

#1-01 The Absalom Initiation

GM Tracking Sheet v2

By Zach Armstrong (January 6, 2020)

Treasure Bundles:

	Faction Leader Aid 1	Faction Leader Aid 2	A3	A3	B5	B5	C3	C3	D	D
X if found										

Treasure table:

Level	Treasure Bundle Value
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Random Roll Choices:

Table 1:	Table 2 (4 needed):	Table 3 (Fleshforge):	Table 4 (Haunt History):	Table 5 (Haunt Nature):	Table 6 (Writings):
Table 7 (Murmurs):	Table 8 (Leaders):	A2 Ability (2 abilities if 5+ players):	B5 Flaw:		

Mission per NPC and their Faction Abbreviation (circle based on table 1 roll above):

Claisro (HH)	Flotsam Graveyard	Precipice Quarter	Westgate
Eando (VS)	Flotsam Graveyard	Westgate	Petals District
Fola (EA)	Westgate	Precipice Quarter	Petals District
Gorm (GA)	Flotsam Graveyard	Precipice Quarter	Petals District

Aid packages (CRB Page number in parenthesis):

Claisro: hip flask (1-2: minor healing potion; 3-4: lesser healing potion) (563)

Eando: list of people (+2 to single diplomacy check)

Fola: 1-2: lesser silvertongue mutagen; 3-4 moderate silvertongue mutagen (550)

Gorm: 1 of 3 scrolls: 1-2: disrupting weapons (331), heal (343), magic missile (349); 3-4: false life (337), sound burst (370), web (384)

B5 Tracker:

Flaw 1 (controlled by NPC 1)	Flaw 2 (controlled by NPC 2)	Flaw 3 (controlled by NPC 3)	Flaw 4	Flaw 5
Flaw 6	Flaw 7	Flaw 8 (5 player)	Flaw 9 (6 player)	Flaw 10 (7 player)

Person:	Tavvar (21hp)	NPC 1 (14hp)	NPC 2 (14hp)	NPC 3 (14hp)
HP:				

Notes:

Lore DC: The Pathfinder Society Lore DC should be 15 (or 10 if the PCs have the faction champion boon for the person in question, which applies to the minor factions).

Saving Throw Bonus of Ritualists: When selecting their number of Hit Points, I assumed that they fail every round (but never critically fail). So let's go with that.

Disabling the Ritual: Each attempt to disable the ritual takes one action.

Ritual Flaws:

- Each NPC is controlling a ritual flaw. PCs have to fix flaws not controlled by NPCs.
- Tavvar is **not** controlling a ritual flaw.
- Every flaw closed drops the Occultism DC to fix the flaw by 2.
- Killing a shadow wisp automatically fixes 1 uncontrolled flaw.
- If the PCs fix 4 flaws while the 3 NPC's are still controlling their 3 flaws, the ritual is completed immediately.

Dreg: The PCs, should they not attack immediately, should be given a free DC 15 Sense Motive on the creature (secret roll) to determine if they know the creature can be pacified non-violently.

Time limit: There is no time limit stated within the scenario, thus the PCs can rest between every section. Do not force players to continue to the next part without resting; it is unnecessary, increases the difficulty of this scenario drastically and could discourage new players from coming back. It should be noted, however, that PCs will not always have the luxury of resting during adventures, and this is more of the exception, not the norm.

Chronicle Sheet:

In the Adventure summary section, check the boxes that best represent the PCs' actions in areas A and C.

All PCs receive the Engraved Wayfinder boon on their Chronicle sheets. If the PCs completed the scenario's primary objective, they also earn the Society connections boon. In the blank in this boon, fill in a number for each PC that is equal to the level of their PC during this scenario +2.