

PATHFINDER®

Quest



SERIES 2

QUEST: #14
LEVELS: 1–4

THE SWORDLORD'S CHALLENGE

BY TINEKE BOLLEMAN



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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: Pathfinder Lodge*

Online Resources: 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*.



SUMMARY

The Pathfinder Society's Master of Swords, Marcos Farabellus, has received a challenge from Orlaelia Aldori, a former crusader turned swordlord. She wants to test the mettle of her students against Pathfinder agents trained by Marcos. Traveling to Birchwood Hall, the Pathfinder lodge in Restov, the PCs face two different challenges and then a final duel against Orlaelia's students.

HOW TO PLAY

PLAY TIME: 1–2 HOURS

LEVELS: 1–4

PLAYERS: 3–6



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ADVENTURE BACKGROUND

Marcos Farabellus (CG male human blademaker), the Pathfinder Society's Master of Swords, has received an official challenge from **Orlaelia Aldori** (LG female human Aldori swordlord), an Aldori swordlord of no small renown. Orlaelia proclaims her students to be superior to any currently training under the Master of Swords and welcomes Marcos to prove her wrong. The blademaker has received countless similar challenges, and normally would ignore it outright. The swordlord, however, has sweetened the pot significantly by offering up a weapon as prize should the Pathfinders prevail in the wager—a renown weapon she last used as a crusader, before taking the name Aldori: her old longsword, Inheritor's Fury. As this is a powerful weapon brought into the depths of the Worldwound during the 5th Crusade, it is a prize the Society can't simply ignore. Marcos is also keenly aware that the Pathfinders currently have very little influence in Brevo, and even a friendly rival might be helpful in that regard.

Orlaelia's school is relatively new. She began training in the Aldori dueling style shortly after the closing of the Worldwound, after fighting as a crusader under the banner of **Queen Galfrey** (LG female human herald of Iomedae). She rose quickly through the ranks of duelists in Restov, establishing her own school only 2 years after taking the swordpact. Her unnamed style focuses on practical applications of the Aldori techniques, as she feels the greatest test for a combat style is the battlefield.

To that end, Orlaelia has decided that some of her newer students need experience against foes outside of Restov, fearing that their blades grow dull challenging the same foes and seeing the same styles ad nauseum. She has great respect for the Pathfinder Society, having fought alongside many agents during the siege of Nerosyan. She believes her students need the kind of practical combat ingenuity she saw Pathfinders display on that battlefield years ago. Thus, she decided to stake her old longsword on the bout, knowing it's an offer Marcos wouldn't refuse. Inheritor's Fury is her last tie to an old life and an old name, but Orlaelia believes that, even should her students lose, the blade might do more good in Marcos's care than collecting dust on her wall.

GETTING STARTED

The PCs traveled by river boat up the East Sellen river to Restov, the capital of Brevo. As they disembark, Marcos Farabellus greets them on the docks. He is a man of sturdy build with a bald head and a full beard.

WHERE ON GOLARION?

The Swordlord's Challenge begins with the PCs arriving in Restov, Brevo. The adventure takes place entirely within Birchwood Hall, a disused Pathfinder Society lodge in Restov. More information on the Aldori swordlords, Marcos Farabellus, Restov, and Brevo can be found on 50–51 of *Pathfinder Lost Omens Pathfinder Society Guide*, and pages 26–28 of *Pathfinder Lost Omens World Guide*.



Read or paraphrase the following.

"Ah, agents! So very good to see you! Welcome to Restov. I hope your journey wasn't too bothersome. This time of year the mosquitoes on the Sellen can be worse than falling face first and buck naked into a patch of poison ivy." Marcos punctuates his own jest with a bellowing laugh. "Let's get you all a bit freshened up before I get to the heart of the matter."

Marcos leads the PCs to a nearby street vendor who sells fried fish and vegetables. He buys each PCs a portion and buys himself a skewer of crayfish. While everyone eats and walks, he elaborates on the mission.

"First off, thank you for coming. This is a bit of an unusual 'mission', so let me get right to it. I received a challenge recently from Orlaelia Aldori. She's an up-and-coming swordmaster here in Restov. Claims her students are capable of besting any of mine. Now, I get challenges like

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that all the time, and normally I ignore them. But this time? Well, there's a little bit more to it. A double-edged sword, so to speak." He lets out a small chuckle. "Which is apt, because one of these extras is a sword. Orlaelia has bet Inheritor's Fury, her old longsword, on this deal. She used to be a Mendevian crusader, you see, and the sword has seen the depths of the Worldwound. It's a relic in its own right and an item the Society would love to study in depth, not to mention a valuable piece of modern history deserving proper cataloging and preservation.

"While the pursuit of a relic alone would not merit taking you away from your other duties, this challenge also gives us a chance to make new friends and acquaintances in Restov. It's been a while since the society had an active presence

here. Rising to this challenge could give us a friendly rival at worst and some new friends at best.

"Orlaelia, though a veteran of many battles, is still Taldan at heart, from what I know at least, and still loves the arts. So! While this challenge will culminate in a duel between you and her students, she will most likely have a few other tests in mind that go beyond raw combat. Who can say what they'll be. From what I hear her style is quite practical, but old veterans like us see lessons in the strangest of places." He smiles, perhaps thinking of similar examples from his own past, though doesn't elaborate further.

"I've opened up Birchwood Hall, our lodge here. Haven't managed to get all the damp and dust out yet, but that shouldn't bother us overmuch. I'm sure you've all seen much worse during your travels."

The group arrives at Birchwood Hall just as Marcos finishes speaking. He leads the PCs inside the building, through the main sitting room and into a wood paneled conference room. There's a faint smell of dust in the air that the open windows have yet to dispel. Marcos does his best to answer any of the PCs' questions before Orlaelia and her students arrive.

What happened to Birchwood Hall? "Venture-Captain Alvar Hadrias used to be in charge, but he's been missing since the Siege of Gallowspire. Due to the time that's passed, we must assume he perished during that mission. The hall hasn't had a venture-captain in residence since."

What can you tell us about Orlaelia Aldori? "She was a crusader under the banner of Queen Galfrey. After the closing of the Worldwound, she began training as a swordlord. She quickly defeated many of Restov's duelists and established her own school after becoming a swordlord herself. The name Aldori is taken by most who learn the style, part of taking the swordpact. But reaching the rank of master, that's not easily done, especially since she focused on an entirely different fighting style before coming here." The admiration in Marco's voice is clear.

What kind of challenges do we face? "Other than the duel? I'm not sure but you can count on her coming up with some good ones that will surely test the body and mind in interesting ways."

What can you tell us about Orlaelia's students? "Not a lot. Out of politeness

I didn't check her student roster, but

I know she's bringing her four best students. They will all have sworn the swordpact and taken the last name Aldori. They're neophyte swordlords and will be more than capable with the Aldori dueling sword. It's a well-balanced blade, excellent for parrying, and the style focuses on unnerving opponents."



MARCOS FARABELLUS

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SOCIETY OR PATHFINDER SOCIETY LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society check or a DC 13 Pathfinder Society Lore check to Recall Knowledge knows more about the Pathfinder Society's involvement in Restov and their connection to the Swordlords.

Critical Success Venture-Captain Alvar Hadrias greatly enjoyed fashion and collected many outfits and items during his time leading the lodge. Some of these have been brought to other lodges or museums due to their historical value, but many are still stored in the rooms on the second floor of the lodge. A PC who critically

succeeds on this check gains a +1 circumstance bonus they can apply to a single check during one of the skill challenges, as they remember the perfect prop to use.

Success The Society has been involved in the politics of Brevoort before and are regarded as allies by those they helped, and enemies by those they thwarted; overall they're no more liked than disliked. Venture-Captain Alvar was generally well regarded, and many in Restov specifically would be eager to see the Society return to the city, not only because agents bring increased commerce, but also to spice up the local dueling scene.

Critical Failure The Society has been involved in the politics of Brevoort a little bit too often. Birchwood Hall has sat empty not because there was no new Venture-Captain to take over, but because the Restov government quietly pushed the Society not to reopen the lodge.

A CHALLENGER APPROACHES

Once the PCs finish their preparations and have no more questions, there is a hard knock on the lodge door. Marcos asks the PCs to accompany him to the sitting room and be on their best behavior—but to also try to look impressive. He carries a slightly nervous air as he opens the door.

A party of five waits outside, led by a middle-aged woman with her dark hair pulled back into a simple knot. She wears woolen trousers beneath her sensible skirts and a thick leather jerkin with an emblem embroidered on the right side. Catching sight of Marcos in the doorway, she grins widely and greets him with a firm handshake; one that goes on a little too long. The four students behind her wear similar jerkins. All carry a distinctive Aldori dueling sword strapped to their hips. As the guests enter the lodge, the instructors share a bit of competitive banter, and the PCs have a chance to meet their competition, who hide their nerves under a thick veneer of pride. These students were told Pathfinders see battles unlike those in the streets and dueling halls of Restov, so they're looking forward to seeing what their opponents can do.

The first to introduce herself is Dura Aldori, a half orc woman with long black hair in an intricate braid.

She wears her school jerkin partially open to reveal a spotless white blouse underneath. Her pants are a light brown linen and don't show a

crease out of place. She wears black leather shoes with silver buckles. As she introduces herself, she winks at a female or female-presenting Pathfinder.

A human man with short brown hair steps up next, introducing himself as Halran Aldori. He looks to be in his late twenties. He completes his school jerkin with



ORLAELIA ALDORI

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riding pants and boots and wears a single pearl earring in his right ear. As he introduces himself, he gives a fancy bow.

The ysoki beside him with white and gray fur is a bit more standoffish, though not unfriendly. They introduce themselves as Rhenei Aldori. It is hard to guess their age due to the natural gray fur. Their school jerkin has a few extra pockets sewn on and they wear colorful layered skirts along with wraps around their back paws, leaving the toes open. They curtsy to the PCs while introducing themselves.

The final student, a gnome with golden hair in a bowl cut that looks as if she performed it herself, practically thrums with energy. Her introduction is very swift, and she looks ready to explode into a thousand questions, but it does come across that her name is Thisnabel Aldori. Her school jerkin looks as if it had several minor accidents with various substances and bears odd stains. She wears practical leather pants laced up down the sides and leather boots which have seen better days.

Orlaelia is most interested in testing her students' martial prowess against that of the Pathfinder agents. However, her experiences in the crusades fighting demons have taught her that to not only survive, but win decisively, one needs more than a strong sword arm and quick reflexes. She proposes to have a total of three challengers, with the third and final challenge being a duel between the students. As she issued the main challenge, she tells the Pathfinders they may choose which other two challenges they wish to accept. She does her best to explain the nature of each challenge, as she wants to test her students' mettle against the PCs' strongest abilities.

ADDING INSULT TO INJURY

First, Orlaelia proposes a round of flyting, bragging and insult competition demonstrating each contestant's wit. She believes unnerving one's opponent can win battles before they are even fought. A demoralized, distracted, or enraged opponent is much more easily subdued in a duel. This competition takes place in the conference room, where the large table can keep both teams away from each other to help deal with some of the tension.

SKILLS, LORE, AND BONUSES

While each of the following skill challenges lists skills that are guaranteed to function as described, the PCs can also use a Lore skill that you judge to be particularly applicable to the challenge at hand. When Lore is used in this way, its DC should be 2 lower than that of the skill its replacing.

Players might also come up with creative uses for other skills. If you feel such a creative use applies, feel free to allow it at a very hard DC, which results in DC 20 for levels 1–2 and DC 23 for levels 3–4.

As a GM, you are also allowed to reward any check with +1 circumstance bonus for good roleplay or other improvisation. Be liberal with handing out that extra bonus if players are really engaged. For example, a player who creates an actual poem, no matter how badly it flows, should be rewarded for the extra effort.



DURA

A successful DC 15 Deception check to Lie, DC 15 Intimidation check to Demoralize, DC 13 Performance check to Perform, or DC 17 Diplomacy check to Make an Impression results in a

good insult or brag. For levels 3–4, the students recently found an old diary written by an Aspis agent from a junk vendor, and they incorporate insults found therein, increasing the DC of each check by 3.

The PCs and the students can take turn insulting each other. To defeat their opponent, a PC needs to get three successes before they get three failures. A critical success counts as two successes, and a critical failure counts as two failures.

Development: The PCs win the challenge if at least half the PCs succeed, rounded up.

A ROSE BY ANY OTHER NAME

One of Orlaelia's favorite challenges is a poetry slam. Orlaelia was born and raised in Taldor and knows from experience that a good poem can really get the creative, problem-solving juices flowing. Also, a good poem can impress friends and allies and discredit an enemy, giving an advantage before a duel even starts.

The challenge is about crafting the poem, not about performing it. The PCs and the students can retreat to

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the library for inspiration and quiet. After the poems are complete, they are randomly shuffled together and judged by both Orlaelia and Marcos.

The poetry slam takes place over the course of four rounds. This represents crafting different sections of the poem. Every round, each PC gets to make a check, chosen from the following options or other skills at the GM's discretion

A PC who succeeds at a DC 15 Arcana, Nature, Occultism, Religion check to Recall Knowledge remembers useful information that can help craft the poem. Once a PC has successfully used one of the skills on that list, they can't use others from it, as the skill chosen represents the topic of that PC's poem. The DC of subsequent checks to Recall Knowledge after the first success increases to 17, as recalling more facts on the same topic is difficult. A PC who succeeds at a DC 15 Society check can apply their vocabulary and knowledge of language to improve their poem; the PCs can attempt this check even if they are untrained, by consulting dictionaries and other resources on poetry in the lodge's library. Finally, a PC who succeeds at a successful DC 15 Performance check to Perform can thoroughly practice their poem and come to understand exactly how to tune the impact of certain phrases. For levels 3–4, the old library is dusty, making concentrating harder and increasing the DC of each check by 3.

The PCs' attempts at poetry have the following results.

Critical Success The PCs gain 2 Poetry Points.

Success The PCs gain 1 Poetry Point.

Critical Failure The PCs lose 1 Poetry Point.

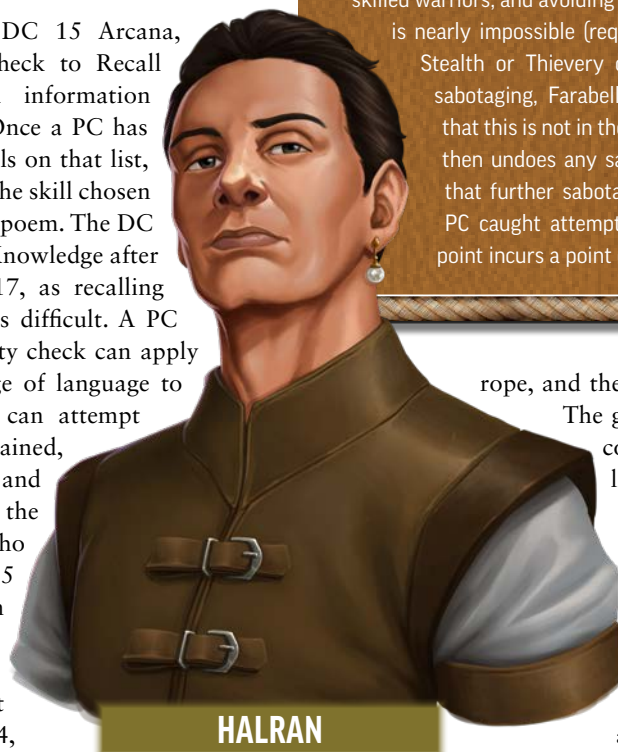
Development: If the PCs obtain a number of Poetry Points equal to at least twice the number of PCs, their poems are judged as the best and they win this challenge.

TUG OF WAR

To test everyone's physical prowess without resorting to duels, Orlaelia likes a good, old-fashioned tug of war. It not only tests raw strength, but also teamwork and steadiness. Two lines are drawn in the grass in front of the lodge, 30 feet apart. A long rope with a ribbon tied at its center is placed so the ribbon lies at the midpoint between the lines. The students take up one end of the

SABOTAGE

Some players might think to sabotage their opponents rather than winning the contest fair and square. Warn these players that Farabellus and Orlaelia are watching closely to ensure a clean contest. Both of them are highly trained and skilled warriors, and avoiding getting caught in sabotage is nearly impossible (requiring a successful DC 30 Stealth or Thievery check). If a PC is caught sabotaging, Farabellus gives them a warning that this is not in the spirit of the challenge. He then undoes any sabotage. Warn the players that further sabotage will incur Infamy. Any PC caught attempting to sabotage past this point incurs a point of Infamy.



HALRAN

rope, and the PCs take the other end.

The goal is to pull the ribbon completely over a team's line.

The tug of war takes place over several rounds. Every round, each PC attempts one skill check, chosen from the following options or other skills at the GM's discretion.

A PC can keep their feet firmly planted with a successful DC 15 Acrobatics check, pull the rope with a successful DC 15 Athletics check to Grapple, or motivate and coordinate their teammates with a successful DC 17 Performance or Diplomacy check to Request. For levels 3–4, the students are especially invigorated, increasing the DC of each check by 3.

The PC's checks to pull have the following results.

Critical Success The PCs gain 2 Pull Points.

Success The PCs gain 1 Pull Point.

Critical Failure The PCs lose 1 Pull Point.

At the end of each round, if the PCs have a number of Pull Points equal to half the number PCs, rounded up, they pull the ribbon five feet towards their line. If they do not, the students pull it five feet in the opposite direction. If the PCs earn a number of Pull Points equal to or greater than the number of PCs, they instead pull the ribbon 10 feet. The challenge ends when one team pulls the ribbon completely across their line, 15 feet from its start.

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MEDIC!

During official duels and training matches there is always a first aid professional close by; however, by their nature duelists usually aren't so lucky when accepting a challenge in the heat of the moment outside of such formal settings. Not only that, Orlaelia has seen enough of her friends and comrades die in the Worldwound before first aid could reach them. Therefore, she feels it's always best to be prepared and have someone on your team trained to save your life.

For this challenge, Orlaelia asks both her students and the PCs to leave the sitting room. She and Marcos apply fake wounds to each other using a disguise kit. They lie down on the ground, playing victims of severe wounds. The PCs have Orlaelia to work on. The students have Marcos.

The PCs and the students each tend to their respective "patients". Both masters try to give accurate feedback as a real patient would—groaning in pain when a wound is investigated, sighing in relief if pressure is taken off a limb, and so forth. They judge the teams as they proceed.

To treat the wound, a PC needs to succeed at three checks before they fail three checks. A critical success counts as two successes, and a critical failure counts as two failures. Possible skill checks include a DC 13 Medicine check to Administer First Aid to a "wound," a DC 15 Crafting check to create improvised bandages or splints, or a DC 17 Perception check to Sense Motive to use Orlaelia's movements and responses to determine where the fake wounds are most painful. For levels 3–4, the fake wounds are made to mimic much more severe injuries, increasing each DC by 3. Instead of rolling skill checks, a PC can use non-cantrip healing spell, elixir of life, or other means to automatically succeed. Only one PC can automatically succeed in this way, as the judges appreciate their willingness to spend spells, but would like to see the group demonstrate a greater variety of skills.

The PCs win the challenge if at least half the PCs succeed, rounded up.

CAT-CALLING

A sturdy pet carrier is delivered to the lodge. Orlaelia carefully and gently brings it to the lodge's garden, as

growling and yowling noises emerge from inside. She explains, "sometimes you have to take down an opponent in an unconventional way, without harming them." To help simulate that, Mephisto will be their rather unwilling target. They need to capture him and make sure he stays in his crate without harming him. Mephisto is a house cat on loan from the local granary, where he is lord, master, and terror of all rodents. He is clearly none too pleased to be here, adding to the challenge.

At the start of the challenge, Mephisto is released in the walled garden of the lodge. Both students and PCs must attempt to catch Mephisto without harming him or anyone else, and only one person is allowed to try to catch him at a time. To catch Mephisto, a PC needs to get three successes before they get three failures. A critical success counts as two successes, and a critical failure counts as two failures. To attempt to catch Mephisto, each PC can attempt DC 15 Stealth checks, DC 16

Thievery checks, or DC 17 Survival checks to approach Mephisto surreptitiously. PCs can instead attempt DC 18 Deception checks to pretend they are not interested in Mephisto at all, therefore making themselves irresistible to him. Alternatively, the PCs can employ a spell that deals no damage (even nonlethal damage is forbidden) to aid in capturing the crafty feline. This does not automatically succeed, as they still need to employ their magical knowledge to understand the best timing to target Mephisto as he darts about and hides, which requires a DC 13 Arcana, Nature, Occultism, or Religion check, using the type that matches the spellcasting tradition of the spell cast (Arcana for arcane magic, Nature for primal magic, Occultism for occult magic, or Religion for divine magic). For levels 3–4, Mephisto was rudely removed from sunning himself in a particularly comfortable spot. His irritation at this indignity increases all DCs by 3.

After being placed back in his crate, Mephisto shows himself to be an incorrigible creature and readily escapes, even if the crate was latched and other countermeasures were taken. If you like, further skills attempts can be flavored as thwarting his escape. It takes multiple successful PCs catching him for him to finally curl up and take a nap in his crate. The PCs win the challenge if at least half the PCs succeed, rounded up.



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SIGHT UNSEEN

Conditions on the battlefield and during a duel often vary. One might have to battle with the low sun blindly shining in their eyes or be awoken in the depths of night by a rampaging creature. A sharp sense of perception can be the difference between life and death. To test this, Orlaelia and Marcos have set up an obstacle course in the kitchen. Both the PCs and the students must complete it while blindfolded.

Once blindfolded, the PCs are let into the kitchen one by one, and then spun around repeatedly to disorient them. The obstacle course gets reset after each participant. There are various obstacles to avoid, like a precariously stacked heap of pans, a tripwire tied to a bag of flour, and onions scattered across the floor. Each obstacle is intended to amusingly inconvenience those who fail rather than cause injury.

The obstacle course takes place over the course of 4 rounds. Each PC attempts four consecutive checks, chosen from the following options or other skills at the GM's discretion, representing their navigation of the obstacles. The players determine the order in which the PCs attempt the course.

A PC can nimbly roll away from obstacles as they are triggered with a DC 13 Acrobatics check to Tumble Through, orient themselves in the obstacle course with a DC 15 Survival check to Sense Direction, or detect the obstacles before stumbling over them with a DC 17 Perception check to Seek. For levels 3–4, the two instructors were especially devious in their course design, increasing each DC by 3.

The PCs attempts at navigating the obstacle course blindfolded have the following results.

Critical Success The PCs gain 2 Obstacle Points.

Success The PCs gain 1 Obstacle Point.

Critical Failure The PCs lose 1 Obstacle Point.

Development: If the PCs obtain a number of Obstacle Points equal to at least twice the number of PCs, they make it through the obstacle course reasonable unscathed, or at least they perform better than the students. The PCs win this challenge.

THE FINAL CHALLENGE

When the first two challenges are completed, Orlaelia calls for a break. She wants both her students and the PCs to be well rested for the final challenge. For that challenge, Orlaelia wants a nonlethal combat. This whole day has

PORTRAYING BOTH MASTERS

While Marcos and Orlaelia have a lot riding on this wager, this is a friendly competition. Though there are stakes and certainly pride on the line, no one is here to make enemies. In fact, Orlaelia would be happy to come away with a closer relationship with the Society that she can use in future exercises. Marcos is similarly interested in a new contact in Brevo, a place the Society traditionally has found little luck making inroads. Both have immense respect for the other's skill, but neither is above ribbing the other over a particular good or bad action of their respective students.

The PCs interact the most often and most directly with the students, but both masters throw out encouragement and pointers during all competitions. Having both be active and vocal gives extra depth to the encounters and gives the PCs the feeling that the Society actively supports them.

Marcos is known for his storytelling, good humor, and devil-may-care approach to combat and training. He shouts support to any PC who is struggling during a challenge and cheers their successes. If the PCs do particularly well during a challenge, such as critically succeeding on a check, he is almost overcome by excitement. Orlaelia has a wry sense of humor. She puts a hard emphasis in her training on practical uses of techniques. She is a veteran of vicious battles against demons on what then amounted to their turf, and now dedicates her life to teaching others. Her students' interests come first for her. She uses her humor to lessen the sting of defeat of her students and calls out good use of techniques to encourage them.

been a test to make her students stronger and she does not want lasting injuries on either side, but she still understands that there's no test as telling nor teacher as effective as actual combat.

The break is in part to facilitate this. With Marcos' approval, she has chartered the help of two ritualists to cast a ritual to ensure that any damage done in the sparring room is nonlethal. The ritual takes an hour to cast. As Marcos is hosting, Orlaelia has arranged for food to

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be delivered, since the lodge is currently not staffed. Fresh baked bread, vegetable soup, and sausages are all brought in, still hot and steaming.

As food is consumed, Marcos and Orlaelia engage each other in conversation, trying to lightheartedly one up each other with tall tales. Marcos even offers to teach Orlaelia the Farabellus Flip. The students converse with the PCs during the meal. Depending on how the PCs acted during the previous challenges, the students might keep the conversation casual and non-committal out of politeness, or show genuine interest in the Pathfinder Society. If the latter, they'll go on to ask if the PCs have been on any missions yet or, if this is a PC's first mission, what kind of missions they would like to go on in the future.

SPARRING HALL MODERATE OR SEVERE

Read or paraphrase the following to prepare the PCs for the final test.

About an hour after the beginning of the feast, Orlaelia stands and claps her hands once to get everyone's attention. Smiling at the success of the exercises so far, she says, "Now that the food has had a chance to settle, and everyone has had a chance to rest and relax a bit, we should move to your final challenge." She looks to Marcos.

The Master of Blades nods, and he takes over what is obviously a rehearsed speech. "Aldori students, Pathfinders, both of you have demonstrated skill and creativity, but there's no test like a real fight. And so, that's what the last challenge will be."

Orlaelia then again takes the lead. "Of course, a combat where you had to hold back would hardly be a fair assessment, so we've had a special ritual cast over the combat arena. Fight to your hearts content, for none of the damage or injuries suffered therein can be lasting or lethal. Your test will be a fight, one group against the other. Defeat only comes when all on your team are unable or unwilling to continue. Show us what we've taught you!" Her students are surprised, and their nerves show through briefly before they quickly compose themselves. Noticing this, Orlaelia adds "I know you were expecting single combat, but if you only ever fight the same fight, you'll never grow."

Both instructors smile and lead everyone to the sparring hall, clearly enjoying the pageantry. Marcos and Orlaelia remain in front of the door once everyone has entered and show each group to their starting positions. After everyone takes up their starting positions Orlaelia gives the signal for

the duel to start. At this point have everyone roll initiative. All damage in this combat is considered nonlethal, and no creature can gain the dying condition. Use the map on page 7 for this encounter.

Levels 1-2

DURA

Page 13, art on Page 19

CREATURE -1

HALRAN

Page 13, art on Page 19

CREATURE -1

RHENEI

Page 14, art on Page 20

CREATURE -1

THISNABEL

Page 14, art on Page 20

CREATURE -1

Levels 3-4

DURA

Page 16, art on Page 19

CREATURE 2

HALRAN

Page 16, art on Page 19

CREATURE 2

RHENEI

Page 17, art on Page 20

CREATURE 2

THISNABEL

Page 17, art on Page 20

CREATURE 2

ALDORI DUELING SWORD

CONCLUSION

As the last member of the losing team falls unconscious, Marcos and Orlaelia call the duel at the same time. Both masters quickly heal anyone who remains unconscious by giving them a *lesser healing potion*. They then lead everyone back to the sitting room and provide any further healing needed, allowing the combatants to rest and recover.

Regardless of the outcome, Marcos is happy so long as the PCs behaved honorably and made a good impression overall. Even a challenge lost can be an opportunity to make new friends and allies. If the PCs win however, Marcos is overjoyed. He lets the PCs know that they can stay and rest at Birchwood Hall and make the trek back to Absalom tomorrow. He stays behind for a few days to finalize everything with Orlaelia.

Win or lose, Marcos arranges for magnificent feast at one of Restov's finest taverns for everyone to celebrate new friendships made, challenges overcome, and to toast to new alliances.

PATHFINDER QUEST #14

THE SWORDLORD'S CHALLENGE

OBJECTIVES

The PCs fulfill their objective and earn 2 Reputation with their chosen faction if they complete all three challenges (whether they win them or not).

THE SWORDLORD'S CHALLENGE

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to GM Basics section of the Guide to Organized Play: Pathfinder Society for instructions on how to use the scaling sidebars to adjust the encounters for your group.

ENCOUNTER A (LEVELS 1–2)

DURA

CREATURE -1

UNIQUE LN MEDIUM HUMAN HUMANOID ORC

Perception +5

Languages Common, Orc

Skills Athletics +5, Dueling Lore +2, Intimidation +4

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 15; **Fort** +5, **Ref** +3, **Will** +3

HP 8

Attack of Opportunity ⤴

Speed 25 feet

Melee ⚔ Aldori dueling sword +6 (finesse, versatile P), **Damage** 1d8-1 slashing

Unnerving Prowess ⚔ **Trigger** Dura critically succeeds at a Strike or Disarm with her Aldori dueling sword. **Effect** Dura attempts to Demoralize the target of her Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Dura take a penalty to the check if the target doesn't understand her language.

SCALING ENCOUNTER A

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

10–11 Challenge Points: Replace Dura with Determined Dura.

12–13 Challenge Points: Replace Dura with Determined Dura and Halran with Determined Halran.

14–15 Challenge Points: Replace Dura with Determined Dura, Halran with Determined Halran, and Rhenei with Determined Rhenei.

16–18 Replace Dura with Determined Dura, Halran with Determined Halran, Rhenei with Determined Rhenei, and Thisnabel with Determined Thisnabel.

HALRAN

CREATURE -1

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +5

Languages Common, Hallit

Skills Athletics +5, Dueling Lore +2, Intimidation +4

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 15; **Fort** +5, **Ref** +3, **Will** +3

HP 8

Attack of Opportunity ⤴

Speed 25 feet

Melee ⚔ Aldori dueling sword +6 (finesse, versatile P), **Damage** 1d8-1 slashing

Unnerving Prowess ⚔ **Trigger** Halran critically succeeds at a Strike or Disarm with his Aldori dueling sword. **Effect** Halran attempts to Demoralize the target of his Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Halran take a penalty to the check if the target doesn't understand his language.

THE SWORDLORD'S CHALLENGE

RHENEI

CREATURE -1

UNIQUE NG SMALL HUMANOID YSOKI

Perception +3

Languages Common, Ysoki

Skills Arcana +2, Athletics +4, Dueling Lore +3, Intimidation +5

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 13; **Fort** +2, **Ref** +3, **Will** +5

HP 6

Speed 25 feet

Melee ♦ Aldori dueling sword +5 (finesse, versatile P),
Damage 1d8-2 slashing

Aldori Parry ♦ Rhenei gains a +2 circumstance bonus to AC until the start of their next turn.

Primal Spontaneous Spells DC 16, attack +8; **Cantrips** (1st) *acid splash*, *detect magic*, *produce flame* (bludgeoning, water), *ray of frost*, *tanglefoot*

Sorcerer Bloodline Spells 1 Focus Point, attack +8; **1st elemental toss** (bludgeoning, water) (*Core Rulebook* 404)

THISNABEL

CREATURE -1

UNIQUE CG SMALL GNOME HUMANOID

Perception +5; darkvision

Languages Common, Sylvan

Skills Acrobatics +4, Deception +3, Dueling Lore +3, Stealth +4

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 13; **Fort** +5, **Ref** +8, **Will** +3

HP 8

Speed 25 feet

Melee ♦ Aldori dueling sword +6 (finesse, versatile P),
Damage 1d8-1 slashing

Aldori Parry ♦ Thisnabel gains a +2 circumstance bonus to AC until the start of her next turn.

Sneak Attack Thisnabel deals an extra 1d4 precision damage to flat-footed creatures.

DETERMINED DURA (0)

CREATURE 1

UNIQUE LN MEDIUM HUMAN HUMANOID ORC

Perception +7

Languages Common, Orc

Skills Athletics +7, Dueling Lore +4, Intimidation +6

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

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

HP 21

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ Aldori dueling sword +7 (finesse, versatile P),
Damage 1d8+2 slashing

Unnerving Prowess ♦ **Trigger** Dura critically succeeds at a Strike or Disarm with her Aldori dueling sword. **Effect** Dura attempts to Demoralize the target of her Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Dura take a penalty to the check if the target doesn't understand her language.

DETERMINED HALRAN (0)

CREATURE 1

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Hallit

Skills Athletics +7, Dueling Lore +4, Intimidation +6

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

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

HP 21

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ Aldori dueling sword +7 (finesse, versatile P),
Damage 1d8+2 slashing

Unnerving Prowess ♦ **Trigger** Halran critically succeeds at a Strike or Disarm with his Aldori dueling sword. **Effect** Halran attempts to Demoralize the target of his Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Halran take a penalty to the check if the target doesn't understand his language.

THE SWORDLORD'S CHALLENGE

DETERMINED RHENEI (0)

CREATURE 1

UNIQUE NG SMALL HUMANOID YSOKI

Perception +5

Languages Common, Ysoki

Skills Arcana +4, Athletics +6, Dueling Lore +5, Intimidation +7

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 14; **Fort** +4, **Ref** +5, **Will** +7

HP 15

Speed 25 feet

Melee ♦ Aldori dueling sword +6 (finesse, versatile P),
Damage 1d8 slashing

Aldori Parry ♦ Rhenei gains a +2 circumstance bonus to AC until the start of their next turn.

Primal Spontaneous Spells DC 17, attack +9; **1st** (3 slots) *burning hands* (bludgeoning, water), *heal*, *hydraulic push*; **Cantrips** (1st) *acid splash*, *detect magic*, *produce flame* (bludgeoning, water), *ray of frost*, *tanglefoot*

Sorcerer Bloodline Spells 1 Focus Point, attack +9; **1st** *elemental toss* (bludgeoning, water) (*Core Rulebook* 404)

DETERMINED THISNABEL (0)

CREATURE 1

UNIQUE CG SMALL GNOME HUMANOID

Perception +7; darkvision

Languages Common, Sylvan

Skills Acrobatics +6, Deception +5, Dueling Lore +5, Stealth +6

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 14; **Fort** +7, **Ref** +10, **Will** +5

HP 21

Speed 25 feet

Melee ♦ Aldori dueling sword +7 (finesse, versatile P),
Damage 1d8+1 slashing

Aldori Parry ♦ Thisnabel gains a +2 circumstance bonus to AC until the start of her next turn.

Sneak Attack Thisnabel deals an extra 1d4 precision damage to flat-footed creatures.

THE SWORDLORD'S CHALLENGE

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the Guide to Organized Play: Pathfinder Society for instructions on how to use the scaling sidebars to adjust the encounters for your group.

ENCOUNTER A (LEVELS 3-4)

DURA

CREATURE 2

UNIQUE LN MEDIUM HUMAN HUMANOID ORC

Perception +8

Languages Common, Orc

Skills Athletics +8, Dueling Lore +5, Intimidation +7

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

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

HP 32

Attack of Opportunity ⤵

Speed 25 feet

Melee ♦ Aldori dueling sword +9 (finesse, versatile P),
Damage 1d8+5 piercing

Unnerving Prowess ♦ **Trigger** Dura critically succeeds at a Strike or Disarm with her Aldori dueling sword. **Effect** Dura attempts to Demoralize the target of her Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Dura take a penalty to the check if the target doesn't understand her language.

SCALING ENCOUNTER A

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

19-22 Challenge Points: Replace Dura with Determined Dura.

23-27 Challenge Points: Replace Dura with Determined Dura and Halran with Determined Halran.

28-32 Challenge Points: Replace Dura with Determined Dura, Halran with Determined Halran, and Rhenei with Determined Rhenei.

33+ Challenge Points: Replace Dura with Determined Dura, Halran with Determined Halran, Rhenei with Determined Rhenei, and Thisnabel with Determined Thisnabel.

HALRAN

CREATURE 2

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +8

Languages Common, Hallit

Skills Athletics +8, Dueling Lore +5, Intimidation +7

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

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

HP 32

Attack of Opportunity ⤵

Speed 25 feet

Melee ♦ Aldori dueling sword +9 (finesse, versatile P),
Damage 1d8+5 piercing

Unnerving Prowess ♦ **Trigger** Halran critically succeeds at a Strike or Disarm with his Aldori dueling sword. **Effect** Halran attempts to Demoralize the target of his Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Halran take a penalty to the check if the target doesn't understand his language.

THE SWORDLORD'S CHALLENGE

RHENEI

CREATURE 2

UNIQUE NG MEDIUM HUMANOID YSOKI

Perception +6

Languages Common, Ysoki

Skills Arcana +5, Athletics +7, Dueling Lore +6, Intimidation +8

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 16; **Fort** +5, **Ref** +6, **Will** +8

HP 27

Speed 25 feet

Melee ♦ Aldori dueling sword +8 (finesse, versatile P),
Damage 1d8+3 slashing

Aldori Parry ♦ Rhenei gains a +2 circumstance bonus to AC until the start of their next turn.

Primal Spontaneous Spells DC 18, attack +10; **1st** (4 slots) *burning hands* (bludgeoning, water), *chilling spray*, *heal*, *hydraulic push*; **Cantrips** (1st) *acid splash*, *detect magic*, *produce flame* (bludgeoning, water), *ray of frost*, *tanglefoot*

Sorcerer Bloodline Spells 1 Focus Point, attack +10; **2nd** *elemental toss* (bludgeoning, water) (*Core Rulebook* 404)

THISNABEL

CREATURE 2

UNIQUE CG SMALL GNOME HUMANOID

Perception +8; darkvision

Languages Common, Sylvan

Skills Acrobatics +7, Deception +6, Dueling Lore +6, Stealth +7

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

Items leather armor, Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 16; **Fort** +8, **Ref** +11, **Will** +6

HP 32

Speed 25 feet

Melee ♦ Aldori dueling sword +9 (finesse, versatile P),
Damage 1d8+4 slashing

Aldori Parry ♦ Thisnabel gains a +2 circumstance bonus to AC until the start of her next turn.

Sneak Attack Thisnabel deals an extra 1d6 precision damage to flat-footed creatures.

DETERMINED DURA (0)

CREATURE 4

UNIQUE LN MEDIUM HUMAN HUMANOID ORC

Perception +11

Languages Common, Orc

Skills Athletics +12, Dueling Lore +8, Intimidation +10

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

Items leather armor, +1 striking Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 21; **Fort** +11, **Ref** +9, **Will** +9

HP 63

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ +1 striking Aldori dueling sword +12 (finesse, versatile P), **Damage** 2d8+5 piercing

Unnerving Prowess ♦ **Trigger** Dura critically succeeds at a Strike or Disarm with her Aldori dueling sword. **Effect** Dura attempts to Demoralize the target of her Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Dura take a penalty to the check if the target doesn't understand her language.

DETERMINED HALRAN (0)

CREATURE 4

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Hallit

Skills Athletics +12, Dueling Lore +8, Intimidation +10

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

Items leather armor, +1 striking Aldori dueling sword (*Pathfinder Lost Omens World Guide* 28)

AC 21; **Fort** +11, **Ref** +9, **Will** +9

HP 63

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ +1 striking Aldori dueling sword +12 (finesse, versatile P), **Damage** 2d8+5 piercing

Unnerving Prowess ♦ **Trigger** Halran critically succeeds at a Strike or Disarm with his Aldori dueling sword. **Effect** Halran attempts to Demoralize the target of his Strike or Disarm. This Demoralize attempt does not have the auditory trait, nor does Halran take a penalty to the check if the target doesn't understand his language.

THE SWORDLORD'S CHALLENGE

DETERMINED RHENEI (0)

CREATURE 4

UNIQUE NG MEDIUM HUMANOID YSOKI

Perception +9

Languages Common, Ysoki

Skills Arcana +8, Athletics +10, Dueling Lore +9, Intimidation +12

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

Items leather armor, +1 striking Aldori dueling sword
(Pathfinder Lost Omens World Guide 28)

AC 19; **Fort** +8, **Ref** +9, **Will** +9

HP 55

Speed 25 feet

Melee ♦ +1 striking Aldori dueling sword +10 (finesse, versatile P), **Damage** 2d8+1 slashing

Aldori Parry ♦ Rhenei gains a +2 circumstance bonus to AC until the start of their next turn.

Primal Spontaneous Spells DC 21, attack +13; **2nd** (4 slots) *acid arrow*, *heal*, *resist energy*, *scorching ray*; **1st** (4 slots) *burning hands* (bludgeoning, water), *chilling spray*, *heal*, *hydraulic push*; **Cantrips** (2nd) *acid splash*, *detect magic*, *produce flame* (bludgeoning, water), *ray of frost*, *tanglefoot*

Sorcerer Bloodline Spells 1 Focus Point, attack +13; **2nd** *elemental toss* (bludgeoning, water) (Core Rulebook 404)

DETERMINED THISNABEL (0)

CREATURE 4

UNIQUE CG SMALL GNOME HUMANOID

Perception +11; darkvision

Languages Common, Sylvan

Skills Acrobatics +10, Deception +9, Dueling Lore +9, Stealth +10

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

Items leather armor, +1 striking Aldori dueling sword
(Pathfinder Lost Omens World Guide 28)

AC 19; **Fort** +11, **Ref** +14, **Will** +9

HP 63

Speed 25 feet

Melee ♦ +1 striking Aldori dueling sword +12 (finesse, versatile P), **Damage** 2d8+4 slashing

Aldori Parry ♦ Thisnabel gains a +2 circumstance bonus to AC until the start of her next turn.

Sneak Attack Thisnabel deals an extra 1d6 precision damage to flat-footed creatures.

THE SWORDLORD'S CHALLENGE

GAME AIDS



MARCOS FARABELLUS

DURA



ORLAELIA ALDORI

HALRAN



PATHFINDER QUEST #14

THE SWORDLORD'S CHALLENGE

GAME AIDS



RHENEI



THISNABEL

ALDORI DUELING SWORD



PATHFINDER QUEST #14

THE SWORDLORD'S CHALLENGE

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

- ☐ page 6–10: one Treasure Bundle for winning their first challenge.
- ☐ page 6–10: one Treasure Bundle for winning their second challenge
- ☐ ☐ page 11: two Treasure Bundles for winning the final challenge
- ☐ page 11: one Treasure Bundle for approaching each challenge fairly and treating the students in a dignified way.

CHALLENGE POINTS

CP Total	Level Range
8–15	1–2
16–18 (5+ players)	1–2
16–18 (4 players)	3–4
19+	3–4

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

THE SWORDLORD'S CHALLENGE



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

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

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

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

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

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

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

THE SWORDLORD'S CHALLENGE

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PATHFINDER QUEST #14



Quest #14

The Swordlord's Challenge

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

The Pathfinder Society's Master of Swords, Marcos Farabellus had been challenged by Orlaelia Aldori, a former crusader turned swordlord. She wanted to test the mettle of her students against those Pathfinder agents who have been trained by Marcos, like you. Traveling to Birchwood Hall, the Pathfinder lodge in Restov, you faced two different challenges, and a final duel against Orlaelia's students.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

Aldori dueling sword^U (item 1, 2 gp, *Pathfinder Lost Omens World Guide* 28)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: YGTX

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club