

PATHFINDER TRAINING

Although drawn from diverse backgrounds and regions, the vast majority of Pathfinders undergo approximately 3 years of training at the Grand Lodge, in the process learning the key skills they need to survive on the road, explore dangerous sites, and understand their discoveries. The deans of the Society's three schools +oversee this training, each promoting particular techniques tied to their respective schools: the Scrolls, Spells, and Swords. **Kreighton Shaine** (CG male elf loremaster) is the Master of Scrolls, who instructs his pupils in history, languages, sciences, and academic esoterica. **Sorrina Westyr** (N female oread priest of Nethys) is the Master of Spells, who lectures on magical basics, overcoming supernatural hazards, and the proper handling of artifacts. And finally, **Marcos Farabellus** (CG male human commander) is the Master of Swords, who guides initiates through endurance drills, teaches the finer arts of infiltration, and ensures each Pathfinder has enough combat training to stay safe in dangerous lands.

Each Pathfinder initiate must attain a certain level of proficiency in all three schools' teachings in order to graduate as a field agent, yet most specialize in one of the schools' curricula and build life-long professional contacts with like-minded scholars. Over the course of their career, a Pathfinder regularly receives gifts from colleagues in the form of potions, scrolls, experimental alchemy, and more—in practice, this provides PCs one or more consumable items at the beginning of each scenario. In return, the field agent's expected to return the favor by contributing labor, teaching expertise, lab assistance, or more between missions, reinforcing these professional relationships.

Consumable Items: The universal benefit of this training is creating a network of colleagues and contacts who regularly provide you consumable items. At the beginning of each adventure, your character receives a consumable item of their level or lower from a list of options; they have access to the items of the appropriate level in [Table 1: All-Schools Items](#) as well as the options on the tables for any of their chosen schools. If not used by the end of the adventure, the item is returned to the character's contacts.

ASSIGNING POINTS

When creating your character, you gain 3 networking points to distribute among the Scrolls, Spells, and Swords schools. These represent the amount of effort and attention your character dedicated to those schools while training as an initiate. Once assigned, these cannot be changed except through retraining (a process that takes 14 days to reassign all of the networking points and their associated benefits). The benefits you gain from each school depends on the number of networking points you invest in it, and the benefits are cumulative.

1 Point: When selecting your free consumable item at the beginning of the adventure, you can choose one of the items on the school's list of options.

2 Points: You become trained in one of the Lore skills associated with that school, listed below. At 5th level, you gain a bonus skill feat selected from the list below.

Scrolls: For the Lore skill, choose from Accounting Lore, Library Lore, or Scribing Lore. For the bonus skill feat, choose from Assurance, Automatic Knowledge, Multilingual, or Streetwise.

Spells: For the Lore skill, choose from Academia Lore, Architecture Lore, or Herbalism Lore. For the bonus skill feat, choose from Arcane Sense, Assurance, Quick Identification, or Recognize Spell.

Swords: For the Lore skill, choose from Gladiatorial Lore, Scouting Lore, or Warfare Lore. For the bonus skill feat, choose from Cat Fall, Experienced Smuggler, Forager, or Hefty Hauler.

3 Points: When selecting your free consumable item at the beginning of the adventure, you gain both one item of your level or lower from the options available, and you gain a second item whose item level is no greater than half your level (minimum 1).

TABLE 1: ALL-SCHOOLS ITEMS

PC Level	Item Options
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1	<i>Holy water, lesser bomb*, lesser antidote, lesser antiplague, minor healing potion</i>
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3	<i>Lesser healing potion, potion of water breathing</i>
5	Moderate bomb*
7	<i>Lesser potion of resistance, moderate antidote, moderate antiplague, moderate healing potion, salve of antiparalysis</i>
9	<i>Potion of flying</i>
11	Greater antidote, greater antiplague
13	Greater bomb*, <i>greater healing potion</i>
15	Major antidote, major antiplague
17	—
19	<i>Major healing potion</i>

* A bomb refers to any of the alchemical bombs detailed on pages 544–546 of the *Pathfinder Core Rulebook*.

TABLE 2: SCROLLS ITEMS

PC Level	Item Options
1	<i>Feather token (ladder), lesser eagle-eye elixir, owlbear charm, sunrod, wolf fang</i>
3	<i>Cat's eye elixir, crying angel pendant, feather token (bird), feather token (chest), feather token (holly bush), hunter's bane, lesser comprehension elixir, lesser darkvision elixir, mesmerizing opal</i>
5	<i>Feather token (fan), invisibility potion, silver key</i>
7	<i>Dust of appearance, feather token (anchor), feather token (tree), greater comprehension elixir, iron cube</i>
9	<i>Candle of truth, feather token (swan boat), feather token (whip), jade bauble</i>
11	Greater eagle-eye elixir, <i>iron medallion, mummified bat</i>
13	<i>Eyes of apprehension, mending lattice, potion of tongues</i>
15	<i>Iron cudgel</i>
17	—
19	—

TABLE 3: SPELLS ITEMS

All of the consumable items granted by the Spells school take the form of magical scrolls (*Pathfinder Core Rulebook* page 564), and the item options below simply list the spells that can appear on these scrolls. When selecting a scroll, you can heighten its spell level to the Scroll Level listed below. For example, a 7th-level character could select a *scroll of heal* heightened to 4th level.

PC Level	Scroll Level	Item Options
1	1	<i>Burning hands, charm, fear, harm, heal, mage armor, magic fang, magic missile, magic weapon, soothe</i>
3	2	<i>Barkskin, comprehend languages, dispel magic, invisibility, remove fear, remove paralysis, resist energy, restoration, see invisibility, water breathing</i>

5	3	<i>Fireball, haste, heroism, lightning bolt, searing light</i>
7	4	<i>Air walk, fly, stonesskin, suggestion</i>
9	5	<i>Banishment, breath of life, cone of cold, crushing despair</i>
11	6	<i>Phantasmal calamity, stone to flesh, tangling creepers, true seeing, vampiric exsanguination</i>
13	7	<i>Energy aegis, sunburst, true target</i>
15	8	<i>Divine aura, horrid wilting, uncontrollable dance</i>
17	9	<i>Foresight, implosion, overwhelming presence</i>
19	9	—

TABLE 4: SWORDS ITEMS

PC Level	Item Options
1	<i>Lesser leaper's elixir, potency crystal, shining ammunition</i>
3	<i>Beacon shot, bronze bull pendant, effervescent ampoule, feather step stone, jade cat, lesser bravo's brew, mistform elixir, oil of mending, onyx panther, savior spike, silversheen</i>
5	<i>Barkskin potion, bloodseeker's beak, climbing bolt, dragon turtle scale, emerald grasshopper, shark tooth charm</i>
7	<i>Greater leaper's elixir, swift block cabochon</i>
9	<i>Aligned oil, greater cheetah's elixir, potion of quickness, storm arrow</i>
11	<i>Moderate bravo's brew, oil of keen edges</i>
13	—
15	<i>Dazing coil, greater bravo's brew</i>
17	—
19	—

FIELD-COMMISSIONED AGENTS

Not everyone goes through this training. Exceptional explorers and scholars sometimes attract the Society's attention through their independent accomplishments, and venture-captains have the authority to grant these adventurers field commissions. This waives the usual training period, but what the field-commissioned agents recoup in free time, they lose in networking opportunities.

If your character is a field-commissioned agent, they do not get any points to assign to a school. At the beginning of each adventure, the agent receives a consumable item of half their level or lower from Table XX: All Schools; at 1st level, the character does not receive any such consumable items. However, the character's fewer obligations afford them additional free time, increasing the amount of Downtime they receive after each adventure by 50% (12 Downtime days earned after a scenario rather than 8).

ALL-SCHOOL ITEMS – LEVEL 1

HOLY WATER

ITEM 1

CONSUMABLE DIVINE GOOD SPLASH

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate [one-action] Strike

This vial contains water blessed by a good deity. You activate a vial of *holy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it.

Holy water deals 1d6 good damage and 1 good splash damage.

It damages only fiends, undead, and creatures that have a weakness to good damage.

ACID FLASK

ITEM 1

ACID ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate [one-action] Strike

This flask filled with corrosive acid deals 1 acid damage, the listed persistent acid damage, and the listed acid splash damage. Many types grant an item bonus to attack rolls.

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Type lesser; **Level** 1; **Price** 3 gp

It deals 1d6 persistent acid damage and 1 acid splash damage.

ALCHEMIST'S FIRE

ITEM 1

ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; **Bulk** L

Activate [one-action] Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

BOTTLED LIGHTNING

ITEM 1

ALCHEMICAL BOMB CONSUMABLE ELECTRICITY SPLASH

Usage held in 1 hand; **Bulk** L

Activate [one-action] Strike

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed electricity damage and electricity splash damage. On a hit, the target becomes flat-footed until the start of your next turn. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

It deals 1d6 electricity damage and 1 electricity splash damage.

FROST VIAL

ITEM 1

ALCHEMICAL BOMB COLD CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate [one-action] Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals the listed cold damage and cold splash damage. On a hit, the target takes a status penalty to its

Speeds until the end of its next turn. Many types of frost vial also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 cold damage and 1 cold splash damage, and the target takes a –5-foot penalty.

TANGLEFOOT BAG

ITEM 1

ALCHEMICAL BOMB CONSUMABLE

A tanglefoot bag is filled with sticky substances. When you hit a creature with a tanglefoot bag, that creature takes a status penalty to its Speeds for 1 minute. Many types of tanglefoot bag also grant an item bonus on attack rolls.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to Fly again for 1 round. Tanglefoot bags are not effective when used on a creature that is in water.

The target can end any effects by Escaping or spending a total of 3 Interact actions to carefully remove the sticky substances.

These Interact actions don't have to be consecutive, and other creatures can provide the actions as well.

Type lesser; **Level** 1; **Price** 3 gp

The target takes a –10-foot penalty, and the Escape DC is 17.

THUNDERSTONE

ITEM 1

ALCHEMICAL BOMB CONSUMABLE SONIC SPLASH

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals the listed sonic damage and sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw with the listed DC or be deafened until the end of its next turn. Many types of thunderstone grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d4 sonic damage and 1 sonic splash damage, and the DC is 17.

ANTIDOTE

ITEM 1

ALCHEMICAL CONSUMABLE ELIXIR

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

ANTIPLAGUE

ITEM 1

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activation [one-action] Interact

Anti plague can fortify the body's defenses against diseases.

Upon drinking an antiplague, you gain an item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

HEALING POTION

ITEM 1

CONSUMABLE HEALING MAGICAL NECROMANCY POTION

Usage held in 1 hand; **Bulk** L

Activate [one-action] Interact

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Type minor; **Level** 1; **Price** 4 gp

The potion restores 1d8 Hit Points.

SCROLLS ITEMS – LEVEL 1

FEATHER TOKEN ITEM 1+

CONJURATION CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** —

Activate [one-action] Interact

Each *feather token* appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a *feather token* causes it to transform into another object, which then can be used as normal for that object. Each feather can be activated only once, with most of them permanently becoming the item in their description.

Type ladder; **Level** 1; **Price** 3 gp

When activated, this feather transforms permanently into a 20-foot-long wooden ladder.

EAGLE-EYE ELIXIR, LESSER ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate [one-action] Interact

After you drink this elixir, you notice subtle visual details. For the next hour, you gain an item bonus to Perception checks that is greater when attempting to find secret doors and traps.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, or +2 to find secret doors and traps.

OWLBEAR CLAW ITEM 1

CONSUMABLE EVOCATION MAGICAL TALISMAN

Price 3 gp

Usage affixed to a weapon; **Bulk** —

Activate [free-action] envision; **Trigger** You critically succeed at an attack roll with the affixed weapon.

This claw set in an iron clasp and chain isn't always the claw of an owlbear. When you activate the claw, the triggering attack gains the weapon's critical specialization effect.

SUNROD ITEM 1

ALCHEMICAL CONSUMABLE LIGHT

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate [one-action] Interact

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

WOLF FANG ITEM 1

CONSUMABLE EVOCATION MAGICAL TALISMAN

Price 4 gp

Usage affixed to armor; **Bulk** —

Activate [free-action] envision; **Trigger** You successfully Trip a foe; **Requirements** You are trained in Athletics.

This wolf canine is bound in a strip of leather and tied to a buckle or strap of a suit of armor. When you activate the fang, you deal bludgeoning damage equal to your Strength modifier to the target of your Trip. If your Trip would already deal physical damage that doesn't include an ability modifier, add your Strength modifier to that damage.

SPELLS ITEMS – LEVEL 1

BURNING HANDS SPELL 1

EVOCATION FIRE

Traditions arcane, primal

Cast [two-actions] somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area.

CHARM SPELL 1

EMOTION ENCHANTMENT INCAPACITATION MENTAL

Traditions arcane, occult, primal

Cast [two-actions] somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 hour

To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

Critical Success The target is unaffected and aware you tried to charm it.

Success The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (usually with Identify Magic).

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

FEAR SPELL 1

EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult, primal

Cast [two-actions] somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

HARM SPELL 1

NECROMANCY NEGATIVE

Traditions divine

Cast [one-action] to [three-actions]

Range varies; **Targets** 1 living creature or 1 willing undead creature

You channel negative energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 negative

damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points.

The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[one-action] **(somatic)** The spell has a range of touch.

[two-actions] **(verbal, somatic)** The spell has a range of 30 feet.

If you're healing an undead creature, increase the Hit Points restored by 8.

[three-actions] **(material, verbal, somatic)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the area.

HEAL SPELL 1

HEALING NECROMANCY POSITIVE

Traditions divine, primal

Cast [one-action] to [three-actions]

Range varies; **Targets** 1 willing living creature or 1 undead creature

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[one-action] **(somatic)** The spell has a range of touch.

[two-actions] **(verbal, somatic)** The spell has a range of 30 feet.

If you're healing a living creature, increase the Hit Points restored by 8.

[three-actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

MAGE ARMOR SPELL 1

ABJURATION

Traditions arcane, occult

Cast [two-actions] somatic, verbal

Duration until the next time you make your daily preparations
You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5.

While wearing *mage armor*, you use your unarmored proficiency to calculate your AC.

MAGIC FANG SPELL 1

TRANSMUTATION

Traditions primal

Cast [two-actions] somatic, verbal

Range touch; **Targets** 1 willing ally

Duration 1 minute

Choose one of the target's unarmed attacks that deal one damage die. You cause that unarmed attack to shine with primal energy. The unarmed attack becomes a +1 *striking* unarmed attack, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.

MAGIC MISSILE SPELL 1

EVOCATION -FORCE

Traditions arcane, occult

Cast [one-action] to [three-actions] (somatic, verbal)

Range 120 feet; **Targets** 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

MAGIC WEAPON

TRANSMUTATION

Traditions arcane, divine, occult

Cast [two-actions] somatic, verbal

Range touch; **Targets** 1 non-magical weapon that is unattended or wielded by you or a willing ally

Duration 1 minute

The weapon glimmers with magic and energy. The target becomes a *+1 striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

SPELL 1

SOOTHE

EMOTION - ENCHANTMENT - HEALING - MENTAL

Traditions occult

Cast [two-actions] somatic, verbal

Range 30 feet; **Targets** 1 willing living creature

Duration 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

SPELL 1

SWORDS ITEMS – LEVEL 1

LEAPER'S ELIXIR

ALCHEMICAL - CONSUMABLE - ELIXIR

Usage held in 1 hand; **Bulk** L

Activate [one-action] Interact

This tingly solution increases the elasticity and contraction of your leg muscles. For 1 minute after drinking this elixir, you can High Jump or Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Type lesser; **Level** 1; **Price** 3 gp

ITEM 1

POTENCY CRYSTAL

CONSUMABLE - EVOCATION - MAGICAL - TALISMAN

Price 4 gp

Usage affixed to a weapon; **Bulk** —

Activate [free-action] envision; **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet.

ITEM 1

This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, the weapon becomes a *+1 striking weapon* for the rest of the turn, gaining a +1 item bonus to the attack roll and increasing the damage on a hit to two weapon damage dice.

SHINING AMMUNITION

CONSUMABLE EVOCATION LIGHT MAGICAL

Price 3 gp

Ammunition any

A piece of *shining ammunition* gives off a faint glow. When shot, this ammunition sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 10 minutes. If it hits a target, it sticks, causing the target to shed light in the same radius. A creature can remove the ammunition with an Interact action, but the ammunition itself continues to glow for the rest of the duration or until destroyed.

ITEM 1