

Pathfinder Module: Cradle of Night

PATHFINDER SOCIETY ROLEPLAYING GUILD

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Pathfinder Module: Cradle of Night can be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

Sanctioned Content

Cradle of Night is broken up into three smaller adventures, or “chapters”, that encompasses an overarching storyline when played in sequence. Each chapter of *Cradle of Night* is considered sanctioned content.

Legal Pathfinder Society Characters

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific sanctioned portion of the adventure being played.

Alternatively, you can play the entirety of *Cradle of Night*, afterward receiving credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the module are not bound to the rules of the Pathfinder Society Roleplaying Guild (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters playing through this alternative format may not play in the same adventure.

Applying Credit

Players who play through one of the sanctioned segments of the module receive the respective Chronicle sheet. A GM who runs the module may likewise apply credit to any one of her Pathfinder Society PCs of the appropriate level. Players must decide which character to apply credit to when they receive the Chronicle sheet and the GM signs it. Each Chronicle sheet gives 3 XP and 4 Prestige

Sanctioned Content	Legal Character Levels
Chapter 1: Remnants of the Dark	7-9
Chapter 2: Game of Shadows	8-10
Chapter 3: Fate of the Forsaken	9-11

Points, or 1.5 XP and 2 Prestige Points for characters on the slow advancement track.

Players who play through the entire module and apply all three Chronicle sheets to the same Pathfinder Society character earn a fourth Chronicle sheet that grants a unique boon unlocked through further play. As always, each player can receive credit for each module once as a player and once as a GM in either order.

Players earn the boons listed on the Chronicle sheets through their actions during the adventure. If the PCs do not fulfill the conditions listed in the first sentence of a boon, cross that boon off of each player’s Chronicle sheet.

Special

Cradle of Night makes use of the corruption rules originally presented in *Pathfinder RPG Horror Adventures*, as well as various horror elements. The events presented in this module fall into the realm of body horror and psychological horror, which can include disfigurement, mutation, parasitism and disease, self-mutilation, injury, and the aftermath of such unpleasantness. Before you begin, understand that player consent (including that of the GM) is the most important thing to consider when running this module. GMs should talk with their players about the horror elements included and obtain everyone’s consent to the inclusion of these topics. It’s also a good idea to include a method for players to indicate whether the game’s content has gone too far during play.

Corruption: When running the sanctioned portions of this adventure, use the corruption rules and related mechanics as described in the module. At the end of each chapter, the PCs’ Chronicle sheets will include a corruption boon; this boon grants the PCs the shadowbound corruption (found in *Pathfinder RPG Horror Adventures* and online at aonprd.com) that can persist with their character between sessions and even into other

PATHFINDER SOCIETY SCENARIO

organized play games. Each of these boons describes in its entry both the effects of the corruption and the process to remove the corruption if the PC wishes.

Running Multi-Session Adventures

Since a sanctioned module can be a multi-session event, Pathfinder Society characters may not be used in other Pathfinder Society events until they complete and receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module in order for those players to receive their Chronicle sheets.

About Pathfinder Society Roleplaying Guild

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by tens of thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

For more information on the Pathfinder Society Roleplaying Guild, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.



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Pathfinder Module: Cradle of Night, Chapter 1

Character Chronicle #

Core Campaign

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Aiyana's Ally 1: Your friendship with the caligni bard Aiyana has been tested by the trials of Haramil's tomb. Aiyana now travels alongside you for a time, sharing in your adventures. Whenever you would fail a Knowledge skill check or a Will saving throw to disbelieve an illusion, you can check a box that precedes this boon to reroll the check (representing Aiyana coming to your aid with helpful insight).

Shadowbound: Your exposure to the shadowy energies infusing Haramil's tomb have corrupted you with their influence. You gain the shadowbound corruption (*Pathfinder RPG Horror Adventures 34*) at corruption stage 0, choosing two of the following manifestations: Eerie Perception, Emptiness of the Void, or Frightful. This sets your manifestation level at 2. You do not need to make the Will save described in the progression entry for the shadowbound corruption; you are assumed to have enough time between adventures to spend the 2 days sequestered. As long as you do not currently possess a Chronicle sheet with the Shadowbound Stage 1 or Shadowbound Stage 2 boon checked (but not crossed off), you may cross out boon by spending 5 Prestige Points whenever your character would be able to purchase spellcasting services during an adventure.

Returned from Shadow 1: Check the box that precedes this boon after you cross out the Shadowbound boon off of this Chronicle sheet. When this box is checked, you gain a permanent +1 competence bonus on all saving throws made to resist negative energy effects or disbelieve illusions.

+1 returning shock trident (18,315 gp)

wand of invisibility (10 charges; 900 gp, limit 1)

wand of blindness/deafness (15 charges; 1,350 gp limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	7-9	7,431	14,862
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	+	XP Gained (GM ONLY)	
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	=	Final XP Total	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Initial Prestige		Initial Fame
GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	+	Prestige Gained (GM ONLY)	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	Prestige Spent	
		Current Prestige	Final Fame	
		Starting GP		
		+	GP Gained (GM ONLY)	
		+	Day Job (GM ONLY)	
		-	Gold Spent	
		=	Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #	



Pathfinder Module: Cradle of Night, Chapter 2

Character Chronicle #

Core Campaign

	A.K.A.		
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Aiyana's Ally 2: Your friendship with the caligni bard Aiyana has been tempered during your journey to the underground city of Lyrudrada. Aiyana continues to travel alongside you for a time, sharing your adventures and supporting you with her magic. You can check a box next to this boon as a swift action to receive the benefits of a *cure light wounds* spell (CL 6th); alternatively you can check two boxes as a standard action to receive the benefits of an *eagle's splendor* spell (CL 6th).

Shadowbound Stage 1: Your journey to the underground city of Lyrudrada took you through dark tunnels and fell sites, exposing you further to the call of shadow. Between adventures, you can check the box that precedes this boon to gain the shadowbound corruption (*Pathfinder RPG Horror Adventures* 34) at corruption stage 1, increase your manifestation level by 2, and choose two of the following manifestations: Eerie Perception, Emptiness of the Void, Frightful, Weaver of Lies, or Wretched Pain. If you already have a manifestation from the Shadowbound or Shadowbound Stage 2 boons, you must choose different manifestations than you chose with those boons. You do not need to make the Will save described in the progression entry for the shadowbound corruption; you are assumed to have enough time between adventures to spend the 2 days sequestered. As long as you do not currently possess a Chronicle sheet with the Shadowbound Stage 2 boon checked (but not crossed off), you can cross out this boon by spending 5 Prestige Points whenever your character would be able to purchase spellcasting services during an adventure.

Returned from Shadow 2: Check the box that precedes this boon after you cross out the Shadowbound Stage 1 boon. When the box next to this boon is checked, you gain a permanent +1 competence bonus on all saving throws made to resist ability drain or death effects.

blacksmeat poison (750 gp; *Pathfinder RPG Bestiary* 54)
bookmark of deception (1,500 gp; *Pathfinder RPG Ultimate Equipment* 284)
 smoke pellets (25 gp, limit 20; *Ultimate Equipment* 105)
wand of ash storm (11,250 gp; *Ultimate Magic* 207)

wand of charm monster (11 charges; 4,620 gp, limit 1)
wand of daylight (23 charges; 5,175 gp, limit 1)
wand of lightning bolt (15 charges; 3,375 gp, limit 1)
wand of mirror image (14 charges; 3,150 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-10	8,883	17,766
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
Starting XP			
+	GM's Initials		
XP Gained (GM ONLY)			
=			
Final XP Total			
Initial Prestige		Initial Fame	
+	GM's Initials		
Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige		Final Fame	
Starting GP			
+	GM's Initials		
GP Gained (GM ONLY)			
+	GM's Initials		
Day Job (GM ONLY)			
-			
Gold Spent			
=			
Total			

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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Pathfinder Module: Cradle of Night, Chapter 3

Character Chronicle #

Core Campaign

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Aiyana's Ally 3: With the caligni bard Aiyana's help, you successfully assaulted the Forsaken Fane, recovering the *Cradle of Night* and earning the steadfast friendship of Aiyana and her people. Aiyana continues to travel alongside you for a time, sharing your adventures and supporting you with her bardic song. You can check a box next to this boon as a swift action to receive the benefits of Aiyana's inspire courage (+2) bardic performance for the next 3 rounds.

Shadowbound Stage 2: Your assault on the Forsaken Fane has exposed you to even more corruption, but also the strength to fight it. You can check the box next to this boon to gain the shadowbound corruption (*Pathfinder RPG Horror Adventures* 34) at corruption stage 2, increase your manifestation level by 2, choosing two of the following manifestations: Eerie Perception, Emptiness of the Void, Frightful, Insubstantiality, Refuge in Pain, Regretful Gaze, Touch of Ruin, Weaver of Lies, or Wretched Pain. You do not need to make the Will save described in the progression entry for the shadowbound corruption; you are assumed to have enough time between adventures to spend the 2 days sequestered. As long as you do not currently possess a Chronicle sheet with the Shadowbound Stage 2 boon checked (but not crossed off), you can cross this boon off of this Chronicle by spending 5 Prestige Points whenever your character would be able to purchase spellcasting services during an adventure.

Returned from Shadow 3: Check the box that precedes this boon after you cross out the Shadowbound Stage 2 boon. When this box is checked, your total maximum hit points increase 3 for every Returned from Shadow boon you have, and you increase your effective Constitution score for the purpose of determining the negative hit point total at which you would die by an equal amount.

+1 *ominous^{UE} dagger* (8,302 gp; *Pathfinder RPG Ultimate Equipment* 146) *ring of spell knowledge II* (6,000 gp; *Ultimate Equipment* 174)
belt of foraging (6,000 gp; *Ultimate Equipment* 208)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	9-11	11,787	23,574
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	+	XP Gained (GM ONLY)	
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	=	Final XP Total	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Initial Prestige	Initial Fame	
GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	+	Prestige Gained (GM ONLY)	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	Prestige Spent	
TOTAL	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Current Prestige	Final Fame	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting GP		
GP	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	+	GP Gained (GM ONLY)	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	+	Day Job (GM ONLY)	
GP	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	Gold Spent	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	=	Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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Pathfinder Module: Cradle of Night

Character Chronicle #

Core Campaign

	A.K.A.		
Player Name		Character Name	Pathfinder Society #
		Faction	

This Chronicle sheet grants access to the following:

Congratulations for completing *Cradle of Night*! Each time you play (with any character) or GM an adventure for which you have not previously received credit on this boon, your GM or event organizer should stamp, sign, or otherwise mark off one of the boxes below, regardless of how many sessions it takes to complete the adventure. You cannot earn credit from a particular adventure (even a repeatable one) more than once. If you have multiple copies of this Chronicle sheet, you can only check boxes on one copy at a time.

- 1 box for playing 4 quests, a scenario, or a 16-page module
- 2 boxes for playing an entire Adventure Path volume or 64 page module (not including this one).
- 2 boxes for GMing 4 quests, a scenario, or a 16-page module.
- 3 boxes for GMing an entire Adventure Path volume or 64 page module (including this one!)
- 3 boxes for GMing at an event that received Paizo Event Support or a Regional Support Package.

Once you have filled 24 boxes, you earn the Dark Folk Ally boon below, allowing you to build a caligni character of your own!

Dark Folk Ally: By completing *Cradle of Night*, you've met the caligni. The caligni bard Aiyana has spread stories of your deeds far and wide, and now a small number of caligni have sought admission to the Pathfinder Society, hoping to emulate your heroics. You can play a caligni character (use the statistics included on this Chronicle sheet), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Pathfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

Caligni Characters

+2 Dexterity, +2 Constitution, -2 Intelligence

Normal Speed: Caligni have a base speed of 30 feet.

Enhanced Darkvision: Caligni can see in the dark up to 60 feet. At 5th level, the caligni can see in the dark up to 90 feet. At 9th level, the caligni can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Light Sensitivity: Caligni are dazzled in areas of bright light.

Death Throes (Su) : When a caligni is slain, their body combusts in a flash of searing light. All creatures within a 5-foot-radius burst must succeed at a Fortitude save (DC = 10 + 1/2 the caligni's Hit Dice + the caligni's Constitution bonus) or be dazzled for 1d4 rounds. The corpse left behind is a third of the caligni's size, withered and unrecognizable as the individual. *Raise dead* and similar spells cast upon these remains restore a caligni as normal.

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	7-12	Special	Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+	<small>GM's Initials</small>		
	XP Gained (GM ONLY)			
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	<small>GM's Initials</small>		
	Prestige Gained (GM ONLY)			
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	<small>GM's Initials</small>		
	GP Gained (GM ONLY)			
	+	<small>GM's Initials</small>		
	Day Job (GM ONLY)			
-	Gold Spent			
=	Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #