

The Gauntlet

PATHFINDER SOCIETY ROLEPLAYING GUILD

The *Gauntlet* may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. The adventure was produced for a wider audience than just Pathfinder Society Roleplaying Guild, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Roleplaying Guild credit when playing this adventure are presented here.

Legal Pathfinder Society Characters

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

As normal, a player may instead use one of the 7th-level pregenerated characters to play in this adventure (see Chapter 2 of the *Pathfinder Society Roleplaying Guild Guide*). However, *The Gauntlet* is a challenging experience, and heavy reliance on pregenerated characters at the lowest legal level for this adventure could be especially difficult—and might not be a good experience.

Getting Credit

Players who play through one of the sanctioned segments of the adventure receive a Chronicle sheet (see the end of this document). A GM who runs the adventure may likewise apply credit to any one of her Pathfinder Society PCs of the appropriate level.

Players earn the boons listed on the Chronicle sheets through their actions during the adventure. Each PC earns the Gauntlet Pin boon, though for every five of the 16 areas the PCs did not explore (and overcome any associated challenges), cross off one of that boon's boxes. The PCs each earn The Wraithsoul Recovery boon so long as one of them successfully carried the *Wraithsoul Stone* out of the dungeon.

Each PC receives 1 XP and 2 Prestige Points for completing *The Gauntlet*. In the event that the PCs do not complete the adventure, reduce their gold earned by 350 gp for each of the 16 areas they did not explore and overcome any associated challenges. Reduce the Prestige Points earned to 1 if they did not explore and overcome the challenges in the first seven areas.

Adjusting the Flavor

Before running this adventure, read or paraphrase the following to the players.

The Gauntlet was written as a challenging dungeon for a wider audience, and the background flavor is best suited for an adventure where the threat of character death is very real. That flavor is, however, a more unforgiving depiction of the Pathfinder Society itself and is not representative of the organization as a whole. Embark knowing that the Society will have your back in your future exploits, but today you delve into the merciless depths of the Gauntlet.

Page 3 of the adventure describes the contents of a letter the PCs receive, including the warning that once they begin the adventure, they must finish the entire dungeon. As a sanctioned Pathfinder Society Roleplaying Guild event, this is not the case; after concluding any encounter, the PCs can choose to exit the dungeon and conclude the adventure. If they do so, though, the adventure ends.

About Pathfinder Society

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by tens of thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet



new people, and play regularly without all the prep work and scheduling of a traditional campaign.

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

About the Gauntlet

The Gauntlet is an annual board gaming tournament and fundraiser organized by ENGAGE (<https://www.moxboardinghouse.com/engage/>), the charitable giving branch of Mox Boarding House in Bellevue, Washington. To help raise funds for the 2015 Gauntlet challenge, team members Jason Bulmahn, Erik Mona, Jessica Price, and Stephen Radney-MacFarland offered to create an exciting dungeon adventure for the fans based on how much money Paizo's team raised for Hopelink, a local nonprofit organization dedicated to combating poverty.

Thank you for your support, and please help support Paizo's future bids to reclaim the Gauntlet!



Pathfinder Society Roleplaying Guild: The Gauntlet!			
Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court



Pathfinder Society Roleplaying Guild: The Gauntlet!

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Gauntlet Pin:** You have braved the infamous Gauntlet, survived, and earned a platinum pin to commemorate your deed! Word of your exploits spreads throughout the Society, inspiring your comrades and giving you the confidence to overcome future challenges. You can check a box that precedes this boon to perform one of the following:

- Regain 1 expended Prestige Point.
- Gain the benefits of *heroism* for 4 hours as a standard action.
- As a move action, inspire your companions, functioning as a 7th-level bard's inspire courage bardic performance for 7 rounds.

☐ ☐ ☐ **The Wraithsoul Recovery:** You have recovered the *Wraithsoul Stone*, a powerful relic of incomprehensible blasphemy and entropy. Although the Dark Archive keeps the stone safely sealed so that it can tempt nobody else, you have the opportunity to learn how to destroy the relic and finish the deed—a process that takes both time and resources. You may expend one use of Downtime to attempt a Knowledge (arcana), Knowledge (planes), or Knowledge (religion) check. If you succeed at the check, check one of the boxes that precedes this boon; the check DC is 18 for the first box you check, 21 for the second box, and 24 for the third box.

Once you have checked all three boxes, you can expend one use of Downtime to attempt a DC 18 Will save. If you succeed, you carry the *Wraithsoul Stone* to a place where it can be destroyed, demolish it, and free Golarion of its otherworldly malice forever. If you fail the check, the stone possesses you, runs amok with your body, and only relinquishes control once your fellow Pathfinders track you down and suppress its control; this expends your Downtime, but you can try the check again after the next adventure.

Upon successfully destroying the *Wraithsoul Stone*, you attract the attention, approval, and patronage of a celestial being. Select one of the following: a bralani azata (*Pathfinder RPG Bestiary* 24), a choral angel (*Pathfinder RPG Bestiary* 5 23), a pair of hound archons (*Pathfinder RPG Bestiary* 19), or a vulpinal agathion (*Pathfinder RPG Bestiary* 2 22). Once per adventure, you can cast the spell-like ability associated with your celestial patron, using your character level as your caster level: *aid* (hound archon), *blur* (bralani), *cure moderate wounds* (choral angel), or *invisibility* (vulpinal). By spending 1 minute and crossing this boon off your Chronicle sheet, you can call your celestial patron(s) as *planar ally*, though you need neither expend material components nor pay your patron. They aid you in any non-evil tasks for 1 hour before departing.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-9	2,800	5,600
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=	Final XP Total	
FAME	Initial Prestige		
	Initial Fame		
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
FAME	Prestige Spent		
	Current Prestige		
	Final Fame		
	GOLD	Starting GP	
+		GM's Initials	
GP Gained (GM ONLY)			
+		GM's Initials	
GOLD	Day Job (GM ONLY)		
	Gold Spent		
	=	Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #