

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-19

Levels 3-6

DEMONIC AFTERPARTY

By Michelle Y. Kim





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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DEMONIC AFTERPARTY

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens: Pathfinder Society Guide*, *Pathfinder Adventure: Rusthenge*

Maps: *Pathfinder Flip-Mat: Arcane Library*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

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

SUMMARY

There has been word of suspicious activity at an abandoned bunker outside the city of Nerosyan. The PCs are tasked by Venture-Captain Jorsal to investigate the bunker and confirm if anything nefarious is happening so that Jorsal can present evidence to the city and gain official support for further Pathfinder exploits. The bunker shows signs of occupation, and the PCs must face off with swarms of insects, traps, and demonic forces to make their way into its inner chambers where cultists of Deskari have recently completed a powerful ritual. Can the PCs find proof of the cult's ill intentions and gain political support for the Pathfinder Society to continue serving the region? Or will they fall to the terror of the cult's hidden plans?

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ADVENTURE BACKGROUND

Though the Worldwound, a vast portal to the Outer Rifts, was closed almost a decade ago thanks to the efforts of several heroes, Sarkoris is far from safe. Demons still hunt in and around the Sarkoris Scar, the vast blight on the terrain left behind after the Worldwound was sealed. Some demons range further afield, while others are called to this plane by power-hungry mortals. **Hesla Embersplitter** (female human socialite) is one such individual. Not satisfied to merely do business with demons, she calls them to a base near the crusader capital of Nerosyan, right under the Church of Iomedae's nose. Recently, she's accelerated her plans, gathering wealth hidden throughout Sarkoris by employing agents of her growing cult or demons she holds sway over.

They recently performed a large-scale ritual to great success, part of Hesla's grander schemes. Her work near Nerosyan is complete for now; she left a token force to guard the site, no longer needing it, and prepared to travel elsewhere for grander plans. This activity, though, has been noticed. The ritual site was supposed to be completely abandoned, but a group of traveling merchants noticed the strange activity. This was reported to the Nerosyan leadership, who in turn have pressured **Venture-Captain Jorsal of Lauterbury** (male human knight-errant) to get involved.

Jorsal has decided to send two teams out. One, the scenarios' PCs, to investigate the site itself, assuming that a place so near the city likely isn't much of a threat. Another, made up of veteran Pathfinders, will go farther into Sarkoris to the manor of the family which owned the site where all of this activity has been taking place. Jorsal wants to cover all of his bases, so he feels this two-pronged investigation is the best way to achieve that.

GETTING STARTED

The adventure starts in the Starrise Spire where the PCs and a veteran group of Pathfinders are receiving their missions from Venture-Captain Jorsal. Read or paraphrase the following to get the adventure underway.

WHERE ON GOLARION?

Demonic Afterparty starts at the Starrise Spire in Nerosyan, Mendev. The main adventure takes place in a ruined bunker outside of the city. More information about Mendev, the Starrise Spire, and Venture-Captain Jorsal of Lauterbury can be found on page 28-29 of *Pathfinder Lost Omens World Guide* and 102-105 of *Pathfinder Lost Omens Pathfinder Society Guide*.



The walls of the meeting room are adorned with tapestries depicting battle against demons and the crests of the Pathfinder Society factions. A hearth with a low fire warms those present in the room, casting a soft light. A group of veteran Pathfinders sits with professional calm on one side of the large table in the center. The dents in their armor and assortment of powerful equipment boast of their experience as they wait patiently for instruction.

Across from them, Venture-Captain Jorsal of Lauterbury lays out a well-worn map of the region. One pin neatly marks a location close to the city while the other indicates a point further within Sarkoris, closer to the site of the infamous Sarkoris Scar. The Venture-Captain looks up with a stern expression as he begins:

"A group of merchants recently reported suspicious activity around an old bunker outside the city. It used to be an underground shelter owned by the Meruls, but it's been abandoned since the family perished in the attack on Kenabres.

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"This will be a two-prong investigation. The veteran team led by Ionus will travel further out to the Merul estate to assess if any other incidents may have happened. I'd like the rest of you to learn the cause of the suspicious movement at the bunker, and collect any evidence that activity is occurring. So, any items that would prove that people are there, or even better if it can show who they are or what they're up to."

Jorsal gestures to the members of the veteran group, who nod and take their leave. As they pass the tapestries, one touches a depiction of Iomedae as if asking for her blessing. The venture-captain solemnly watches his people go to carry out his mission, his expression both grateful and burdened. He turns to those still in the room. "Bunker team, are there any questions?"



JORSAL OF LAUTERBURY

Jorsal has already interviewed the merchants who reported the strange activity and is prepared to divulge what he's learned.

What kind of activity was witnessed? "Per reports, there have been several people seen skulking about the bunker and an unusual amount of insect activity. One merchant claimed the area was overwhelmed by the buzzing of locusts despite the incompatible climate and another reported an odd smell, like ozone."

What do you suspect is happening? "I'd rather not speculate when I have my fellow Pathfinders to uncover the truth."

Why can't the local authorities investigate? "Resources have been scarce since the war with demons came to an end. Mendev is rebuilding, and political tensions has stymied the healing process with disagreements over priorities. The Pathfinder Society is a neutral party that has sworn to protect the people, so it's more convenient to send us out rather than argue over whether their guards should investigate the matter." Jorsal sighs. "And truthfully, trying to get resources from the city is a complicated matter. We need to show successful Pathfinder missions in and around Nerosyan to justify more missions that might go farther out from the city."

Why do we need evidence? "The Pathfinder Society's duty is not just to Mendev, but to everyone who has suffered scars from the menaces of the Worldwound. It's difficult at times for the leadership to understand that, so if there *is* something untoward happening, every scrap of evidence is vital to get approval for future missions to address the issue."

Rewards: The PCs are lent a cart and horse to travel to the bunker. Jorsal also gives each PC one *lesser healing potion* and the choice between a *moderate frost vial* or a *lesser cold iron blanch* (*Pathfinder Society Guide* 104).

Religion or Demon Lore Check (Recall Knowledge)

A PC who succeeds at a DC 18 Religion or DC 16 Demon Lore check to Recall Knowledge knows more about potential causes for the odd activity at the bunker. 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 The Worldwound itself was the brainchild of the demon lord Deskari, Lord of Locusts, who was killed by the heroes who closed the Worldwound. When he was alive to terrorize Sarkoris, his followers spread like the plagues their master embodied.

Success Though the Worldwound, a gaping portal to the demon-infested Outer Rifts, was closed off, there are still many demons that walk the Universe as well as those who would try to gain their power.

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Critical Failure Demonic blood seeped into the soil has created a breeding ground for fiendish beings twisted by the wanton violence that once blighted the land. The creatures spotted at the bunker likely absorbed this supernatural energy and are gathering their numbers before they strike the city.

HERO POINTS

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

OUTSIDE THE BUNKER

The sounds of the city fade into the whistle of the wind and rustle of foliage as the cart moves towards a peaceful outcropping surrounded by ragged trees and shattered stumps. A dilapidated stone house sits serenely among weeds and tall grass, riddled with ash and bird droppings. Part of the building has crumbled inward, blocking off the entrance, and the noxious buzz of insects infects the air.

The journey to the bunker is a short one by cart, with little distraction along the way. The ground level of the bunker is designed as a pleasant cottage hewn from thick stone. Parts of both the building and its surroundings have crumbled, obstructing the way in through the bunker's intended entrance.



HIDDEN ENTRANCE

The bunker's original entrance is blocked off by debris, but the cultists have created a hidden entrance that descends directly into the bowels of the bunker. The hidden entrance is at the back of the building, obscured by illusory magic.

Each PC can attempt a skill check to observe the area, chosen from the following options or other skills at the GM's discretion. Increase the DCs by 3 for levels 5–6.

- A PC who succeeds at a DC 18 Perception check to Search notices a pattern of footprints leading to the back of the building.
- A PC who succeeds at a DC 18 Nature or 16 Survival check notices that animals and wildlife seem to have avoided a specific part of the back of the building (which is where the cultists have laid a trap).
- A PC who succeeds at a DC 18 Arcana or Occultism check or a DC 16 Religion check senses a ripple of magic where the hidden entrance is.

The PCs' checks to investigate the area have the following results:

Critical Success: The PCs gain 2 Investigation Points.

Success: The PCs gain 1 Investigation Point.

Critical Failure: The PCs lose 1 Investigation Point.

If the PCs earn a number of Investigation Points equal to at least half of the number of PCs, they gain a +2 circumstance bonus to perceiving and disabling the *Deskari effigy* hidden nearby.

Hazards: The cultists have set up a magical security system to scare off any creatures who might come upon their entrance to the bunker as well as alert them of activity on the surface. A small stone *Deskari effigy* is hidden amongst the overgrown weeds engulfing the ruined bunker, disguised as part of the rocky outcropping. The effigy resembles the deceased demon lord Deskari, a hideous figure with a humanoid torso, a locust body, and an insectile face with multiple eyes and mandibles. When a PC steps within 30 feet of the hidden entrance, swarms of illusory insects burst out towards the party and set off an earsplitting alarm to warn the cultists.

Levels 3–4

DESKARI EFFIGY

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HAZARD 1

Levels 5–6

EMPOWERED DESKARI EFFIGY

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HAZARD 3

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Development: If the *Deskari effigy* is deactivated rather than destroyed, it will not trigger again unless reactivated, making it perfect evidence to present to Jorsal. If the trap was activated, the cultists at the guard post are aware of potential intruders and have a +1 circumstance bonus to initiative rolls.

THE BUNKER (LEVEL 1)

The hidden entrance to the bunker leads to a crudely made stairwell that bypasses the upper part of the building, as the cultists had little use for the ground floor. The stairs go down to the first underground level and directly into a room where bored guards await them.

GUARD POST

MODERATE

Descending the roughly constructed stairs leads into a large stone room that is well-lit and smells like a trace of old incense. Cheap furniture such as rickety chairs and a lopsided

table decorates the room, contrasting the ornate sconces built into the walls. The jewels in the sconces reflect colored flecks of light onto a few guards standing before a lavish mirror that seems to loom ominously in welcome.

This room has been converted into a rough guard post with basic furniture for those on watch. Anything of value has been removed except for the bejeweled sconces, which were left due to the inconvenience of ripping them out of the walls.

Creatures: A pair of cultists stands guard but has little expectation that any civilians will find their way past the hidden entrance. If the alarm outside sounded, the guards instead await the PCs, eager for a change in routine. When faced with intruders, both cultists fight to the death to prevent anyone from descending further into the bunker. If the PCs manage to get past the cultists without killing them, they relentlessly pursue, even through the labyrinth.

Hazards: The Blood Mirror hanging on the wall activates when blood is spilled, inflicting torment on intruders with reflections of themselves bleeding to death. This trap doesn't affect worshippers of Deskari.

Levels 3–4

DESKARI CULTISTS (2)

CREATURE 2

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BLOOD SHADOW MIRROR

HAZARD 2

Page 14

Levels 5–6

DESKARI FANATICS (2)

CREATURE 4

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GREATER BLOOD SHADOW MIRROR

HAZARD 2

Page 24

Development: One of the cultists wears a tarnished medallion bearing the symbol of Deskari that can serve as evidence.

Rewards: The cultists have a collection of assorted coins, gems, and trinkets dropped by fleeing merchants valued at 16 gp (40 gp for levels 5–6).

DESCENT INTO THE BUNKER

Once the PCs exit the antechamber, they discover the rest of the level is a magically constructed labyrinth designed to confuse and disorient intruders so they can be trapped and annihilated by the cultists.



DESKARI CULTIST

DEMONIC AFTERPARTY

THE BUNKER



PATHFINDER SOCIETY SCENARIO

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Development: The PCs must make their way through the labyrinth and its unnerving obstacles to progress deeper into the bunker before the other cultists become aware of their presence. They do this by accumulating Labyrinth Points through skill challenges. Each PC can attempt any of the checks set forth in each obstacle (or a different skill the GM finds reasonable, such as a relevant Lore check). The check for each obstacle can only be attempted once per PC.

Critical Success: The PCs gain 2 Labyrinth Points.

Success: The PCs gain 1 Labyrinth Point.

Critical Failure: The PCs lose 1 Labyrinth Point.

Creative Solutions: If the PCs come up with creative solutions to overcome a challenge, the GM should consider granting a +1 circumstance bonus to a PC's check. In some cases, the PC might use a resource such as a non-cantrip spell or an item to address the challenge without making

a check. If they do so, award them a number of Labyrinth Points equivalent to a critical success.

For levels 5–6, increase all DCs by 3.

DISORIENTING WALLS

OBSTACLE (3 OR 5)

Overcome DC 18 Arcana or DC 20 Occultism to discern the flow of magic and reorient oneself.

The walls seem to close in, shifting and changing in disorienting patterns.

TRAPPED SOUL

OBSTACLE (3 OR 5)

Overcome DC 20 Diplomacy to calm the ghost and help it move on, DC 20 intimidation to scare it off, or DC 18 Religion to exorcise it.

The ghost of an unfortunate traveler follows anyone they come across, wailing mournfully as they stalk them through the labyrinth.

DEAD END

OBSTACLE (3 OR 5)

Overcome DC 18 Athletics or DC 20 Acrobatics to scale the wall. The walls close in, blocking off every path and threatening to crush anyone within.

CICADA BROOD

OBSTACLE (3 OR 5)

Overcome DC 18 Nature to get the insects to change their path or DC 20 Survival to calculate their pattern of movement avoid them.

A writhing mass of cicadas blocks the path, scurrying in and out of the surrounding walls.

LOCKED DOOR

OBSTACLE (3 OR 5)

Overcome DC 18 Thievery to pick the lock or DC 20 Crafting to remove the handle.

A locked door bars the way to the next level of the bunker.

Development: If the PCs have earned at least a number of Labyrinth Points equal to the number of PCs, they've moved quickly enough that the locust knight at the antechamber (A1) is not alerted to their presence. If they earned more than the required Labyrinth Points, the locust guard has a –2 circumstance bonus to rolling initiative. If the PCs earned less Labyrinth Points than the number of PCs, the locust guard is aware of their intrusion and has a +2 circumstance bonus to rolling initiative.

A. THE BUNKER (LEVEL 2)

Once the PCs exit the labyrinth, they find another set of descending stairs. Unlike the first, these look to be part of the original structure rather than a hasty addition. These stairs lead directly into the antechamber (A1). The upper and lower areas of the map are separated by solid walls instead of railings. Use the map on page 7 for all encounters.



LOCUST KNIGHT

DEMONIC AFTERPARTY

A1. ANTECHAMBER MODERATE

A flicker of torchlight unveils the near empty antechamber, pristine and cold. Stairs leading further up into the floor are blocked by a lone knight in strange, chitinous insectile armor. Her helmed visage resembles the head of a locust, bulbous eyes gleaming menacingly. In her hand is a wicked looking scythe with a mass of sculpted stone maggots forming into a sharp blade. The knight acknowledges the intruders with a slight incline of her head.

"I commend you for coming this far," she says, voice warped by the warble of insect chirps. "You should be proud to meet death at my hand."

The antechamber is a guard post that sees little action, as no one has ever invaded the bunker until now. There are no furnishings in this room; the only things in the area are torches on the wall and the lone guard.

Creatures: The more cunning of Deskari's worshipers acknowledged that their master had little interest in them beyond their use as pawns and grafted demon flesh into themselves to ensure their reward upon death. The locust knight is one such worshiper, transformed into an insectile creature by the combination of demonic energy and her own desire for power. The knight, like her fellow cultists, fights to the death to defend the bunker and the secrets within.

Levels 3-4

LOCUST KNIGHT CREATURE 4

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LOCUST SWARM CREATURE 1

Page 15

Levels 5-6

HARDENED LOCUST KNIGHT CREATURE 6

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RAVENOUS LOCUST SWARM CREATURE 3

Page 25

Development: The locust knight's *rotcarver scythe* only functions in the hands of a Deskari worshiper and can be collected as evidence.

Rewards: The locust knight's chitin dagger is an unusual object that would catch the eye of many collectors. It can sell for 24 gp (60 gp for levels 5-6).

A2. MAIN HALL LOW

An ornate armillary sphere takes up most of the central hall, magically encircled by celestial objects carved from enormous gems. Twinkling planets gleam as they circle the solid gold sun, moving lazily amongst tiny floating stars. The rest of the hall leads to several smaller hallways and staircases of cool stone.

This large hall is the nexus between most of the rooms on this level, diverging into smaller hallways.

Development: A PC who succeeds at a DC 18 Perception check (DC 21 for levels 5-6) finds the most common paths the cultists use. Patterns in the dust and dirt show that areas **A3** and **A5** have the most recent traffic while **A6** has less traffic.

Hazards: The armillary sphere in the hall is a shooting sphere that activates when a PC moves within 10 feet of it, blasting gems at intruders.

Levels 3-4

SHOOTING SPHERE HAZARD 3

Page 17

Levels 5-6

SHINING SHOOTING SPHERE HAZARD 5

Page 27

Rewards: The gems scattered or gathered from the trap are valued at a total of 16 gp (40 gp for levels 5-6).

A3. STUDY MODERATE

Beautiful mahogany shelves line the walls, filled with an assortment of books ranging from rare editions of famous literature to racy novels. A thick plush rug covers most of the floor, its beauty dimmed by age and dust. Sitting at a desk covered in stacks of papers is a human man who looks comfortable as he flips through a thick tome titled *One Thousand Voices in My Flesh*.

ENTODEMONOLOGIST

DEMONIC AFTERPARTY

The man looks up in surprise, adjusting his spectacles. "Ah, intruders! Should I scream? Or are you the sort that's open to intelligent conversation?"

The study is well-furnished and nearly untouched by the cultists, filled with beautiful (if outdated) furniture and hundreds of books. This has become a lounge for some of the higher ranking cult members and served as a meeting room when Hesla was available to give instruction.

Creatures: The entodemonologist is an academic who specializes in the study of insectile demons. He has a pleasant demeanor but is quick to attack if the PCs show aggression, relying on spells and his created quasits. His quasit companions wait, invisible, and strike with their claws when they perceive an opportunity. During combat, they are quick to use their change shape ability to try and inflict the most damage possible. The entodemonologist fights to the death but the quasits flee if their master is killed.

Friendly Conversation: If the PCs don't immediately act aggressively or attack, the entodemonologist is open to conversation. He is cordial but arrogant to the

PCs and might even answer some of their questions. The PCs may each attempt one skill check to gain information through conversation. Raise the DCs by 3 for levels 5–6.

- A PC who succeeds at a DC 18 Religion or DC 16 Demon Lore check shows off their knowledge of demons, particularly Deskari. On a critical success, the PC points out that the entodemonologist is currently reading Deskari's unholy book.
- A PC who succeeds at a DC 18 Nature or DC 20 Survival check starts an invigorating discussion about insect life cycles.
- A PC who succeeds at a DC 18 Occultism or a DC 20 Diplomacy or Deception check convinces the entodemonologist of their genuine interest in learning more about the cult's philosophy.
- A PC who succeeds at a DC 20 Society, DC 18 Arcana, or DC 16 Academia Lore check shows the entodemonologist that the PC is a fellow academic and intellectual.

Critical Success: Gain 2 Conversation Points.

Success: Gain 1 Conversation Point.

Critical Failure: Lose 1 Conversation Point.

Development: If the PCs earn 2 Conversation Points, the entodemonologist tells them "I was told you'd be persistent but didn't mention what wonderful conversationalists you'd be. Shame that the others couldn't meet you, but our finances are a bit drained, you see." If they earn 4 points, he also tells them "Isn't it amusing how a common foe can unite so many. If my lady breathes word of fighting the Whispering Way, why I bet they'd let her into the very heart of Absalom and shower her in gold." If the PCs gain at least 5 Points, he gives the previous information, adding that "once our coffers are restored, we can really make some headway. Lord Deskari will not remain dead." He laughs and adds that Hesla would be displeased with him for oversharing. If the PCs act aggressively, attack, or earn fewer than 2 Conversation Points, he merely remarks on their ignorance and boorishness before beginning combat. Regardless of the results, the conversation ends with the entodemonologist ruefully informing the PCs that they must die so the cult's grand future may live. At this, he and the quasits attack.



VLORIAK

Levels 3–4

ENTODEMONOLOGIST

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CREATURE 3

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QUASITS (2)

CREATURE 1

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Levels 5–6

ARROGANT ENTODEMONOLOGIST

CREATURE 5

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QUASITS (4)

CREATURE 1

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Developments: On the desk is a diagram with complex ritual instructions that can be taken as evidence, though it isn't for the ritual that was recently performed by Hesla. The book *One Thousand Voices in My Flesh*, Deskari's unholy book, can also serve as evidence.

Rewards: The entodemonologist carries a spellbook worth 5 gp. On the desk is a luxury ink and quill set worth 5 gp and there are several rare volumes in the library valued at a total of 15 gp (50 gp for levels 5–6).

A4. STORAGE

Once a furnished study or lounge, this room has been stuffed full of unwanted furniture by the cultists. Rolled carpets lean against the wall, partially covering the large portrait of a noble family. Desks are haphazardly jammed against each other, drawers hanging open as their contents dangle precariously in the air.

The cultists have converted this room into a storage space, shoving anything they didn't have immediate need for into the room. Most of the objects in here are fine and of high quality, but too inconvenient to lug up to the surface for selling.

Development: Searching the various chests and desks, PCs find a map of the region that is marked with coded messages by the cultists, which the PCs can add to their evidence collection.

Rewards: Among the piled antiquities is a *potion of barkskin*. For levels 5–6, there is also a *crying angel pendant*.

A5. LIBRARY

LOW

This small library is rather sparse, most of its shelves gutted and empty. The few remaining books stand together in a lonely line, and the solitary desk is covered in a thick layer of dust with clean empty spaces, the only evidence that it was ever used.

This library's contents have been removed by the cultists, who had other uses for such rare books. It is now an empty space occasionally used for meetings and storing past instructions from Hesla.

Hazards: Some of the books remaining on the shelf are enchanted to become a *paper locust swarm*, attacking anyone who disturbs the bookshelf.

Levels 3–4

PAPER LOCUST SWARM

HAZARD 4

Page 20

Levels 5–6

PAPER LOCUST TORNADO

HAZARD 6

Page 30

Development: The remaining books on the shelf hide coded letters that can be given to Jorsal as evidence.

Rewards: Inside the desk drawer is a platinum signet ring of the Merul family worth 24 gp (for levels 5–6, the ring is studded with gems, bringing its value to 60 gp).

A6. RITUAL ROOM

SEVERE

Even before the eye can perceive torchlight, the mouth and nose inhale the sharp burn of ozone; the acrid afterburn of powerful magic. The large chamber's floor is lined with impressive chalk symbols drawn by a meticulous hand, practiced in their work. The foul symbol of Deskari weaves throughout the intricate lines, and a few scattered locusts chirp in the corners.

From the shadows emerges a monstrous creature of the Outer Rifts, smiling wide with bloodlust. Behind the demon stand cultists who raise their weapons with fanatical determination. The demon laughs, an ugly sound that echoes in one's nightmares. "Thank you, foolish adventurers, for crawling so deep down into the belly of the earth. I will enjoy your flesh."

This chamber has been fully cleared of furniture and repurposed into a ritual room. Arcane and occult symbols litter every surface, and a few dozen locusts leap casually throughout the room.

Creatures: The room's most dangerous occupant is a demon summoned from the Outer Rifts by the cult. It eagerly leaps into battle the moment it sees the PCs and shows little interest in anything but violence. The cultists in the room are willing to take prisoners but don't dare stand against the demon's desire for blood. All of them fight to the death.

Levels 3–4

VLORIAK

CREATURE 5

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WEAK DESKARI CULTISTS (2)

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CREATURE 1

Levels 5–6

INVIDIAK

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CREATURE 7

WEAK DESKARI FANATICS (2)

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CREATURE 3

Developments: The discovery of this ritual room confirms some of the cult's activities, even if the PCs are unsure what the ritual was for. A set of extra ritual ingredients set aside by the cultists can be taken as evidence.

Rewards: Among the ritual ingredients are several rare components that can be sold for a total of 24 gp (60 gp for levels 5–6).

CONCLUSION

With a clearer understanding of what may have happened at the bunker and the group behind it, the PCs can return to Starrise Spire and report to Jorsal. He's grateful for their safe return as he's lost communication with the other team, something he informs the PCs of with stoicism despite his obvious concern. He thanks the PCs for their hard work, confident he can use the information they discovered to gain approval for further missions and investigate the threat posed by this cult of Deskari. The PCs are invited to rest at the Starrise Spire's lodgings to await news of the veteran team and hope for their safe return.

REPORTING NOTES

If the PCs found at least 4 pieces of evidence, check box A. If they found fewer than 4 pieces, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they learn of the room where the ritual was performed and report their findings to Jorsal. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they find at least 4 pieces of evidence concerning the nature of the activity at the site: the disarmed trap (outside the bunker), a Deskari medallion (guard post), *rotcarver scythe* (area **A1**), the ritual book (area **A3**), Deskari's unholy text (area **A3**), the marked map (area **A4**), the coded letters (area **A5**), or the cultist's ritual ingredients (area **A6**). Doing so earns each PC 2 Reputation with their chosen faction.

DEMONIC AFTERPARTY

APPENDIX I: 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 GM Basics section of the *Guide to Organized Play: Pathfinder Society* 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 page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

HIDDEN ENTRANCE (LEVELS 3–4)

DESKARI EFFIGY

HAZARD 1

MAGICAL TRAP

Stealth DC 20 (trained)

Description A statuette of the deceased demon lord creates frightening illusions of insect swarms.

Disable DC 17 Arcana (expert) or Religion (trained) to deactivate the effigy or *dispel magic* (2nd level; counteract DC 20) to dispel the statuette

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

Hardness 7; **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

False Swarm ⤵ (arcane, auditory, illusion) **Trigger** A creature moves within 30 feet of the hidden entrance without saying the cultists’ password; **Effect** A swarm of illusionary insects bursts out of the grass in a 60-foot cone from the Deskari effigy and seemingly crawl over the intruders, shrieking incessantly. All creatures in the area must make a DC 16 Fortitude save or become temporarily deafened for 1 minute (deafened and clumsy 1 for 1 minute on a critical failure).

Reset 1 minute as the illusory insects harass intruders before scuttling into the earth.

DEMONIC AFTERPARTY

GUARD POST (LEVELS 3-4)

BLOOD SHADOW MIRROR

HAZARD 2

UNCOMMON COMPLEX MAGICAL TRAP

Stealth DC 18 (trained); DC 0 to notice the mirror without noting it is a trap

Description A dark shape moves in the surface of an ornate mirror, its eyes wide as blood seeps down its tormented face.

Disable DC 16 Thievery (trained) to fully cover the mirror or *dispel magic* (2nd level; counteract DC 18) to dispel the mirror.

AC 18; **Fort** +11, **Ref** +5

Hardness 7; **HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage

Bloody Glare ☞ (arcane, mental) **Trigger** A creature spills blood in the room; **Effect** A ghastly figure of blood appears in the mirror's surface, forcing all creatures who can see it to attempt a DC 18 Fortitude save. The trap then rolls initiative.

Success The creature is unaffected.

Failure The creature bleeds from their nose and mouth.

Critical Failure As failure, and the creature is drained 1.

Routine (2 actions; arcane, mental) The bloody figure in the mirror transforms to reflect a creature within 30 feet. The reflection bleeds profusely from the eyes, nose, and mouth, and the reflected creature must attempt a DC 18 Will save.

Critical Success The creature is unaffected and temporarily immune for 1 minute.

Success The creature bleeds from their mouth or nose.

Failure The creature bleeds from their eyes, mouth, and nose, and takes 1d10 persistent bleed damage.

Critical Failure: As failure, and the creature is frightened 1.

Reset 1 minute if no fresh blood has been spilled.

DESKARI CULTISTS (2)

CREATURE 2

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +5

Languages Abyssal, Common

Skills Deception +4, Deskari Lore +9, Intimidation +4, Occultism +4, Society +5, Stealth +7

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), dagger

AC 19; **Fort** +8, **Ref** +9, **Will** +5 (or +3 vs. higher ranking members of the cult)

HP 30

Speed 25 feet

Melee ♦ dagger +9 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Fanatical Frenzy ♦ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy;

Effect The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take

SCALING GUARD POST

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

10-11 Challenge Points: Replace the two cultists with two elite cultists.

12-13 Challenge Points: Add one elite cultist to the encounter.

14-15 Challenge Points: Add two cultists to the encounter.

16-18 Challenge Points (5+ players): Add two elite cultists to the encounter.

a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

ELITE DESKARI CULTIST (0)

CREATURE 3

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +7

Languages Abyssal, Common

Skills Deception +6, Deskari Lore +11, Intimidation +6, Occultism +6, Society +7, Stealth +9

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

Items cultist garb (functions as leather armor), dagger

AC 21; **Fort** +10, **Ref** +11, **Will** +7 (or +5 vs. higher ranking members of the cult)

HP 40

Speed 25 feet

Melee ♦ dagger +11 (agile, versatile S), **Damage** 1d4+7 piercing

Ranged ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

Fanatical Frenzy ♦ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy;

Effect The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

DEMONIC AFTERPARTY

A1. ANTECHAMBER (LEVELS 3-4)

LOCUST KNIGHT

CREATURE 4

RARE **CE** **MEDIUM** **FLESHWARP** **HUMANOID**

Perception +9; low-light vision

Languages Abyssal, Common

Skills Athletics +12, Deception +8, Demon Lore +7, Intimidation +10, Religion +7

Str +5, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

Items chitin dagger, *rotcarver scythe*

Unnatural Armor The locust knight's exoskeleton functions as heavy armor but has no speed penalty.

AC 21; **Fort** +14, **Reflex** +8, **Will** +12

HP 60

Speed 25 feet

Melee ♦ *rotcarver scythe* +14 (deadly d10, magical, trip)

Damage 2d6+5 slashing

Ranged ♦ chitin dagger +13 (agile, finesse, thrown 10 ft, versatile S) **Damage** 1d4+5 piercing

Cutting Plague ♦♦ (divine) The carved maggots in the blade of the *rotcarver scythe* shoot out in a 30-foot cone, transforming into a swarm of locusts. Creatures in the area take 5d6 piercing damage as they're cut by the locusts' spurs (DC 21 basic Reflex save). The locust knight can't use this ability again for 1d4 rounds.

Lunge ♦ The locust knight makes a Strike with their *rotcarver scythe*, increasing their reach by 5 feet for that Strike. They can choose to trip their opponent instead of making a Strike.

LOCUST SWARM

CREATURE 1

UNCOMMON **N** **LARGE** **ANIMAL** **SWARM**

Perception +10; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +7, Stealth +7

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

AC 16; **Fort** +8, **Reflex** +9, **Will** +11

HP 14; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 3, slashing 3; **Weaknesses** area damage 3, splash damage 3

Speed 20 feet, climb 20 feet, fly 15 feet

Swarming Bites ♦ Each enemy in the swarm's space takes 1d8 piercing damage (DC 17 basic Reflex save).

SCALING ANTECHAMBER

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

10-11 Challenge Points: Add one locust swarm to the encounter.

12-13 Challenge Points: Add two locust swarms to the encounter.

14-15 Challenge Points: Replace the locust knight with an elite locust knight, replace the locust swarm with an elite locust swarm, and add one elite locust swarm to the encounter.

16-18 Challenge Points (5+ players): Replace the locust knight with an elite locust knight and add two elite locust swarms to the encounter.

ELITE LOCUST KNIGHT (0)

CREATURE 5

RARE **CE** **MEDIUM** **FLESHWARP** **HUMANOID**

Perception +11; low-light vision

Languages Abyssal, Common

Skills Athletics +14, Deception +10, Demon Lore +9, Intimidation +12, Religion +9

Str +5, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

Items chitin dagger, *rotcarver scythe*

Unnatural Armor The locust knight's exoskeleton functions as heavy armor but has no speed penalty.

AC 23; **Fort** +16, **Reflex** +10, **Will** +14

HP 75

Speed 25 feet

Melee ♦ *rotcarver scythe* +16 (deadly d10, magical, trip)

Damage 2d6+7 slashing

Ranged ♦ chitin dagger +15 (agile, finesse, thrown 10 ft, versatile S) **Damage** 1d4+7 piercing

Cutting Plague ♦♦ (divine) The carved maggots in the blade of the *rotcarver scythe* shoot out in a 30-foot cone, transforming into a swarm of locusts. Creatures in the area take 5d6+4 piercing damage as they're cut by the locusts' spurs (DC 23 basic Reflex save). The locust knight can't use this ability again for 1d4 rounds.

Lunge ♦ The locust knight makes a Strike with their *rotcarver scythe*, increasing their reach by 5 feet for that Strike. They can choose to trip their opponent instead of making a Strike.

DEMONIC AFTERPARTY

ELITE LOCUST SWARM (0)

CREATURE 2

UNCOMMON

N

LARGE

ANIMAL

SWARM

Perception +12; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +9, Stealth +9

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

AC 18; **Fort** +10, **Reflex** +11, **Will** +13

HP 24; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 3, slashing 3; **Weaknesses** area damage 3, splash damage 3

Speed 20 feet, climb 20 feet, fly 15 feet

Swarming Bites ♦ Each enemy in the swarm's space takes 1d8+2 piercing damage (DC 19 basic Reflex save).

DEMONIC AFTERPARTY

A2. MAIN HALL (LEVELS 3-4)

SHOOTING SPHERE

HAZARD 3

RARE **COMPLEX** **MAGICAL** **MECHANICAL** **TRAIT** **TRAP**

Stealth +20 (expert) to notice the floor sensor; DC 0 to notice the sphere

Description A gilded armillary sphere spins in place, shooting jeweled stars and planets at intruders.

Disable DC 18 Thievery (expert) to disable the sphere from rotating or *dispel magic* (2nd level; counteract DC 20) to remove the enchantment.

AC 19; **Fort** +12, **Ref** +6

Hardness 10; **HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

Orbital Spin ➤ **Trigger** A creature moves within 10 feet of the sphere, stepping on the floor sensor; **Effect** The sphere rotates and the trap rolls initiative.

Routine (1 action) A jeweled planet shoots from the sphere, targeting a random creature within 30 feet. The creature takes 1d10+6 bludgeoning damage (DC 20 basic Reflex save).

Reset The trap deactivates and resets if 1 minute passes without any creature moving within range of its sensor.

DEMONIC AFTERPARTY

A3. STUDY (LEVELS 3-4)

ENTODEMONOLOGIST

CREATURE 3

RARE CE MEDIUM HUMAN HUMANOID

Male human variant demonologist

Perception +11

Languages Abyssal, Common

Skills Academia Lore +7, Arcana +10, Demon Lore +11, Diplomacy +9 (+11 with demons), Religion +9

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

Items material component pouch, scholarly robes, sickle, spell book

AC 18; **Fort** +7, **Reflex** +6, **Will** +9

HP 40

Speed 25 feet

Melee ♦ sickle +10 (agile, finesse, trip) **Damage** 1d6+5 slashing

Arcane Prepared Spells DC 20, attack +12; **2nd** *acid arrow*, *blur*; **1st** *fear* (x2), *fleet step*; **Cantrips (2nd)** *acid splash*, *daze*, *detect magic*, *light*, *read aura*

Command Demon ♦ (auditory) **Requirements** The entodemonologist has a demon ally in melee with an enemy; **Effect** The entodemonologist commands their ally to attack. The demon ally uses its reaction to make a Strike against its opponent.

QUASITS (2)

CREATURE 1

CE TINY DEMON FIEND

Pathfinder Bestiary 76

Perception +7; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +7, Arcana +4, Deception +7, Intimidation +5, Religion +5, Stealth +7

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

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 25; **Weaknesses** cold iron 3, good 3

Virtue Aversion The quasit's link to a mortal soul gave it birth, but it presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

SCALING STUDY

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

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

12-13 Challenge Points: Replace one quasit with an elite quasit and add one elite quasit to the encounter.

14-15 Challenge Points: Replace the entodemonologist with an Elite entodemonologist, replace one quasit with an elite quasit and add one elite quasit to the encounter.

16-18 Challenge Points (5+ players): Replace the entodemonologist with an Elite entodemonologist and add two elite quasits to the encounter.

Speed 15 feet, fly 35 feet

Melee ♦ claw +9 (agile, evil, finesse, magical, poison),

Damage 1d6-1 slashing plus 1d4 evil and quasit venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *detect alignment* (at will; good only), *invisibility* (at will, self only);

1st *fear*; **Cantrips (1st)** *detect magic*

Abyssal Healing ♦ (concentrate, divine, healing, necromancy)

Frequency once per round; **Effect** The quasit restores 1d6 HP to itself.

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; **Melee** fangs +7, **Damage** 1d4-1 piercing; **Melee** wing +7 (agile), **Damage** 1d4-1 bludgeoning

- **Centipede** Speed 10 feet, climb 10 feet; **Melee** mandibles +7 (poison), **Damage** 1 piercing plus 1d4 poison

- **Toad** scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +7, **Damage** 1 bludgeoning

- **Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +7, **Damage** 1d10-1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and slowed 1 (1 round)

DEMONIC AFTERPARTY

ELITE ENTODEMONOLOGIST (0)

CREATURE 4

RARE CE MEDIUM HUMAN HUMANOID

Male human variant demonologist

Perception +11

Languages Abyssal, Common

Skills Academia Lore +9, Arcana +12, Demon Lore +13, Diplomacy +11 (+13 with demons), Religion +11

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

Items material component pouch, scholarly robes, sickle, spell book

AC 20; **Fort** +9, **Reflex** +8, **Will** +11

HP 55

Speed 25 feet

Melee ♦ sickle +12 (agile, finesse, trip) **Damage** 1d6+7 slashing

Arcane Prepared Spells DC 22, attack +14; **2nd** *acid arrow*, *blur*; **1st** *fear* (x2), *fleet step*; **Cantrips (2nd)** *acid splash*, *daze*, *detect magic*, *light*, *read aura*

Command Demon ♦ (auditory) **Requirements** The entodemonologist has a demon ally in melee with an enemy; **Effect** The entodemonologist commands their ally to attack. The demon ally uses its reaction to make a Strike against its opponent.

ELITE QUASIT (0)

CREATURE 2

CE TINY DEMON FIEND

Pathfinder Bestiary 76

Perception +9; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +9, Arcana +6, Deception +9, Intimidation +7, Religion +7, Stealth +9

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

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 19; **Fort** +6, **Ref** +12, **Will** +9

HP 35; **Weaknesses** cold iron 3, good 3

Virtue Aversion The quasit's link to a mortal soul gave it birth, but it presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ♦ claw +11 (agile, evil, finesse, magical, poison), **Damage** 1d6+1 slashing plus 1d4 evil and quasit venom

Divine Innate Spells DC 19; **4th** *read omens*; **2nd** *detect alignment* (at will; good only), *invisibility* (at will, self only); **1st** *fear*; **Cantrips (1st)** *detect magic*

Abyssal Healing ♦ (concentrate, divine, healing, necromancy) **Frequency** once per round; **Effect** The quasit restores 1d6 HP to itself.

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; **Melee** fangs +9, **Damage** 1d4+1 piercing; **Melee** wing +9 (agile), **Damage** 1d4+1 bludgeoning
- **Centipede** Speed 10 feet, climb 10 feet; **Melee** mandibles +9 (poison), **Damage** 3 piercing plus 1d4 poison
- **Toad** scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +9, **Damage** 3 bludgeoning
- **Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +9, **Damage** 1d10+1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and slowed 1 (1 round)

DEMONIC AFTERPARTY

A5. LIBRARY (LEVELS 3-4)

PAPER LOCUST SWARM

HAZARD 4

UNCOMMON

COMPLEX

MAGICAL

TRAP

Stealth +22 (trained)

Description A book unfurls and its case forms into a leathery locust, its pages folding into an overwhelming swarm.

Disable DC 20 Thievery to tear up the leather locust, or DC 18 Arcana (trained) or *dispel magic* (2nd level; counteract DC 22) to render the magic inert.

AC 21; **Fort** +8, **Ref** +14

HP 46; **Immunities** critical hits, object immunities, precision damage

Fold Swarm ➤ **Trigger** A creature touches the bookshelf; **Effect** The enchanted book transforms into a swarm of origami locusts and one leather locust. The trap then rolls initiative.

Routine (1 action) The swarm moves up to 30 feet to share the nearest creature's space, slicing into them with their paper wings and spurs. The targeted creature must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 2d8+5 slashing damage.

Failure The creature takes 2d8 slashing damage and 1d6 persistent bleed damage.

Critical Failure As failure, and the creature is clumsy 1.

Reset The paper locust swarm resets after 1 minute if there are no creatures to target.

DEMONIC AFTERPARTY

A6. RITUAL ROOM (LEVELS 3-4)

VLORIAK

CREATURE 5

UNCOMMON CE MEDIUM DEMON FIEND

Rusthenge 62

Perception +13; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Athletics +13, Intimidation +12

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

AC 21; **Fort** +15, **Ref** +11, **Will** +13; +1 status to all saves vs. magic

HP 90; Resistances acid 5; **Weaknesses** cold iron 5, good 5

Restoration Vulnerability A vlorigak suffers agonizing pain when a creature or object recovers from a debilitating effect in its proximity. The first time in a round in which a creature who is affected by a negative condition and is within sight of the demon reduces that condition's value, the demon takes 3d6 mental damage and cannot Lick Rust on its next turn.

Speed 25 feet

Melee ♦ claw +15, Damage 2d6+6 slashing plus 1d6 evil

Melee ♦ tongue +15 (agile, reach 10 feet), Damage 2d6 acid plus 1d6 evil and rust

Divine Innate Spells DC 22, attack +14; 3rd *paralyze*; 2nd *acid arrow* (x3), *shatter*; Cantrips (3rd) *acid splash*

Lick Rust ♦ (attack) **Requirements** The vlorigak rusted a metal item with its tongue this turn; **Effect** The vlorigak attempts a tongue Strike on the same target it just attacked. If it hits, it deals no damage as it licks away the rust and heals 2d6 Hit Points (or 4d6 Hit Points if the Strike was a critical hit). It can't Lick Rust on its next turn.

Rust A vlorigak's saliva causes metal to rust rapidly. If it succeeds at a tongue Strike or Disarm attempt, the vlorigak deals 2d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If the vlorigak hits an unattended metal item, the item takes this damage automatically. If a creature uses the Shield Block reaction with a metal shield against a tongue attack, the shield is automatically broken, but no other item is rusted on that attack.

Spew Rusted Shards ♦♦ (divine, evocation) The vlorigak spews a 15-foot cone of acid and rusted metal. Creatures in the area take 3d6 acid and 3d6 piercing damage (DC 22 basic Reflex save). A creature that takes any piercing damage is exposed to tetanus. The vlorigak can't Spew Rusted Shards for 1d4 rounds.

SCALING RITUAL ROOM

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

10-11 Challenge Points: Add one Deskari cultist to the encounter.

12-13 Challenge Points: Add two Deskari cultists to the encounter.

14-15 Challenge Points: Add three Deskari cultists to the encounter.

16-18 Challenge Points (5+ players): Replace both weak Deskari cultists with Deskari cultists, replace the vlorigak with an elite vlorigak, and add two Deskari cultists to the encounter.

WEAK DESKARI CULTISTS (2)

CREATURE 1

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +3

Languages Abyssal, Common

Skills Deception +2, Deskari Lore +7, Intimidation +2, Occultism +2, Society +3, Stealth +5

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), dagger

AC 17; **Fort** +6, **Ref** +7, **Will** +3 (or +1 vs. higher ranking members of the cult)

HP 20

Speed 25 feet

Melee ♦ dagger +7 (agile, versatile S), **Damage** 1d4+3 piercing

Ranged ♦ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Fanatical Frenzy ♦ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy; **Effect** The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

DEMONIC AFTERPARTY

DESKARI CULTIST (0)

CREATURE 2

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +5

Languages Abyssal, Common

Skills Deception +4, Deskari Lore +9, Intimidation +4, Occultism +4, Society +5, Stealth +7

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), dagger

AC 19; **Fort** +8, **Ref** +9, **Will** +5 (or +3 vs. higher ranking members of the cult)

HP 30

Speed 25 feet

Melee ♦ dagger +9 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Fanatical Frenzy ♦ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy; **Effect** The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

ELITE VLORIAK

CREATURE 6

UNCOMMON CE MEDIUM DEMON FIEND

Rusthenge 62

Perception +15; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Athletics +15, Intimidation +14

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

AC 23; **Fort** +17, **Ref** +13, **Will** +15; +1 status to all saves vs. magic

HP 110; Resistances acid 5; **Weaknesses** cold iron 5, good 5

Restoration Vulnerability A vlorkiak suffers agonizing pain when a creature or object recovers from a debilitating effect in its proximity. The first time in a round in which a creature who is affected by a negative condition and is within sight of the demon reduces that condition's value, the demon takes 3d6 mental damage and cannot Lick Rust on its next turn.

Speed 25 feet

Melee ♦ claw +17, **Damage** 2d6+8 slashing plus 1d6 evil

Melee ♦ tongue +17 (agile, reach 10 feet), **Damage** 2d6+2 acid plus 1d6 evil and rust

Divine Innate Spells DC 24, attack +16; 3rd *paralyze*; 2nd *acid arrow* (x3), *shatter*; Cantrips (3rd) *acid splash*

Lick Rust ♦ (attack) **Requirements** The vlorkiak rusted a metal item with its tongue this turn; **Effect** The vlorkiak attempts a tongue Strike on the same target it just attacked. If it hits, it deals no damage as it licks away the rust and heals 2d6+2 Hit Points (or 4d6+4 Hit Points if the Strike was a critical hit). It can't Lick Rust on its next turn.

Rust A vlorkiak's saliva causes metal to rust rapidly. If it succeeds at a tongue Strike or Disarm attempt, the vlorkiak deals 2d6+2 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If the vlorkiak hits an unattended metal item, the item takes this damage automatically. If a creature uses the Shield Block reaction with a metal shield against a tongue attack, the shield is automatically broken, but no other item is rusted on that attack.

Spew Rusted Shards ♦♦ (divine, evocation) The vlorkiak spews a 15-foot cone of acid and rusted metal. Creatures in the area take 3d6+2 acid and 3d6+2 piercing damage (DC 22 basic Reflex save). A creature that takes any piercing damage is exposed to tetanus. The vlorkiak can't Spew Rusted Shards for 1d4 rounds.

DEMONIC AFTERPARTY

APPENDIX 2: LEVEL 5–6 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 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* 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 page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

HIDDEN ENTRANCE (LEVELS 5–6)

EMPOWERED DESKARI EFFIGY

HAZARD 3

MAGICAL TRAP

Stealth DC 23 (trained)

Description A statuette of the deceased demon lord creates frightening illusions of insect swarms.

Disable DC 20 Arcana (expert) or Religion (trained) to deactivate the effigy or *dispel magic* (2nd level; counteract DC 23) to dispel the statuette

AC 19; **Fort** +11, **Ref** +5

Hardness 10; **HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

False Swarm ⤵ (arcane, auditory, illusion) **Trigger** A creature moves within 30 feet of the hidden entrance without saying the cultists’ password; **Effect** A swarm of illusionary insects bursts out of the grass in a 60-foot cone from the Deskari effigy and seemingly crawl over the intruders, shrieking incessantly. All creatures in the area must make a DC 19 Fortitude save or become temporarily deafened for 1 minute (deafened and clumsy 1 for 1 minute on a critical failure).

Reset 1 minute as the illusory insects harass intruders before scuttling into the earth.

DEMONIC AFTERPARTY

GUARD POST (LEVELS 5-6)

DESKARI FANATICS (2)

CREATURE 4

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Deception +7, Deskari Lore +13, Intimidation +7, Occultism +7, Society +8, Stealth +10

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), +1 *striking dagger*

AC 22; **Fort** +11, **Reflex** +12, **Will** +8 (or +6 vs. higher ranking members of the cult)

HP 60

Speed 25 feet

Melee ♦ +1 *striking dagger* +12 (agile, versatile S) **Damage** 2d4+7 piercing

Ranged ♦ +1 *striking dagger* +11 (agile, thrown 10 feet, versatile S) **Damage** 2d4+7 piercing

Frenzied Assault ♦♦♦ The Deskari fanatic Strides to an enemy creature and makes three Strikes in a frenzy. These Strikes have a +1 status bonus to attack and a +2 status bonus to damage. The Deskari fanatic can't make a frenzied assault on a creature it's already in melee with.

GREATER BLOOD SHADOW MIRROR

HAZARD 4

UNCOMMON COMPLEX MAGICAL TRAP

Stealth DC 22 (trained); DC 0 to notice the mirror without noting it is a trap

Description A dark shape moves in the surface of an ornate mirror, its eyes wide as blood seeps down its tormented face.

Disable DC 20 Thievery (trained) to fully cover the mirror or *dispel magic* (2nd level; counteract DC 22) to dispel the mirror.

AC 21; **Fort** +14, **Ref** +8

Hardness 11; **HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage

Bloody Glare ☞ (arcane, mental) **Trigger** A creature spills blood in the room; **Effect** A ghastly figure of blood appears in the mirror's surface, forcing all creatures who can see it to attempt a DC 23 Fortitude save. The trap then rolls initiative.

Success The creature is unaffected.

Failure The creature bleeds from their nose and mouth.

Critical Failure As failure, and the creature is drained 1.

Routine (2 actions; arcane, mental) The bloody figure in the mirror transforms to reflect a creature within 30 feet. The reflection bleeds profusely from the eyes, nose, and mouth, and the reflected creature must attempt a DC 21 Will save.

Critical Success The creature is unaffected and temporarily immune for 1 minute.

Success The creature bleeds from their mouth or nose.

Failure The creature bleeds from their eyes, mouth, and nose, and takes 2d8 persistent bleed damage.

Critical Failure: As failure, and the creature is frightened 1.

SCALING GUARD POST

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

19-22 Challenge Points: Replace the two Deskari fanatics with two elite Deskari fanatics.

23-27 Challenge Points: Add one elite Deskari fanatic to the encounter.

28-32 Challenge Points: Add two Deskari fanatics to the encounter.

33+ Challenge Points: Add two elite Deskari fanatics to the encounter.

Reset 1 minute if no fresh blood has been spilled.

ELITE DESKARI FANATIC (0)

CREATURE 5

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Deception +9, Deskari Lore +15, Intimidation +8, Occultism +8, Society +9, Stealth +12

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), +1 *striking dagger*

AC 24; **Fort** +13, **Reflex** +14, **Will** +10 (or +8 vs. higher ranking members of the cult)

HP 75

Speed 25 feet

Melee ♦ +1 *striking dagger* +14 (agile, versatile S) **Damage** 2d4+9 piercing

Ranged ♦ +1 *striking dagger* +13 (agile, thrown 10 feet, versatile S) **Damage** 2d4+9 piercing

Frenzied Assault ♦♦♦ The Deskari fanatic Strides to an enemy creature and makes three Strikes in a frenzy. These Strikes have a +1 status bonus to attack and a +2 status bonus to damage. The Deskari fanatic can't make a frenzied assault on a creature it's already in melee with.

DEMONIC AFTERPARTY

A1. ANTECHAMBER (LEVELS 5-6)

HARDENED LOCUST KNIGHT

CREATURE 6

RARE **CE** **MEDIUM** **FLESHWARP** **HUMANOID**

Perception +12; low-light vision

Languages Abyssal, Common

Skills Athletics +15, Deception +11, Demon Lore +9, Intimidation +13, Religion +9

Str +6, **Dex** +1, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

Items chitin dagger, *rotcarver scythe*

Unnatural Armor The locust knight's exoskeleton functions as heavy armor but has no speed penalty.

AC 24; **Fort** +17, **Reflex** +11, **Will** +15

HP 95

Husk Shield ➤ **Frequency** once per day; **Trigger** The locust knight takes more than 10 damage in one blow; **Effect** The locust knight molts, leaving their discarded exoskeleton behind and Striding up to their full speed. The molted exoskeleton has an AC of 20, 15 Hit Points, and is treated as an enemy occupying that space for purposes of flanking.

Speed 25 feet

Melee ➤ *rotcarver scythe* +17 (deadly d10, magical, trip) **Damage** 2d6+8 slashing

Ranged ➤ chitin dagger +16 (agile, finesse, thrown 10 ft, versatile S) **Damage** 1d4+8 piercing

Cutting Plague ➤➤ (divine) The carved maggots in the blade of the *rotcarver scythe* shoot out in a 30-foot cone, transforming into a swarm of locusts. Creatures in the area take 7d6 piercing damage as they're cut by the locusts' spurs (DC 24 basic Reflex save). The locust knight can't use this ability again for 1d4 rounds.

Lunge ➤ (reach 5 feet) The locust knight makes a Strike with their *rotcarver scythe*, increasing their reach by 5 feet for that Strike. They can choose to trip their opponent instead of making a Strike.

SCALING ANTECHAMBER

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

19-22 Challenge Points: Add one ravenous locust swarm to the encounter.

23-27 Challenge Points: Add two ravenous locust swarms to the encounter.

28-32 Challenge Points: Replace the hardened locust knight with an elite hardened locust knight, replace the ravenous locust swarm with an elite ravenous locust swarm, and add one elite ravenous locust swarm to the encounter.

33+ Challenge Points: Replace the hardened locust knight with an elite hardened locust knight and add two elite ravenous locust swarms to the encounter.

RAVENOUS LOCUST SWARM

CREATURE 3

UNCOMMON **N** **LARGE** **ANIMAL** **SWARM**

Perception +12; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +10, Stealth +10

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

AC 19; **Fort** +10, **Reflex** +11, **Will** +14

HP 31; **Immunities** precision, swarm mind; **Resistances** bludgeoning 3, piercing 6, slashing 6; **Weaknesses** area damage 6, splash damage 6

Speed 20 feet, climb 20 feet, fly 15 feet

Swarming Bites ➤ Each enemy in the swarm's space takes 2d8 piercing damage (DC 20 basic Reflex save).

DEMONIC AFTERPARTY

ELITE HARDENED LOCUST KNIGHT (0) CREATURE 7

RARE CE MEDIUM FLESHWARP HUMANOID

Perception +14; low-light vision

Languages Abyssal, Common

Skills Athletics +17, Deception +13, Demon Lore +11, Intimidation +15, Religion +11

Str +6, **Dex** +1, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

Items chitin dagger, *rotcarver scythe*

Unnatural Armor The locust knight's exoskeleton functions as heavy armor but has no speed penalty.

AC 26; **Fort** +19, **Reflex** +13, **Will** +17

HP 115

Husk Shield ➤ **Frequency** once per day; **Trigger** The locust knight takes more than 10 damage in one blow; **Effect** The locust knight molts, leaving their discarded exoskeleton behind and Striding up to their full speed. The molted exoskeleton has an AC of 20, 15 Hit Points, and is treated as an enemy occupying that space for purposes of flanking.

Speed 25 feet

Melee ➤ *rotcarver scythe* +19 (deadly d10, magical, trip)
Damage 2d6+10 slashing

Ranged ➤ chitin dagger +18 (agile, finesse, thrown 10 ft, versatile S) **Damage** 1d4+10 piercing

Cutting Plague ➤➤ (divine) The carved maggots in the blade of the *rotcarver scythe* shoot out in a 30-foot cone, transforming into a swarm of locusts. Creatures in the area take 7d6+4 piercing damage as they're cut by the locusts' spurs (DC 24 basic Reflex save). The locust knight can't use this ability again for 1d4 rounds.

Lunge ➤ (reach 5 feet) The locust knight makes a Strike with their *rotcarver scythe*, increasing their reach by 5 feet for that Strike. They can choose to trip their opponent instead of making a Strike.

ELITE RAVENOUS LOCUST SWARM (0) CREATURE 4

UNCOMMON N LARGE ANIMAL SWARM

Perception +14; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +12, Stealth +12

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

AC 21; **Fort** +12, **Reflex** +13, **Will** +16

HP 46; **Immunities** precision, swarm mind; **Resistances** bludgeoning 3, piercing 6, slashing 6; **Weaknesses** area damage 6, splash damage 6

Speed 20 feet, climb 20 feet, fly 15 feet

Swarming Bites ➤ Each enemy in the swarm's space takes 2d8+2 piercing damage (DC 22 basic Reflex save).

DEMONIC AFTERPARTY

A2. MAIN HALL (LEVELS 5-6)

SHINING SHOOTING SPHERE

HAZARD 5

RARE **COMPLEX** **MAGICAL** **MECHANICAL** **TRAIT** **TRAP**

Stealth +23 (expert) to notice the floor sensor; noticing the sphere has a DC of 0

Description A gilded armillary sphere spins in place, shooting jeweled stars and planets at intruders.

Disable DC 21 Thievery (expert) to disable the sphere from rotating or *dispel magic* (3rd level; counteract DC 23) to remove the enchantment.

AC 22; **Fort** +15, **Ref** +9

Hardness 14; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Orbital Spin ➤ (traits) **Trigger** A creature moves within 10 feet of the sphere, stepping on the floor sensor; **Effect** The sphere rotates and the trap rolls initiative.

Routine (1 action) A jeweled planet shoots from the sphere, targeting a random creature within 30 feet. The creature takes 2d8+7 bludgeoning damage (DC 22 basic Reflex save).

Reset The trap deactivates and resets if 1 minute passes without any creature moving within range of its sensor.

DEMONIC AFTERPARTY

A3. STUDY (LEVELS 5–6)

ARROGANT ENTODEMONOLOGIST

CREATURE 5

RARE **MEDIUM** **HUMAN** **HUMANOID**

Male human variant demonologist

Perception +14

Languages Abyssal, Common

Skills Academia Lore +10, Arcana +13, Demon Lore +14, Diplomacy +12 (+14 with demons), Religion +12

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

Items material component pouch, scholarly robes, sickle, spell book

AC 21; **Fort** +10, **Reflex** +9, **Will** +12

HP 65

Speed 25 feet

Melee ♦ sickle +13 (agile, finesse, trip) **Damage** 2d4+6 slashing

Arcane Prepared Spells DC 24, attack +14; **3rd** *fireball*, *slow*, *stinking cloud*; **2nd** *acid arrow*, *blur*, *hideous laughter*, *web*; **1st** *fear* (×2), *fleet step*, *command*; **Cantrips (2nd)** *acid splash*, *daze*, *detect magic*, *light*, *read aura*

Command Demon ♦ (auditory) **Requirements** The entodemonologist has a demon ally in melee with an enemy; **Effect** The entodemonologist commands their ally to attack. The demon ally uses its reaction to make a Strike against its opponent.

QUASITS (4)

CREATURE 1

CE **TINY** **DEMON** **FIEND**

Pathfinder Bestiary 76

Perception +7; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +7, Arcana +4, Deception +7, Intimidation +5, Religion +5, Stealth +7

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

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 25; **Weaknesses** cold iron 3, good 3

Virtue Aversion The quasit's link to a mortal soul gave it birth, but it presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ♦ claw +9 (agile, evil, finesse, magical, poison), **Damage** 1d6-1 slashing plus 1d4 evil and quasit venom

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

Abyssal Healing ♦ (concentrate, divine, healing, necromancy)

SCALING STUDY

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

19–22 Challenge Points: Replace one quasit with an elite quasit and add one elite quasit to the encounter.

23–27 Challenge Points: Replace all four quasits with elite quasits and replace the arrogant entodemonologist with an elite arrogant entodemonologist.

28–32 Challenge Points: Replace all four quasits with elite quasits, replace the arrogant entodemonologist with an elite arrogant entodemonologist, and add one elite dretch.

33+ Challenge Points: Replace all four quasits with elite dretches, replace the arrogant entodemonologist with an elite arrogant entodemonologist, and add one elite dretch.

Frequency once per round; **Effect** The quasit restores 1d6 HP to itself.

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; **Melee** fangs +7, **Damage** 1d4-1 piercing; **Melee** wing +7 (agile), **Damage** 1d4-1 bludgeoning
- **Centipede** Speed 10 feet, climb 10 feet; **Melee** mandibles +7 (poison), **Damage** 1 piercing plus 1d4 poison
- **Toad** scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +7, **Damage** 1 bludgeoning
- **Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +7, **Damage** 1d10-1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and slowed 1 (1 round)

DEMONIC AFTERPARTY

ELITE ARROGANT ENTODEMONOLOGIST (0) CREATURE 6

RARE CE MEDIUM HUMAN HUMANOID

Male human variant demonologist

Perception +14

Languages Abyssal, Common

Skills Academia Lore +120, Arcana +15, Demon Lore +16, Diplomacy +14 (+16 with demons), Religion +14

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

Items material component pouch, scholarly robes, sickle, spell book

AC 23; **Fort** +12, **Reflex** +11, **Will** +14

HP 85

Speed 25 feet

Melee ♦ sickle +15 (agile, finesse, trip) **Damage** 2d4+8 slashing

Arcane Prepared Spells DC 26, attack +16; **3rd** *fireball*, *slow*, *stinking cloud*; **2nd** *acid arrow*, *blur*, *hideous laughter*, *web*; **1st** *fear* (x2), *fleet step*, *command*; **Cantrips** (2nd) *acid splash*, *daze*, *detect magic*, *light*, *read aura*

Command Demon ♦ (auditory) **Requirements** The entodemonologist has a demon ally in melee with an enemy; **Effect** The entodemonologist commands their ally to attack. The demon ally uses its reaction to make a Strike against its opponent.

ELITE QUASIT (0) CREATURE 2

CE TINY DEMON FIEND

Pathfinder Bestiary 76

Perception +9; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +9, Arcana +6, Deception +9, Intimidation +7, Religion +7, Stealth +9

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

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 19; **Fort** +6, **Ref** +12, **Will** +9

HP 35; **Weaknesses** cold iron 3, good 3

Virtue Aversion The quasit's link to a mortal soul gave it birth, but it presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ♦ claw +11 (agile, evil, finesse, magical, poison), **Damage** 1d6+1 slashing plus 1d4 evil and quasit venom

Divine Innate Spells DC 19; **4th** *read omens*; **2nd** *detect alignment* (at will; good only), *invisibility* (at will, self only); **1st** *fear*; **Cantrips** (1st) *detect magic*

Abyssal Healing ♦ (concentrate, divine, healing, necromancy)

Frequency once per round; **Effect** The quasit restores 1d6 HP to itself.

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; **Melee** fangs +9, **Damage** 1d4+1 piercing; **Melee** wing +9 (agile), **Damage** 1d4+1 bludgeoning
- **Centipede** Speed 10 feet, climb 10 feet; **Melee** mandibles +9 (poison), **Damage** 3 piercing plus 1d4 poison
- **Toad** scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +9, **Damage** 3 bludgeoning
- **Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +9, **Damage** 1d10+1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and slowed 1 (1 round)

ELITE DRETCH (0) CREATURE 3

CE SMALL DEMON FIEND

Pathfinder Bestiary 3 60

Perception +6; darkvision

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +8, Athletics +9, Deception +8, Stealth +8

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

Sloth At the start of each of the dretch's turns, roll 1d4. The result is the number of actions the dretch regains that turn (maximum 3). Effects like the slowed condition can further reduce its number of actions.

AC 19; **Fort** +12, **Ref** +6, **Will** +10

HP 55; **Weaknesses** cold iron 3, good 3

Speed 20 feet

Melee ♦ jaws +11 (evil, magical), **Damage** 1d8+5 piercing plus 1d4 evil

Melee ♦ claw +11 (agile, evil, magical), **Damage** 1d6+5 slashing plus 1d4 evil

Divine Innate Spells DC 18; **3rd** *slow*; **1st** *fear*

Rituals DC 16; **1st** *Abyssal pact*

Cower ♦ The dretch 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 dretch moves from its current space, falls unconscious, or ends the effect as a free action.

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

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

DEMONIC AFTERPARTY

A5. LIBRARY (LEVELS 5-6)

PAPER LOCUST TORNADO

HAZARD 6

UNCOMMON

COMPLEX

MAGICAL

TRAP

Stealth +25 (trained)

Description A book unfurls and its case forms into a leathery locust, its pages folding into an overwhelming swarm.

Disable DC 23 Thievery to tear up the leather locust, or DC 21 Arcana (trained) or *dispel magic* (3rd level; counteract DC 25) to render the magic inert.

AC 24; **Fort** +11, **Ref** +17

HP 54; **Immunities** critical hits, object immunities, precision damage

Fold Swarm ➤ **Trigger** A creature touches the bookshelf; **Effect** The enchanted book transforms into a tornado of origami locusts and one leather locust. The trap then rolls initiative.

Routine (2 actions) The tornado uses each action to move up to 30 feet and share a creature's space, slicing into them with their paper wings and spurs. The targeted creatures must attempt a DC 24 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 2d8+9 slashing damage.

Failure The creature takes 2d8 slashing damage and 1d10 persistent bleed damage.

Critical Failure As failure, and the creature is clumsy 1.

Reset The paper locust tornado resets after 1 minute if there are no creatures to target.

DEMONIC AFTERPARTY

A6. RITUAL ROOM (LEVELS 5-6)

INVIDIAK

CREATURE 7

CE MEDIUM DEMON FIEND INCORPOREAL

Pathfinder Bestiary 2 65

Perception +15; darkvision

Languages Common, Abyssal; telepathy 100 feet

Skills Acrobatics +15, Deception +18, Religion +13, Society +15, Stealth +17

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

AC 22; **Fort** +15, **Ref** +16, **Will** +13; +1 to all saves vs. magic

HP 90; **Immunities** disease, poison, precision; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Weaknesses** cold iron 5, good 5

Exorcism Vulnerability If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's possession of a creature is ended prematurely, such as via a successful dispel magic, the invidiak takes 6d6 mental damage and cannot use possession for 24 hours.

Speed fly 30 feet

Melee ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d8 cold plus 2d6 evil

Divine Innate Spells DC 26; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

Rituals DC 26; **1st** *abyssal pact*

Favored Host Each invidiak has a particular type of creature they prefer possessing, in this case humanoid (human). When an invidiak uses *possession* against a favored host, the duration of possession increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

Shadow Blend ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

Unbodied Possession An invidiak leaves no body behind when using *possession*.

WEAK DESKARI FANATICS (2)

CREATURE 3

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Deception +5, Deskari Lore +11, Intimidation +5, Occultism +5, Society +6, Stealth +8

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), +1 *striking dagger*

AC 20; **Fort** +9, **Reflex** +10, **Will** +6 (or +4 vs. higher ranking members of the cult)

HP 15

Speed 25 feet

SCALING RITUAL ROOM

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

19-22 Challenge Points: Add one Deskari fanatic to the encounter.

23-27 Challenge Points: Add two Deskari fanatics to the encounter.

28-32 Challenge Points: Add three Deskari fanatics to the encounter.

33+ Challenge Points: Replace both weak Deskari fanatics with Deskari fanatics, replace the invidiak with an elite invidiak, and add two Deskari fanatics to the encounter.

Melee ♦ +1 *striking dagger* +10 (agile, versatile S) **Damage** 2d4+5 piercing

Ranged ♦ +1 *striking dagger* +9 (agile, thrown 10 feet, versatile S) **Damage** 2d4+5 piercing

Frenzied Assault ♦♦♦ The Deskari fanatic Strides to an enemy creature and makes three Strikes in a frenzy. These Strikes have a +1 status bonus to attack and a +2 status bonus to damage. The Deskari fanatic can't make a frenzied assault on a creature it's already in melee with.

DESKARI FANATIC (0)

CREATURE 4

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Deception +7, Deskari Lore +13, Intimidation +7, Occultism +7, Society +8, Stealth +10

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +0

Items cultist garb (functions as leather armor), +1 *striking dagger*

AC 22; **Fort** +11, **Reflex** +12, **Will** +8 (or +6 vs. higher ranking members of the cult)

HP 60

Speed 25 feet

Melee ♦ +1 *striking dagger* +12 (agile, versatile S) **Damage** 2d4+7 piercing

Ranged ♦ +1 *striking dagger* +11 (agile, thrown 10 feet, versatile S) **Damage** 2d4+7 piercing

Frenzied Assault ♦♦♦ The Deskari fanatic Strides to an enemy creature and makes three Strikes in a frenzy. These Strikes have a +1 status bonus to attack and a +2 status bonus to damage. The Deskari fanatic can't make a frenzied assault on a creature it's already in melee with.

DEMONIC AFTERPARTY

ELITE INVIDIAK (0)

CREATURE 8

CE MEDIUM DEMON FIEND INCORPOREAL

Pathfinder Bestiary 2 65

Perception +17; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Acrobatics +17, Deception +20, Religion +15, Society +17, Stealth +19

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

AC 24; **Fort** +17, **Ref** +18, **Will** +15; +1 to all saves vs. magic

HP 110; **Immunities** disease, poison, precision; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical); **Weaknesses** cold iron 5, good 5

Exorcism Vulnerability If an invidiak attempts to possess a creature and the creature rolls a critical success on its saving throw to resist *possession*, or if an invidiak's possession of a creature is ended prematurely, such as via a successful dispel magic, the invidiak takes 6d6 mental damage and cannot use possession for 24 hours.

Speed fly 30 feet

Melee ♦ claw +15 (agile, evil, finesse, magical), **Damage** 2d8+2 cold plus 2d6 evil

Divine Innate Spells DC 28; **7th** *possession* (range touch); **5th** *dimension door*, *shadow blast*; **4th** *darkness*, *dimension door* (at will); **3rd** *fear*; **Cantrips (4th)** *telekinetic projectile*

Rituals DC 28; **1st** *abyssal pact*

Favored Host Each invidiak has a particular type of creature they prefer possessing, in this case humanoid (human). When an invidiak uses *possession* against a favored host, the duration of possession increases to unlimited, and the effect lasts until dispelled or until the invidiak dismisses it.

Shadow Blend ♦♦ (divine, illusion) The invidiak Strides up to twice their speed. If the invidiak ends their movement in an area of dim light, they become hidden as long as they don't move and the lighting in the area they're in doesn't grow brighter than dim light.

Unbodied Possession An invidiak leaves no body behind when using *possession*.

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APPENDIX 3: GAME AIDS



JORSAL OF LAUTERBURY



DESKARI EFFIGY

DESKARI CULTIST



LOCUST KNIGHT



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APPENDIX 3: GAME AIDS



ENTODEMONOLOGIST



QUASIT

DRETCH



VLORIAK



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APPENDIX 3: GAME AIDS



INVIDIAK

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ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

Treasure Bundles

- ☐ **Guard Post**, page 6: 1 Treasure Bundle for defeating the cultists.
- ☐ **Area A1**, page 9: 1 Treasure Bundle for defeating the locust knight.
- ☐ **Area A2**, page 9: 1 Treasure Bundle for disabling or destroying the shooting sphere.
- ☐ ☐ **Area A3**, page 10-11: 2 Treasure Bundles for defeating the entodemonologist.
- ☐ **Area A4**, page 11: 1 Treasure Bundle for discovering the cultists' map.
- ☐ **Area A5**, page 11: 1 Treasure Bundle for retrieving the coded letters.
- ☐ ☐ ☐ **Area A6**, page 11-12: 3 Treasure Bundles for discovering the ritual room and defeating the demon and cultists.

CP TOTAL	LEVEL RANGE
8-14	3-4
16-18 (5+ players)	3-4
6-18 (4 players)	5-6
19+	5-6

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.

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 4 points each
- 6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 7-8 encounters appear in Appendix 1, and level 9-10 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 Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

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 Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

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

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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)			Reputation Earned:
<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			

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"/>
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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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PATHFINDER SOCIETY SCENARIO



Pathfinder Society Scenario #5-19: Demonic Afterparty

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

There was word of suspicious activity at an abandoned bunker outside the city of Nerosyan. Venture-Captain Jorsal tasked you to investigate the bunker and confirm if anything nefarious was happening. The bunker showed signs of occupation, and you faced off with swarms of insects, traps, and demonic forces to make your way into its inner chambers, where cultists of Deskari recently completed a powerful ritual. You ☐ found sufficient evidence of the cult's ill intentions ☐ defeated the remnants of the cult but didn't collect sufficient proof.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: EDEV

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club