

001 – Comic Store Invasion

O Forbidden Knowledge: When nobody was looking, you peeked at one of the codices on the bookshelf, granting you a shocking and insightful understanding of how your home world operates. When you use this boon, choose one of your character classes. For 3 rounds, you treat your effective class level as 2 higher than normal for the purpose of determining the effects of your class abilities. Using this boon is a free action and does not grant you access to class abilities you do not yet have. When you use this boon, cross it off your Chronicle sheet.

002 – Comic Store Invasion Tavern Brawl

O Tavern Brawler: You survived the punishing brawl in the Old Fang, and the experience has taught you a few brutally effective tricks. You can use this boon as a free action to become an exceptional urban warrior for 3 rounds. During this time, you do not provoke attacks of opportunity when performing combat maneuvers, and you gain the benefits of the Catch Off-Guard and Throw Anything feats. In addition, until this ability ends, your base attack bonus is equal to your character level for the purpose of calculating your combat maneuver bonus and making attacks with improvised weapons. When you use this boon, cross it off your Chronicle sheet.

004 – GM Thornkeep The Forgotten Laboratory

O Unidentified Ungent: You laid claim to one of the few intact flasks of mysterious alchemical origin in the laboratory. As a move action that does not provoke attacks of opportunity, you may apply or consume the substance to gain a random, short-lived mutation for 1d4+3 rounds. All mutations are supernatural abilities. Roll a d6 to determine the effects of the mutagen. On a result of 1 or 2, you rage as per the rage spell, but are sickened for 1 round after the effect ends. On a result of 3 or 4, your natural reach increases by 5 feet but you take 1d2 points of Dexterity damage when the effect ends. On a result of 5 or 6, you gain the ability to, as a standard action, breathe a single 15-foot line of acid dealing 4d6 points of acid damage (Reflex DC 15 for half damage) but dealing 2d6 points of acid damage to you when the effect ends. When you use this mutagen, cross the boon off the Chronicle sheet.

005 – Glass River Rescue

Crisis Averted: You rescued the dwarven emissaries and helped mitigate a developing crisis. When the Pathfinders' expedition pays off, certainly the society will remember your contribution.

006 – GM Thornkeep The Enigma Vaults

Noqual Ore: Among the otherworldly treasures of the Enigma Vaults, you discovered a cache of rare noqual ore. You may purchase equipment made from this skymetal.

007 – Scars of the Third Crusade

Mendevian Commendation: You have received a medal for your service to Mendev and the Fifth Crusade. For every Mendevian Commendation you have, you gain a cumulative +1 bonus on Charisma based skill and ability checks made to influence crusaders of Mendev (maximum +3). [+1]

008 – The Traitor's Lodge

Acquainted with Aslynn: The entity known as Aslynn knows who you are and what you did in Thurl's laboratory, Whether this is to your advantage or detriment is as yet unknown.

009 – S05 Player Boon 15

Seen it Once: Even if your formal education in creature lore is limited, you have a good memory and can quickly recall experiential trivia about common creatures when you encounter them a second time. Whenever you encounter one of the creature types listed below, and either you or an ally identifies the creature, you may check the box next to that creature's name below. When you do so, record the name of one of the creature's special abilities (breath weapon, damage reduction, resistances, etc.) next to the name. Whenever you encounter and positively identify this creature type in the future, you automatically recall this piece of information; remembering this fact is in addition to any other facts you may remember with a successful Knowledge check:

Basilisk:	Dark Naga:
Demon, Babau:	Demon, Succubus:
Demon, Vrock:	Derro:
Devil, Bearded:	Devil, Bone:
Devil, Imp:	Doppelganger:
Elemental, Air:	Elemental, Earth:
Elemental, Fire:	Elemental, Water:
Ghost:	Ghoul:
Golem, Flesh:	Golem, Stone:
Gray Ooze:	Harpy:
Hill Giant:	Mummy:
Otyugh:	Rakshasa:
Rust Monster:	Shadow:
Skeleton:	Sphinx:
Vampire:	Zombie:

010 – Library of the Lion

O Secrets of the Grave (Cheliox Faction): Zarta has studied the "Grave Revelations" text and excitedly shared several of her revelations with you. When you would fail a saving throw against a necromancy spell or the supernatural or spell-like ability of an undead creature, you may use this boon to retroactively add 2 to the result. If this would result in success, you retroactively save against the effect. Alternatively, you may use this boon when casting a necromancy spell to increase its caster level by 2. When you use either of these benefits, cross the entire boon off your Chronicle sheet.

012 – The Dark Menagerie

O Millennial Lore: In return for her freedom, Melabdara promised you a future service.

When you would fail to earn a Prestige Point at the end of a scenario, you may call upon Melabbara to provide you with long-lost information that might prove just as enticing to your faction as your assigned mission, and that earns you 1 Prestige Point as though you had completed the faction mission. This boon may only be used for faction missions, and may not apply to a scenario's success conditions. When you use this boon, cross it off the Chronicle sheet.

013 – GM The Sanos Abduction

Faerie Dragon Familiar: A caster of at least 7th level with an alignment within one step of chaotic good may bond with the faerie dragon Riddywipple using the Improved Familiar feat. If you make this bond with the creature, you must provide a copy of the *Pathfinder RPG Bestiary 3* as if the improved familiar were available as an Additional Resource. Chronicle sheet.

014 – The Paths We Choose

O Changing Circumstances: As your faction's focus shifts, you are quick to learn the skills needed to accomplish the evolving goals. You may use this boon at the end of an adventure to replace one of your two starting traits for a faction trait from your faction, though you cannot have more than one faction trait. When you use this boon, cross it off your Chronicle sheet.

O Old Loyalties: Your faction recognizes your tireless efforts on its behalf. You can use this boon to reduce the Prestige Point cost of a vanity or prestige award by an amount equal to your Fame divided by 10. This cannot reduce the cost of a vanity or award below 0. When you use this boon, cross it off your Chronicle sheet.

015 – GM Web of Corruption

Spider's Captor: Rather than simply kill the treacherous criminal mastermind and Shadow Lodge agent known as the Spider, you brought her in alive to stand trial for her crimes before the lawful authorities of Andoran. In thanks for your contribution to the process of bringing her to justice, you gain an official writ of appreciation from the People's Council granting you a +5 bonus on any Diplomacy check made to influence a government official within the nation of Andoran.

017 – Port Godless

Accumulating an Army (Riftwardens): You successfully rescued a group of Riftwardens in Azir, earning the respect and promise of aid of the greater organization when the Pathfinder Society embarks to secure and explore the Sky Citadel Jormurdun. This boon is cumulative with any other Accumulating an Army boons you possess, expands your options when preparing for the expedition, and grants you additional benefits when directly commanding the Riftwardens.

O Blackfire Ally: Zarta has begun exploring the secrets of the Blackfire Adepts, and instills in you a fragment of their power- You gain the ability to cast Summon Monster II as a spell-like ability with a caster level equal to your character level to summon one creature with the fiendish simple template or one creature with the evil subtype. Alternatively, while casting a conjuration (summoning) spell that would summon a fiendish or evil creature, increase the summoned creature's Strength and Constitution as though you had the Augment Summoning

feat. If you already have that feat, increase the enhancement bonus by 2. When you use this boon, cross it off your Chronicle sheet.

O Riftwarden Magic: In gratitude for your heroism, the Riftwardens have shared several of their organizations' spells with the Pathfinder Society. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following spells from *Pathfinder Player Companion: Demon Slayer's Handbook* as if they appeared on the Additional Resources page: anti-summoning shield, Protection from Outsiders, and Telepathic Censure.

018 – Valley of the Veiled Flame

Efreeti's Wish: Wish for glory. Included on chronicle sheet.

O Master Smith's Service: The slag giant Valsog is a master craftsman, and he offers to repair a broken item free of charge. You can cross this boon off your Chronicle sheet at the end of an adventure to repair one item as though you had cast make whole (CL 10th). Alternatively, if you also own the sword Gamin the Misforged, you may cross this boon off your Chronicle sheet and spend 5 Prestige Points to permanently remove the broken condition from that weapon. If you instead spend 25 Prestige Points, you can also increase Gamin the Misforged's weapon enhancement bonus to +2. Neither of these improvements modify the sword's market price or resale value.

Oread's Favor: You have earned the recognition of a large group oread geniekin. This boon may be used in conjunction with other boons to grant one or more of your characters access to oread-related options.

019 – The Blakros Connection

O Aggressive Researcher: You have proven your mettle in Absalom's greatest libraries, and in the course of your research, you uncovered many facts that were not immediately relevant but might one day prove useful. You can cross this boon off your Chronicle sheet before attempting a Knowledge (arcana, history, or planes) check in order to treat your final check result as if it were 45, even if you are not trained in the skill. Alternatively, you may instead gain a +5 bonus on the check.

Acquainted with Aslynn: The entity known as Aslynn knows who you are and what you did in the Forae Logos. Whether this is to your advantage or detriment is as yet unknown.

O Impossible Feat: The extraordinary actions possible within a dream might not be possible while awake, but you nonetheless dream of performing a similarly spectacular deed. You may cross this boon off your Chronicle sheet before attempting a skill check, saving throw, or attack roll to add $rd6$ to the result of your check. If you roll a 6, roll the six-sided die again and combine the results. You may repeat this process up to twice for a maximum bonus of +18.

020 – The Fabric of Reality

Tapestry Fast Travel: You may travel freely from Nimrathas to Absalom and vice versa. When adventuring in either Absalom or Nimrathas, you are treated as being in both locations for the purposes of boons and vanities that are location-dependent.