

# #2-13 A Gilded Test

## GM Tracking Sheet

By Zach Armstrong (Oct 1, 2021)

### Treasure Bundles:

	The Contact		Event 1		Event 2		Event 3: Defeat Archis			Event 3: Hidden in Tent	
X if found											

### Treasure table:

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>Treasure Bundle Value</b>	<b>1.4 gp</b>	<b>2.2 gp</b>	<b>3.8 gp</b>	<b>6.4 gp</b>

### Viornia Influence Tracker

<b>Location</b>	<b>After Courtyard Brawl</b>								<b>After Melee at the Bridge</b>								
<b>Influence Points</b>																	

### Maps:

- Map Pack: Tournament
- Flip-Mat: Slum Quarter

### Minis:

- 1 x female noble
- 2-5 commoners
- 2-5 grave diggers
- 2-5 mercenary trappers
- 1 x mercenary wizard
- 1-3 lions
- 1 male noble
- 1 troubadour

You will have opportunities to influence Vionnia. During these opportunities, there will be multiple rounds, raking 15 minutes per round. Each PC may attempt to either *Discover* something about Vionnia or *Influence* her in some way.

## DISCOVER

CONCENTRATION

SECRET

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

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

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

**Failure** You learn no information.

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

## INFLUENCE

CONCENTRATION

LINGUISTIC

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

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

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

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

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