

PATHFINDER ADVENTURE: THRESHOLD OF KNOWLEDGE

PATHFINDER SOCIETY

PATHFINDER ADVENTURES

Pathfinder Adventure: Threshold of Knowledge can be played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. They sometimes include pregenerated characters tailored and themed to the adventure. Using the provided pregenerated characters is **required** for *Threshold of Knowledge*.

Thematically, Pathfinder Adventures don't assume the characters are members of the Pathfinder Society. *Threshold of Knowledge* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Pathfinder Society*, and they do not receive the school benefits from Pathfinder Training listed in the Additional Character Options section of the Guide.

KEEPSAKES

Chronicle Sheets occasionally include a section for Keepsakes. A character can only acquire one keepsake per adventure; once a player has applied this Chronicle to a character and purchased a keepsake from the list, they must cross any other Keepsakes off of their Chronicle Sheet. The character doesn't have access to the crossed-off items, though they may later gain access to some of these items through other means (such as boons purchased through the Achievement Points system on paizo.com). A player can't purchase more than one copy of a keepsake item, unless that keepsake is a consumable item.

APPLYING CREDIT

Players who play through *Threshold of Knowledge*, as well as GMs who run the adventure, can apply the adventure's Chronicle Sheet to any of their Pathfinder

Society Organized Play characters. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. The Chronicle Sheet gives 4 Experience Point(s), 4 Reputation with one faction, and 10 Treasure Bundles appropriate to a character of their level. It also grants 8 days of Downtime. This adventure is not repeatable, therefore an individual may earn a Chronicle once as player and once as GM for the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society is a worldwide fantasy living 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 remote locales in the world of Pathfinder.

In an organized play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different

PATHFINDER SOCIETY ADVENTURE

pre-made adventures. It's 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.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Faction:			
Character Name:		<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
Level:		<input type="checkbox"/>	
Faction:			
Character Name:		<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
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Faction:			
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Level:		<input type="checkbox"/>	
Faction:			
Character Name:		<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
Level:		<input type="checkbox"/>	

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Pathfinder Adventure: Threshold of Knowledge

		2
Character Name	Organized Play #	Character #
Adventure Summary		
<p>As new students at the Magaambya Academy, you set out to help a member of the local community. After racing one of your classmates, you discovered that your teacher had gone missing! Working together, you freed him from the clutches of a sea hag and stopped her nefarious schemes before they could endanger the city of Nantambu.</p>		
Boons		Rewards
<p>Congratulations on completing Threshold of Knowledge! Completing this adventure has earned you 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. This adventure qualifies you for a unique Achievement Point boon: Across the Threshold.</p>		XP Gained
		GP Gained
		Reputation Gained
<p>_____</p> <p>_____</p> <p>_____</p>		
Items	Purchases	
<p><i>bubbling scale</i> (level 2; 5 gp; <i>Threshold of Knowledge</i> 10)</p> <p><i>lion badge</i> (level 4; 15 gp; <i>Threshold of Knowledge</i> 10)</p> <p><i>seeking bracelets</i> (level 3; 12 gp; <i>Threshold of Knowledge</i> 10)</p> <p><i>wordreaper</i> (level 3; 55 gp; <i>Threshold of Knowledge</i> 10)</p>	Items Sold / Conditions Gained	
	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
	<p>TOTAL VALUE OF ITEMS SOLD</p> <p>Add 1/2 this value to the GP Gained Box</p> <div style="border: 1px solid black; width: 100px; height: 20px; display: inline-block;"></div>	
	Items Bought / Conditions Cleared	
	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
	<p>TOTAL COST OF ITEMS BOUGHT</p> <div style="border: 1px solid black; width: 100px; height: 20px; display: inline-block;"></div>	
Notes	Downtime	
_____	_____	
_____	_____	
_____	_____	
_____	_____	
FOR GM ONLY		
EVENT	EVENT CODE	DATE
		GM Organized Play #