

Envoy's Alliance Champion (Faction Boon)

Envoy's Alliance Improved Champion (Faction Boon): [Purchase]

Wayfinder (Slotless boon): [Purchase]

To guide your path, your faction has secured a WAYFINDER (PATHFINDER CORE RULEBOOK 617) for you to carry on your journeys and serve as a badge of office in the Pathfinder Society. This WAYFINDER has an effective sale price of 0 gp.

Skillful Mentor (Mentor, Social): [Purchase]

While working with less experienced Pathfinder allies, you provide vital advice to sharpen your newer colleagues' skills. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.

Normal A Level Bump increases a PC's skill check modifiers by 1.

Special A PC can only benefit from two mentor boons.

Seasoned Diplomat (Advanced Boon) [006 #01-23 Star-Crossed Court]

O Seasoned Diplomat You may check the box before this boon at the beginning to become trained in Diplomacy and Society for the duration of the adventure. If you are already trained in one of these skills you instead become an expert. If your proficiency level is higher than expert in either of these skills, you treat any critical failure rolled with that skill as a failure and any failure as a success for the duration of the adventure.

Eager Protégé (Ally Boon): [Purchase]

A promising recruit, initiate, or recently confirmed field agent accompanies you while you have this boon slotted. This disciple observes your adventuring exploits and occasionally contributes directly; once per adventure before you attempt a skill check or attack roll, the ally successfully Aids you, granting you a +1 circumstance bonus to the triggering check.

Tally the amount of XP you earn while this boon is slotted. Once you have tallied 60 or more XP in this way, you can encourage your protégé to set off on their own on new adventures. When this happens, you can no longer slot this boon; however, you can expend the boon when creating a new character to begin the character at 2nd level with 12 XP, 12 Fame, 30 gp, and 12 Reputation to distribute among any number of legal factions. Once expended in this way, this boon provides no other benefits.

Hireling / Expert Hireling (Ally Boon) [Purchase]:

Offenchan the Ghost Writer. +10 Diplomacy [Expert], +10 Pathfinder Society Lore [Expert]

Hireling / Expert Hireling (Ally Boon) [Purchase]:

Venk the Camping buddy. +10 Survival [Expert], +10 PWeather Lore [Expert]

Crafter's Workshop (Downtime Boon): [Purchase]

Your friends in the Envoy's Alliance share crafting materials and collaborate to create new items more efficiently. When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check. However, your fellow faction members expect your assistance in return. After slotting this boon to reduce the time needed to Craft an item, you must keep it slotted until you have finished crafting that item.

Stella's Associate (General Boon) [005 01-Q4 Port Peril Pub Crawl]:

Stella Fane knows you. This boon has special benefits when slotted during scenarios and quests that feature Stella Fane.

Fruit Basket (General Boon) [008 01-Q12 Putrid Seeds]:

O Fruit Basket Check this box before an adventure to get a piece of specially treated baobab fruit. Interact action to consume as a lesser elixir of life (3d6+6 hp, and +1 bonus to disease and poison for 10 minutes).

Amateur Geneologist (General Boon) [009 01-Q11 A Parchment Tree]:

OO Check a box to increase proficiency in either geneology lore or heraldry lore by one step for one session.

Swords:

Pick one of these:

lesser leaper's elixir - 1 minute, high jump or long jump as single action instead of 2, no running start

potency crystal - +1 to hit +1 damage die

shining ammunition - ammunition glows for 10 minutes, bright 20' dim 20'

oil of mending - as 2nd level mending spell on item

silversheen - for 1 hour 1 melee weapon thrown weapon or 10 pieces ammunition are silver

potion of minor healing – 1d8 hit points

beacon shot - invisible target becomes hidden, negates concealment

bronze bull pendant - +2 athletics to shove, critical failure becomes a failure

effervescent ampoule - trained in acrobatics, move across water or pressure plates until end of turn

feather step stone - trained in acrobatics, ignore difficult terrain til end of turn

2 minor healing potions – 1d8 hit points each

barkskin potion – resist 2 bludgeoning and piercing weakness 3 fire, 10 minutes

emerald grasshopper – free action athletics for extra long high jump

dragon turtle scale – swim speed up to half speed 1 minute

lesser healing potion – 2d8+5 hit points

Greater Leaper's Elixir – quick jump, as far with a high jump as a long jump

Swift Black Cabuchon – free action shield block without a raised shield

2 lesser healing potions – 2d8+5 hit points

Aligned Oil – 1 minute, effects of aligned property rune

Greater Cheetah's Elixir -+10 feet, one hour

Storm Arrow – Electricity damage

Moderate Healing potion - 3d8+10

Combat Expertise:

Usually Shield Warden

Fortifying Pebble

OOOOO OOO

Free action, item takes 10 points less damage

Potion of Flying

OOO One action, Interact, Upon drinking this effervescent concoction, you gain a fly Speed of 40 feet for 1 minute.

Candle of Revealing

OOO One action, Interact, When lit, this black candle's eerie blue flame reveals the presence of invisible creatures. Within a 10-foot radius of the lit candle, creatures don't benefit from the invisible condition. Their bodies are outlined, not fully visible, so they are concealed. Once lit, the candle burns for 1 minute, after which the effect ends. If extinguished, it can't be relit.

Fear Gem

OO Two actions, Intimidating Strike: Your blow not only wounds creatures but also shatters their confidence. Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

Emerald Grasshopper

O One action, Envision, When you activate it, if you succeed at the Athletics check, you Leap up to 50 feet vertically and up to 10 feet horizontally. If you critically succeed, you can Leap up to 75 feet vertically and 20 feet horizontally. If you don't end your jump on solid ground, you flutter in the air until the end of your turn, then fall harmlessly at a rate of 60 feet per round until you reach the ground.

Emergency Eye

O Free action, Command; Trigger: You become blinded, or an effect otherwise impedes your vision; Requirements You are an expert in Perception.

When the eye is activated, the eyelid pops open, and the eye stares frantically about. You see through the eye with normal vision until the end of your next turn, when the eye withers and flakes away.

Greater Everyneed Pack

0/45 gp Activate 1 minute (Interact); Frequency once per hour; Effect You draw any number of pieces of mundane gear from the pack with a combined value of 5 gp or less.