

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-11

Level 1

**THE PATHFINDER
TRIALS**

By Sean McGowan



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVEL: 1



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat Classics: Arena*, *Pathfinder Flip-Mat: Noble Estate*, *Pathfinder Flip-Mat: Wizard's Dungeon*

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

SCENARIO TAGS

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



REPEATABLE

SUMMARY

The PCs engage in a series of trials on the grounds of the Grand Lodge intended to upkeep their Pathfinder training. They meet the three deans of the Scrolls, Spells, and Swords, and each dean escorts the party to a challenge trial chamber focusing on their respective fields. In the Scrolls trial, the characters use their knowledge and skills to solve a puzzle involving creature identification. In the Spells trial, the PCs must select from a variety of advanced magic to overcome several problem-solving challenges. The Swords trial has the party engage in arena combat versus an assortment of opponents. After the PCs complete the three trials, they get the chance to rest in a noble Pathfinder's manor. However, everything they face is a test, and the PCs quickly find themselves in one final unexpected trial!

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ADVENTURE BACKGROUND

For over four centuries, the Pathfinder Society has sponsored and trained aspiring agents for the rigors of archaeological and anthropological exploration in a world of monsters and mysteries. Throughout its existence, the Pathfinder Society has been called upon to fend off sieges, free the enslaved, and strike forth at the very heart of evil. The quiet scholars and boisterous trail guides who form the Society have often found themselves setting aside their pens and tools to take up arms on behalf of all the nations and peoples of the Inner Sea. The Society has three deans responsible for training new Pathfinder agents: the Masters of Spells, Scrolls, and Swords. These experienced Pathfinders test the skills of prospective agents and prepare them for a world where anything can happen.

Yet the trials don't stop when Pathfinders complete their confirmation and emerge as field agents. Instead, the Grand Lodge's three deans often employ specialized training programs intended for agents to keep up their skills between missions. These upkeep missions take place at the whims of the three deans, who primarily use these training trials for newer agents who've completed their training but could still do with some extra motivation while waiting for their next field assignment.

GETTING STARTED

The adventure begins with the PCs attending a meeting in a briefing room in Skyreach, the primary fortress of the Pathfinder Society's Grand Lodge in the city of Absalom. Read or paraphrase the following.

Banners adorn the walls of this impressive meeting room. Symbols of dozens of groups emblazon the banners, but overshadowing them all is an enormous tapestry at the hall's front depicting the Pathfinder Society emblem: the Glyph of the Open Road.

Venture-Captain Ambrus Valsin, steward of the Grand Lodge, saunters into the room from a door at the opposite end of a large table. He doesn't bother taking a seat at the table, instead pacing around while he speaks.

WHERE ON GOLARION?

Pathfinder Trials takes place in Absalom, the City at the Center of the World. Absalom is a thriving and ancient center of trade that has gone through numerous reinventions in the nearly five millennia since its founding. For more information about Absalom, see pages 12–18 of the *Pathfinder Lost Omens World Guide*.

STARSTONE ISLE



"Welcome. I'll keep this brief; I don't have a field assignment for you, but I do have some requests from the three deans. Given that you're all in-between missions, the deans have requested that you take part in some training upkeep trials. Nothing serious, mind you. We just want to make sure those skills of yours don't get too dulled!" Valsin ends with a brief chuckle, as though joking to himself.

"You'll want to go see each of the deans at your convenience. In case you've forgotten, that would be: Kreighton Shaine, the Master of Scrolls; Sorrina Westyr, the Master of Spells; and Marcos Farabellus, the Master of Swords. I place you in their capable hands, and may fortune be with you all." With his delivery complete, Valsin makes way for the exit.

"Oh... yes, you'll find the deans in their respective offices. If you don't know where those are, then just ask around."

The PCs should have no problem finding the offices for each of the three deans, and they can choose to undertake the three trials in any order.

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PATHFINDER SOCIETY LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 10 Pathfinder Society Lore or a DC 15 Society check to Recall Knowledge knows additional information about the Pathfinder Society and its three deans. Remember that this check should be rolled secretly.

Critical Success Marcos Farabellus is the Master of Swords and is regarded as the most personable of the three deans. Kreighton Shaine is the Master of Scrolls and is a dedicated scholar and engaging teacher, though known to be a bit eccentric. Sorrina Westyr is the Master of Spells, having filled the vacancy of her successor and predecessor, the lost wizard Aram Zey. She is a devout follower of Nethys, the god of magic.

Success The three masters oversee initiate studies, alongside a group of instructors and senior Pathfinders. Time is split between three schools: Scrolls, which promotes academic mastery and the study of languages; Spells, which teaches eldritch skills and how to disrupt hostile magic; and Swords, which focuses on tactics and physical skills like disarming traps and vaulting obstacles.

Critical Failure The Master of Spells is Aram Zey. He currently has a proxy acting in his place.

THE SCROLLS TRIAL

The Master of Scrolls, **Kreighton Shaine** (CG male elf scholar), awaits the PCs in his office in Skyreach. Shaine stands and bows in formal greeting. He quickly steps forward and ushers the newcomers to his office to follow. He leads the group out of Skyreach to carriages waiting outside.

Read or paraphrase the following as the PCs enter the carriages.

Kreighton Shaine speaks as the carriages get underway. "We're off to a facility in Absalom that the Society rents out and uses for training purposes. The location was formerly the domicile of a conjurer with some rather *unpleasant* plans. That got all sorted out, of course, but it's still conducive to summoning magic!"

As Shaine continues his explanation by going into detailed history of the

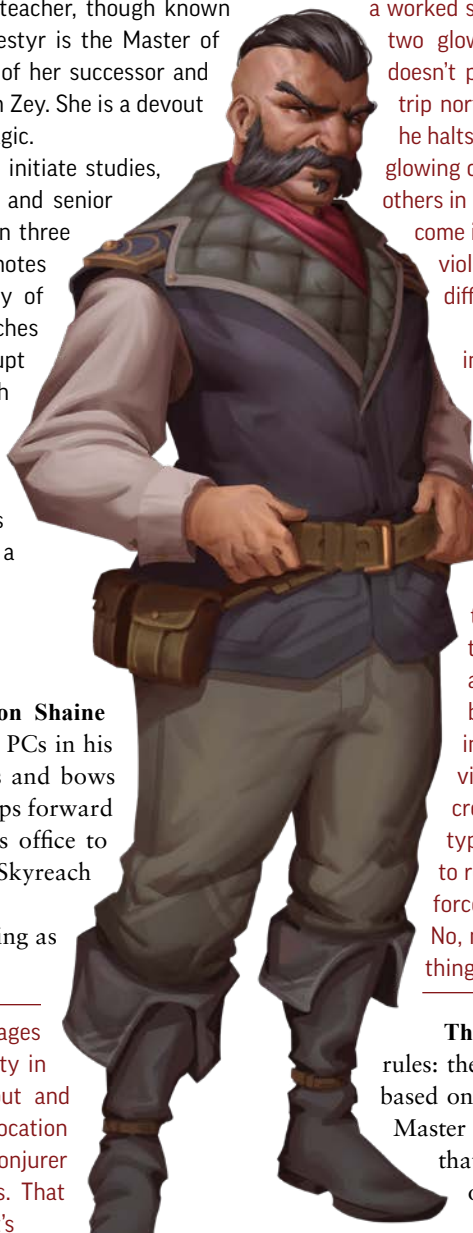
building's previous owners and their relatives, the carriages come to a halt outside an abandoned locksmith's shop in the Coins district of Absalom. Shaine exits the carriage and quickly unlocks the front door, gesturing to a dusty glass-fronted cabinet in the main room, which opens to reveal a descending staircase.

A1. MAIN CHAMBER

The Master of Scrolls steps briskly down the stairwell into a worked stone dungeon. Ambient light comes from two glowing patterns on the floor, but Shaine doesn't pause for these curiosities. After a short trip northeast and down another flight of stairs, he halts in a long chamber containing more of the glowing circles. Two circles rest at either end, with others in nooks along the northern wall. The circles come in five colors; red, blue, green, yellow, and violet, with each of the five nooks featuring a different color.

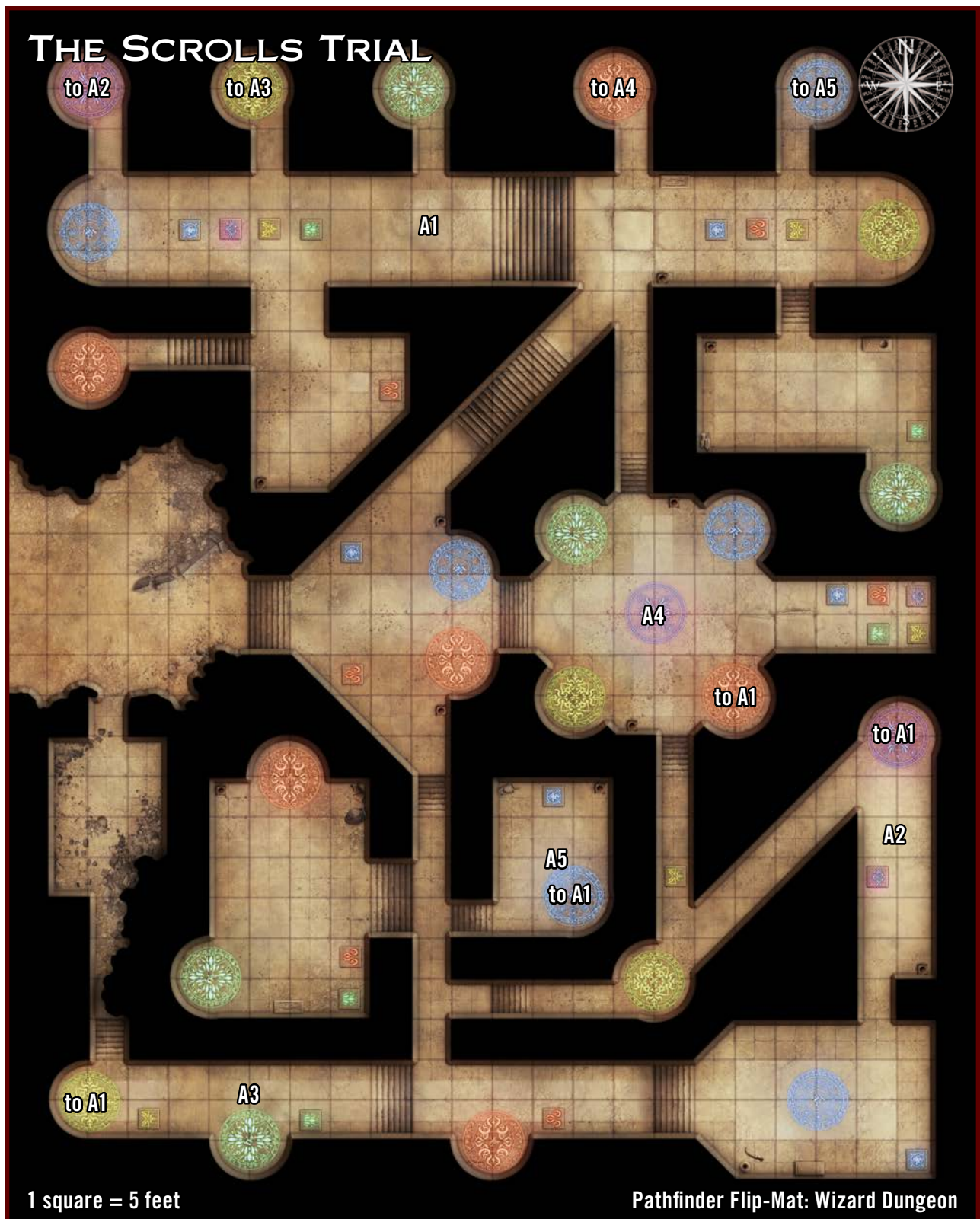
"This whole dungeon is really an interesting place, and it's worth exploring in full sometime, but that's not what this trial is about. No, I'm not interested in seeing you untangle traps and unlock doors. This isn't about what you can do or your physical skills. I'm grading you on what you know. Each of the northern circles is a two-way teleportation device. Four of them, all but the green one in the center, are currently active. Stepping inside an active circle brings you to a matching circle elsewhere in this dungeon, and waiting in the vicinity of each of these is a summoned creature. Four creatures, of four different types. Each of them has an amulet you have to retrieve for me. But this isn't just a brute-force test of forcing them to hand it over! No, no. This is the Trial of Scrolls, and we do things with more... finesse."

The Mission: Shaine goes on to explain the rules: the PCs must seek out specific creatures based on clues he provides, one at a time. The Master of Scrolls has a total of four creatures that the PCs need to find in a specific order. Each creature has an amulet that the PCs must retrieve and return to Shaine without killing the creature. Once they return with an amulet, Shaine gives them another clue



AMBRUS VALSIN

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and the process repeats until the PCs have retrieved all the amulets.

If the PCs retrieve an amulet from the incorrect creature, they must try to find the correct target again. For every incorrect amulet the PCs collect, their maximum score decreases by one. The PCs can earn anywhere from one to four points during this trial.

Roll 1d4 on **Table 1: Creature Clues** on page 7 to determine the PCs' first target and again whenever they earn a new clue, rerolling any duplicates.

Identifying Creatures: The PCs' goal is to identify the creatures associated with each of Shaine's clues. Identifying a creature requires a PC to succeed at a check to Recall Knowledge. Applicable skills and their DCs are listed in each encounter. For groups of more than four PCs, increase all DCs during this encounter: by 1 for 5 PCs or by 2 for 6 PCs. This represents efforts Shaine has taken to disguise the creatures.

The PCs can use the teleportation circles or walk to the various denizens from here. While all creatures are under orders not to disclose their traits in conversation with PCs, the party can trick them into accidentally disclosing clues.

Only the four pairs of teleport nodes indicated on the map function. Stepping into one causes it to flare brightly over the course of a round, transporting any PCs standing in one of its squares to the matching node elsewhere in the dungeon. The PCs can also walk from one area to another; teleporting is not a required part of the trial. The ceilings are 15 feet high throughout, and the entire dungeon is in dim light from the glowing nodes. All of the target creatures have been conjured here. They are under strict orders not to wander beyond the room they are in. None of the creatures in this trial use *invisibility* or change shape, on Shaine's instruction.

A2. DEVIL'S BARGAIN TRIVIAL

This chamber is empty save for a

single stone plinth covered in a purple drape. The imp stands on the plinth, idly toying with the amulet.

Creature Ygracix the imp is waiting here for the PCs, quite bored. If the PCs converse with her, she chats with them; she knows the purpose of this trial and doesn't expect to be on Golarion much longer.

Identification: The PCs can use Recall Knowledge to identify the imp with a successful DC 15 Religion check, a DC 13 Devil Lore or Hell Lore check, or a

DC 17 Legal Lore check (or other Lore subcategories relating to bargaining or contracts). A PC succeeding at a DC 15 Diplomacy or Intimidate check gets Ygracix to accidentally blurt out that she's from Hell.

Gaining the Amulet: If asked for her amulet, Ygracix offers it to anyone willing to accept her Infernal Temptation—she knows there's little chance of anyone dying today, but one can always hope! PCs can also convince her to hand it over “in return for a possible future consideration” with a successful DC 16 Deception check. If the PCs come up with another inventive solution, allow them to attempt a DC 17 appropriate skill check.

YGRACIX

CREATURE 1

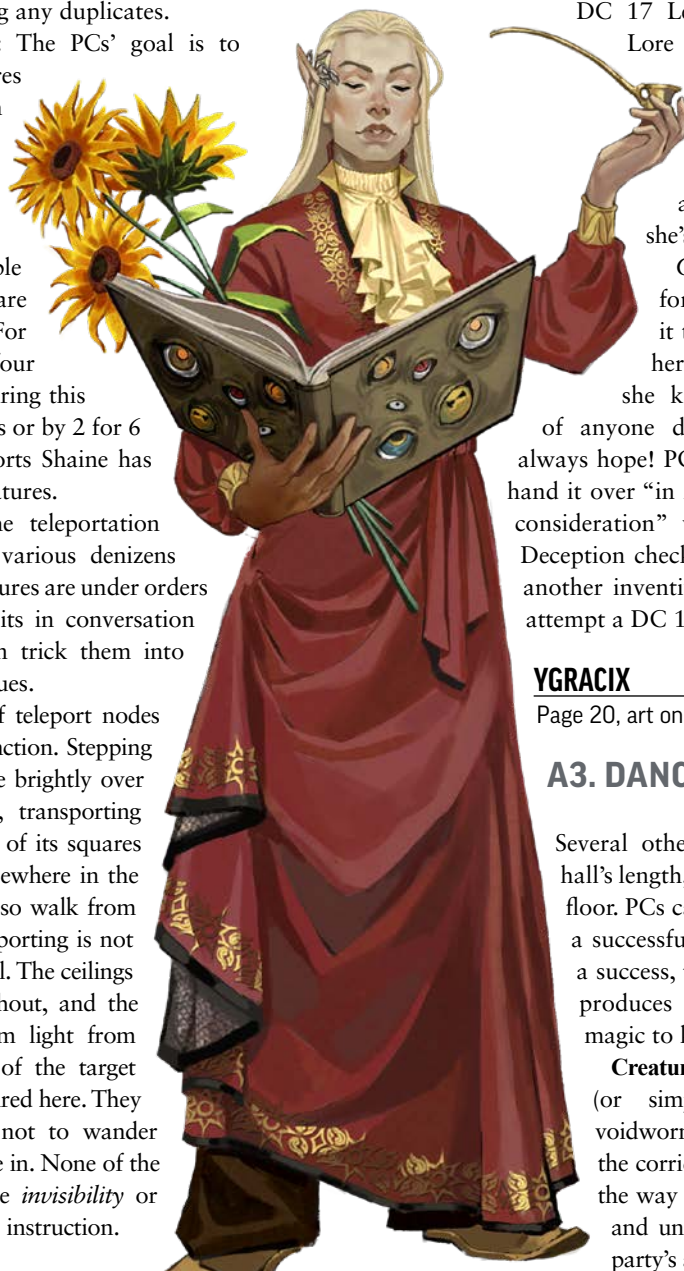
Page 20, art on page 33

A3. DANCE INTO THE VOID TRIVIAL

Several other glowing circles dot this hall's length, and magical script lines the floor. PCs can read the script here with a successful DC 12 Arcana check; on a success, they notice that the writing produces rudimentary preservation magic to keep the area clean.

Creature: Dancer-in-the-Gilded-Eye (or simply Dancer), a protean voidworm, flits excitedly up and down the corridor, constantly fascinated by the way the stone walls remain solid and unchanging. They react to the party's arrival with interest.

Identification: The protean's flightiness makes it slightly easier to trick them into giving clues to



KREIGHTON SHAINÉ

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their protean trait; Diplomacy or Intimidate checks to gather this information only have a DC of 13. A PC can identify the voidworm using Recall Knowledge with a successful DC 15 Religion check, a DC 13 Maelstrom or Protean Lore check.

Gaining the Amulet: Dancer willingly gives up their amulet to anyone who provides them with some entertainment. Dancer wants to see something destroyed—to see a solid object turn into smaller solid items. This can be any item the PCs have with a Hardness of 3 or higher (Hardness 5 or higher for groups of 5 or more PCs); alternatively, if the PCs don't have anything they're willing to part with, Dancer suggests they smash a nearby bust on the wall (it has Hardness 7 with 20 Hit Points). The item must be destroyed, not merely broken, before Dancer gives a small sigh of pleasure and hands the amulet over. If the PCs don't destroy something, Dancer whimsically says that "they'll just have to break" the PCs instead before they puff up, clearly telegraphing an imminent attack. Dancer doesn't intend to kill anyone; they stop attacking once any PC is knocked unconscious.



SCROLLS TRIAL AMULET

DANCER-IN-THE-GILDED-EYE

CREATURE 1

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A4. IN THE NAME OF THE LAW TRIVIAL

This room was clearly once a confluence of the various portals that pepper this dungeon, as all five colors of glyph are symmetrically arranged here. Only the red circle in the southeastern corner is currently activated.

Creature: Observer 1221646, an arbiter aeon, hovers in the room's precise center, slowly revolving and

analyzing the room's symmetry. While it's willing to converse, it's terse in its replies and sticks to the point.

Identification: A PC can identify the arbiter using Recall Knowledge with a DC 15 Religion check or a DC 13 Aeon Lore or Axis Lore check. 1221646 has no curiosity about the PCs or their task; it only wishes to end matters as soon as possible and return to its more-important work in Axis. This lack of engagement makes it harder for the PCs to gain clues about its nature; PCs must succeed at a DC 17 Diplomacy or Intimidate check to learn anything useful.

Gaining the Amulet: If the PCs mention the amulet, 1221646 discusses the terms of its deal with Shaine. Canny PCs can see a loophole in Shaine's instructions with a successful DC 13 Deception or Legal Lore check—specifically, 1221646 is under orders not to "hand over the amulet." With a successful DC 15 Diplomacy check, the PCs can convince the arbiter that it would be perfectly within the bounds of its contract if the PCs simply take the amulet from it. Alternatively, a PC who succeeds at a DC 17 Thievery check can remove the item; on a success, the PCs fulfill the terms of the contract and the arbiter vanishes.

OBSERVER 1221646

CREATURE 1

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A5. QUASIT CLOSET

TRIVIAL

A statue of a human woman decorates the northwest corner of this chamber, beside a glowing blue pedestal.

Creature: The quasit Kenewara waits for the PCs here. While impatient, he manages a pleasant, if aggrieved,

TABLE 1: CREATURE CLUES

d4	CLUE	MONSTER	LOCATION
1	"A devil is in this dungeon, a weak but cunning scion of Hell. Those of her kind love make deals and frequently serve as assistants to unwise spellcasters."	Imp	A2
2	"One of our subjects is a protean, a creature of the Maelstrom that thrives on raw entropy. Proteans are interested in acts of both creation and destruction."	Voidworm	A3
3	"A being of law and order has one of my amulets. It's one of the least of the inevitables, aeons bound tightly by rules and constraints."	Arbiter	A4
4	"The lowliest of all demons has an amulet. Particularly wicked spellcasters actually break off a piece of their soul and form it into a minion."	Quasit	A5

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tone when interacting with the PCs. He is fully aware that he's just a pawn here, and that rankles him.

Identification: PCs can identify him as a quasit with a successful DC 15 Religion check, a DC 13 Demon Lore or Abyss Lore check, or another relevant DC 17 Lore check to Recall Knowledge. Diplomacy and Intimidate checks to get a clue to his identity require only a successful DC 13 check—his bluntness makes it easier to “trick” him—he’s actively trying to blurt it out as best he can, to get this over with.

Gaining the Amulet: As soon as the PCs suggest that

he might be their current target, he shoves the amulet in their faces, telling them to hurry up and take it already.

KENEWARA

CREATURE 1

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COMPLETING THE TRIAL

Once the PCs finish collecting the four amulets, Kreighton Shaine thanks them for their efforts. The Master of Scrolls awards the PCs with a point for every amulet they successfully recover in the correct order. As long as the PCs earned at least 3 points, the Master of Scrolls declares the trial a success. Shaine returns with the PCs to the Grand Lodge but quickly departs to prepare his next lesson plan.

THE SPELLS TRIAL

The PCs find **Sorrina Westyr** (N female oread priest) in her well-kept office. She greets the PCs openly before standing and escorting them through Skyreach to a nearby training hall.

An odd array of magical fixtures fill this spacious chamber: a wooden platform floats in the air halfway down the hall, a fountain spewing violet water sits in one corner, a wooden scaffolding holding fake walls in place creates a miniature room within the larger chamber, and several doors leading out the sides of the hall have glowing runes upon their surfaces.

“What I have here for you is essentially an obstacle course,” says Sorrina, sounding rather proud. “Each part of the course represents a different sort of challenge you’d possibly encounter in an actual mission. I’ll only award your final scoring for this trial when everyone has overcome the challenges. So, think of this as a group assignment.”

Sorrina gestures to a long table holding several closed satchels. “You aren’t expected to take on all the tasks we have available here. I’ll be assigning you three of them. Your group can also pick one of the supply satchels. Each satchel contains a different set of tools, including some magical items you would otherwise be unable to access from our storerooms. There should be an item or two in each that can help overcome all of the possible challenges. Your task is to decide which of these tools suits your group in besting the challenges you’ve been given. Some tools might be more appropriate in certain challenges than others, and some might seem useless for your particular tasks, but there’s no ‘correct’ answer here. I’m observing and grading your creativity and success, not seeing if you’d do something the same way that I might in the same circumstances. Any questions?”

The Mission: Sorrina Westyr assigns the PCs three



SORRINA WESTYR

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challenges as part of this trial. Two of the challenges are predetermined (The first challenge and the third challenge). The GM should select or randomly determine the second challenge in advance of the game session from the four options listed in **Table 2: Second Spells Challenge Options** below. The Master of Spells describes the first trial as follows.

"For the first challenge: sooner or later, you'll need to ascend somewhere you can't climb, or battle a flying opponent. Test your skills on a tall platform."

She then provides the description for the second challenge as listed in Table 2 below. Finally, she gives the following description for the third challenge.

"For your third challenge, remember that you don't always have to fight your enemies. Sometimes it's much, much wiser to sneak past them. Just be quiet as you cross the chamber of the slumbering dragon."

After Sorrina details the three challenges, she asks the party to pick from one of three identical satchels, though they can't see what is within the satchels before selecting their toolset. Each contains an assortment of equipment and items which theoretically can solve any of the challenges in different ways. All three satchels contain the following: 100 feet of rope, four vials of lesser alchemist's fire, a standard-grade adamantine dagger, two *scrolls of*

sleep, and a *decanter of endless water*. Use **Table 3: Spells Challenge Tools** to determine the additional contents of the satchel the PCs select. Sorrina helpfully identifies each item for the party, and offers to use the wands or scrolls on their behalf if the party doesn't include anyone capable of using a specific one. If this is the case, she does so only upon request and uses it exactly how the PCs ask, not providing any guidance of her own. She otherwise stays out of their way for the duration of the challenge.

The PCs should use the tools they have been randomly assigned to help overcome the challenges. They can use their wits to overcome obstacles in different ways. If they find an unconventional use for an item or spell that allows them to overcome a different obstacle than intended, they overcome that challenge. There are no right or wrong answers here; Sorrina wants to see what the PCs can come up with.

None of the challenges in this trial involve combat, so there are no associated maps. If the PCs' plans for a specific challenge require detailed positioning, use a blank map to detail the encounter, or miniatures to show the PCs' positions relative to one another.

EVENT 1: FIRST SPELLS CHALLENGE (THE PLATFORM)

Sorrina leads the PCs to a section of the room where a wooden platform sits overhead, suspended by four pillars of wood. She explains that the challenge is for the entire party to make it on top of the platform, using

TABLE 2: SECOND SPELLS CHALLENGE OPTIONS

d4	CHALLENGE DESCRIPTION
1	"It seems like there's always an illusion trying to make our lives harder. 'See' if you can overcome this trial by avoiding the unseen spores!"
2	"You'll soon discover that not all doors are open to you, and some are much harder to get past than others. Test yourselves against the unyielding door."
3	"It seems like there's always an underwater area to deal with, even in ruins that are in the middle of the desert. Find your way to the end of the aquatic corridor."
4	"Pools of lava, pools of acid, pools of distilled negative energy... It makes you wonder if these ancient, lost civilizations even drank water. Retrieve the treasure from the bottom of the pool of pain."

TABLE 3: SPELLS CHALLENGE TOOLS

d6	SATCHEL CONTENTS
1-2	two potions of water breathing, scroll of gust of wind, scroll of silence, scroll of water walk, standard potion of flying, wand of knock
3-4	boots and cloak of elvenkind, emerald grasshopper talisman, infiltrator thieves' tools, scroll of blink, scroll of dispel magic, scroll of glitterdust
5-6	bottled air, two immovable rods, invisibility potion, scroll of faerie fire, scroll of wall of stone, skeleton key

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their own skills and the tools they have drawn. The platform is 15 feet off the ground, 10 feet below the room's ceiling, and no walls of the room are closer than 15 feet to any of its edges. It is surrounded by a railing on all sides.

Overcoming the Challenge: The most obvious way of winning is getting one party member onto the platform, having them tie a rope to the railing (which is sturdy enough to hold several hundred pounds of weight), and then having the rest of the party climb up one by one. Each satchel contains rope and at least one means of getting a PC off the ground. Other possibilities include using one of the PCs' own equipment to attach a rope from ground level. A mundane possibility is forming a humanoid pyramid, allowing the topmost character to reach the railing. For three Medium characters, one can stand on the backs of two others with a successful DC 10 Acrobatics check and then pull themselves up with a successful DC 14 Athletics check.

If all else fails, the PCs can resort to brute force since the challenge requires them to simply stand atop the platform. Enterprising parties might just damage it enough to make it fall to the ground. The platform is supported by four pillars of wood—if attacked or damaged from the ground, each pillar has AC 5, 5 Hardness and 20 Hit Points, and a Broken Threshold of 10. Once three or more pillars break, the platform collapses, allowing the PCs to easily walk onto it.

EVENT 2: SECOND SPELLS CHALLENGE OPTION #1 (THE UNSEEN SPORES)

Sorrina leads the group to a door off the side of the hall. On the other side is a small antechamber, approximately 10 feet wide by 20 feet long, with an open doorway on the opposite end. She explains that all they need to do to pass this challenge is for all of them to walk to the opposite door. However, scattered around the room are light puffball mushrooms that she has rendered invisible. Touching one causes it to burst open, releasing spores, which she has done ahead of the challenge and made invisible as well. While these spores do little more than cause sneezing or mild rashes, Sorrina knows that invisible hazards in the field are far less merciful; as a result, if any PC is exposed to the spores, the party fails this challenge. PCs only lose the challenge if a mushroom bursts while they are inside the chamber; if they find a way to set them off from outside, it has no effect on their score.

Overcoming the Challenge: The invisible floating spores are scattered several to every 5-foot square; a PC attempting to walk from one end of the hall to the other without first detecting or eliminating these spores must carefully tread through four squares, making two

skill checks per square. First, a PC must succeed at a DC 15 Perception check to Seek to detect the spores, then attempt to avoid the spores with a successful DC 10 Acrobatics check to Balance. PCs who successfully pass through one square can Aid others passing through the same square after them. Failing either check means a PC steps into a spore, setting it off and failing the trial.

If the PCs don't press their luck in this fashion, they have several other options. *Glitterdust* or *faerie fire* both reveal spores, making the spores in the first two squares visible. Once the spores are visible, the PCs can pass through without worry, leaving only two squares' worth of skill checks to be made. Casting *gust of wind* on the room blows away the spores in a 10-foot-square, clearing more of a path.

The PCs can also destroy the spores with area damage—the four doses of alchemist's fire that came with each satchel can do this, though any effect that manages to deal damage to four squares' worth of mushrooms serves the purpose.

EVENT 2: SECOND SPELLS CHALLENGE OPTION #2 (THE UNYIELDING DOOR)

Sorrina brings the PCs to a side of the hall where an elaborately staged darkwood door stands against a wall. Sorrina explains that the PCs' task here is simply to open the door—a task that won't be easy, given preparations that have been made to keep the door sealed. If no PC in the group has thieves' tools, Sorrina produces a set for their use, though she chides them for lack of preparation.

Overcoming the Challenge: The door's lock is midway between simple and good quality—it requires four successful DC 20 Thievery checks to unlock it. While the tools at hand should make it accomplishable for most parties, those lacking anyone trained in Thievery have a harder time ahead. If necessary, Sorrina obliquely hints that while opening the door is necessary, unlocking the lock is not. The door is made of darkwood, with Hardness 15 and 56 Hit Points. This makes chipping away at the door itself time-consuming, but PCs who investigate the composition of the lock and succeed at a DC 15 Crafting check notice that it's made of an unusually soft metal. The lock has Hardness 5 and 20 Hit Points. Breaking the lock itself causes the door to swing open. The key to the lock is hanging on a nail above the door and has been rendered invisible. Any successful attempts to detect invisibility reveal the key. Alternatively, a PC can find the key with a successful DC 22 Perception check.

EVENT 2: SECOND SPELLS CHALLENGE OPTION #3 (THE AQUATIC CORRIDOR)

Sorrina opens the door, revealing a well-lit corridor

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completely filled with water, top to bottom. The water forms a wall at the doorway, as though an invisible barrier prevents it from spilling out, but creatures can pass in without any resistance. Sorrina tells the PCs their challenge is to travel down the corridor and through the doorway on the opposite end, 100 feet away. The PCs succeed at this challenge when the entire group makes it through the far door. Anyone drowning fails the test for the entire group. She quickly adds that magical monitors are ready to pull out anyone in actual danger of drowning, but should those prove necessary, the PCs fail the test. Sorrina points out that a current is pushing from the far door to this end, so it isn't just a still pool.

Overcoming the Challenge: The PCs aren't required to do anything special or use any of their satchel tools to beat this challenge; if everyone in the group is capable of swimming or walking the length of the corridor without losing their breath, victory is easily achieved (see the rules on drowning and suffocation on page 478 of the *Core Rulebook*). Doing so requires traveling 100 feet; the door on the other end is unlocked and opens with a touch. The current is light but persistent, requiring successful DC 15 Athletics checks to Swim. Anyone failing a check drifts backwards 5 feet.

If the party is partially or wholly composed of characters who can't hope to travel 100 feet before running out of air, there are options in several of the satchels to allow at least one PC to breathe underwater—possibly allowing one or two characters to slowly walk without danger of drowning, with hardier ones swimming the length. Alternatively, if one PC can pass through the hall, they can use rope to pull the other characters through one by one. Doing so takes two actions and requires a successful DC 10 Athletics check to pull a character 20 feet through the water. A drastic method of besting the challenge is casting *dispel magic* on the doorway; doing so automatically brings down the barrier without need of a counteract check—something Sorrina specifically built into the corridor to reward creative thinking. Sorrina grumbles about the mess and waste of a perfectly good bit of spellwork, but secretly seems pleased that the PCs chose to solve the problem with magic rather than a more mundane option.

EVENT 2: SECOND SPELLS CHALLENGE OPTION #4 (THE POOL OF PAIN)

Sorrina walks the party over to a marble fountain filled with lurid purple liquid. She explains that the substance is liquid lightning, which is quite difficult to create. She further explains that the PCs need to retrieve a gold ingot from the bottom of the pool, preferably without getting themselves electrocuted in the process. As always, the intent of the challenge isn't to be lethal, so she and her

team are on hand to heal anyone who gets shocked into unconsciousness or worse. However, anyone failing in this manner costs the party the challenge.

Overcoming the Challenge: The bar of gold is heavy for its size, weighing 1 Bulk, making it inaccessible for *mage hand*. The fountain is 10 feet across and three feet deep, and the liquid lightning does damage to anyone entering it equivalent to a greater bottled lightning (3d6 electricity damage per round of exposure). The lightning is viscous; moving through it is the equivalent of moving through greater difficult terrain. Anyone looking to simply walk through the fountain, grab the ingot, and exit likely takes at least 2 rounds' worth of electricity damage. While simply toughing through like this is an option (possibly with other PCs using healing the sacrificial character to keep them conscious long enough), other methods might include using a means of staying off the ground to hover over the center of the pool and grab the ingot (doing so only subjects the PC to 1d6 electricity damage). Using *water walk* to cross the surface only subjects a character to 3 points of electricity damage per round and is not difficult terrain. Other possibilities include using *blink* to pass through and ignore most of the damage or using *wall of stone* to provide easy access to the ingot by raising it out of the pool and forming a bridge over the lightning. PCs who play around with the fountain discover that it crackles when it touches water; while most spells with the water trait only produce a shower of sparks, activating the *decanter of endless water* to create a fountain or geyser and lobbing it into the fountain produces a dramatic light show for five rounds, after which the fountain dies out with a minor crash of thunder. At this point, the water has diluted the liquid lightning enough that it is safe to walk through without causing more than a mild tingling.

EVENT 3: THIRD SPELLS CHALLENGE (THE SLUMBERING DRAGON)

A smiling Sorrina leads the PCs to an antechamber off the main hall. Lying on the floor and occupying most of the hallway is a large, plush, stuffed dragon. Sorrina, speaking in a stage whisper, lets the party know that they need to cross the hallway without waking the dragon. If he does wake, he needs to be lulled back to sleep right away lest he devour them all with his stuffed, satin, pillow-like teeth. She delivers her ominous threats quite deadpan, though she clearly enjoys describing this particular challenge. Then, quite seriously, she drops the pretenses and lets the PCs know that if the stuffed dragon fully awakens, they lose the challenge.

Overcoming the Challenge: To succeed at this challenge, each PC must move 20 feet to the opposite

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door without producing enough noise to awaken the dragon. The dragon is not an illusion, but rather an animated object designed specially for this test. While it is under instructions not to attack anyone (and couldn't do much damage if it did), it does have a Perception modifier of +6. Each character attempting the crossing must roll a Stealth check against the dragon's Perception DC of 16. Each time a PC fails, the dragon stirs in its sleep, increasing the DC of subsequent Stealth checks by 1. If a PC critically fails the Stealth check, the dragon springs awake with a roar, ending the challenge.

Characters under the effects of an *invisibility* or *silence* spell have an easier time crossing the room without waking the dragon. A PC with either spell on them gains a +2 circumstance bonus to their Stealth check; anyone who happens to have both gains a +4 circumstance bonus. Sorrina explains, if asked, that since true dragons have incredible senses all around, merely going unseen or unheard is not a guarantee even in this trial, though it does help.



PLUSH DRAGON

If the dragon begins waking, the PCs have one round to act before it fully awakens and the test ends. Casting *sleep* automatically causes it to settle back down. While the dragon is immune to mental effects, it takes its cues from Sorrina's instructions and responds to the PCs' actions as though it were alive. A PC playing or singing a lullaby can settle it back down with a successful DC 16 Perform check.

COMPLETING THE TRIAL

Once the PCs complete Sorrina Westyr's third and final challenge, the trial is complete. As long as the PCs succeeded at two of the three challenges, then she informs them that they have passed her test. Sorrina thanks the PCs for their time, providing some immediate feedback before returning to her office.

B. THE SWORDS TRIAL

When the PCs go to find the Master of Swords, **Marcos Farabellus** (CG male human blademaker), they instead find themselves being greeted by him as he spots them in the halls. The jovial dean bids the PCs to follow him, then leads them out of the Grand Lodge to a nearby arena. Along the walk, Farabellus explains this arena is a smaller adjunct to the famed Irorium, used for training gladiators up to the main venue. The Pathfinder Society regularly rents it for upkeep trials like this one.

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

Emerging in an amphitheater covered in sand, Marcos Farabellus extends his arms out wide. "The Trial of Swords is a bit simpler than those of my fellow deans," he says merrily. "Since I'm the Master of Swords, I want to see how you lot use your swords. Or maces, or bows, or what have you. Now, don't worry yourselves; this is all nonlethal, wouldn't do to take our newest prospects off the map before they have a chance to do anything for us, eh?" He laughs. "No, all the opponents you'll fight here have enchanted weapons that stop just shy of landing a killing blow. You all, likewise, will be given nonlethal weapons, otherwise identical to the ones you're using now. We've got something for each of you. Mind you, you *can* still be knocked unconscious, and if you all go down, it's not getting you good marks here, so do try and nonlethally 'kill' your opponents first, eh?"

He points to the other side of the arena. "You'll be facing three waves of foes, emerging from there and charging down the field at you. You'll have ten minutes or so to rest between waves, enough to patch yourselves up. Good luck!" He claps his hands, and a small team comes down from the stands with a variety of weapons. After the exchanges take place, they and Marcos leave the field to observe.

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B. THE SWORDS TRIAL



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The Mission: The weapons provided to the PCs and used by the attackers have all been ritually modified to cause nonlethal damage if a target would be rendered unconscious or killed by a hit. Each PC receives a weapon otherwise identical to one they currently have.

Each match the PCs win awards them two points, for a maximum of six total points. If the entire party is rendered unconscious during a combat, they gain no points for that match and forfeit any remaining matches in the trial. PCs eliminated in this fashion wake up fully healed in a bed

in the Grand Lodge a few hours later. The first and third waves of the fight are fixed. For the second wave, the GM should choose or randomly determine which encounter option to run, between Sweeping the Field below or Flickering Fey on page 15.

EVENT 4: FIRST WAVE (FROM THE SEWER)

LOW

Marcos takes a seat in the otherwise empty stands, then gives a nod to an assistant stationed by the entryway opposite the PCs. Moments later, the opposite gate begins creaking open and high-pitched cries in Draconic tumble from the darkness. Marcos then calls down to the arena, “Let me extend my thanks to the Society’s allies, the Sewer Dragons, for their assistance in today’s event!”

Creatures: Three kobolds emerge to be opponents for the opening match. The nonlethal nature of the match appeals strongly to their inherent survival instincts, and they fight with more boldness and less stealth than they normally would. They try and remain at a distance and pepper the PCs with sling bullets as long as possible, but they are willing to throw down their slings and go toe-to-toe with spears—though even then they try and gang up on a single character if possible.

KOBOLD WARRIORS (3)

CREATURE -1

Page 24, art on page 34

EVENT 5: SECOND WAVE OPTION #1 (SWEEPING THE FIELD)

LOW

Once the first match has ended and the PCs have had their rest period, Marcos encouragingly calls down to the PCs from the stands, “Well done! An excellent start. You cleaned the field. Let’s see if your opponents can clean you up! I’ll be honest; I’ve let them have a little bit of an edge here, so best be quick on your feet.”

With that, the gate creaks open again. Don’t run this encounter if you have already run Flickering Fey on page 15.

Creatures: Three animated brooms come sweeping out of the gate and head for the PCs. To compensate for their slow speed

and lack of ranged attacks, Marcos has had *haste* cast on the brooms, to help them survive the trip across the field of battle toward the PCs. The spell was cast simultaneously on all three broomsticks immediately prior to the match, so they have one minute of enhanced speed. The three rush down the field at top speed and do their best to bludgeon the PCs into unconsciousness.



MARCOS FARABELLUS

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Marcos doesn't expect much from this match, but he views it as an amusing palate cleanser.

ANIMATED BROOMS (3)

CREATURE -1

Page 25, art on page 34

EVENT 5: SECOND WAVE OPTION #2 (FLICKERING FEY) **LOW**

Marcos booms, "Well done! I hope you're not too tired from your first bout. Your second match might overwhelm your senses; try not to be too dazzled by their light." He gestures to the far gate; this time, instead of it grinding open, a group of sprites simply fly between the bars and zip down the field, shimmering brightly. Don't run this encounter if you have already run Sweeping the Field on page 14.

Creatures: A trio of sprites have taken up Marcos's challenge. They are under orders not to fly more than 10 feet off the ground, just to keep them within reasonable reach, and to avoid engaging in melee, instead using their luminous spark to attack from range and position themselves to be able to affect multiple PCs with a *color spray*. No more than one sprite uses *color spray* in a given round; however, if a PC is affected by a spray (especially if one critically fails and is stunned), the sprites swarm in and try to defeat that opponent with their rapiers as quickly as possible.

SPRITES (3)

CREATURE -1

Page 26, art on page 35

EVENT 6: THIRD WAVE (THE DRAGON) **MODERATE**

After the PCs defeat the second wave, Marcos gives them a standing ovation from his box seat. "Excellent! You've exceeded expectations today." He pauses, then says, acting as though he's reconsidering, "Of course, your opponents haven't been the most impressive, have they? No, I've changed my mind. If you want top marks from me, you'll have to fight something more ferocious. Prepare yourselves!" With that, the gate creaks open one last time.

Creature: The Society has captured a river drake and uses it to test the PCs. The drake's attacks are limited just like those of their previous opponents and only knock PCs unconscious rather than killing them. That said, the drake is more than a bit disgruntled and seeks to at least lay some bruises out among its enemies. As soon as the gate opens, he uses Speed Surge to fly within 50 feet of a group of PCs and lobs a wad of caustic mucus at them, trying to take out as many as possible in one go before landing among the remaining PCs and lashing out with tooth and tail.

RIVER DRAKE

CREATURE 3

Page 27, art on page 35

COMPLETING THE TRIAL

As long as the PCs overcome the first two waves, the Master of Swords declares the trial to be a success. If the PCs also manage to defeat the river drake, Marcos Farabellus is overjoyed. He provides them with top marks and offers to buy them some drinks and food on their walk back to the Grand Lodge. Once the group returns, the Master of Swords takes his leave, heckling some trainees he spots and demanding they accompany him back to the rented arena.

REST AT CARYG MANOR

Once the party completes all three trials, Venture-Captain **Ambrus Valsin** (LN male human chamberlain) approaches them in the halls of the Grand Lodge with an update. Read or paraphrase the following.

The Venture-Captain of the Grand Lodge approaches with a no-nonsense look on his face. "All right, it seems there was a paperwork mix-up. Your lodgings here at the Grand Lodge are already occupied by another group of Pathfinders. Luckily, this happens from time to time, and a local Pathfinder by the name of Solvatar Caryg is willing to put you up. I've got a coach ready to take you to his estate."

Ambrus Valsin makes it clear that he has little time to converse, and he avoids answering most questions. If pressed about Solvatar Caryg, Valsin reports that Caryg is a minor noble in Absalom who also moonlights as a Pathfinder. The venture-captain explains that Caryg is somewhat eccentric but always offers to look after any Pathfinders who need a place to rest if the Grand Lodge can't accommodate them.

The promised coach waits outside and takes the PCs to Caryg Manor, a modest (by Absalom nobility standards, at least) walled mansion in the Petal District. Once the PCs arrive, Solvatar Caryg emerges and greets them with wide arms and a smile. He ushers them personally into his manor home, where he offers them a meal and regales them with long-winded tales from his former Pathfinder days.

During dessert, a servant rushes in and whispers in Solvatar's ear. He grows visibly upset and excuses himself. "Just because one is retired doesn't mean that one's enemies are as well," he says, in way of explanation, though he doesn't elaborate and declines any offers of assistance from the PCs. He doesn't appear for the rest of the evening, and after dinner, a valet escorts the PCs to their rooms. If the PCs search the manor, they find nothing of note, and Solvatar is nowhere to be found. In spite of

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their possible expectations, the night passes uneventfully, allowing all characters eight hours of rest.

DAWN ASSAULT

At the crack of dawn, a servant wakes the PCs and offers to escort them to the waiting carriage. As the PCs gather in the courtyard and prepare to depart, they soon find themselves needing to defend the manor from what appears to be a deadly assault.

The PCs face one of three possible encounters (C1, C2, or C3). The GM should choose or randomly determine which of the three challenges to give the PCs. If determining randomly, the GM can use a d6 as follows: 1–2: From the Shadows (C1); 3–4: The Equestrian Witch (C2); 5–6: The Table Dines (C3). The attack is staged and is in fact the final part of the training program. Even if the PCs guess this, they should also realize that they're still being scored and should react appropriately. All of the creatures attacking the compound are either hired or conjured with magic. They use lethal force, though the three deans observe from just far-enough away to intervene if things get out of hand.

CARYG MANOR

C1. FROM THE SHADOWS SEVERE

This encounter takes place in the courtyard. Two caligni creepers climb over the western wall at the location marked C1 on the map on page 17. They drop down into the courtyard as quietly as they can, then use a combination of Stealth and *darkness* to close in on the PCs by the entrance, who should be distracted by the servant's request for assistance.

Creatures: The deans instructed the creeper mercenaries to fatigue as many PCs as possible with their poisoned daggers. The two creepers advance while cackling back and forth to each other in Caligni. PCs who can understand them hear them talking about what they're going to do with the money they're earning for this. While the dean's pay is good, it isn't so high as to tempt them into suicidal actions, and the calignis know they're softening the PCs up for a future staged betrayal. Because of their death throes, they're the only hirelings who can't be rescued by healing, so they break off the attack and run back for the wall to escape as soon as either one of them is reduced to 10 Hit Points or fewer.

CALIGNI CREEPERS (2)

Page 28, art on page 35

CREATURE 2

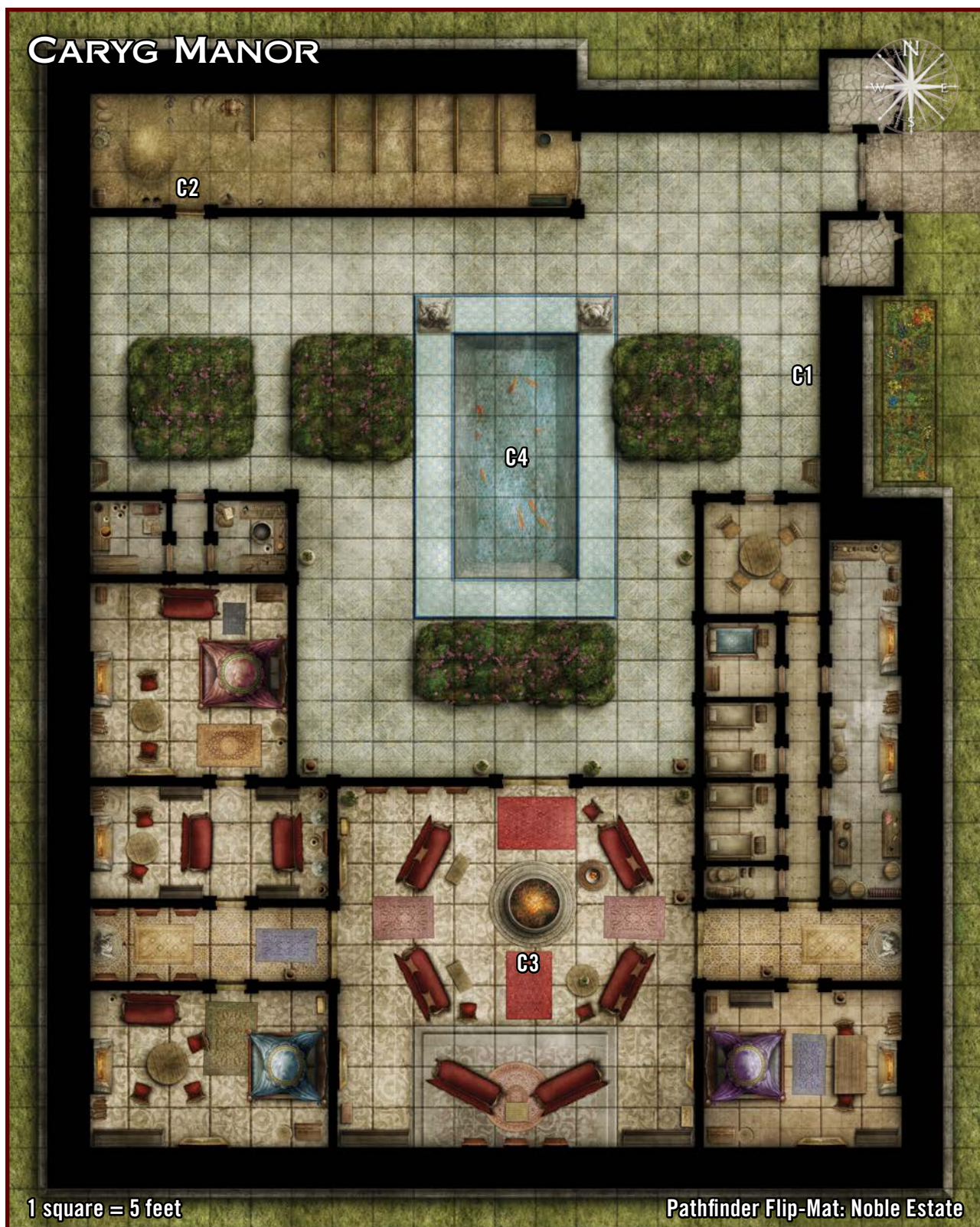
C2. THE EQUESTRIAN WITCH SEVERE

A changeling exile named Mirielle is stationed in the stables, awaiting her cue. She springs astride her steed and crashes through the doors into the courtyard. She plays the part of cackling witch to the hilt, crying to the dawn sky about how Caryg's time has come and she is the hand of vengeance. Upon noticing the PCs, she points a taloned hand at them and warns them she tolerates no



SOLVATAR CARYG

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interference, then gallops directly for them. A PC who succeeds at a DC 20 Perception or Performance check realizes that Mirielle is overacting.

Creatures: Mirielle casts *shillelagh* immediately before entering the courtyard. While riding toward the PCs on her skeletal steed, she casts *burning hands* on them, then alternates between bashing with her staff and lobbing bolts of fire with *produce flame*. If she is reduced to 10 Hit Points or less, or her mount is destroyed and she is reduced to 20 Hit Points or less, regardless, she flees the scene, covering her escape with *darkness* and using *wild shape* to slip away in some innocuous form.

MIRIELLE

CREATURE 3

Page 29, art on page 36

BRITTLE SKELETAL HORSE

CREATURE 1

Page 29, art on page 36

C3. THE TABLE DINES

MODERATE

From the courtyard, the PCs hear a cry coming from the lounge to the south. Upon entering, they see a screaming servant disappearing as he is dragged underneath a table.

Creature: The deans conjured a mimic with a *summon entity* spell. The servant it finishes devouring when the PCs arrive is just an illusion cast as part of this setup. The mimic doesn't give any clue to its identity, trying to lure PCs in to flip the table or otherwise touch it so it can use its adhesive on someone, before opening a fanged mouth in the table's center and rearing up to attack. As a summoned creature, it only has two actions per turn, and engages in straightforward combat tactics. It uses Stealth for initiative and fights until killed, or until 9 rounds pass, at which point the *summon* duration expires and it vanishes.

FAMISHED MIMIC

CREATURE 3

Page 30, art on page 36

Development: As the PCs finish defeating the mimic, they hear a shout from back in the courtyard. Solvatar Caryg is calling for their help!

C4. TESTING BETRAYAL

MODERATE

This encounter takes place in the central area of the courtyard, right after the PCs handle their previous encounter. If the PCs weren't already in the courtyard, Caryg calls out to them for help to bring them outside. Read or paraphrase the following to begin the encounter.

"Well done, fellow Pathfinders! You've defeated the threats assaulting my manor... or so it would appear. You've survived my first assault. But as any good Pathfinder should know, at the worst moments, your supposed allies can turn on you. Now, can you stand against one of your own?"

Following his brief speech, Solvatar Caryg attacks.

Creature: Solvatar uses *inspire courage* to strengthen himself as he rushes into melee with his rapier.

Solvatar Caryg fights until rendered unconscious. As with the other fights, the three deans remain on standby should anything turn lethal, and they quickly step in once the PCs succeed in defeating their foe.

SOLVATAR CARYG

CREATURE 3

Page 31, art on page 35

Development: Once the PCs defeat Solvatar Caryg, or are themselves forced to surrender, the three deans emerge from the front gate to provide feedback on what has been their final trial.

CONCLUSION

As the last battle draws to a close, the three deans emerge from the gate, applauding. They admit to the faux nature of the attack on the manor, adding that it was a test of the PCs' ability to react when a mission takes an unexpected turn. Now, however, they are pleased to say that the PCs have concluded their training mission, and their previous assessments of the PCs as being worthy Pathfinders has only been reinforced by the morning's fight.

After being restored to health, Solvatar Caryg congratulates the PCs on their victory and confirms that his false treachery was all part of the training. He does go on to chide Marcos Farabellus for repeatedly using him as a "punching bag" for agents, though his complaint is all in good spirits. Finally, he asks the PCs not to talk to any agents who have not yet participated in this training program about the last challenge and his role in it.

The deans escort the PCs back to the Grand Lodge for a formal debriefing, providing commentary on the way. Once they arrive, the deans provide constructive feedback, though if the PCs excelled at their missions, they are quick to point out their many strengths. As long as the PCs managed to succeed at two or more of the three trials and overcome the final series of ambush encounters, then the deans give the PCs a passing mark and congratulate them on their efforts. Shortly after their debrief, Venture-Captain Ambrus Valsin arrives to promise the PCs a field mission in the near future.

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PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they successfully complete at least two of the Pathfinder trials. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

If the PCs manage to defeat Solvatar Caryg and the ambush tests at his manor, they each earn 2 Reputation with their chosen faction.

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APPENDIX 1: 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 size, refer to the associated sidebar for how to scale this encounter.

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).

ENCOUNTER A2

YGRACIX

CREATURE 1

LE **TINY** **DEVIL** **FIEND**
Female imp (*Pathfinder Bestiary* 87)

Perception +7; greater darkvision

Languages Common, Infernal; telepathy (touch)

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

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

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

HP 63; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet, fly 30 feet

Melee ♦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom

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

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

- **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10-1 piercing
- **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6-1 piercing plus 1d4 poison
- **Rat** scent; **Speed** 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing
- **Raven** scent; **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

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

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

SCALING ENCOUNTER A2

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

Five PCs: Increase Ygracix's Hit Points by 5.

Six PCs: Apply the elite adjustment to Ygracix.

Infernal Temptation ♦ (divine, concentrate, enchantment, evil, fortune); **Frequency** once per day; **Effect** Ygracix offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by *wish* or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

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ENCOUNTER A3

DANCER-IN-THE-GILDED-EYE

CREATURE 1

CE TINY MONITOR PROTEAN

Agender voidworm (*Pathfinder Bestiary* 266)

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

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

Entropy Sense (divination, divine, prediction) Dancer-in-the-Gilded-Eye can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants them the ability to sense creatures within the listed range. A creature under the effects of *nondetection* or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 17; **Fort** +5, **Ref** +9, **Will** +6

HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) Dancer-in-the-Gilded-Eye's vital organs shift and change shape and position constantly. Immediately after they take acid, electricity, or sonic damage, they gain the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time Dancer-in-the-Gilded-Eye takes damage of one of the other types (in which case their resistance changes to match that type), whichever comes first.

Dancer-in-the-Gilded-Eye is immune to polymorph effects unless they are a willing target. If blinded or deafened, they automatically recover at the end of their next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ♦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ♦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will, lawful only); **Cantrips** (4th) *dancing lights*, *ghost sound*, *prestidigitation*; **Constant** (4th) *freedom of movement*

Change Shape ♦ (concentration, divine, polymorph, transmutation) Dancer-in-the-Gilded-Eye takes on the appearance of a Tiny animal. This doesn't change their Speed or their attack and damage bonuses with their Strikes, but might change the damage type their Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by Dancer-in-the-Gilded-Eye's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

SCALING ENCOUNTER A3

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

Five PCs: Increase Dancer-in-the-Gilded-Eye's Hit Points by 5.

Six PCs: Apply the elite adjustment to Dancer.

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ENCOUNTER A4

OBSERVER 1221646

CREATURE 1

LN TINY INEVITABLE MONITOR

Agender arbiter (*Pathfinder Bestiary* 8)

Perception +7; darkvision, *detect alignment* (chaotic only),
locate inevitable

Languages Celestial, Common, Infernal, Utopian

Skills Acrobatics +9, Axis Lore +5, Diplomacy +6, Stealth +9

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

Locate Inevitable Observer 1221646 can always sense the direction of the nearest non-arbiter inevitable on the plane, but it cannot sense the range of the inevitable.

Items shortsword

AC 16; **Fort** +5, **Ref** +7, **Will** +7; +1 status to all saves vs. magic

HP 22; **Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 3; **Resistances** electricity 3

Speed 20 feet, fly 40 feet

Melee ♦ shortsword +9 (agile, finesse, lawful, magical, versatile S), **Damage** 1d6+1 piercing plus 1d4 lawful

Divine Innate Spells DC 17; **4th** *read omens*; **1st** *command*, *detect alignment* (at will, chaotic only), *mending* (×3)

Electrical Burst ♦♦ (divine, electricity, evocation) Observer 1221646 releases an electrical burst from its body that deals 3d6 electricity damage (DC 17 basic Reflex save). Following such a burst, Observer 1221646 becomes stunned for 24 hours.

SCALING ENCOUNTER A4

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

Five PCs: Increase Observer 1221646's Hit Points by 5.

Six PCs: Apply the elite adjustment to Observer 1221646.

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ENCOUNTER A5

KENEWARA

CREATURE 1

CE TINY DEMON FIEND

Male quasit (*Pathfinder Bestiary* 76)

Perception +7; darkvision

Languages Abyssal, Common; telepathy (touch)

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

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

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

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

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

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

Speed 15 feet, fly 35 feet

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

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

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

ChangeShape ♦ (concentrate, divine, polymorph, transmutation)

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

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

SCALING ENCOUNTER A5

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

Five PCs: Increase Kenewara's Hit Points by 5

Six PCs: Apply the elite adjustment to Kenewara.

THE PATHFINDER TRIALS

EVENT 4: FIRST WAVE (FROM THE SEWER)

KOBOLD WARRIORS (3)

CREATURE -1

LE **SMALL** **HUMANOID** **KOBOLD**

Perception +3; darkvision

Languages Draconic

Skills Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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

Items leather armor, sling (20 bullets), spear

AC 16; **Fort** +4, **Ref** +7, **Will** +3

HP 8

Speed 25 feet

Melee ♦ spear +3, **Damage** 1d6+1 piercing

Ranged ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

Ranged ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

Hurried Retreat ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

SCALING EVENT 4: FIRST WAVE (FROM THE SEWER)

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

Five PCs: Add one additional kobold warrior.

Six PCs: Add two additional kobold warriors.

THE PATHFINDER TRIALS

EVENT 5: SECOND WAVE OPTION #1 (SWEEPING THE FIELD)

ANIMATED BROOMS (3)

CREATURE -1

N **SMALL** **CONSTRUCT** **MINDLESS**

Perception +3; darkvision

Skills Athletics +5

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

AC 16 (14 when broken), construct armor; **Fort** +3, **Ref** +6, **Will** +3

HP 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated broom has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated broom is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

Speed 15 feet

Melee ♦ bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust

Dust A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature that doesn't breathe is immune to this effect.

SCALING EVENT 5: SECOND WAVE OPTION #1 (SWEEPING THE FIELD)

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

Five PCs: Add one additional animated broom.

Six PCs: Add two additional animated brooms.

THE PATHFINDER TRIALS

EVENT 5: SECOND WAVE OPTION #2 (FLICKERING FEY)

SPRITES (3)

CREATURE -1

CN **TINY** **FEY** **SPRITE**

Perception +4; low-light vision

Languages Common, Sylvan

Skills Acrobatics +6, Stealth +6

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

Items rapier

Luminous Fire (evocation, light, primal) A sprite naturally sheds light like a torch. The sprite can extinguish, rekindle, or change the color of this light using a single action, which has the concentrate trait. While this light is extinguished, the sprite's Strikes don't deal fire damage and they can't use their luminous spark Strike.

AC 15; **Fort** +2, **Ref** +8, **Will** +4

HP 11; **Weaknesses** cold iron 3

Speed 10 feet, fly 40 feet

Melee ♦ rapier +8 (deadly d8, disarm, finesse, fire, magical),

Damage 1d6-3 piercing plus 1 fire

Ranged ♦ luminous spark +8 (fire, light, range 20 feet),

Damage 1d4 fire

Primal Innate Spells DC 16; **1st** *color spray*; **Cantrips** (1st) *dancing lights, daze, detect magic*

SCALING EVENT 5: SECOND WAVE OPTION #2 (FLICKERING FEY)

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

Five PCs: Add one additional animated sprite.

Six PCs: Add two additional animated sprites.

THE PATHFINDER TRIALS

EVENT 6: THIRD WAVE (THE DRAGON)

RIVER DRAKE

CREATURE 3

NE MEDIUM AMPHIBIOUS DRAGON WATER

Perception +9; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +11, Athletics +10, Intimidation +6, Stealth +9, Survival +7

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

AC 19; **Fort** +11, **Ref** +9, **Will** +7

HP 45; **Immunities** paralyzed, unconscious; **Resistances** acid 10

Tail Lash  **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check; **Effect** The river drake attempts to Strike the triggering creature with its tail. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet

Melee  fangs +12, **Damage** 2d8+3 piercing

Melee  tail +12 (reach 10 feet), **Damage** 2d6+3 bludgeoning

Caustic Mucus  (acid, arcane, evocation) The river drake spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 19 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. The river drake can't use Caustic Mucus again for 1d6 rounds.

Draconic Frenzy  The river drake makes one fangs Strike and two tail Strikes in any order.

Speed Surge  (move) The river drake moves up to twice its Speed. It can do this three times per day.

SCALING EVENT 6: THIRD WAVE (THE DRAGON)

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

Five PCs: Increase the river drake's Hit Points by 10.

Six PCs: Increase the river drake's Hit Points by 15 and subtract 1 round (to a minimum of 1) from the time it takes for the drake's caustic mucus to recharge.

THE PATHFINDER TRIALS

ENCOUNTER C1

CALIGNI CREEPERS (2)

CREATURE 2

CN SMALL CALIGNI HUMANOID

Perception +8; greater darkvision, light blindness

Languages Caligni

Skills Acrobatics +8, Athletics +4, Stealth +10, Thievery +8

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

Items black smear poison (3 doses; see below), dagger

AC 19; **Fort** +9, **Ref** +10, **Will** +6

HP 30, death flash

Death Flash (light) When the caligni creeper dies, their body combusts in a flash of bright light. All creatures in a 10-foot emanation must succeed at a DC 17 Fortitude save or be blinded for 1d6 rounds. Creatures with light blindness who successfully save are still blinded for 1 round. The creeper's gear and treasure are left in a pile where they died. As this isn't a magical effect, the light has no effect within magical darkness.

Speed 25 feet

Melee ♦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus black smear poison (see below)

Ranged ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing plus black smear poison (see below)

Occult Innate Spells DC 15; **2nd** *darkness* (at will); **Cantrips** (1st) *detect magic*

Sneak Attack The caligni creeper deals 1d6 extra precision damage to flatfooted creatures.

BLACK SMEAR POISON

ITEM 2

UNCOMMON ALCHEMICAL CONSUMABLE INJURY POISON

Price 5 gp

Usage held, 2 hands; **Bulk** L

Activation ♦♦♦ Interact

Saving Throw DC 16 Fortitude; **Maximum Duration** 6 rounds;

Stage 1 1d6 poison and enfeebled 1 (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison, and enfeebled 2 (1 round)

SCALING ENCOUNTER C1

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

Five PCs: The caligni creepers have 45 Hit Points.

Six PCs: Add one additional caligni creeper to the encounter.

THE PATHFINDER TRIALS

ENCOUNTER C2

MIRIELLE

CREATURE 3

UNIQUE **CN** **MEDIUM** **CHANGELING** **HUMAN** **HUMANOID**
Female changeling (*Pathfinder Bestiary* 62)
Perception +11; darkvision
Languages Common, Druidic
Skills Deception +9, Medicine +9, Nature +11, Stealth +8, Survival +9
Str +4, **Dex** +1, **Con** +0, **Int** +0, **Wis** +4, **Cha** +2
Items leather armor, staff
AC 19; **Fort** +7, **Ref** +8, **Will** +11; +2 circumstance to all saves vs. dream and sleep
HP 45
Speed 25 feet
Melee ✎ claws +11 (agile), **Damage** 1d4+4 slashing
Melee ✎ staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning
Primal Prepared Spells DC 21, attack +11; **2nd** *darkness*, *humanoid form*, **1st** *burning hands*, *shillelagh*, *ventriloquism*; **Cantrips (2nd)** *dancing lights*, *produce flame*, *read aura*, *tanglefoot*
Druid Order Spells 1 Focus Point, DC 21; **2nd** *wild morph*, *wild shape*

BRITTLE SKELETAL HORSE

CREATURE 1

UNCOMMON **NE** **LARGE** **MINDLESS** **SKELETON** **UNDEAD**
Variant skeletal horse (*Pathfinder Bestiary* 299)
Perception +6; darkvision
Skills Acrobatics +5, Athletics +7
Str +5, **Dex** +3, **Con** +2, **Int** -5, **Wis** +2, **Cha** +0
AC 14; **Fort** +4, **Ref** +7, **Will** +6
HP 23, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5
Speed 40 feet
Melee ✎ hoof +7, **Damage** 1d8+3 bludgeoning
Gallop ✎✎ The horse Strides twice, with its Speed increased by 10 feet.
Undead Steed Undead and creatures allied with them can Command a brittle skeletal horse without needing to attempt a skill check.

SCALING ENCOUNTER C2

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

Five PCs: Apply the elite adjustment to the brittle skeletal horse.

Six PCs: Apply the elite adjustment to the brittle skeletal horse and increase the Mirielle's Hit Points by 15.

THE PATHFINDER TRIALS

ENCOUNTER C3

FAMISHED MIMIC

CREATURE 3

UNCOMMON N MEDIUM ABERRATION

Variant mimic (*Pathfinder Bestiary* 236)

Perception +7; darkvision

Languages Common

Skills Athletics +10, Deception +6, Dwelling Lore +8 (applies only to the dungeon it lives in)

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

AC 18; **Fort** +9, **Ref** +7, **Will** +7

HP 60

Adhesive The mimic is coated in an adhesive slime. Any creature that hits the mimic, is hit by the mimic, or otherwise touches the mimic must succeed at a DC 21 Reflex save or become grabbed (Escape DC 21). A weapon that hits the mimic is stuck to the mimic and can be removed with a successful DC 21 Athletics check (made as a single action). A mimic can have any number of objects or creatures stuck to it at a time. The mimic can release a stuck creature or object by using a single action, and the adhesive dissolves 1 minute after the mimic dies, releasing all stuck objects and creatures.

Object Lesson ➤ **Trigger** A creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object; **Effect** The triggering creature is automatically stuck by the mimic's adhesive (it receives no save). The mimic then makes a pseudopod Strike against any creature adjacent to the mimic. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet

Melee ➤ pseudopod +12, **Damage** 2d8+2 bludgeoning plus adhesive

Mimic Object ➤ (concentrate, polymorph) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size but can alter its coloration and visual appearance. It has an automatic result of 26 on Deception checks and DCs to pass as the object that it's mimicking.

SCALING ENCOUNTER C3

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

Five PCs: The famished mimic has 10 additional Hit Points.

Six PCs: Apply the elite adjustment to the famished mimic.

THE PATHFINDER TRIALS

ENCOUNTER C4

SOLVATAR CARYG

CREATURE 3

UNIQUE 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 Solvatar 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 d8, 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* (Core Rulebook 386), *lingering composition* (Core Rulebook 387); **Cantrips (2nd)** *inspire courage* (Core Rulebook 386)

BODYGUARD (0)

CREATURE 1

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Society +2

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

Items greatclub, sap, studded leather

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 25

Speed 25 feet

Melee ♦ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning

Melee ♦ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Bodyguard's Defense ♦♦ The bodyguard selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; this bonus lasts until the start of the bodyguard's next turn.

SCALING ENCOUNTER C4

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

Five PCs: Increase Solvatar's Hit Points by 12.

Six PCs: Increase Solvatar's Hit Points by 12 and add one bodyguard to the encounter. Solvatar and the bodyguard fight adjacent to each other when they can.

THE PATHFINDER TRIALS

APPENDIX 2: GAME AIDS



AMBRUS VALSIN

SORRINA WESTYR



KREIGHTON SHAINÉ

MARCOS FARABELLUS



THE PATHFINDER TRIALS

APPENDIX 2: GAME AIDS



SCROLLS TRIAL AMULET

KENEWARA



YGRACIX

DANCER-IN-THE-GILDED-EYE



THE PATHFINDER TRIALS

APPENDIX 2: GAME AIDS



OBSERVER 1221646

KOBOLD WARRIOR



PLUSH DRAGON

ANIMATED BROOM



THE PATHFINDER TRIALS

APPENDIX 2: GAME AIDS



SPRITE

SOLVATAR CARYG



RIVER DRAKE

CALIGNI CREEPER



THE PATHFINDER TRIALS

APPENDIX 2: GAME AIDS



MIRIELLE

FAMISHED MIMIC



BRITTLE SKELETAL HORSE

THE PATHFINDER TRIALS

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp

TREASURE BUNDLES

□□ The Scrolls Trial, page 4: 1 Treasure Bundle for retrieving at least 2 amulets in the correct order and 1 Treasure Bundle for getting all 4 amulets in the correct order.

□□ The Spells Trial, page 8: 1 Treasure Bundle for completing at least one challenge successfully and 1 Treasure Bundle for completing all challenges successfully.

□□ The Swords Trial, page 12: 1 Treasure Bundle for completing the first three waves of combat and 1 Treasure Bundle for completing the final combat successfully.

□□□□ Caryg Manor, page 16: 1 Treasure Bundle for each of the 4 combats that take place in this area.

THE PATHFINDER TRIALS



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) ☐ A ☐ B ☐ C ☐ D		
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ _____	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel ☐ _____
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ _____	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel ☐ _____
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ _____	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel ☐ _____
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ _____	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel ☐ _____
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ _____	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel ☐ _____
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ _____	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel ☐ _____
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

THE PATHFINDER TRIALS

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Scenario #2-11: The Pathfinder Trials

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
You partook in a series of upkeep training exercises while between missions at the Grand Lodge. You successfully completed a collection-based trial for the Master of Scrolls. You managed to overcome several unique challenges with randomly allotted equipment for the Master of Spells. You defeated waves of enemies, including a drake, for the Master of Swords. Finally, after all your trials, you were escorted to a noble Pathfinder's estate for some well-earned rest. Waking in the morning to the sounds of battle, you fought an eclectic group of attackers, culminating in a battle with the noble Pathfinder who took you in! All of this was just another trial from the Society's three deans, which you passed expertly.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (Second Edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #