn a number of successes equal to half the number of PCs, they manage to dispel any suspicion by the rest of the guests. Lady Embersplitter seems sour at the result. If the PCs don't earn enough successes, the rest of the attendees snub them for the rest of the event, and Lady Embersplitter, Watcher-Lord Ulthun II, and Fawlynd chat happily together over their dinner.

## EVENT FOUR: AN UNEXPECTED COURSE MODERATE

Read or paraphrase the following when the PCs have finished making their case.

As the well-dressed caterers bring covered trays to the table,



Crying Cicada

“Event Four: An Unexpected Course” is an optional encounter, best suited for groups on their second playthrough that have more than hour remaining in the slot.

a buzzing fills the room. A nearby server lifts the lid on the plate he carries—releasing an insect into the room!

**Creatures:** When Norvix accessed the upper levels of Vigil's Hope for his ritual, he discovered the catering was unattended. He placed cicadas in several of the dessert trays, hoping the partygoers would understand his message: even what seems dead returns. When the caterers release the cicadas, they aggressively bat around the room and attack nearby guests—the PCs! The cicadas can be Commanded with a DC 17 Nature check (DC 20 for levels 3–4). Use these DCs for Diplomacy checks if a PC has an ability to speak with them.

### Levels 1–2

#### **RASPING CICADAS (2)**

**CREATURE 1**

Page 32, art on page 48

### Levels 3–4

#### **CRYING CICADAS (2)**

**CREATURE 3**

Page 44, art on page 48

**Development:** With the attack by the cicadas, the remaining dinner guests are put off from their dessert. If the PCs cleared the Pathfinder Society's name earlier, their assistance in removing the cicadas seems to further exonerate them. However, if the PCs did not manage that, this only increases suspicion of the Pathfinder Society.

## Conclusion

Watcher-Lord Ulthun II fulfills his promise by having hired carriages arrive to carry home any attendees that arrived on foot. He also dispatches knights on horseback to accompany guests as they leave Vigil's Hope. The PCs are brought to the Grand Lodge, where Csilla has stayed up waiting for them as she received word from Ulthun that there had been an incident at the party. As the PCs return, she immediately moves to assess their injuries (if any) and apologizes for sending them to such a difficult event. She asks the PCs to explain what happened and listens carefully to their story. When they're done, she pauses for a moment before stating that Lady Embersplitter

# Intro to the Year of Immortal Influence

seems to be no friend of the Pathfinder Society, and that the sudden emergence of cultists obsessed with Tar-Baphon but not associated with the Whispering Way is concerning. She thanks the PCs for behaving admirably under pressure before bidding them to take a well-earned rest.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they attend the party and stop the ritual. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs complete their secondary objective if they calm the crowd during Event Three. Doing so earns each PC 2 Reputation with their chosen faction.



# Intro to the Year of Immortal Influence

## Appendix 1: Level 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 Organized Play section on page 51 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on pages 6–7 of *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER B1 (LEVELS 1–2)

#### IMPS (2)

TINY FIEND UNHOLY

*Pathfinder Monster Core* 206

**Perception** +7; darkvision

**Languages** Chthonian, Common, Daemonic, Diabolic; telepathy (touch)

**Skills** Acrobatics +7, Arcana +6, Deception +7, Religion +5

**Str** –1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 15; **Weaknesses** holy 3; **Resistances** poison 3

**Speed** 20 feet, fly 30 feet

**Melee** ♦ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4–1 piercing plus imp venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

**Change Shape** ♦ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal. While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn’t otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn’t change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

**Fiendish Healing** ♦ (concentrate, divine, healing, vitality) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Fiendish Temptation** ♦ (concentrate, divine, fortune, unholy) **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher

#### CREATURE 1

### Scaling Encounter B1

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

**10–11 Challenge Points:** Add one crawling hand to the encounter.

**12–13 Challenge Points:** Add one imp to the encounter.

**14–15 Challenge Points:** Add one pusk to the encounter.

**16–18 Challenge Points (5+ players):** Add one crawling hand and one pusk to the encounter.

result. If the creature dies while the boon is in place, the imp decides where the creature’s soul travels. This typically makes the soul bound for eternity in the imp’s home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

**Imp Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

#### PUSK (0)

SMALL DEMON FIEND UNHOLY

*Pathfinder Monster Core* 76

**Perception** +6; darkvision

**Languages** Chthonian; telepathy 100 feet

**Skills** Acrobatics +6, Athletics +8, Deception +6, Stealth +6

**Str** +4, **Dex** +0, **Con** +4, **Int** –3, **Wis** +0, **Cha** +0

**Sloth** When a pusk regains their actions, roll 1d4. The pusk regains that many actions for the turn (to a maximum of 3, or 2 if the pusk is a minion). Effects like the slowed condition can further reduce their number of actions.

**AC** 17; **Fort** +10, **Ref** +4, **Will** +8

**HP** 36; **Weaknesses** cold iron 3, holy 3

**Speed** 20 feet

**Melee** ♦ jaws +10 (magical, unholy), **Damage** 1d8+4 piercing

**Melee** ♦ claw +10 (agile, magical, unholy), **Damage** 1d6+4 slashing

**Divine Innate Spells** DC 16; 3rd *slow*; 1st *fear*

**Rituals** DC 16; *demonic pact* (*Monster Core* 364)

**Cower** ♦ The pusk makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a –2 penalty to attack rolls. This lasts until the pusk moves from its current space, falls unconscious, or ends the effect as a free action.



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**Frenzied Slashes** ◆◆◆ The pusk makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The pusk's multiple attack penalty doesn't increase until after it has made all three attacks. The pusk gains the clumsy 2 condition until the beginning of its next turn.

**Vicious Criticals** A pusk makes the most of any weakness it finds. Whenever a pusk scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

## CRAWLING HAND (0)

CREATURE -1

TINY UNDEAD UNHOLY

*Pathfinder Monster Core 68*

**Perception** +5; lifesense 30 feet, tremorsense (imprecise) 30 feet

**Languages** Common (can't speak any language)

**Skills** Acrobatics +6, Athletics +8, Deception +6, Stealth +6

**Str** +1, **Dex** +3, **Con** +0, **Int** -4, **Wis** +0, **Cha** +0

**AC** 12; **Fort** +2, **Ref** +5, **Will** +2

**HP** 8, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious, visual

**Speed** 30 feet, climb 30 feet

**Melee** ◆ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Throat Grab

**Mark Quarry** A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

**Throat Grab** ◆ This ability functions as Grab, but the crawling hand grips the throat of a Medium or smaller creature. A creature grabbed or restrained this way has difficulty speaking and must spend an extra action to perform any action that requires speaking, including casting spells.



# Intro to the Year of Immortal Influence

## EVENT ONE (LEVELS 1-2)

### SPEAR LAUNCHER

### HAZARD 2

MECHANICAL TRAP

**Stealth** DC 20 (trained)

**Description** A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

**Disable** DC 18 Thievery (trained) on the floor tile or wall socket

**AC** 18; **Fort** +11, **Ref** +3

**Hardness** 8; **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

**Spear** ↷ **Trigger** Pressure is applied to the floor tile in front of the door; **Effect** The trap shoots a spear, making a Strike against the creature or object on the floor tile.

**Ranged** spear +14, **Damage** 2d6+6 piercing



# Intro to the Year of Immortal Influence

## EVENT TWO (HOMUNCULUS) (LEVELS 1-2)

### NORVIX

### CREATURE 2

UNIQUE MEDIUM HUMAN WITCH

Male human witch

**Perception** +5

**Languages** Chthonian, Common, Elven, Hallit

**Skills** Deception +7, Intimidation +7, Medicine +5, Religion +8

**Str** +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +2, **Cha** +2

**Items** locust dagger, scroll of dispel magic

**AC** 15; **Fort** +5, **Ref** +8, **Will** +11

**HP** 25

**Speed** 25 feet

**Melee** ✦ locust dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ✦ locust dagger +6 (thrown 10 feet), **Damage** 1d4+2 piercing

**Divine Spells** DC 18, attack +10; **1st** *command*, *fear*; **Cantrips (1st)** *daze*, *prestidigitation*, *shield*, *stabilize*, *void warp*

**Focus Spells** 1 Focus Point; **1st** *phase familiar* (*Pathfinder Player Core* 385); **Cantrips (1st)** *stoke the heart* (*Pathfinder Player Core* 387)

**Rituals** DC 17; *demonic pact*

**Unleashed Familiar** Norvix's familiar is a giant rat named Squelch. She can take her actions independently of Norvix's commands and has her statistics presented separately. She has the familiar of restored spirit ability, so when Norvix Casts or Sustains a hex, one willing creature within 15 feet of Squelch gains 2 temporary Hit Points until the start of his next turn.

### HOMUNCULUS

### CREATURE 0

TINY CONSTRUCT

*Pathfinder Monster Core* 200

**Perception** +3; darkvision

**Languages** Common (can't speak any language); master link

**Skills** Acrobatics +5, Stealth +5

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

**Master Link** (arcane, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus typically has a similar attitude to its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

**AC** 17; **Fort** +2, **Ref** +7, **Will** +3

**HP** 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

## Scaling Encounter Event Two (Homunculus)

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

**10–11 Challenge Points:** Replace the homunculus with one experienced homunculus.

**12–13 Challenge Points:** Add one homunculus to the encounter.

**14–15 Challenge Points:** Add one homunculus and Squelch to the encounter.

**16–18 Challenge Points (5+ players):** Add one homunculus and one experienced homunculus to the encounter.

**Speed** 15 feet, fly 40 feet

**Melee** ✦ jaws +7 (finesse, magical, reach 0 feet), **Damage** 1d4 piercing plus homunculus poison

**Homunculus Poison** (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action; **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).

### EXPERIENCED HOMUNCULUS (0)

### CREATURE 1

UNCOMMON TINY CONSTRUCT

Variant homunculus (*Pathfinder Monster Core* 200)

**Perception** +5; darkvision

**Languages** Common (can't speak any language); master link

**Skills** Acrobatics +7, Stealth +7

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

**Master Link** (arcane, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus typically has a similar attitude to its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

**AC** 19; **Fort** +4, **Ref** +9, **Will** +5

**HP** 27; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

**Speed** 15 feet, fly 40 feet

**Melee** ✦ jaws +9 (finesse, magical, reach 0 feet), **Damage**



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1d4+2 piercing plus homunculus poison

**Homunculus Poison** (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).

## SQUELCH (O)

CREATURE -1

UNIQUE SMALL ANIMAL

Variant giant rat (*Pathfinder Monster Core* 288)

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

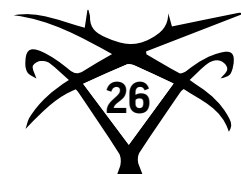
**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Speed** 30 feet, climb 10 feet

**Melee** ✦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

**Putrid Plague** (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead



# Intro to the Year of Immortal Influence

## EVENT TWO (DEVILS) (LEVELS 1-2)

### NORVIX

### CREATURE 2

UNIQUE MEDIUM HUMAN WITCH

Male human witch

**Perception** +5

**Languages** Chthonian, Common, Elven, Hallit

**Skills** Deception +7, Intimidation +7, Medicine +5, Religion +8

**Str** +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +2, **Cha** +2

**Items** locust dagger, scroll of dispel magic

**AC** 15; **Fort** +5, **Ref** +8, **Will** +11

**HP** 25

**Speed** 25 feet

**Melee** ♦ locust dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ♦ locust dagger +6 (thrown 10 feet), **Damage** 1d4+2 piercing

**Divine Spells** DC 18, attack +10; **1st** *command*, *fear*; **Cantrips (1st)** *daze*, *prestidigitation*, *shield*, *stabilize*, *void warp*

**Focus Spells** 1 Focus Point; **1st** *phase familiar* (*Pathfinder Player Core* 385); **Cantrips (1st)** *stoke the heart* (*Pathfinder Player Core* 387)

**Rituals** DC 17; *demonic pact*

**Unleashed Familiar** Norvix's familiar is a giant rat named Squelch. She can take her actions independently of Norvix's commands and has her statistics presented separately. She has the familiar of restored spirit ability, so when Norvix Casts or Sustains a hex, one willing creature within 15 feet of Squelch gains 2 temporary Hit Points until the start of his next turn.

### ORT

### CREATURE 0

MEDIUM DEVIL FIEND MINDLESS UNHOLY

*Pathfinder Monster Core* 86

**Perception** +0; greater darkvision

**Skills** Athletics +6

**Str** +2, **Dex** +0, **Con** +3, **Int** -5, **Wis** +0, **Cha** -3

**AC** 13; **Fort** +9, **Ref** +6, **Will** +2

**HP** 20; **Immunities** fire, mental; **Weaknesses** holy 3;

**Resistances** physical 3 (except silver), poison 5

**Speed** 20 feet

**Melee** ♦ claw +8 (agile, magical, unholy), **Damage** 1d4+2 slashing

**Subservience** Orts have little drive of their own, but other devils can take command of them. A non-ort devil can issue a command to all orts within 60 feet of it with a single action, which has the auditory and concentrate traits. The devil picks one of the following orders orts can understand, and the orts follow that order. The command and its effects end once the commander is out of the ort's sight, when a new command is issued by the same or another devil, or when the ort dies.

## Scaling Encounter Event Two (Devils)

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

**10–11 Challenge Points:** Replace the ort with an imp in the encounter.

**12–13 Challenge Points:** Add one ort to the encounter.

**14–15 Challenge Points:** Add Squelch and an ort to the encounter.

**16–18 Challenge Points (5+ players):** Add an ort and an imp to the encounter.

- **Kill** The ort attacks one target the commander singles out and gains a +1 circumstance bonus to attack rolls against the target.
- **Defend** The ort circles the commander and attacks any creature that comes near. It gains a +1 circumstance bonus to AC and saves.
- **Fetch** The ort gains a +10-foot circumstance bonus to its Speed and attempts to get an object or person the commander singles out. It attacks anyone and anything that gets in the way.
- **Work** The ort performs drudge work dictated by the commander.

### IMP (0)

### CREATURE 1

TINY FIEND UNHOLY

*Pathfinder Monster Core* 206

**Perception** +7; darkvision

**Languages** Chthonian, Common, Daemonic, Diabolic; telepathy (touch)

**Skills** Acrobatics +7, Arcana +6, Deception +7, Religion +5

**Str** -1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 15; **Weaknesses** holy 3; **Resistances** poison 3

**Speed** 20 feet, fly 30 feet

**Melee** ♦ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4-1 piercing plus imp venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

**Change Shape** ♦ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal. While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn't otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any



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Speeds the animal has. This doesn't change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

**Fiendish Healing** ◆ (concentrate, divine, healing, vitality)

**Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Fiendish Temptation** ◆ (concentrate, divine, fortune, unholy)

**Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

**Imp Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

## SQUELCH (0)

CREATURE -1

UNIQUE SMALL ANIMAL

Variant giant rat (*Pathfinder Monster Core* 288)

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Speed** 30 feet, climb 10 feet

**Melee** ◆ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

**Putrid Plague** (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead



# Intro to the Year of Immortal Influence

## EVENT TWO (CULTISTS) (LEVELS 1-2)

### NORVIX

### CREATURE 2

UNIQUE MEDIUM HUMAN WITCH

Male human witch

**Perception** +5

**Languages** Chthonian, Common, Elven, Hallit

**Skills** Deception +7, Intimidation +7, Medicine +5, Religion +8

**Str** +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +2, **Cha** +2

**Items** locust dagger, scroll of dispel magic

**AC** 15; **Fort** +5, **Ref** +8, **Will** +11

**HP** 25

**Speed** 25 feet

**Melee** ✦ locust dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ✦ locust dagger +6 (thrown 10 feet), **Damage** 1d4+2 piercing

**Divine Spells** DC 18, attack +10; **1st** *command*, *fear*; **Cantrips (1st)** *daze*, *prestidigitation*, *shield*, *stabilize*, *void warp*

**Focus Spells** 1 Focus Point; **1st** *phase familiar* (Pathfinder Player Core 385); **Cantrips (1st)** *stoke the heart* (Pathfinder Player Core 387)

**Rituals** DC 17; *demonic pact*

**Unleashed Familiar** Norvix's familiar is a giant rat named Squelch. She can take her actions independently of Norvix's commands and has her statistics presented separately. She has the familiar of restored spirit ability, so when Norvix Casts or Sustains a hex, one willing creature within 15 feet of Squelch gains 2 temporary Hit Points until the start of his next turn.

### HIRED HAND

### CREATURE 0

UNIQUE MEDIUM AIUVARIN ELF HUMAN HUMANOID ROGUE UNHOLY

**Perception** +9; low-light vision

**Languages** Common, Elven

**Skills** Deception +6, Diplomacy +6, Stealth +5, Thievery +5

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

**Items** arrows (30), composite shortbow, daggers (5), leather armor

**AC** 16; **Fort** +3, **Ref** +9, **Will** +6

**HP** 15

**Nimble Dodge** ↻ **Trigger** A creature targets the hired hand with an attack, and he can see the attacker; **Effect** The hired hand deftly dodges out of the way and gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 25 feet

**Melee** ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ✦ dagger +6 (thrown 10 feet), **Damage** 1d4+2 piercing

**Ranged** ✦ composite shortbow +6 (deadly d10, range 60 feet, propulsive), **Damage** 1d6+1 piercing

## Scaling Event Two (Cultists)

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

**10–11 Challenge Points:** Add one giant rat to this encounter, which doesn't have the familiar link with Norvix.

**12–13 Challenge Points:** Add one hired hand to the encounter.

**14–15 Challenge Points:** Add one hired hand to the encounter, and add one giant rat to this encounter, which doesn't have the familiar link with Norvix.

**16–18 Challenge Points (5+ players):** Add two hired hands to the encounter, and add one giant rat to this encounter, which does not have the familiar link with Norvix.

**Scoundrel's Feint** When the hired hand successfully Feints, the target is off-guard against his melee attacks until the end of his next turn. On a critical success, the target is off-guard against all melee attacks until the end of his next turn. He can Step immediately after the Feint as a free action.

**Sneak Attack** The hired hand's Strikes deals an additional 1d6 precision damage to off-guard creatures.

**Surprise Attack** On the first round of combat, creatures that haven't acted yet are off-guard to the hired hand.

### PLAGUE ZOMBIE

### CREATURE 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Pathfinder Monster Core 356

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Speed** 25 feet

**Melee** ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.



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**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

## GIANT RAT (0)

CREATURE -1

SMALL ANIMAL

*Pathfinder Monster Core 288*

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Speed** 30 feet, climb 10 feet

**Melee** ✦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

**Putrid Plague** (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead



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## EVENT THREE (LEVELS 1-2)

### CRUSHING CROWD

### HAZARD 2

UNIQUE COMPLEX ENVIRONMENTAL


**Stealth** +8

**Description** The crowd rushes forward, risking a stampede as everyone tries to find a safe exit.

**Disable** DC 15 Diplomacy to calm the crowd, or DC 18 Intimidation or Society to control the crowd's behavior

**AC** 15; **Fort** +5, **Ref** +11

**HP** 30

**Crush**  **Trigger** Lady Embersplitter announces that the victim has died; **Effect** The crowd begins moving around the bailey and deals 2d6+2 bludgeoning damage in a 10-foot emanation (DC 18 basic Reflex save), and then rolls initiative.

**Routine** (1 action) On its initiative, the crowd moves 5 feet toward the exit in area **A1**, then crushes any creature in a 10-foot emanation, dealing 2d6+2 bludgeoning damage. All targets must attempt a DC 18 basic Reflex save.

**Failure** The target takes full damage and becomes prone.

**Critical Failure** The target takes double damage, becomes prone, and is clumsy 1 for 1 round.

## Scaling Event Three

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**12+ Challenge Points:** Increase the attack bonus, DCs, skills and saves for the crowd by 2, and increase its damage to 2d6+5.



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## EVENT FOUR (LEVELS 1-2)

### RASPING CICADAS (2)

### CREATURE 1

UNCOMMON SMALL ANIMAL

Variant crying cicada (*Pathfinder Howl of the Wild* 134)

**Perception** +7; darkvision

**Skills** Deception +7, Stealth +6, Survival +4

**Str** +1, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** +2

**Wings Flat** When the rasping cicada is still and perched on a tree, it blends seamlessly into the environment. It has an automatic result of 30 on Deception checks and DCs to pass as part of the tree.

**AC** 14; **Fort** +6, **Ref** +9, **Will** +3

**HP** 16; **Immunities** poison

**Speed** 15 feet, fly 30 feet

**Melee** ✦ proboscis +9, **Damage** 1d8+3 piercing

**Melee** ✦ slam +9, **Damage** 1d6+1 bludgeoning plus rasping cicada poison

**Rasping Cicada Poison** (inhaled, poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage plus slowed 1 (1 round); **Stage 2** 1d4 poison damage plus slowed 2 (1 round); **Stage 3** 2d4 poison damage plus slowed 2 and stupefied 1 (1 round)

**Steal Voice** ✦✦ (auditory) **Requirements** An enemy creature has spoken since the rasping cicada's last turn; **Effect** The rasping cicada learns and mimics the sound of its opponent's voice. It can't make new sentences, but it can choose to repeat select parts of the phrases it has heard. All non-cicada creatures within 30 feet, other than the owner of the stolen voice, must succeed at a DC 15 Will save to disbelieve the mimicry.

### CRAWLING HAND (0)

### CREATURE -1

TINY UNDEAD UNHOLY

*Pathfinder Monster Core* 68

**Perception** +5; lifestense 30 feet, tremorsense (imprecise) 30 feet

**Languages** Common (can't speak any language)

**Skills** Acrobatics +6, Athletics +8, Deception +6, Stealth +6

**Str** +1, **Dex** +3, **Con** +0, **Int** -4, **Wis** +0, **Cha** +0

**AC** 12; **Fort** +2, **Ref** +5, **Will** +2

**HP** 8, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious, visual

**Speed** 30 feet, climb 30 feet

**Melee** ✦ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Throat Grab

**Mark Quarry** A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

## Scaling Event Four

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

**10-11 Challenge Points:** Add one crawling hand to the encounter.

**12-13 Challenge Points:** Add one rasping cicada to the encounter.

**14-15 Challenge Points:** Replace the two rasping cicadas with one crying cicada and one crawling hand.

**16-18 Challenge Points (5+ players):** Add one crying cicada to the encounter.

**Throat Grab** ✦ This ability functions as Grab, but the crawling hand grips the throat of a Medium or smaller creature. A creature grabbed or restrained this way has difficulty speaking and must spend an extra action to perform any action that requires speaking, including casting spells.

### CRYING CICADAS (0)

### CREATURE 3

SMALL ANIMAL

*Pathfinder Howl of the Wild* 134

**Perception** +11; darkvision

**Skills** Deception +12, Stealth +10, Survival +8

**Str** +2, **Dex** +4, **Con** +5, **Int** -5, **Wis** +1, **Cha** +3

**Wings Flat** When the crying cicada is still and perched on a tree, it blends seamlessly into the environment. It has an automatic result of 30 on Deception checks and DCs to pass as the tree.

**AC** 19; **Fort** +10, **Ref** +12, **Will** +7

**HP** 48; **Immunities** poison

**Speed** 15 feet, fly 30 feet

**Melee** ✦ proboscis +9, **Damage** 1d8+5 piercing plus 1d4 poison

**Melee** ✦ slam +9, **Damage** 1d6+4 bludgeoning plus crying cicada poison

**Crying Cicada Poison** (inhaled, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage plus slowed 1 (1 round); **Stage 2** 1d6 poison damage plus slowed 2 (1 round); **Stage 3** 2d6 poison damage plus slowed 2 and stupefied 1 (1 round)

**Sob** ✦ (auditory, emotion, mental) The crying cicada mimics the noise of a wounded animal or crying child. Non-cicada creatures within a 150-foot emanation must attempt a DC 19 Will save or be distressed by the pleas for help. The effect lasts for 1 round, but if the cicada uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Sob, that creature is temporarily immune for 24 hours.



# Intro to the Year of Immortal Influence

**Success** The creature is unaffected.

**Failure** The creature believes an animal or child needs help somewhere nearby. The creature is fascinated, and it must spend each of its actions to Seek or move closer to the cicada as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the cicada, it stays still and doesn't act.

**Steal Voice** ◆◆ (auditory) **Requirements** An enemy creature has spoken since the crying cicada's last turn; **Effect** The crying cicada learns and mimics the sound of its opponent's voice. It can't make new sentences, but it can choose to repeat select parts of the phrases it has heard. All non-cicada creatures within 30 feet, other than the owner of the stolen voice, must succeed at a DC 19 Will save to disbelieve the mimicry.

**Wing Flurry** ◆ The crying cicada beats its wings together, exposing all creatures within a 10-foot burst to crying cicada poison.



# Intro to the Year of Immortal Influence

## Appendix 2: Level 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 Organized Play section on page 51 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on pages 6–7 of *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER B1 (LEVELS 3–4)

#### IMP

#### CREATURE 1

TINY FIEND UNHOLY

*Pathfinder Monster Core* 206

**Perception** +7; darkvision

**Languages** Chthonian, Common, Daemonic, Diabolic; telepathy (touch)

**Skills** Acrobatics +7, Arcana +6, Deception +7, Religion +5

**Str** -1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 15; **Weaknesses** holy 3; **Resistances** poison 3

**Speed** 20 feet, fly 30 feet

**Melee** ♦ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4+1piercing plus imp venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

**Change Shape** ♦ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal. While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn’t otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn’t change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

**Fiendish Healing** ♦ (concentrate, divine, healing, vitality) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Fiendish Temptation** ♦ (concentrate, divine, fortune, unholy) **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher

### Scaling Encounter B1

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

**19–22 Challenge Points:** Add one imp to the encounter.

**23–27 Challenge Points:** Add one hell hound to the encounter.

**28–32 Challenge Points:** Add one imp and one hell hound to the encounter.

**33+ Challenge Points:** Add two hell hounds to the encounter.

result. If the creature dies while the boon is in place, the imp decides where the creature’s soul travels. This typically makes the soul bound for eternity in the imp’s home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

**Imp Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

#### PUSKS (2)

#### CREATURE 2

SMALL DEMON FIEND UNHOLY

*Pathfinder Monster Core* 76

**Perception** +6; darkvision

**Languages** Chthonian; telepathy 100 feet

**Skills** Acrobatics +6, Athletics +8, Deception +6, Stealth +6

**Str** +4, **Dex** +0, **Con** +4, **Int** -3, **Wis** +0, **Cha** +0

**Sloth** When a pusk regains their actions, roll 1d4. The pusk regains that many actions for the turn (to a maximum of 3, or 2 if the pusk is a minion). Effects like the slowed condition can further reduce their number of actions.

**AC** 17; **Fort** +10, **Ref** +4, **Will** +8

**HP** 36; **Weaknesses** cold iron 3, holy 3

**Speed** 20 feet

**Melee** ♦ jaws +10 (magical, unholy), **Damage** 1d8+4 piercing

**Melee** ♦ claw +10 (agile, magical, unholy), **Damage** 1d6+4 slashing

**Divine Innate Spells** DC 16; 3rd *slow*; 1st *fear*

**Rituals** DC 16; *demonic pact* (*Monster Core* 364)

**Cower** ♦ The pusk makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a -2 penalty to attack rolls. This lasts until the pusk moves from its current space, falls unconscious, or ends the effect as a free action.



# Intro to the Year of Immortal Influence

**Frenzied Slashes** ◆◆◆ The pusk makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The pusk's multiple attack penalty doesn't increase until after it has made all three attacks. The pusk gains the clumsy 2 condition until the beginning of its next turn.

**Vicious Criticals** A pusk makes the most of any weakness it finds. Whenever a pusk scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

## HELL HOUND (0)

## CREATURE 3

MEDIUM BEAST FIEND FIRE UNHOLY

*Pathfinder Monster Core* 194

**Perception** +9; darkvision, scent (imprecise) 60 feet

**Languages** Diabolic (can't speak any language)

**Skills** Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

**Str** +4, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** -2

**AC** 17; **Fort** +9, **Ref** +10, **Will** +7

**HP** 40; **Immunities** fire; **Weaknesses** cold 5

**Speed** 40 feet

**Melee** ◆ jaws +13 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 fire

**Hellfire Breath** ◆ (divine, fire, unholy) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Hellfire Breath again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.

**Pack Attack** The hell hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hell hound's allies.



# Intro to the Year of Immortal Influence

## EVENT ONE (LEVELS 3-4)

### SCYTHE BLADES

### HAZARD 4

MECHANICAL TRAP


**Stealth** DC 23 (trained)

**Description** Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire.

**Disable** DC 21 Thievery (trained) to disable each blade

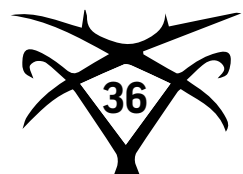
**AC** 21; **Fort** +12, **Ref** +8

**Hardness** 11; **HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

**Falling Scythes**  **Trigger** The trip wire attached to the door is pulled or severed; **Effect** Both blades swing down, each one Striking all creatures under the ceiling grooves.

**Melee** scythe +17 (deadly d12), **Damage** 2d12+4 slashing; no multiple attack penalty

**Reset** The trap resets after 15 minutes.



# Intro to the Year of Immortal Influence

## ENCOUNTER EVENT TWO (HOMUNCULUS) (LEVELS 3-4)

### NORVIX

### CREATURE 4

UNIQUE MEDIUM HUMAN WITCH

Male human witch

**Perception** +8

**Languages** Chthonian, Common, Elven, Hallit

**Skills** Deception +10, Intimidation +10, Medicine +7, Religion +12

**Str** +0, **Dex** +2, **Con** +0, **Int** +5, **Wis** +3, **Cha** +2

**Items** locust dagger, 3rd-rank scroll of dispel magic

**AC** 18; **Fort** +8, **Ref** +11, **Will** +14

**HP** 45

**Speed** 25 feet

**Melee** ◆ locust dagger +9 (agile, finesse, versatile S), **Damage** 2d4+2 piercing

**Ranged** ◆ locust dagger +9 (thrown 10 feet), **Damage** 2d4+2 piercing

**Divine Spells** DC 21, attack +13; **2nd** *blood vendetta*, *share life*; **1st** *command*, *fear*; **Cantrips (1st)** *daze*, *prestidigitation*, *shield*, *stabilize*, *void warp*

**Focus Spells** 2 Focus Points; **1st** *cackle*, *phase familiar* (*Pathfinder Player Core* 385); **Cantrips (1st)** *stoke the heart* (*Pathfinder Player Core* 387)

**Rituals** DC 17; *demonic pact*

**Unleashed Familiar** Norvix's familiar is a giant rat named Squelch. She can take her actions independently of Norvix's commands and has her statistics presented separately. She has the familiar of restored spirit ability, so when Norvix Casts or Sustains a hex, one willing creature within 15 feet of Squelch gains 4 temporary Hit Points until the start of his next turn.

### SQUELCH

### CREATURE -1

UNIQUE SMALL ANIMAL

Variant giant rat (*Pathfinder Monster Core* 288)

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Speed** 30 feet, climb 10 feet

**Melee** ◆ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

**Putrid Plague** (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

## Scaling Encounter Event Two (Homunculus)

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

**19-22 Challenge Points:** Add one homunculus to the encounter.

**23-27 Challenge Points:** Add one homunculus and one experienced homunculus to the encounter.

**28-32 Challenge Points:** Add one homunculus and one crying cicada to the encounter.

**33+ Challenge Points:** Replace the homunculus with two experienced homunculi and one crying cicada.

### HOMUNCULUS

### CREATURE 0

TINY CONSTRUCT

*Pathfinder Monster Core* 200

**Perception** +3; darkvision

**Languages** Common (can't speak any language); master link

**Skills** Acrobatics +5, Stealth +5

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

**Master Link** (arcane, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus typically has a similar attitude to its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

**AC** 17; **Fort** +2, **Ref** +7, **Will** +3

**HP** 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

**Speed** 15 feet, fly 40 feet

**Melee** ◆ jaws +7 (finesse, magical, reach 0 feet), **Damage** 1d4 piercing plus homunculus poison

**Homunculus Poison** (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action; **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).



# Intro to the Year of Immortal Influence

## EXPERIENCED HOMUNCULUS (0)

## CREATURE 1

UNCOMMON TINY CONSTRUCT

Variant homunculus (*Pathfinder Monster Core* 200)

**Perception** +5; darkvision

**Languages** Common (can't speak any language); master link

**Skills** Acrobatics +7, Stealth +7

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

**Master Link** (arcane, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus typically has a similar attitude to its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

**AC** 19; **Fort** +4, **Ref** +9, **Will** +5

**HP** 27; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

**Speed** 15 feet, fly 40 feet

**Melee** ✦ jaws +9 (finesse, magical, reach 0 feet), **Damage** 1d4+2 piercing plus homunculus poison

**Homunculus Poison** (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).

## CRYING CICADA (0)

## CREATURE 3

SMALL ANIMAL

*Pathfinder Howl of the Wild* 134

**Perception** +11; darkvision

**Skills** Deception +12, Stealth +10, Survival +8

**Str** +2, **Dex** +4, **Con** +5, **Int** -5, **Wis** +1, **Cha** +3

**Wings Flat** When the crying cicada is still and perched on a tree, it blends seamlessly into the environment. It has an automatic result of 30 on Deception checks and DCs to pass as part of the tree.

**AC** 19; **Fort** +10, **Ref** +12, **Will** +7

**HP** 48; **Immunities** poison

**Speed** 15 feet, fly 30 feet

**Melee** ✦ proboscis +9, **Damage** 1d8+5 piercing plus 1d4 poison

**Melee** ✦ slam +9, **Damage** 1d6+4 bludgeoning plus crying cicada poison

**Crying Cicada Poison** (inhaled, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage plus slowed 1 (1 round); **Stage 2** 1d6 poison damage plus slowed 2 (1 round); **Stage 3** 2d6 poison damage plus slowed 2 and stupefied 1 (1 round)

**Sob** ✦ (auditory, emotion, mental) The crying cicada mimics the noise of a wounded animal or crying child. Non-cicada creatures within a 150-foot emanation must attempt a DC 19 Will save or be distressed by the pleas for help. The effect lasts for 1 round, but if the cicada uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Sob, that creature is temporarily immune to Sob for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature believes an animal or child needs help somewhere nearby. The creature is fascinated, and it must spend each of its actions to Seek or move closer to the cicada as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the cicada, it stays still and doesn't act.

**Steal Voice** ✦✦ (auditory) **Requirements** An enemy creature has spoken since the crying cicada's last turn; **Effect** The crying cicada learns and mimics the sound of its opponent's voice. It can't make new sentences, but it can choose to repeat select parts of the phrases it has heard. All non-cicada creatures within 30 feet, other than the owner of the stolen voice, must succeed at a DC 19 Will save to disbelieve the mimicry.

**Wing Flurry** ✦ The crying cicada beats its wings together, exposing all creatures within a 10-foot burst to crying cicada poison.

# Intro to the Year of Immortal Influence

## ENCOUNTER EVENT TWO (DEVILS) (LEVELS 3-4)

### NORVIX

### CREATURE 4

UNIQUE MEDIUM HUMAN WITCH

Male human witch

**Perception** +8

**Languages** Chthonian, Common, Elven, Hallit

**Skills** Deception +10, Intimidation +10, Medicine +7, Religion +12

**Str** +0, **Dex** +2, **Con** +0, **Int** +5, **Wis** +3, **Cha** +2

**Items** locust dagger, 3rd-rank scroll of dispel magic

**AC** 18; **Fort** +8, **Ref** +11, **Will** +14

**HP** 45

**Speed** 25 feet

**Melee** ✦ locust dagger +9 (agile, finesse, versatile S), **Damage** 2d4+2 piercing

**Ranged** ✦ locust dagger +9 (thrown 10 feet), **Damage** 2d4+2 piercing

**Divine Spells** DC 21, attack +13; **2nd** *blood vendetta*, *share life*; **1st** *command*, *fear*; **Cantrips (1st)** *daze*, *prestidigitation*, *shield*, *stabilize*, *void warp*

**Focus Spells** 2 Focus Points; **1st** *cackle*, *phase familiar* (*Pathfinder Player Core* 385); **Cantrips (1st)** *stoke the heart* (*Pathfinder Player Core* 387)

**Rituals** DC 17; *demonic pact*

**Unleashed Familiar** Norvix's familiar is a giant rat named Squelch. She can take her actions independently of Norvix's commands and has her statistics presented separately. She has the familiar of restored spirit ability, so when Norvix Casts or Sustains a hex, one willing creature within 15 feet of Squelch gains 4 temporary Hit Points until the start of his next turn.

### SQUELCH

### CREATURE -1

UNIQUE SMALL ANIMAL

Variant giant rat (*Pathfinder Monster Core* 288)

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Speed** 30 feet, climb 10 feet

**Melee** ✦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

**Putrid Plague** (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

## Scaling Encounter Event Two (Devils)

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

**19-22 Challenge Points:** Add one ort to the encounter.

**23-27 Challenge Points:** Add one ort and one imp to the encounter.

**28-32 Challenge Points:** Add one ort and one hell hound to the encounter.

**33+ Challenge Points:** Replace the ort with twoimps and one hell hound.

### ORT

### CREATURE 0

MEDIUM DEVIL FIEND MINDLESS UNHOLY

*Pathfinder Monster Core* 86

**Perception** +0; greater darkvision

**Skills** Athletics +6

**Str** +2, **Dex** +0, **Con** +3, **Int** -5, **Wis** +0, **Cha** -3

**AC** 13; **Fort** +9, **Ref** +6, **Will** +2

**HP** 20; **Immunities** fire, mental; **Weaknesses** holy 3;

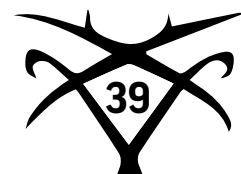
**Resistances** physical 3 (except silver), poison 5

**Speed** 20 feet

**Melee** ✦ claw +8 (agile, magical, unholy), **Damage** 1d4+2 slashing

**Subservience** Orts have little drive of their own, but other devils can take command of them. A non-ort devil can issue a command to all Orts within 60 feet of it with a single action, which has the auditory and concentrate traits. The devil picks one of the following orders Orts can understand, and the Orts follow that order. The command and its effects end once the commander is out of the ort's sight, when a new command is issued by the same or another devil, or when the ort dies.

- **Kill** The ort attacks one target the commander singles out and gains a +1 circumstance bonus to attack rolls against the target.
- **Defend** The ort circles the commander and attacks any creature that comes near. It gains a +1 circumstance bonus to AC and saves.
- **Fetch** The ort gains a +10-foot circumstance bonus to its Speed and attempts to get an object or person the commander singles out. It attacks anyone and anything that gets in the way.
- **Work** The ort performs drudge work dictated by the commander.



# Intro to the Year of Immortal Influence

## IMP (0)

## CREATURE 1

TINY FIEND UNHOLY

*Pathfinder Monster Core* 206

**Perception** +7; darkvision

**Languages** Chthonian, Common, Daemonic, Diabolic; telepathy (touch)

**Skills** Acrobatics +7, Arcana +6, Deception +7, Religion +5

**Str** -1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 15; **Weaknesses** holy 3; **Resistances** poison 3

**Speed** 20 feet, fly 30 feet

**Melee** ✦ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4-1 piercing plus imp venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

**Change Shape** ✦ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal. While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn't otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn't change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

**Fiendish Healing** ✦ (concentrate, divine, healing, vitality) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Fiendish Temptation** ✦ (concentrate, divine, fortune, unholy) **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

**Imp Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

## HELL HOUND (0)

## CREATURE 3

MEDIUM BEAST FIEND FIRE UNHOLY

*Pathfinder Monster Core* 194

**Perception** +9; darkvision, scent (imprecise) 60 feet

**Languages** Diabolic (can't speak any language)

**Skills** Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

**Str** +4, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** -2

**AC** 17; **Fort** +9, **Ref** +10, **Will** +7

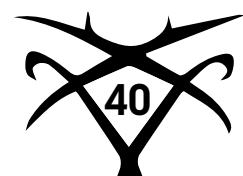
**HP** 40; **Immunities** fire; **Weaknesses** cold 5

**Speed** 40 feet

**Melee** ✦ jaws +13 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 fire

**Hellfire Breath** ✦ (divine, fire, unholy) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Hellfire Breath again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.

**Pack Attack** The hell hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hell hound's allies.



# Intro to the Year of Immortal Influence

## ENCOUNTER EVENT TWO (CULTISTS) (LEVELS 3-4)

### NORVIX

### CREATURE 4

UNIQUE MEDIUM HUMAN WITCH

Male human witch

**Perception** +8

**Languages** Chthonian, Common, Elven, Hallit

**Skills** Deception +10, Intimidation +10, Medicine +7, Religion +12

**Str** +0, **Dex** +2, **Con** +0, **Int** +5, **Wis** +3, **Cha** +2

**Items** locust dagger, 3rd-rank scroll of dispel magic

**AC** 18; **Fort** +8, **Ref** +11, **Will** +14

**HP** 45

**Speed** 25 feet

**Melee** ✦ locust dagger +9 (agile, finesse, versatile S), **Damage** 2d4+2 piercing

**Ranged** ✦ locust dagger +9 (thrown 10 feet), **Damage** 2d4+2 piercing

**Divine Spells** DC 21, attack +13; **2nd** *blood vendetta*, *share life*; **1st** *command*, *fear*; **Cantrips (1st)** *daze*, *prestidigitation*, *shield*, *stabilize*, *void warp*

**Focus Spells** 2 Focus Points; **1st** *cackle*, *phase familiar* (*Pathfinder Player Core* 385); **Cantrips (1st)** *stoke the heart* (*Pathfinder Player Core* 387)

**Rituals** DC 17; *demonic pact*

**Unleashed Familiar** Norvix's familiar is a giant rat named Squelch. She can take her actions independently of Norvix's commands and has her statistics presented separately. She has the familiar of restored spirit ability, so when Norvix Casts or Sustains a hex, one willing creature within 15 feet of Squelch gains 4 temporary Hit Points until the start of his next turn.

### SQUELCH

### CREATURE -1

UNIQUE SMALL ANIMAL

Variant giant rat (*Pathfinder Monster Core* 288)

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Speed** 30 feet, climb 10 feet

**Melee** ✦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague

**Putrid Plague** (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

## Scaling Encounter Event Two (Cultists)

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

**19-22 Challenge Points:** Add one hired hand to the encounter.

**23-27 Challenge Points:** Add one hired hand and one plague zombie to the encounter.

**28-32 Challenge Points:** Add one hired hand and one wight to the encounter.

**33+ Challenge Points:** Add one hired hand, one wight, and one plague zombie to the encounter.

### HIRED HAND

### CREATURE 0

UNIQUE MEDIUM AIUVARIN ELF HUMAN HUMANOID ROGUE UNHOLY

**Perception** +9; low-light vision

**Languages** Common, Elven

**Skills** Deception +6, Diplomacy +6, Stealth +5, Thievery +5

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

**Items** composite shortbow, daggers (5), leather armor

**AC** 16; **Fort** +3, **Ref** +9, **Will** +6

**HP** 15

**Nimble Dodge** ↻ **Trigger** A creature targets the hired hand with an attack, and he can see the attacker; **Effect** The hired hand deftly dodges out of the way and gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 25 feet

**Melee** ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ✦ dagger +6 (thrown 10 feet), **Damage** 1d4+2 piercing

**Ranged** ✦ composite shortbow +6 (deadly d10, range 60 feet, propulsive), **Damage** 1d6+1 piercing

**Scoundrel's Feint** When the hired hand successfully Feints, the target is off-guard against his melee attacks until the end of his next turn. On a critical success, the target is off-guard against all melee attacks until the end of his next turn. He can Step immediately after the Feint as a free action.

**Sneak Attack** The hired hand's Strikes deals an additional 1d6 precision damage to off-guard creatures.

**Surprise Attack** On the first round of combat, creatures that haven't acted yet are off-guard to the hired hand.



# Intro to the Year of Immortal Influence

## PLAGUE ZOMBIE

## CREATURE 1

MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

*Pathfinder Monster Core 356*

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 13; **Fort** +6, **Reflex** +3, **Will** +4

**HP** 50, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Speed** 25 feet

**Melee** ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Zombie Bite** ✦ Requirements The zombie has a creature grabbed or restrained; Effect The zombie makes a jaws unarmed melee Strike against the creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

## WIGHT (0)

## CREATURE 3

MEDIUM UNDEAD UNHOLY WIGHT

*Pathfinder Monster Core 348*

**Perception** +10

**Languages** Common, Necril

**Skills** Athletics +10, Intimidation +9, Stealth +8

**Str** +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

**Items** dagger

**Grave Weapon** (divine) The wight is bound to a dagger it was buried with. Other wights can be bound to different weapons.

**AC** 18; **Fort** +11, **Ref** +6, **Will** +10

**HP** 40, fueled by spite, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Final Spite** ✦ **Trigger** the wight is reduced to 0 Hit Points; **Effect** The wight makes a Strike before being destroyed. This Strike can inflict corrupting spite, but fueled by spite doesn't apply.

**Fueled by Spite** Each time a creature loses Hit Points due to a corrupting spite curse the wight inflicted, the wight gains 3 temporary Hit Points.

**Speed** 25 feet

**Melee** ✦ dagger +12 (agile, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

**Melee** ✦ claw +12 (agile), **Damage** 1d4+6 slashing plus corrupting spite

**Ranged** ✦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

**Corrupting Spite** (curse, divine, void) The wight's unarmed attacks and bound weapons inflict a curse that makes a creature grow weak and spiteful. If a wight inflicts corrupting spite on a creature already afflicted by it, the victim attempts a new save, ignoring the result if it's better than a failure. A living humanoid that dies while under the curse rises as a wight after 1d4 rounds, controlled by the wight that killed it. The wight spawn can't inflict corrupting spite and is clumsy 2. If its creator dies or after roughly a month of existence, the new wight becomes autonomous and turns into a normal wight; **Saving Throw** DC 17 Fortitude; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 and doesn't treat any creatures as allies (1 round); **Stage 3** As stage 2, except drained 3 (1 round); **Stage 4** As stage 2, except drained 4 (1 round).



# Intro to the Year of Immortal Influence

## EVENT THREE (LEVELS 3-4)

### CRUSHING CROWD

HAZARD 4

UNIQUE COMPLEX ENVIRONMENTAL


**Stealth** +11

**Description** The crowd rushes forward, risking a stampede as everyone tries to find a safe exit.

**Disable** DC 18 Diplomacy to calm the crowd, or DC 21 Intimidation or Society to control the crowd's behavior

**AC** 18; **Fort** +8, **Ref** +14

**HP** 45

**Crush**  **Trigger** Lady Embersplitter announces that the victim has died; **Effect** The crowd begins moving around the bailey and deals 4d6 bludgeoning damage in a 10-foot emanation (DC 21 basic Reflex), and then rolls initiative.

**Routine** (1 action) On its initiative, the crowd moves 5 feet toward the exit in area **A1**, then crushes any creature in a 10-foot emanation, dealing 4d6 bludgeoning damage. All targets must attempt a DC 21 Reflex save.

**Failure** The target takes full damage and becomes prone.

**Critical Failure** The target takes double damage, becomes prone, and is clumsy 1 for 1 round.

## Scaling Event Three

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**24+ Challenge Points:** Increase the attacks, DCs, saves and skills for the crowd by 2. Increase the crushing crowd's damage to 4d6+3 bludgeoning.

# Intro to the Year of Immortal Influence

## EVENT FOUR (LEVELS 3-4)

### CRYING CICADAS (2)

### CREATURE 3

SMALL ANIMAL

*Pathfinder Howl of the Wild* 134

**Perception** +11; darkvision

**Skills** Deception +12, Stealth +10, Survival +8

**Str** +2, **Dex** +4, **Con** +5, **Int** -5, **Wis** +1, **Cha** +3

**Wings Flat** When the crying cicada is still and perched on a tree, it blends seamlessly into the environment. It has an automatic result of 30 on Deception checks and DCs to pass as part of the tree.

**AC** 19; **Fort** +10, **Ref** +12, **Will** +7

**HP** 48; **Immunities** poison

**Speed** 15 feet, fly 30 feet

**Melee** ✦ proboscis +9, **Damage** 1d8+5 piercing plus 1d4 poison

**Melee** ✦ slam +9, **Damage** 1d6+4 bludgeoning plus crying cicada poison

**Crying Cicada Poison** (inhaled, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage plus slowed 1 (1 round); **Stage 2** 1d6 poison damage plus slowed 2 (1 round); **Stage 3** 2d6 poison damage plus slowed 2 and stupefied 1 (1 round)

**Sob** ✦ (auditory, emotion, mental) The crying cicada mimics the noise of a wounded animal or crying child. Non-cicada creatures within a 150-foot emanation must attempt a DC 19 Will save or be distressed by the pleas for help. The effect lasts for 1 round, but if the cicada uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Sob, that creature is temporarily immune to Sob for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature believes an animal or child needs help somewhere nearby. The creature is fascinated, and it must spend each of its actions to Seek or move closer to the cicada as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the cicada, it stays still and doesn't act.

**Steal Voice** ✦✦ (auditory) **Requirements** An enemy creature has spoken since the crying cicada's last turn; **Effect** The crying cicada learns and mimics the sound of its opponent's voice. It can't make new sentences, but it can choose to repeat select parts of the phrases it has heard. All non-cicada creatures within 30 feet, other than the owner of the stolen voice, must succeed at a DC 19 Will save to disbelieve the mimicry.

**Wing Flurry** ✦ The crying cicada beats its wings together, exposing all creatures within a 10-foot burst to crying cicada poison.

## Scaling Event Four

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

**19-22 Challenge Points:** Add one rasping cicada to the encounter.

**23-27 Challenge Points:** Add one crying cicada to encounter.

**28-32 Challenge Points:** Add one rasping cicada and one crying cicada to the encounter.

**33+ Challenge Points:** Add two crying cicadas to the encounter.

### RASPING CICADA (0)

### CREATURE 1

UNCOMMON SMALL ANIMAL

Variant crying cicada (*Pathfinder Howl of the Wild* 134)

**Perception** +7; darkvision

**Skills** Deception +7, Stealth +6, Survival +4

**Str** +1, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** +2

**Wings Flat** When the rasping cicada is still and perched on a tree, it blends seamlessly into the environment. It has an automatic result of 30 on Deception checks and DCs to pass as part of the tree.

**AC** 14; **Fort** +6, **Ref** +9, **Will** +3

**HP** 16; **Immunities** poison

**Speed** 15 feet, fly 30 feet

**Melee** ✦ proboscis +9, **Damage** 1d8+3 piercing

**Melee** ✦ slam +9, **Damage** 1d6+1 bludgeoning plus rasping cicada poison

**Rasping Cicada Poison** (inhaled, poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage plus slowed 1 (1 round); **Stage 2** 1d4 poison damage plus slowed 2 (1 round); **Stage 3** 2d4 poison damage plus slowed 2 and stupefied 1 (1 round).

**Steal Voice** ✦✦ (auditory) **Requirements** An enemy creature has spoken since the rasping cicada's last turn; **Effect** The rasping cicada learns and mimics the sound of its opponent's voice. It can't make new sentences, but it can choose to repeat select parts of the phrases it has heard. All non-cicada creatures within 30 feet, other than the owner of the stolen voice, must succeed at a DC 15 Will save to disbelieve the mimicry.

# Intro to the Year of Immortal Influence

## Appendix 3: Game Aids



**Vigil's Hope**



**Hesla Embersplitter**

**Danbry**



**Nuar Spiritskin**



# Intro to the Year of Immortal Influence

## Appendix 5: Game Aids



**Teritha**



**Gnethe**

**Midshipman Thall**



**Fawlynd**



# Intro to the Year of Immortal Influence

## Appendix 5: Game Aids



**Watcher-Lord Ulthun II**



**Imp**

**Locust Dagger**



**Norvix**



# Intro to the Year of Immortal Influence

## Appendix 5: Game Aids



**Crying Cicada**

# Intro to the Year of Immortal Influence

## Handout #1: Letter from Csilla

Pathfinders,

Thank you for serving in my stead at Ulthun II's fundraiser for the Knights of Lastwall at Vigil's Hope. The Pathfinder Society has already made its donation to his cause through the purchase of the tickets for this dinner. You may make additional financial contributions if you so desire, but do not feel pressured to do so.

From my understanding, other members of Absalom's "upper crust" are in attendance as well, though the contingency seems to be heirs from well-established houses and the primary members of houses attempting to rise in status. Please attend and build a warm relationship with these representatives. My experience is that individuals only become more important over time, so treat everyone with respect.

On a final note—at least one member of the Peacebuilders will attend. This organization has been critical of the Pathfinder Society, on both valid and invalid grounds. I recommend you avoid interacting with them. Don't escalate any conflicts, even if they attempt to antagonize you. You don't have to answer for every agent's misbehavior and many of their larger concerns are best addressed by the Decemvirate and venture-captain leadership.

I hope you enjoy your evening! Please write back with any dietary restrictions or other accommodations needed to attend, so I may communicate them to Ulthun II and Lady Hesla Embersplitter in advance.

Yours,  
Csilla



# Intro to the Year of Immortal Influence

## Handout #2: Repeatable Content

This adventure includes random selections for some encounters. The tables are shown below, and instructions for using them.

**TABLE 1: PARTY FESTIVITIES**

D6 Result	Party Event
1	Silent Auction
2	A Duel to the Death... of this Pint!
3	A Pet Gone Missing
4	Promenade to the Past
5	For a Good Cause!
6	Kids These Days

Select two party festivities.

**TABLE 2: PEACEBUILDERS EVENTS**

D6 Result	Event
1-2	Avoiding a Scene
3-4	Corrections and Comparisons
5-6	An Awkward Introduction

Select one Peacebuilders Alliance Event.

**TABLE 3: THE VICTIM**

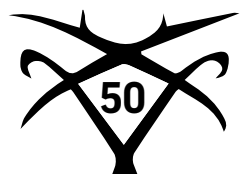
D4 Result	Attendee	Ritual Location	Target Reason
1	Danbry of House Avenstar	B2. Temple of Iomedae	Descended from one of Iomedae's mortal retinue
2	Wyles Thall	B3. Dining Hall	Descended from the Knights of Ozem
3	Gnethe Eraseen	B4. Knight's Lounge	Exposed an agent of the Whispering Way during Worldwound field work
4	Teritha of House Madinani	B4. Ulthun's Office	Currently an assigned Low Council proxy for House Madinani, which materially supported the Knights of Ozem

Select one row; the victim, the ritual location, and the victim's connection to the Worldwound are selected as a group.

**TABLE 4: ARCANE RITUAL TYPE**

D6 Result	Creature Type
1-2	Homunculus
3-4	Devils
5-6	Cultists

Select one option, which determines what type of creatures are Norvix's minions in Event One: Disguised Ritual.



# Intro to the Year of Immortal Influence

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### Treasure Bundles

- ☐☐ Party Festivities, page 7: 1 Treasure Bundle if the PCs succeed at a Festivity, up to 2.
- ☐ Area B1, page 12: 1 Treasure Bundle for defeating the fiends.
- ☐☐☐ Event One, page 14: 3 Treasure Bundles for defeating Norvix.
- ☐ Event Two, page 16: 1 Treasure Bundle if the PCs prevent the ritual's victim from dying.
- ☐ Event Three, page 17: 1 Treasure Bundle for calming the crowd.
- ☐☐ Area C, page 18: 2 Treasure Bundles if the PCs clear the Pathfinder Society's name. If the PCs earned at least 1 RP but not enough RP to fully clear the Society's name, they only earn 1 Treasure Bundle.

### 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.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table to the right).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

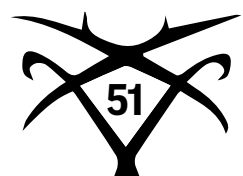
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1–2	-10
3–5	-15
6–20	-20
21+	-30

### Remaster Changes

With our shift to the new ORC license, we've quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference *Pathfinder Player Core*, *Pathfinder Player Core 2*, and *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now off-guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



# Intro to the Year of Immortal Influence



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
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"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

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

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

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

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

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

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



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