

SECOND EDITION

# PATHFINDER SOCIETY



YEAR OF  
**CORRUPTION'S  
REACH**

Scenario #2-13

Levels 1-4

**A GILDED TEST**

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### GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide***Maps:** *GameMastery Map Pack: Tournament* and *Pathfinder Flip-Mat Classics: Slum Quarter***Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://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 <http://www.organizedplayfoundation.org/paizo/guides/>.

### SUMMARY

The PCs take a chartered ship from Absalom to Oppara, the capital of Taldor. They bear a missive from Venture-Captain Muesello with instructions to guide them from the port Muesello's lodge. As the PCs travel, Muesello's agents tail them to test their capabilities. After the PCs arrive at the lodge, Muesello explains their mission: to conceal their identities as Pathfinders and participate in a series of unsanctioned tournaments on the streets of Oppara to discover their true purpose and how they might relate to current Taldan politics.

Muesello sends the PCs to meet local contact Vionnia Amnas, who leads them through a series of fights in the city's dangerous slums. Between the fights, the PCs can interact with Vionnia and potentially even turn her into an ally. Following the last fight, a messenger arrives with instructions from Archis Peers, the opportunistic and unscrupulous entrepreneur who organizes the tournaments. The message tells Vionnia to lead the PCs to some old tournament grounds outside the city, where Archis has been orchestrating his recent ventures.

When the PCs arrive at the tournament grounds, Archis springs an ambush. The PCs must defeat Archis Peers and discover the true purpose of the tournaments!

## HOW TO PLAY

**PLAY TIME: 4–5 HOURS****LEVELS: 1–4****PLAYERS: 3–6**Paizo Inc.  
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# A GILDED TEST

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## ADVENTURE BACKGROUND

Members of the hidden Ninth Army, a secretive group opposed to Taldor's new monarch Grand Princess Eutropia, have begun covertly recruiting skilled combatants from among the city's citizens. Thanks to information from Lady Gloriana Morilla, a prominent Pathfinder who supported Grand Princess Eutropia through a challenging struggle for power, the Pathfinder Society is poised to step in and uncover the identity of these recruiters.

**Archis Peers** (LE male human entrepreneur) grew to prominence during the chaos that preceded Grand Princess Eutropia's ascension. He manipulated events to establish a minor network of agents throughout Oppara, setting himself up as something of a crime boss in the Grandbridge Vagabond Camp. With more urgent issues to deal with, the government ignored Archis and his slow rise to minor power within the city's most unattractive region.

Months ago, members of the old nobility with connections to the Ninth Army approached Archis, offering him incredible sums of gold to establish a secret recruitment campaign among Oppara's disenfranchised. Ever the businessman, Archis agreed and set to work organizing a pipeline that would funnel skilled combatants into the Ninth Army. The Ninth Army's only condition was that Archis could not contract from existing organizations; the nobles wanted to keep their recruitment as secretive as possible.

Archis found success through a series of "downtrodden tourneys," more akin to scattered street fighting than the archetypal jousts they pretended to be. Since Eutropia's ascension, Archis has run a half dozen such events and is now in the midst of setting up the seventh tournament. Archis has tasked Lady Vionnia Amnas, a down-on-her-luck noble, to shepherd potential recruits from one fight location to the next. Vionnia is a recent addition to Archis' organization and hopes to make the right connections to secure her family's future.

Archis doesn't realize that Lady Gloriana Morilla, one of Eutropia's closest confidantes, has caught wind

## WHERE ON GOLARION?

*A Gilded Test* takes place in Oppara, a city that harkens to the grandeur of the Taldan empire's past. For more information about Oppara and Taldor, see pages 128–129 of the *Pathfinder Lost Omens World Guide* and pages 42–43 of *Pathfinder Lost Omens Legends*.



of these unsanctioned tournaments occurring within the streets of the Taldan capital. Though she doesn't yet know of the connection between these tournaments and the Ninth Army, Lady Gloriana suspects something is amiss. Rather than risk sending the organizers to ground by investigating with the army or Lion Blades, Lady Gloriana has reached out to Venture-Captain Muesello to insert a group of agents in the latest event to uncover the true goal of the illicit tournaments.

## GETTING STARTED

The adventure begins as the PCs arrive in Oppara on a chartered ship from Absalom. The PCs carry with them a missive from Venture-Captain Muesello, instructing them to meet him in the bait and tackle shop that acts as a front for Oppara's Pathfinder lodge. Read or paraphrase the following to begin the adventure.

The chartered ship from Absalom sails up the River Porthmos until it circles north past an island stronghold. As it rounds

# A GILDED TEST

the river's final bend, the ship sails into a bustling harbour filled with people and vessels from all across the Inner Sea. A gargantuan bridge spans the wide river, connecting the southern bank to the vast city of Oppara. To the north rises an enormous, weatherworn dome on top of a hill otherwise covered with beautiful old buildings and manicured gardens.

Grandbridge is the largest district of Oppara, world-renowned for the international trade it facilitates through its import-export firms, markets, factories, and warehouses. If the PCs walk by the Grand Bridge instead of going over the canal, they see the infamous Gray Market that stands between the split rises of the bridge, offering questionable goods straight from the docks.

They attract the attention of a few peddlers who, if the PCs appear uninterested, quickly return to looking for easier marks.

When the PCs leave the port to make their way to the lodge, Pathfinder agents sent by Venture-Captain Muesello fall in to tail them. The agents are professionals, ducking in and out of alleys and shops and repeatedly switching out the PCs' active tail. Discerning PCs have a chance to notice the agents after entering Grandbridge. If the PCs move to confront the tailing agents, they vanish into the crowd and stop following the PCs.

## PERCEPTION

A PC who succeeds at a DC 16 Perception check (DC 18 for Levels 3–4) notices the pattern Muesello's agents employ to tail them.

**Critical Success** A PC not only notices the tail but also recognizes it as a familiar pattern, reminiscent of the training Pathfinders receive in Absalom for covert missions.

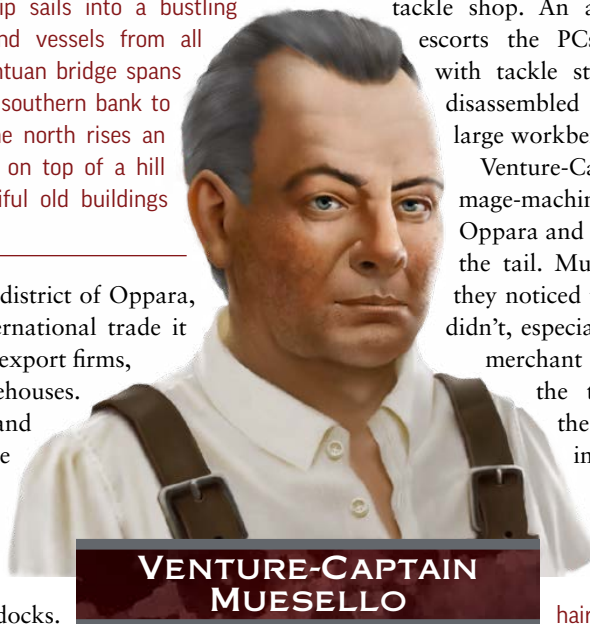
**Success** A PC becomes aware that someone has been following them since they disembarked but doesn't discern any details about their identity.

**Critical Failure** A PC becomes certain that they're being nefariously followed by a merchant from Andoran who is completely innocent and simply traveling in the same direction. If the PCs confront the merchant, his innocence quickly becomes apparent, and Muesello learns of the PCs' mistake from the agents tailing them.

The Pathfinder lodge is in the middle of Oppara's bustling markets, but Muesello's missive provides adequate directions. The lodge resembles a bait and

tackle shop. An assistant at the front counter escorts the PCs to a back room cluttered with tackle storage. Tools, documents, and disassembled *wayfinders* lie in disarray on a large workbench.

Venture-Captain **Muesello** (N male human mage-machinist) welcomes the PCs to Oppara and gives them a chance to mention the tail. Muesello compliments the PCs if they noticed the tail and chides them if they didn't, especially if they mistook the hapless merchant for a spy. If the PCs identified the tailing agents as Pathfinders, the Venture-Captain is especially impressed. Read or paraphrase the following when the PCs are ready for their briefing.



Muesello brushes back his gray hair as he paces behind his desk. "A concerned friend brought a series of

illegal street tournaments to my attention. They would like the Pathfinder Society to look into them, and as you have probably guessed, that is why you are here." He gestures towards the city outside the balcony. "Many of those that compete in the tournaments have gone missing. I have arranged for you to go undercover and take part in the upcoming tournament. I need you to find out who is organizing them and, if possible, what their purpose is."

He hands over a piece of paper. "Go to this street corner on the eastern edge of Grandbridge. The tournament contact will meet you there. Oh, and before I forget: would you kindly hand over your *wayfinders*? We should not advertise who we are during this mission. I want you to be as discreet as possible. The situation in Taldor is delicate, and we do not want to attract unwanted attention."

Although he initially frames it as a request, Muesello insists that the PCs hand over their *wayfinders*, commenting on any that catch his professional eye; among his other duties, Muesello is a renowned *wayfinder* crafter. In return, he hands over a satchel that contains a *minor healing potion* for each PC (or a *lesser healing potion* for Levels 3–4). He asks that the PCs return any unused potions after the mission and promises to return their *wayfinders* at that time. The PCs have an opportunity to ask the Venture-Captain questions to learn more information about the mission, and they can do some quick shopping in Grandbridge on their way to meet their contact.

**Why are you interested in this tournament?** "I suspect that these tournaments have a hidden purpose beyond

# A GILDED TEST

earning coin from illegal street fights—especially with combatants disappearing. They could lead to trouble for us and our friends in Taldor in the future.”

**Is there anyone we should be on the lookout for?** Muesello shrugs. “Usual suspects like the Aspis Consortium could always be involved, though there’s no indication of that from what we’ve learned so far. There are potential adversaries both foreign and domestic that might want to harm my friend and their allies, but there’s no point in idle speculation. See where the evidence takes you.”

**Who is this friend of yours?** “They wouldn’t want me throwing their name around unnecessarily. Let’s just say, they have a vested interest in the continued success of the current Taldan regime.”

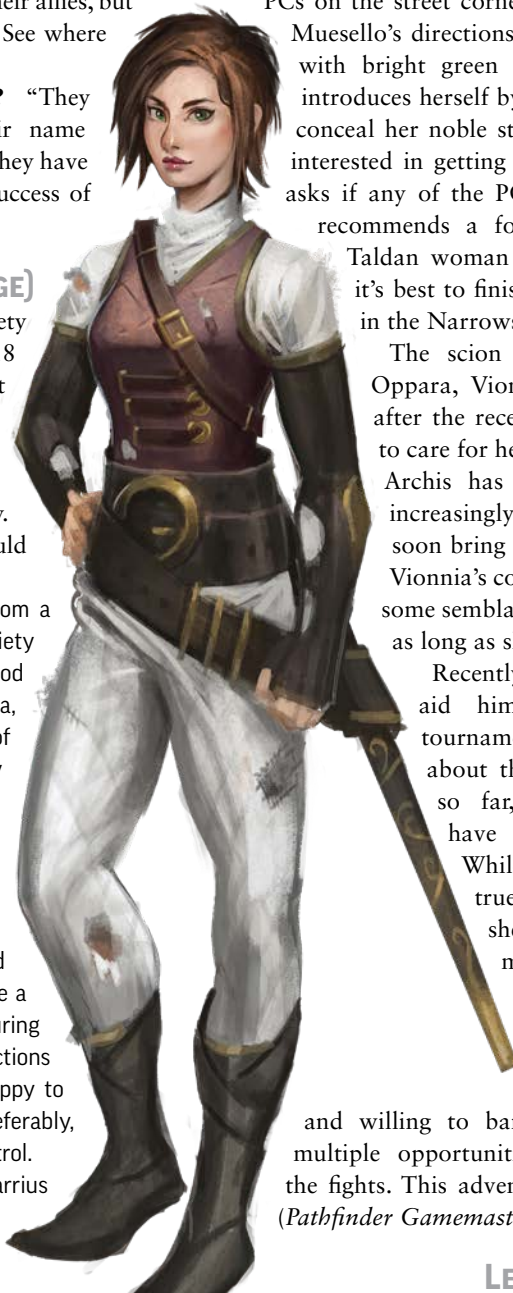
## SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 16 Society check to Recall Knowledge (DC 18 for Levels 3–4) knows more about the political situation in Taldor. A failure grants no information, and a critical success also grants the information in the success entry. Remember that this skill check should be rolled secretly.

**Critical Success** The PC has heard from a trustworthy source within the Society that Venture-Captain Muesello is good friends with Lady Gloriana Morilla, one of the closest confidants of Grand Princess Eutropia. While Lady Gloriana has publicly stepped back from involvement with the Society since Eutropia’s ascension, she’s still privately invested in the Society’s affairs in Taldor.

**Success** The PC knows that while Grand Princess Eutropia managed to secure a firm grip on the crown of Taldor during the recent civil war, there are still factions within the nation that would be happy to see someone else on the throne—preferably, someone they could more easily control.

**Critical Failure** The PC is certain that Carrius II is the current emperor of Taldor, uniting the Empire under his rule after being resurrected during the bloody Taldan civil war. With such a great and beloved ruler, Taldor’s future is bright indeed.



VIONNIA AMNAS

## HERO POINTS

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

## THE CONTACT

Lady **Vionnia Amnas** (NG female human noble) acts as a contact for the PCs and guides them from one tournament battle to the next. Vionnia meets with the PCs on the street corner in Grandbridge indicated by Muesello’s directions. She’s a young Taldan woman with bright green eyes and an easy smile, and introduces herself by her first name only, hoping to conceal her noble status. She also seems genuinely interested in getting to know each of the PCs. She asks if any of the PCs are hungry; if any are, she recommends a food stall operated by an old Taldan woman named Salvianella. She warns it’s best to finish their food before they arrive in the Narrows.

The scion of a minor noble house in Oppara, Vionnia fell in with Archis Peers after the recent war, hoping to earn money to care for her ailing father and young sister. Archis has started to test Vionnia with increasingly compromising tasks, hoping to soon bring her under his control for good. Vionnia’s connection to Archis provides her some semblance of protection on the streets, as long as she stays on his good side.

Recently, Archis has had Vionnia aid him in facilitating the street tournaments. She has some misgivings about the man she’s working for, but so far, the potential opportunities have outweighed her concerns. While Vionnia doesn’t know the true purpose of the tournaments, she has learned two things: that mysterious backers are providing Archis large sums to continue the venture, and that Archis is a dangerous man to cross.

Since Vionnia is sociable and willing to banter with the PCs, there are multiple opportunities to influence her between the fights. This adventure uses the influence system (*Pathfinder Gamemastery Guide* 151).

## LEVELS 1-2

### VIONNIA AMNAS

Page 20; art on page 28

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## LEVELS 3-4

### VIONNIA AMNAS

Page 24; art on page 28

The PCs have multiple opportunities to gain Influence Points with Vionnia. The first opportunity is when the PCs travel between **Event 1** and **Event 2**, and the second occurs between **Event 2** and **Event 3**. Each of these opportunities lasts about 45 minutes (3 influence rounds), during which the PCs can influence Vionnia. During each of these social rounds, any PC can attempt to either Discover something about Vionnia or Influence her in some way. These actions are detailed in the *Gamemastery Guide* and reproduced below for the GM's convenience.

#### DISCOVER

CONCENTRATION SECRET

You watch or study an NPC to learn more about that NPC's preferences. Attempt a Perception check or an appropriate skill check determined by the GM. The DC is found in the NPC's influence stat block.

**Critical Success** Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

**Success** Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

**Failure** You learn no information.

**Critical Failure** Choose a piece of information to learn about, as success, but the information is incorrect.

#### INFLUENCE

CONCENTRATION LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Attempt a skill check to impress that NPC. The DC and skills which can apply can be found in the NPC's stat block.

**Critical Success** You gain 2 Influence Points with the chosen NPC.

**Success** You gain 1 Influence Point with the chosen NPC.

**Failure** You gain no Influence Points with the chosen NPC.

**Critical Failure** You lose 1 Influence Point with the chosen NPC.

## THE NARROWS

The Narrows is Oppara's poorest district, and is in terrible disrepair. It's not out of place to see refuse or even dead bodies strewn on the muddy walkways. The ramshackle

buildings creak as they lean on each other, as though they might collapse at any moment. The constabulary typically avoid this district unless it causes trouble for the rest of the city, in which case they arrive in force to quell whatever is causing the disturbance before going back to pretending the district doesn't exist. The people who live here are suspicious of outsiders and why they've come to the Narrows. Some neighborhoods are close-knit communities that take care of each other since no one else will, while more abandoned sections house those running from the law or cutthroats on the lookout for easy targets that wandered into the wrong alley. If the PCs are receptive, Vionnia is happy to share a bit of the above information with them as she guides them through the Narrows.

Vionnia and the PCs go through the Narrows during the day, so the worst the group encounters is some hostile or suspicious looks from the residents of the district, and a smell that could be considered an attack on the senses. Vionnia charts a winding path through the alleyways, quickly turning corners to deter anyone following.

### EVENT 1: COURTYARD BRAWL

#### MODERATE

The first fight of the day takes place on a slightly flooded, muddy yard in the Narrows. The surrounding houses have been boarded up and abandoned due to mold. Some clouds block off the warmth of the sun, but they at least dull the sharpest edge of the stench. Use the map on page 7 for this encounter.

The buildings surrounding the courtyard are 15 feet tall. It takes a successful DC 10 Athletics check to Climb the walls using a ladder, or DC 20 without a ladder. The well in the plaza has been flooding, so part of the muddy yard is very slippery. The wet parts of the courtyard are difficult terrain. Additionally, when a creature enters the slippery area or takes damage while standing in such a square, it must succeed at a DC 10 Reflex save (DC 12 for Levels 3-4) or else fall prone. Use the map on page 7 for this encounter.

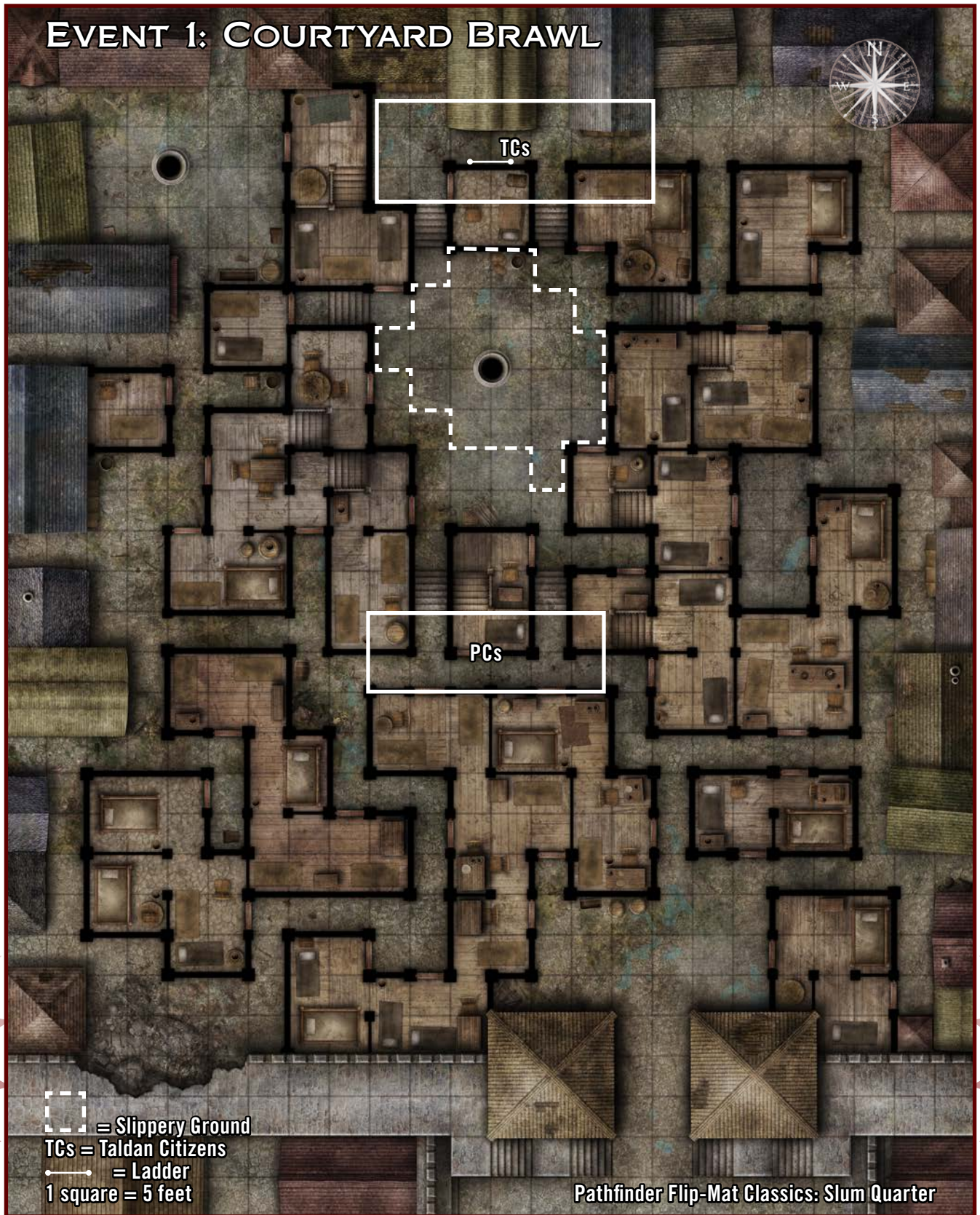
Read or paraphrase the following just before the battle.

*Mildewy, ramshackle houses surround a dour yard with a crumbling well in the middle. The cloudy gray sky is reflected in the watery mud that covers most of the yard.*

Vionnia guides the PCs to the eastern side of the courtyard, then advises them that the battle should take place within the confines of the courtyard and any looting of defeated opponents is forbidden. Vionnia assures the PCs of a prize purse waiting for the winners. She warns the PCs to keep away from the insides of the moldy houses and makes a quick comment that their opponents

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## EVENT 1: COURTYARD BRAWL



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appear to be funeral workers before asking if the PCs are ready. Once they are, she ducks into an alley with a good view of the courtyard to observe and comment on anything she finds funny, welcoming any return banter. Finally, she whistles, signaling for the match to begin.

**Creatures:** These funeral entrepreneurs were forced to shutter their former business when they couldn't stop their employees from robbing the graves. They've decided to try their luck in the tournament to get quick capital for their next venture. They're dressed in dark clothing fitting for the current dour weather, or perhaps a funeral.

The commoners use a ladder they took from the graveyard to climb on the roof of the building and throw stones from above, while the grave diggers engage in melee combat with their shovels. For Levels 1–2, a troubadour sits on a nearby roof and performs gloomy funeral songs to provide atmosphere for the fight; this has no mechanical effect on the combat. For Levels 3–4, the troubadour takes to the roof and harries the PCs with their crossbow. If things aren't going their way, the combatants are likely to run or surrender to avoid a thorough beating.

## LEVELS 1–2

### COMMONERS (2)

### CREATURE -1

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### GRAVE DIGGER

### CREATURE 1

Page 21

## LEVELS 3–4

### GRAVE DIGGERS (2)

### CREATURE 1

Page 25

### TROUBADOUR

### CREATURE 3

Page 25

**Treasure:** The prize purse contains 20 sp (40 sp for Levels 3–4).

**Development:** After the fight, a little urchin girl confers with Vionnia to record the results of the fight on a slip of paper before running off. Vionnia gives the PCs the purse of coins and guides them to Crownsgate, the location of the next fight. The PCs now have their first opportunity to influence Vionnia for 3 influence rounds as they travel from **Event 1** to **Event 2**.

## CROWNSGATE

Crownsgate is in somewhat better repair than the Narrows, and the buildings have sturdier bones—though most have been picked clean. The one thing the districts

have in common is that the law seems equally disinterested in both. Crownsgate is filled with old industrial buildings and warehouses, and whatever wealth it might have had has long since been pilfered by the rest of the city, right down to the cobblestones. Cutthroats and criminal gangs hold sway over the shadowy alleys, with the occasional desperate beggar trying to eke out a living.

Vionnia and the PCs travel through Crownsgate in the afternoon, with the parting clouds letting in some welcome, sunny warmth after the cold and muddy slums. Archis Peers has greased the right pockets so that his tournament operates without local interference, far from any prying outside eyes. Still, the occasional beggar tries their luck with the PCs on the way, asking if they can spare a few copper pieces. If a PC offers any amount of money to a beggar, Vionnia notes their generosity. The first PC to do so gains a +1 circumstance bonus to their next check to Influence Vionnia. This bonus increases to +2 if the PC gives a beggar at least 1 sp.

## EVENT 2: MELEE AT THE BRIDGE

### MODERATE

The PCs' second fight takes place on a crumbling bridge that stretches over the canal in Crownsgate. Years ago, the bridge was under renovation, but the funds were eventually directed to more prominent districts. Most people avoid this minor bridge, thinking it likely to collapse into the canal sooner rather than later, making it an excellent location for an illegal fight. Use the map on page 9 for this encounter.

The roof of the bridge is 15 feet above the floor, which is considered difficult terrain due to substantial rubble. The bridge also has several genuine boarded off doors (Hardness 5, HP 14, BT 7). A PC must succeed at a DC 20 Perception check (DC 22 for Levels 3–4) to notice a fake one that opens easily.

A balcony on the southern side of the bridge has also collapsed, leaving a crumbling edge that leads to a 10-foot drop into the canal below. The water in the canal is 15 feet deep and flows calmly enough that an Athletics check to Swim isn't required if a creature falls into the canal. There are two knotted ropes (Hardness 2, HP 8, BT 4) hanging from both edges of the opening that require a successful DC 10 Athletics check to Climb. Use the map on page 9 for this encounter.

Read or paraphrase the following as the PCs arrive at the entrance of the bridge.

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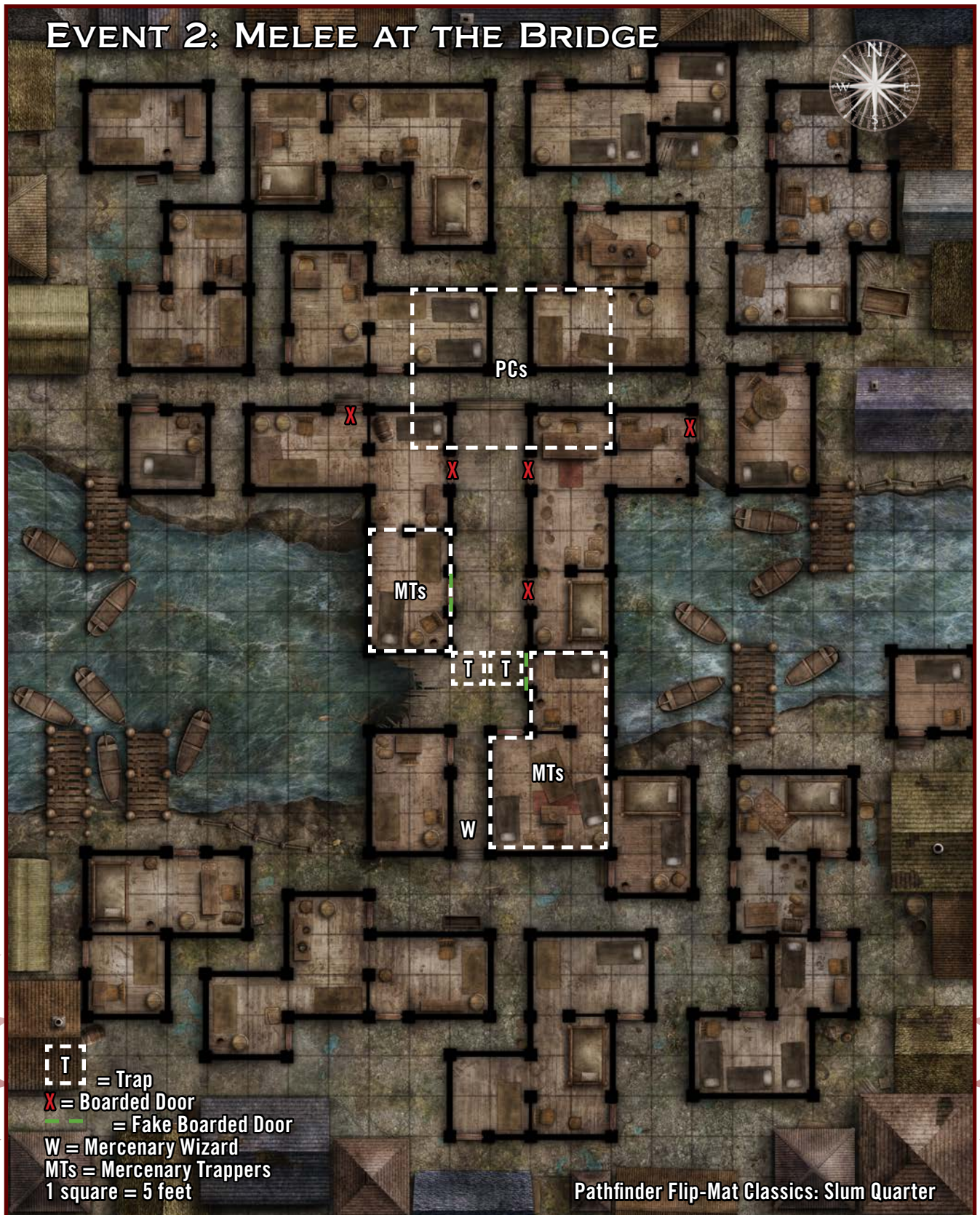
The roof of this crumbling bridge lets shafts of light from the afternoon sun pierce its dusty interior. The rundown houses lining the bridge have been boarded up, and rubble and detritus lie scattered on the floor. A broken chain and rotted warning sign stick out of the debris near the entrance.

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# A GILDED TEST

## EVENT 2: MELEE AT THE BRIDGE



# A GILDED TEST

Vionnia instructs the PCs to keep the fighting to the general area of the bridge and reminds them again that no looting of the opponents is allowed. This time she seems happy to keep clear of the bridge and stays back on the street to observe from a distance and comment loudly on any sounds that catch her attention. If the PCs have earned at least 6 Influence Points with Vionnia, she warns the PCs that these mercenaries are much more dangerous than the funeral workers, and that one of them uses magic. Otherwise, when asked about the opposition, she says one should learn to enjoy the surprises life brings. She then asks if the PCs are ready and waves at the figure on the other entrance of the bridge, who raises his hand to signal back. Vionnia gives the PCs one round to prepare, then whistles to signal the beginning of the fight.

**Hazard:** The mercenary trappers have used dirt and detritus to camouflage two mechanical jaws set in shallow depressions dug into the floor.

## LEVELS 1-2

### MECHANICAL JAWS

### HAZARD 0

Page 22

## LEVELS 3-4

### MECHANICAL JAWS

### HAZARD 2

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**Creatures:** These seasoned mercenaries are looking for steady income after the Taldan civil war. They've heard rumors that these tournaments might lead to more paid work beyond the prize money. They've worked well together before and communicate matter-of-factly to take down their opponents.

At least one of the mercenary trappers hides behind the fake boarded door of the abandoned building to the south; the rest are in the building to the north. They move in to attack once some of the PCs have engaged in melee. For Levels 3-4, the wizard casts *mirror image* in the preparation round before Vionnia signals the beginning of the fight. The wizard attacks with ranged spells from the eastern entrance of the bridge, hoping to lure melee combatants into the traps. They duck into the abandoned house to the south if they need cover from ranged attacks.

## LEVELS 1-2

### MERCENARY TRAPPERS (2)

### CREATURE -1

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### MERCENARY WIZARD

### CREATURE 1

Page 22

## LEVELS 3-4

### MERCENARY TRAPPERS (2)

### CREATURE 1

Page 26

### MERCENARY WIZARD

### CREATURE 3

Page 26

**Treasure:** The prize purse contains 20 sp (40 sp for Levels 3-4).

**Development:** After the fight, the PCs notice Vionnia speaking with a hooded figure, instead of the urchin from before. The figure, a messenger from Archis, instructs Vionnia to take the PCs to the jousting grounds instead of the established location for the next fight, then leaves before the PCs approach. Vionnia seems surprised, but quickly recovers her composure and informs the PCs that their next fight takes place outside the city gates. If the PCs ask about the messenger, she dismisses it as regular business of running the tournament.

Vionnia guides the PCs through the markets of the Lionsgate district, where produce sellers are packing up their stalls after a day of sales to return to their homes outside the gates. At the main gates, Vionnia and the PCs fall in with the afternoon traffic leaving the city. Vionnia nods at one of the guards, who nods back and pays no further attention to the group. As Vionnia and the PCs leave Oppara behind them, one of the gate's two 50-foot-tall, magically animated marble lions rises up to let out a mighty roar before returning to its lounging atop the gate. Vionnia leads the PCs northwest alongside the canal, towards the jousting grounds that are about an hour's trek away from Oppara. The PCs have their last chance to influence Vionnia for 3 influence rounds as they travel from **Event 2** to **Event 3**.

## JOUSTING GROUNDS

Archis Peers has been running part of his illegal street tournaments out of some abandoned jousting grounds on a cliff side that overlooks a sheltered cove nestled along the coast northwest of Oppara. The cove has a small dock, and stone stairs lead to the top of the cliff and the grounds beyond. The grounds haven't seen actual tournaments in ages, but Archis has set up some used tents and a royal stand to give the place a touch of familiar grandeur. The tournament grounds themselves consist of an archery range, melee arena, jousting lane, and stands for the common people. On the cliff side, a crumbling gazebo built from white stone serves as an

# A GILDED TEST

entrance to the staircase. Within the gazebo, a few stone benches offer a place to take in the view of the river.

The jousting grounds are dimly lit by the setting sun, with rusted iron chains and spikes cordoning off the melee arena from the rest of the grounds. The hooded lanterns cast an area of bright light over the entire melee arena and 5 feet surrounding it. On the western side, there are some large cages covered with red canvas. The audience stand is 10 feet high, while the royal stand's fence is 3 feet high. The jousting divider is 5 feet high, though a Medium or Small creature is able to Squeeze through its openings. Other than the cliff side to the west, the fields continue in all other directions for several hundred yards.

The cliff side stairs and gazebo are 40 feet away from the western edge of the jousting grounds. There's a 50-foot drop to the dock below, and the water is 20 feet deep near the dock. It takes 80 feet of movement to descend from the gazebo to the dock using the stairs. There's a distance of 120 feet from the dock to where the cove connects to the mouth of the River Porthmos. The skiff at the dock has the statistics of a rowboat, though it reaches a swim Speed of 40 feet when the sail is up.

Archis typically inspects the tournament winners and other potential recruits here before sending them on to the Ninth Army—or to the grave if they prove untrustworthy. Recently, with some help from his benefactors, Archis acquired lions to handle the disposal of unwanted fighters in a more entertaining way. The lions came with cages that have been enchanted to open with a command word. A red canvas covers each cage and keeps the beasts docile and hidden until Archis releases them.

Read or paraphrase the following as the PCs arrive at the location.

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A partly overgrown earthen path leads towards lights and structures on a field in the distance. At the last stretch, the path straightens and becomes flanked by rows of tall, leafy trees. From a cliff side overlooking the Porthmos river, the setting sun paints the nearby stands, tents, and crates in an orange glow.

---

Vionnia leads the PCs to the melee arena and keeps them from wandering off elsewhere. She informs them that they're supposed to wait within this arena for the next battle to begin. Just before Vionnia leaves, if the PCs accrued 10 Influence Points or more during the influence rounds, she looks uncertain before giving them a warning: she tells the PCs in a lowered voice that it's unusual for her to bring anyone here in the middle of the tournament. She asks the PCs to be careful, as her employer is a dangerous man, prone to violence. This

warning lowers the following Perception and skill check DCs to investigate the melee arena by 1. Additionally, if the PCs accrued 14 or more Influence Points, she warns them that the tournament organizer keeps a stash of *invisibility potions* in the royal stand at the edge of the arena and could be lurking nearby at this very moment.

Each PC can make one Perception or skill check to inspect the melee arena before **Event 3** begins. For each check, 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.

## GLADIATORIAL LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 12 Gladiatorial Lore check to Recall Knowledge (DC 14 for Levels 3–4) learns more about the arena.

**Critical Success** The PC deduces that the setup of the cages, arena, and the royal stand fits a typical execution of prisoners using wild beasts. Additionally, the royal stand is the best vantage point to observe the execution. The PC gains a +2 circumstance bonus to their initiative roll in **Event 3**. Additionally, they gain a +1 circumstance bonus to their AC for the first round of combat.

**Success** The PC knows that fresh earth or sand is often scattered on gladiatorial arenas to hide the blood or other gruesome remnants of a previous battle. The PC finds some red stains on the ground beneath the fresh earth. The PC gains a +1 circumstance bonus to their initiative roll in **Event 3**.

**Critical Failure** The PC is certain that no one has fought here in ages, but the arena has been recently prepared for the upcoming fight between the PCs and their tournament opponents. The PC takes a -2 circumstance penalty to their initiative roll in **Event 3**.

## NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 14 Nature check to Recall Knowledge (DC 16 for Levels 3–4) identifies an animal's canine tooth on ground.

**Critical Success** The PC is certain the canine is from an adult lion, most likely torn off when it bit something hard, like metal. The PC gains a +2 circumstance bonus to their initiative roll in **Event 3**. Additionally, they gain a +1 circumstance bonus to their AC for the first round of combat.

**Success** The PC knows that the canine belongs to a large carnivore, most likely a large cat. The PC gains a +1 circumstance bonus to their initiative roll in **Event 3**.

**Critical Failure** The PC is sure that the canine is from a large dog, and is too old to be of any concern. The PC takes a -2 circumstance penalty to their initiative roll in **Event 3**.

# A GILDED TEST

## PERCEPTION

A PC who succeeds at a DC 18 Perception check (DC 20 for Levels 3–4) notices suspicious things about the arena.

**Critical Success** The PC hears a low rumble coming from the direction of the cages, as if some large beast is slumbering in there. The PC gains a +2 circumstance bonus to their initiative roll in **Event 3**. Additionally, they gain a +1 circumstance bonus to their AC for the first round of combat.

**Success** The PC notices that the metal spikes are slightly bent towards the inside of the arena on the western side, as if something heavy landed on them. The PC gains a +1 circumstance bonus to their initiative roll in **Event 3**.

**Critical Failure** The PC doesn't notice anything is out of order and become captivated by the beautiful sunset. The PC takes a -2 circumstance penalty to their initiative roll in **Event 3**.

## SURVIVAL (TRACKING)

A PC who succeeds at a DC 16 Survival check to Track (DC 18 for Levels 3–4) learns more about the tracks in the arena.

**Critical Success** The PC finds a deep paw print under the fresh earth, as if some large cat, most likely a lion, landed there after pouncing. The PC gains a +2 circumstance bonus to their initiative roll in **Event 3**. Additionally, they gain a +1 circumstance bonus to their AC for the first round of combat.

**Success** The PC locates footprints of several humanoids, likely armored due to the depth of the tracks. The prints enter the arena but then change to deep drag marks that reverse course and lead back out of the grounds. The PC gains a +1 circumstance bonus to their initiative roll in **Event 3**.

**Critical Failure** The PC is certain that the additional tracks near the arena are from preparations for the coming melee. The PC takes a -2 circumstance penalty to their initiative roll in **Event 3**.

**Development:** Archis Peers observes for a moment as the PCs take in their surroundings before launching into a brief monologue and releasing the caged lions (see **Event 3** below). If the PCs move to leave the melee arena, Archis speaks up to halt them. If they don't listen to him, he springs the ambush immediately, leaving some of his monologue for the actual combat.

## EVENT 3: IN THE LION'S DEN

### SEVERE

The final fight of the day takes place in the melee arena and the surrounding tournament grounds; use the map on page 13 for the encounter. Spies in the employ of Archis Peers' benefactors learned that Pathfinder agents

were tasked to snoop around the tournament and eventually provided Archis with enough information to identify the PCs as likely suspects. Archis is more than eager to begin the violent entertainment of the evening and dispose of the meddlesome Pathfinders.

Archis uses an old contraption in the royal stand that projects his soft voice throughout the training grounds. The words "mouse trap" function as a command word to activate the cages when Archis speaks them.

Read or paraphrase the following to begin the encounter.

---

A soft but malicious voice spreads throughout the jousting grounds, "I wonder what path lead you here, dear guests? A pack of mice looking to sniff around when the lion is out of the castle? Hah, I think not. Poor little mice, the mouse trap has sprung!"

The cage doors clang loudly against the iron spikes and chains as they clatter to the ground. A ferocious roar shakes the arena.

---

**Creatures:** Archis Peers is a pale, middle-aged Taldan man with a gloomy countenance and dark clothing that looks practical but expensive. He has a cold and calculating look to his piercing amber eyes. Archis' voice is surprisingly soft, though there is no hint of kindness to it. He hungers for power and money and is willing to sacrifice anyone to achieve them. However, his ultimate goal is to build a business empire that expands his reach far beyond Oppara, so that he can't be dismissed by anyone in Taldor or beyond. Archis enjoys maliciously toying with anyone who has fallen into his clutches, and is quite fond of a finely crafted kukri that he acquired abroad and now keeps strapped to the back of his waist.

One or more lions leap out of the cages and attack the PCs when the cages open. Due to the canvases covering the cages, the lions can use Stealth for their initiative roll. They attack only the PCs unless influenced by magic or some other effect, and fight to the death unless somehow subdued.

After one round of combat, Archis leaves the royal stand and joins the fight. Archis consumed an *invisibility potion* before the battle started, so he ambushes one of the PCs, preferring someone who seems less capable in melee combat.

## LEVELS 1-2

### LION

Page 23

### CREATURE 3

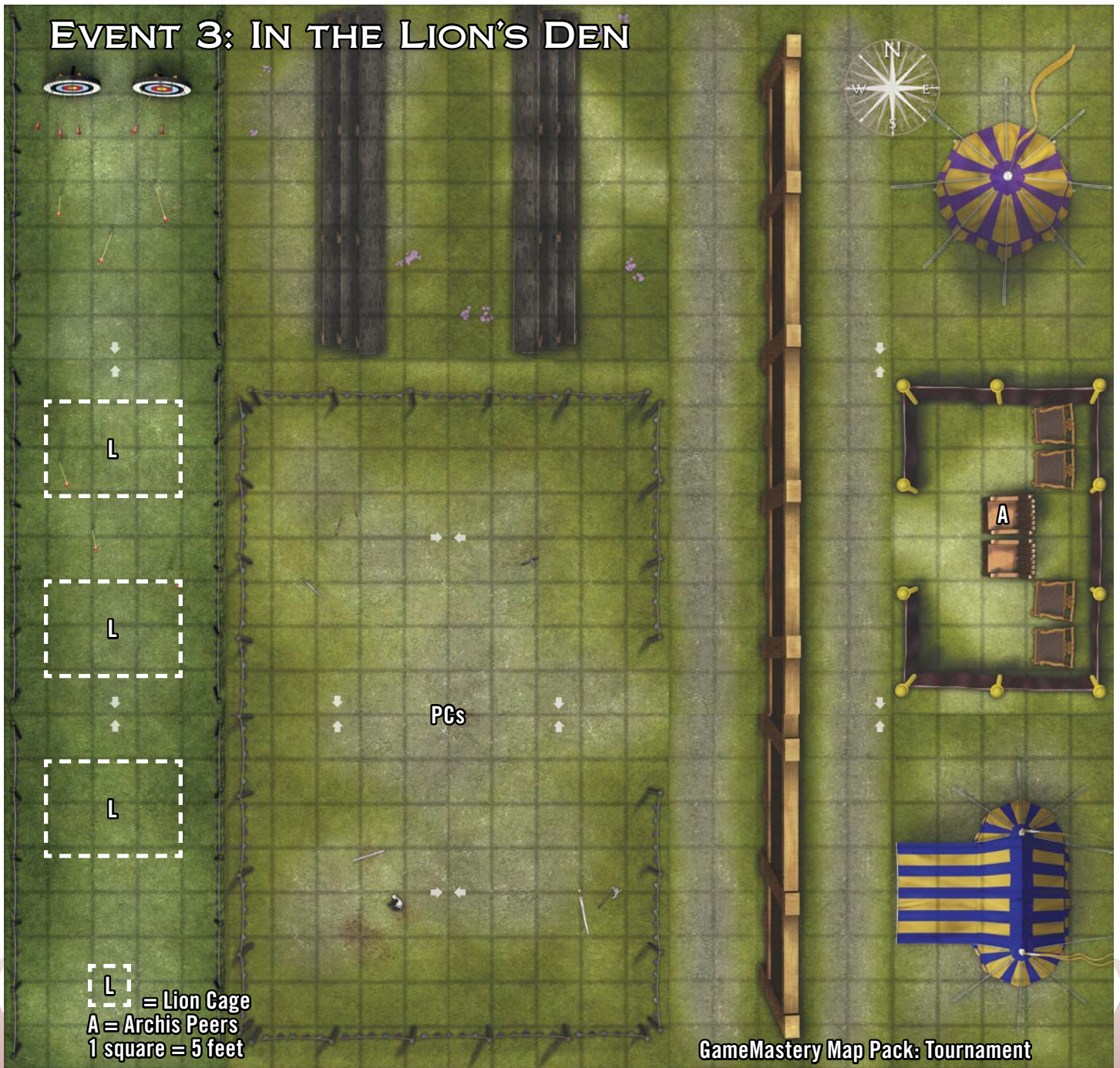
### ARCHIS PEERS

Page 23; art on page 28

### CREATURE 1

# A GILDED TEST

## EVENT 3: IN THE LION'S DEN



# A GILDED TEST

## LEVELS 3–4

### LIONS (2)

Page 27

### CREATURE 3

### ARCHIS PEER

Page 27; art on page 28

### CREATURE 3

**Development:** When brought below 5 HP (10 HP for Levels 3–4), Archis tries to escape to the jousting grounds' southern tent (see below) to get his ledger, then sail from the dock at the bottom of the cliff to his home base in the Grandbridge Vagabond Camp. If the PCs destroy the skiff, Archis tries to swim. If escape isn't possible, Archis surrenders, intending to maneuver himself out of trouble later. His pride prevents him from groveling, and even in defeat he acts as though he has the upper hand.

With the lions dealt with and Archis gone or defeated, the PCs can search the tournament grounds for evidence about the Taldan nobles who are connected to the illegal tournaments. Most of the surrounding environment is relatively bare beyond tournament equipment, making the tents Archis rented likely places to search. However, a PC who succeeds at a DC 16 Perception check to Seek (DC 20 for Levels 3–4) in the area of the royal stand locates the hidden compartment containing an *invisibility potion* (two in Levels 3–4).

The northern tent, bedecked in purple and gold, is lit by a lantern and contains a chair stained with blood and surrounded by several scattered ropes. Next to the central supporting pole is a hefty bag that contains an assortment of personal items collected from the captives and a *type I spellstrike arrow* (a *type II spellstrike arrow* for Levels 3–4). Archis uses this tent to hold people for questioning.

The blue and gold southern tent contains a foldable desk and a comfortable bench. There are writing tools and several letters on the desk. These letters provide evidence of Archis' connection to several nobles in relation to the illegal tournaments.

Next to the desk is a small chest that contains some of the gold meant to fund the tournament. With a successful DC 20 Perception check (DC 22 for Levels 3–4), a PC finds a ledger hidden in the lining of the bench that provides details about Archis' other illicit ventures. The ledger works as leverage when the time comes for the Society to interrogate Archis or further investigate his affairs.

With this information in hand, the PCs can report to Venture-Captain Muesello. If the PCs accrued 14 or more Influence Points with Vionnia, she returns and apologizes for her part in their ordeal. She is visibly relieved and expresses that she wishes to help them see their mission through. If Archis is in custody, she suggests using the skiff at the cliff side dock to avoid the guards at the gate. If sent word to meet at the jousting grounds, Muesello sails to them on a Pathfinder Society ship.

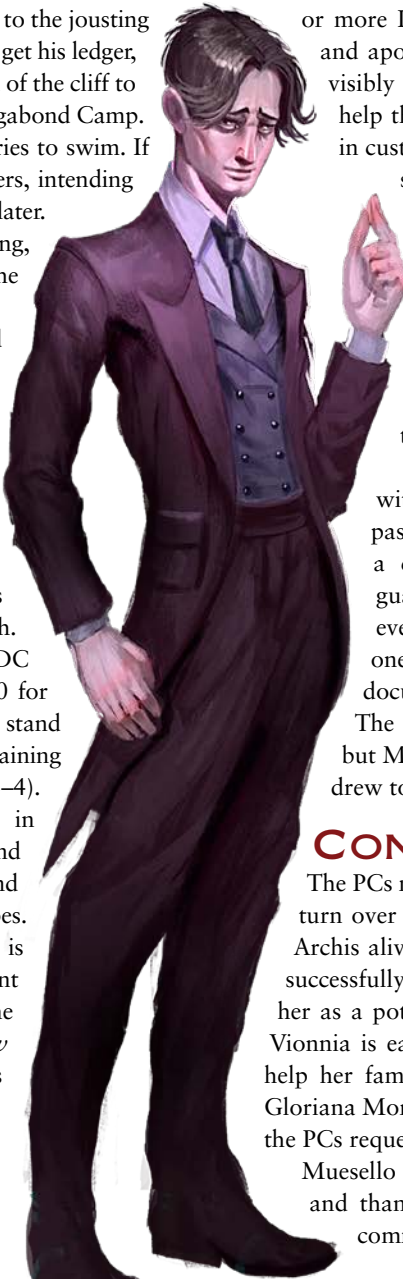
The PCs might decide they do not want Vionnia's help, or that she is a threat. In this event, she departs with a downtrodden expression. If they attempt to take her into custody, she does not resist.

If the PCs take Archis Peers to the gates without taking into account how to get past the guards, and Archis is able to make a commotion or is visibly restrained, the guards question the PCs. When it seems like everyone is about to be taken into custody, one of Muesello's agents appears and shows documentation that makes the guards back off. The group is free to continue on to the lodge, but Muesello isn't happy about the attention this drew to the investigation.

## CONCLUSION

The PCs meet with Muesello to give their report and turn over any evidence they found. If they captured Archis alive, they can also turn him over, and if they successfully influenced Vionnia, they can introduce her as a potential ally to the Society—or turn her in. Vionnia is eager to make new connections who could help her family regain its status. She brings up Lady Gloriana Morilla if the PCs brought up her name (unless the PCs requested she keep the name secret).

Muesello receives the report from the PCs in private and thanks them for completing the mission. He comments on how well the PCs performed, commending or chiding them where appropriate. Finally, he returns any *wayfinders* he confiscated, now in pristine condition.



ARCHIS PEERS

# A GILDED TEST

## REPORTING NOTES

Check box **A** if the PCs gained 14 or more Influence Points with Vionnia and introduced her to Muesello as an ally, box **B** if the PCs captured Archis alive, box **C** if Archis escaped, and box **D** if the PCs found Archis' ledger.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they successfully defeat Archis Peers or force him to flee and gather his letters (containing evidence about the nobles connected to the Ninth Army) from the southern tent at the tournament grounds. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objectives if they accomplish three of the following tasks: identify the tail as Pathfinder agents, do not draw unwanted attention to the investigation, gain 14 or more Influence Points with Vionnia, capture Archis alive, or find Archis' ledger. Doing so earns each PC 2 Reputation with their chosen faction.

# A GILDED TEST

## APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the 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).

### SOCIAL ENCOUNTER (LEVELS 1-2)

#### VIONNIA AMNAS

UNIQUE NG MEDIUM HUMAN HUMANOID

Young noble in disfavor

**Perception** +7

**Will** +9

**Discovery** DC 11 Heraldry Lore, DC 16 Perception, DC 14 Society

**Influence Skills** DC 14 Underworld Lore (demonstrating the PC has the required knowledge to help Vionnia navigate in the underworld), DC 14 Oppara Lore (demonstrating how well-informed the PC is about the political situation in Oppara), DC 16 Performance, DC 18 Diplomacy, DC 20 Deception, DC 22 Intimidation

**Influence 6:** Vionnia gives the PCs at little information on the mercenaries they are going to face in the second battle. See **Event 2** (page 8) for more information.

**Influence 10:** At the jousting grounds, Vionnia warns the PCs that something feels off. See the **Jousting Grounds** section (page 10) for more information.

**Influence 14:** Vionnia gives the PCs some advice about a hidden stash of potions at the jousting grounds. See the **Jousting Grounds** section (page 10) for more information.

**Resistances** Vionnia enjoys vigorous arguments, but direct threats, physical or otherwise, make her confrontational and increase the check’s DC by 1.

**Weaknesses** Vionnia is interested in powerful people with connections to improve her noble family’s standing. Offers of valuable connections reduce the check’s DC by 1. If a PC name drops Lady Gloriana as a possible connection, they automatically gain 2 Influence Points, though Venture-Captain Muesello won’t be happy if he finds out about it.

### SCALING SOCIAL ENCOUNTER

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

**10–11 Challenge Points:** Increase the number of Influence Points needed for each result by 1.

**12–13 Challenge Points:** Increase the number of Influence Points needed for each result by 2 and increase all DCs by 1.

**14–15 Challenge Points:** Increase the number of Influence Points needed for each result by 3 and increase all DCs by 1.

**16–18 Challenge Points (5+ players):** Increase the number of Influence Points needed for each result by 4 and increase all DCs by 2.

**Background** Vionnia is a Taldan noble whose family has fallen on hard times in the aftermath of the civil war. Archis Peers has promised to help Vionnia regain her family’s standing if she proves her loyalty and usefulness to him. Currently, Vionnia is helping Archis to run his illegal street tournaments but has begun to have some misgivings about her employer.

**Appearance** Vionnia is a young Taldan woman with bright green eyes and an easy smile.

**Personality** determined, optimistic, reckless

**Penalty** Vionnia doesn’t like being dismissed or ridiculed because of her noble upbringing, which makes her cut the conversation short; the PCs lose one of their 6 opportunities to influence her.



# A GILDED TEST

## EVENT 1 (LEVELS 1-2)

### COMMONERS (2)

### CREATURE -1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +3

**Languages** Common

**Skills** Athletics +5, Graveyard Lore +6, Society +2

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

**Items** sickle

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

**HP** 10

**Speed** 25 feet

**Melee** ✦ sickle +5 (agile, trip), **Damage** 1d4+2 slashing

**Ranged** ✦ rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

**Power of the Mob** When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

### GRAVE DIGGER

### CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common

**Skills** Athletics +7, Graveyard Lore +4, Religion +4, Stealth +4

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

**Items** bull's-eye lantern (2 oils), gravedigger's garb (functions as leather armor), religious symbol of Pharasma, shovel

**AC** 15; **Fort** +8, **Ref** +4, **Will** +7

**HP** 22; **Resistances** negative 2

**Speed** 25 feet

**Melee** ✦ shovel +9, **Damage** 1d4+4 bludgeoning

**Light in the Dark** ✦✦ (concentrate, divine, manipulate)

**Requirements** The gravedigger holds a bull's-eye lantern in one hand and their religious symbol in the other, and the lantern contains oil; **Effect** The gravedigger recites a brief chant to ignite their lantern with positive energy. Each undead creature in a 15-foot line takes 3d6 positive damage (DC 14 basic Fortitude save). This action uses all remaining oil in the bull's-eye lantern.

## SCALING EVENT 1

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

**10+ Challenge Points:** For every 2 Challenge Points beyond 8, add a commoner to the encounter.

# A GILDED TEST

## EVENT 2 (LEVELS 1-2)

### MECHANICAL JAWS

HAZARD 0

MECHANICAL TRAP


**Stealth** DC 16 (trained)

**Description** Mechanical jaws bolted to the stone beneath a camouflaged floor tile.

**Disable** DC 12 Thievery (trained) on the jaw mechanism

**AC** 14; **Fort** +8, **Ref** +2

**Hardness** 5, **HP** 14 (BT 7); **Immunities** critical hits, object immunities, precision damage

**Jaws**  **Trigger** A creature walks on the tile. **Effect** The jaws of the trap snap shut, Striking the triggering creature. The triggering creature is immobilized until the trap is disabled or a creature succeeds at a DC 12 Athletics check to Force it Open. A creature who critically fails the check to Force it Open instead tightens the trap, dealing 1d6+3 piercing damage to the immobilized creature.

**Melee** jaws +10, **Damage** 1d6+3 piercing

### MERCENARY TRAPPERS (2)

CREATURE -1

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +7

**Languages** Common

**Skills** Acrobatics +5, Athletics +3, Deception +2, Stealth +5


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


**Items** javelin (3), padded armor, shortsword

**AC** 16; **Fort** +5, **Ref** +7, **Will** +4

**HP** 7

**Speed** 25 feet

**Melee**  shortsword +5 (agile, versatile S), **Damage** 1d6+1 piercing

**Ranged**  javelin +5 (thrown 30 feet), **Damage** 1d6+1 piercing

**Trapped Prey** The mercenary trapper's attacks deal an extra 1d4 precision damage to creatures that are immobilized by a mechanical jaws trap.

### MERCENARY WIZARD

CREATURE 1

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +6

**Languages** Common

**Skills** Acrobatics +5, Arcana +6, Athletics +5, Stealth +5


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

**Items** mace, padded armor, sling bullets (10)

**AC** 16; **Fort** +6, **Ref** +5, **Will** +6

**HP** 12

**Speed** 25 feet

**Melee**  mace +5 (shove), **Damage** 1d6+2 bludgeoning

**Arcane Prepared Spells** DC 16, attack +6; **1st** *burning hands*, *gust of wind*, *magic missile*; **Cantrips** *acid splash*, *electric arc*, *produce flame*, *ray of frost*, *shield*, *telekinetic projectile*

**Wizard School Spell** 1 Focus Point, DC 16; **1st** *force bolt*

## SCALING EVENT 2

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

**10+ Challenge Points:** For every 2 Challenge Points beyond 8, add a mercenary trapper to the encounter.

# A GILDED TEST

## EVENT 3 (LEVELS 1-2)

### LION

### CREATURE 3

**N** **LARGE** **ANIMAL**

**Perception** +9; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +8, Athletics +11, Stealth +10

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

**AC** 19; **Fort** +9, **Ref** +10, **Will** +7

**HP** 45

**Speed** 30 feet

**Melee** **◆** jaws +11, **Damage** 1d10+6 piercing plus Grab

**Melee** **◆** claw +11 (agile); **Damage** 1d8+6 slashing

**Pack Attack** The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

**Pounce** **◆** The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

**Sneak Attack** The lion deals 1d6 extra precision damage to flat-footed creatures.

### ARCHIS PEERS

### CREATURE 1

**UNIQUE** **LE** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common, Kelish

**Skills** Acrobatics +6, Athletics +3, Deception +5, Diplomacy +5, Society +5, Stealth +6, Underworld Lore +5

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

**Items** kukri

**AC** 16; **Fort** +4, **Ref** +8, **Will** +6

**HP** 18

**Eluding Strike** **↻ Trigger** A creature targets Archis with a melee attack and Archis can see the attacker; **Effect** Archis dodges out of the way, gaining a +1 circumstance bonus to AC against the triggering attack. If the attack misses, Archis makes a melee Strike against that creature. This Strike doesn't count toward Archis' multiple attack penalty, and his multiple attack penalty doesn't apply to this Strike.

**Speed** 25 feet

**Melee** **◆** kukri +6 (agile, trip), **Damage** 1d6+3 piercing

**Melee** **◆** fist +6 (agile, unarmed), **Damage** 1d4+3 bludgeoning

**Sneak Attack** Archis Peers deals 1d6 extra precision damage to flat-footed creatures.

## SCALING EVENT 3

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

**10-11 Challenge Points:** Replace the lion with a weak lion and add one more weak lion to the encounter that joins the battle on the second round of combat.

**12-13 Challenge Points:** Add a lion with the weak adjustment to the encounter that joins the battle on the second round of combat.

**14-15 Challenge Points:** Add a lion to the encounter.

**16-18 Challenge Points (5+ players):** Add two weak lions to the encounter.

### WEAK LIONS (0)

### CREATURE 2

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

**Perception** +9; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +6, Athletics +9, Stealth +8

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

**AC** 17; **Fort** +7, **Ref** +8, **Will** +5

**HP** 30

**Speed** 30 feet

**Melee** **◆** jaws +9, **Damage** 1d10+4 piercing plus Grab

**Melee** **◆** claw +9 (agile); **Damage** 1d8+4 slashing

**Pack Attack** The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

**Pounce** **◆** The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

**Sneak Attack** The lion deals 1d6 extra precision damage to flat-footed creatures.

# A GILDED TEST

## APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to 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).

### SOCIAL ENCOUNTER (LEVELS 3-4)

#### VIONNIA AMNAS

UNIQUE NG MEDIUM HUMAN HUMANOID

Young noble in disfavor

**Perception** +9

**Will** +12

**Discovery** DC 13 Heraldry Lore, DC 18 Perception, DC 16 Society

**Influence Skills** DC 16 Underworld Lore (demonstrating the PC has the required knowledge to help Vionnia navigate the underworld), DC 16 Oppara Lore (demonstrating how well-informed the PC is about the political situation in Oppara), DC 18 Performance, DC 20 Diplomacy, DC 22 Deception, DC 24 Intimidation

**Influence 6:** Vionnia gives the PCs at little information on the mercenaries they are going to face in the second battle. See **Event 2** (page 8) for more information.

**Influence 10:** Vionnia warns the PCs at the jousting grounds that something feels off. See the **Jousting Grounds** (page 10) section for more information.

**Influence 14:** Vionnia gives the PCs some advice about a hidden stash of potions at the jousting grounds. See the **Jousting Grounds** section (page 10) for more information.

**Resistances** Vionnia enjoys vigorous arguments, but direct threats, physical or otherwise, make her confrontational and increase the check’s DC by 2.

**Weaknesses** Vionnia is interested in powerful people with connections to improve her noble family’s standing. Offers of valuable connections reduce the check’s DC by 2. If a PC name drops Lady Morilla as a possible connection, they automatically gain 2 Influence Points, though Venture-Captain Muesello won’t be happy if he finds out about it.

### SCALING SOCIAL ENCOUNTER

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

**19-22 Challenge Points:** Increase the number of Influence Points needed for each result by 1.

**23-27 Challenge Points:** Increase the number of Influence Points needed for each result by 2 and increase all DCs by 1.

**28-32 Challenge Points:** Increase the number of Influence Points needed for each result by 3 and increase all DCs by 1.

**33+ Challenge Points:** Increase the number of Influence Points needed for each result by 4 and increase all DCs by 2.

**Background** Vionnia is a Taldan noble whose family has fallen on hard times in the aftermath of the civil war. Archis Peers has promised to help Vionnia regain her family’s standing if she proves her loyalty and usefulness to him. Currently, Vionnia is helping Archis to run the illegal street tournaments, but she has begun to have some misgivings about her employer.

**Appearance** Vionnia is a young Taldan woman with bright green eyes and an easy smile.

**Personality** determined, optimistic, reckless

**Penalty** Vionnia doesn’t like being dismissed or ridiculed because of her noble upbringing, which makes her cut the conversation short; the PCs lose one of their 6 opportunities to influence her.

# A GILDED TEST

## EVENT 1 (LEVELS 3-4)

### GRAVE DIGGERS (2)

### CREATURE 1

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common

**Skills** Athletics +7, Graveyard Lore +4, Religion +4, Stealth +4

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

**Items** bull's-eye lantern (2 oils), gravedigger's garb (functions as leather armor), religious symbol of Pharasma, shovel

**AC** 15; **Fort** +8, **Ref** +4, **Will** +7

**HP** 22; **Resistances** negative 2

**Speed** 25 feet

**Melee** **◆** shovel +9, **Damage** 1d4+4 bludgeoning

**Light in the Dark** **◆◆** (concentrate, divine, manipulate)

**Requirements** The gravedigger holds a bull's-eye lantern in one hand and their religious symbol in the other, and the lantern contains oil; **Effect** The gravedigger recites a brief chant to ignite their lantern with positive energy. Each undead creature in a 15-foot line takes 3d6 positive damage (DC 14 basic Fortitude save). This action uses all remaining oil in the bull's-eye lantern.

### TROUBADOUR

### CREATURE 3

**N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +8

**Languages** Common

**Skills** Acrobatics +8, Deception +9, Diplomacy +9, Performance +13 (+14 when playing the lute), Occultism +7, Society +7, Stealth +8, Theater Lore +9

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

**Items** crossbow (10 bolts), leather armor, lute, poetry book, rapier

**Bardic Lore** The troubadour can Recall Knowledge on any subject with a +7 modifier.

**AC** 19; **Fort** +5, **Ref** +10, **Will** +8

**HP** 38

**Speed** 25 feet

**Melee** **◆** rapier +12 (deadly 1d8, disarm, finesse), **Damage** 1d6+3 piercing

**Ranged** **◆** crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

**Occult Spontaneous Spells** DC 21; **2nd** (2 slots) *calm emotions*, *charm*, *magic mouth*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips (2nd)** *detect magic*, *ghost sound*, *message*, *prestidigitation*, *read aura*

**Bard Composition Spells** 2 Focus Points, DC 21; **2nd** *counter performance*, *lingering composition*; **Cantrips (2nd)** *inspire courage*

## SCALING EVENT 1

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

**20+ Challenge Points:** For every 4 Challenge Points beyond 16, add a grave digger to the encounter.

# A GILDED TEST

## EVENT 2 (LEVELS 3-4)

### MECHANICAL JAWS

### HAZARD 2

MECHANICAL TRAP

**Stealth** DC 18 (trained)

**Description** Mechanical jaws bolted to the stone beneath a camouflaged floor tile.

**Disable** DC 16 Thievery (trained) on the jaw mechanism

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

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

**Jaws** **Trigger** A creature walks on the tile. **Effect** The jaws of the trap snap shut, Striking the triggering creature. The triggering creature is immobilized until the trap is disabled or a creature succeeds at a DC 14 Athletics check to Force it Open. A creature who critically fails the check to Force it Open instead tightens the trap, dealing 2d6+6 piercing damage to the immobilized creature.

**Melee** jaws +14, **Damage** 2d6+6 piercing

### MERCENARY TRAPPERS (2)

### CREATURE 1

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Acrobatics +7, Athletics +4, Stealth +7

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

**Items** alchemist's fire, javelin (3), padded armor, shortsword

**AC** 18; **Fort** +6, **Ref** +9, **Will** +6

**HP** 19

**Attack of Opportunity** **Trigger**

**Speed** 25 feet

**Melee** **Weapon** shortsword +7 (agile, versatile S), **Damage** 1d6+1 piercing

**Ranged** **Weapon** javelin +7 (thrown 30 feet), **Damage** 1d6+1 piercing

**Trapped Prey** The mercenary trapper's attacks deal an additional 1d6 precision damage to creatures that are immobilized by a mechanical jaws trap.

## SCALING EVENT 2

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

**20+ Challenge Points:** For every 4 Challenge Points beyond 16, add a mercenary trapper to the encounter.

### MERCENARY WIZARD

### CREATURE 3

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Acrobatics +7, Arcana +11, Athletics +7, Stealth +7

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

**Items** mace, padded armor, sling bullets (10)

**AC** 18; **Fort** +8, **Ref** +7, **Will** +8

**HP** 28

**Speed** 25 feet

**Melee** **Weapon** mace +7 (shove), **Damage** 1d6+2 bludgeoning

**Arcane Prepared Spells** DC 19, attack +9; **2nd** *acid arrow*, *flaming sphere*, *mirror image*; **1st** *burning hands*, *chilling spray*, *gust of wind*, *magic missile*; **Cantrips** *acid splash*, *electric arc*, *produce flame*, *ray of frost*, *shield*, *telekinetic projectile*

**Wizard School Spell** 1 Focus Point, DC 19; **2nd** *force bolt*

# A GILDED TEST

## EVENT 3 (LEVELS 3-4)

### LIONS (2)

### CREATURE 3

**N** **LARGE** **ANIMAL**

**Perception** +9; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +8, Athletics +11, Stealth +10

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

**AC** 19; **Fort** +9, **Ref** +10, **Will** +7

**HP** 45

**Speed** 30 feet

**Melee** **◆** jaws +11, **Damage** 1d10+6 piercing plus Grab

**Melee** **◆** claw +11 (agile); **Damage** 1d8+6 slashing

**Pack Attack** The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

**Pounce** **◆** The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

**Sneak Attack** The lion deals 1d6 extra precision damage to flat-footed creatures.

### ARCHIS PEERS

### CREATURE 3

**UNIQUE** **LE** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +8

**Languages** Common, Kelish

**Skills** Acrobatics +10, Athletics +5, Deception +9, Diplomacy +7, Society +8, Stealth +10, Underworld Lore +10

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

**Items** +1 *kukri*

**AC** 18; **Fort** +6, **Ref** +10, **Will** +8

**HP** 39

**Eluding Strike** **↻ Trigger** A creature targets Archis with a melee attack and Archis can see the attacker; **Effect** Archis dodges out of the way, gaining a +1 circumstance bonus to AC against the triggering attack. If the attack misses, Archis makes a melee Strike against that creature. This Strike doesn't count toward Archis' multiple attack penalty, and his multiple attack penalty doesn't apply to this Strike.

**Speed** 25 feet

**Melee** **◆** *kukri* +9 (agile, trip), **Damage** 1d6+3 piercing

**Melee** **◆** fist +8 (agile, unarmed) **Damage** 1d4+3 bludgeoning

**Sneak Attack** Archis deals 1d6 extra precision damage to flat-footed creatures.

## SCALING EVENT 3

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

**19-22 Challenge Points:** Add a weak lion to the encounter.

**23-27 Challenge Points:** Add two weak lions to the encounter.

**28-32 Challenge Points:** Add two lions to the encounter, one of which joins the battle on the second round of combat.

**33+ Challenge Points:** Add two lions to the encounter and increase the HP of each lion in the encounter by 15.

### WEAK LIONS (0)

### CREATURE 2

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

**Perception** +9; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +6, Athletics +9, Stealth +8

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

**AC** 17; **Fort** +7, **Ref** +8, **Will** +5

**HP** 30

**Speed** 30 feet

**Melee** **◆** jaws +9, **Damage** 1d10+4 piercing plus Grab

**Melee** **◆** claw +9 (agile); **Damage** 1d8+4 slashing

**Pack Attack** The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

**Pounce** **◆** The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

**Sneak Attack** The lion deals 1d6 extra precision damage to flat-footed creatures.

# A GILDED TEST

## APPENDIX 3: GAME AIDS



VIONNIA AMNAS

LION



ARCHIS PEERS

VENTURE-CAPTAIN MUESELLO





# A GILDED TEST

## ORGANIZED PLAY

### TREASURE TABLE

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

### TREASURE BUNDLES

- ☐☐ **The Contact, Page 5:** 1 Treasure Bundle for earning at least 6 Influence Points with Vionna, 1 additional Treasure Bundle for earning at least 10 Influence Points.
- ☐☐ **Event 1, Page 6:** 2 Treasure Bundles for winning the courtyard brawl.
- ☐☐ **Event 2, Page 8:** 2 Treasure Bundles for winning the melee at the bridge.
- ☐☐☐ **Event 3, Page 12:** 3 Treasure Bundles for defeating Archis Peers.
- ☐ **Event 3, Page 14:** 1 Treasure Bundle for finding at least one of the treasures or pieces of information hidden in the tents.

# A GILDED TEST



## Event Reporting Form

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

Location \_\_\_\_\_

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

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

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

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

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

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

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

# A GILDED TEST

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# Scenario #2-13: A Gilded Test

		<b>2</b>
Character Name	Organized Play #	Character #

**Adventure Summary**

You traveled to the grand city of Oppara, capitol of the declining empire of Taldor, to investigate unsanctioned street tournaments. Venture-Captain Muesello tasked you with participating in a series of these bouts as cover for your investigation. Muesello sent you to meet Vionnia Amnas, the contact who guided you to the fights' clandestine locations. For the last fight, you proceeded to some old tournament grounds outside Oppara. The tournament organizer, a man named Archis Peers, had discovered your motives, and sprung an ambush! During the fight,  you captured Archis Peers,  you slew him, or  he escaped. You determined that he had been using the tournaments to recruit downtrodden citizens to the Ninth Army, a group that opposes Princess Eutropia Stavian.

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

Items	Purchases
<i>invisibility potion</i> <sup>U</sup> (item 4, 20 gp) <i>kukri</i> <sup>U</sup> (item 0, 6 sp)	<b>Items Sold / Conditions Gained</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p style="text-align: right; font-size: small;">TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</p> <input style="width: 100px; height: 20px;" type="text"/>
	<b>Items Bought / Conditions Cleared</b> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p style="text-align: right; font-size: small;">TOTAL COST OF ITEMS BOUGHT</p> <input style="width: 100px; height: 20px;" type="text"/>

Notes	Downtime

FOR GM ONLY			
EVENT	EVENT CODE	DATE	GM Organized Play #