

001 GM 05-08 The Confirmation

Confirmed Field Agent: Having successfully completed and documented your Confirmation one of the Three Masters has formally recognized you as a field agent and given you a wayfinder engraved with your name and the date of your graduation. If this is the first time you have received this boon for any of your characters, you may acquire this wayfinder for free; otherwise, you may acquire it by spending 1 Prestige point. Furthermore, if you assign this Chronicle sheet to a character whose starting XP is 0 you reduce the Prestige Point cost of any wayfinder enhancement vanities you purchase to modify this wayfinder by 1 (minimum 1)..

O Explore, Report, cooperate: You have an excellent Sense of what makes an exemplary Pathfinder. As a free or immediate action, you may consider whether a particular action you name - such as subduing but not killing an enemy, befriending an NPC, or recovering a particular item - would help realize the goals of the Pathfinder Society. The GM then informs you whether the action's impact would be positive (contributes to meeting a secondary success condition for the scenario) negative (opposes the success condition), or negligible (neither contributes to nor opposes the secondary success condition). If none of these three options accurately reflects the action's impact on the PC's fulfillment of the secondary success conditions, the GM may respond with a phrase of five words or less. Once you use this boon, cross it off your Chronicle sheet.

Friend of Janira Gavix: The field agent who oversaw your Confirmation is appreciative of your bravery and camaraderie in the face of danger. She helps you perform research, granting you a +1 bonus on Knowledge checks attempted while you are in the Grand Lodge'

004 GM PM Masks of the Living God

Inside Connection: You are familiar with the cult of Razmir and receive a +2 bonus on all Charisma-based skill checks against the faithful of Razmir.

Stolen Deeds: You have recovered several stolen deeds from the Razmiran stronghold. If you kept them for yourself, you find that having the paperwork makes securing the stolen properties easier. If you instead did what you could to return them to their proper owners, you develop a reputation as being a good neighbor. Either way, purchasing any property in Absalom costs 1 less PP than normal (minimum 1).

006 GM 03-18 The God's Market Gamble

Evenhanded Investigator: By capturing a dangerous renegade guard, you have demonstrated bravery and foresight, and an uncommon respect for the process of law. You gain a +2 circumstance bonus on Diplomacy checks when dealing with guards and city officials within Absalom.

007 Season 6 Boon 6

Explorer's Endurance: You either grew up in or have participated in several expeditions to the Mwangi Expanse and neighboring regions, and you are accustomed to the local hazards. You gain the permanent benefits of the endure elements spell but only in hot conditions and only to temperatures of 110 degrees F and below; you gain no bonuses in extreme cold. This is an extraordinary ability. In addition, you gain a +1 bonus on all saving throws against disease and against the distraction ability of swarms.

010 06-11 The Slave Master's Mirror

Gnoll Tactics: Your first-hand experience with gnoll tactics and cultural traditions gives you a headstart in incorporating their unique styles into your own training. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following feats and archetypes from Pathfinder RPG Monster Codex as if they appeared on the Additional Resources page: Coordinated Reposition, Disarm Partner, Improved Disarm Partner, Snapping Flank, the pack rager barbarian archetype, and the flindbar.

012 06-00 Legacy of the Stonelords

Sky Citadel Reclaimer: You succeeded in reclaiming the sky citadel Jormordun, an immense fortress city abandoned millennia ago. You were able to claim a small boon for yourself either by studying the lore left behind by the dwarves or earning a divine favor by returning a shrine to working order.

Secrets of creation (Armorer's District): Among the fragile texts in Jormurdun you found treaties on the enchantment of magic arms and armor. Once per day you can cast *magic weapon* as a spell-like ability with a caster level equal to your character level. In addition, whenever you cast *greater magic weapon* or *magic vestment*, you treat your caster level as one higher for the purposes of determining the spell's effects. If you wield a weapon or wear armor augmented by either of these spells, you treat the spell's caster level as one higher (unless this spell has already benefited from this boon).

Sky Key Core: You assisted the Pathfinder Society in the recovery of a strange relic known as the Sky Key, though it appears this is just one piece of a larger device. Each time you earn a Sky Key Component boon, you also recover one spent Prestige Point.

014 06-16 The Golden Guardian

O Scholar of the Ashkurhall (Grand Lodge Faction): Studying the murals of Ashkurhall opened your subconscious mind to ancient dwarven secrets. Whenever you are examining architecture, objects, or writing of dwarven origin, you either gain a +1 bonus on any Appraise, Knowledge, or Linguistics check involved or you can substitute your Perception or Sense Motive bonus for the check. You can cross this boon off your Chronicle sheet as a free action in order to apply its benefits when examining architecture, objects, or writing of any origin for the duration of the scenario.

O Stinkeye's Friend: Playing with a domesticated basilisk has taught you to be careful around creatures with gaze attacks. When you are subjected to a gaze attack, you can cross this boon off your Chronicle sheet to gain a +4 insight bonus on a saving throw to avoid the gaze's effects.

Sky Key Component (Sergeva): You have recovered one of the five lost components of the strange relic known as the Sky Key. This piece once belonged to Sigrin, who founded the now abandoned settlement of Ashkurhall in the Bandu Hills.

016 06-17 Fires of Karamoss

O Outstanding Bounty: You have an outstanding bounty document issued by the cCity of Brass on the Plane of Fire, and you also have proof that you have fulfilled the bounty's conditions. While adventuring in the City of Brass, you may turn in the bounty document to restore 4 previously spent Prestige Points. Alternately, you can give the bounty document to a native of the Plane of Fire with an Intelligence score of at least 8 in order to gain a +10 bonus on any Diplomacy checks made to influence it. You must cross this boon off your Chronicle sheet in order to use either of this boon's benefits.

O Redoubt's Repairs: Your discoveries in the Red Redoubt of Karamoss have expanded the Pathfinder Society's understanding of the advanced technology of Numeria, and you can use these findings and tools to extend the lifespan of a broken piece of equipment. You can forgo your Day Job check and cross this boon off your Chronicle sheet in order to restore 1d4+1 charges to a timeworn weapon, timeworn armor, or another timeworn device. If you have the Technologist feat, you instead restore 1d4+5 charges to the item. Any charges that exceed the item's maximum capacity are lost.

017 From Shore to Sea

Resisting the Blackwater Taint: You have resisted the warping taint of the waters around Blackcove and now your body is more resistant to forces that try to make it into something else. You gain a +1 bonus on saves against transmutation.

018 06-19 Test of Tar Kuata

O Enlightened Ambassador: Even in your short time at Tar Kueta, you have learned a few practical tricks from the Moran monks. As a move action, you can enter a meditative trance that makes your senses more acute, your reflexes faster, and your mind more focused. The trance lasts for *r* hour, and you can end it (no action) at any point during this time to gain one of the following benefits: gain a +4 insight bonus on a saving throw against a mind-affecting effect, increase your speed by *ro* feet for *r* round, or ignore concealment when making attacks for *r* round. When your trance ends, cross this boon off your Chronicle sheet.

019 06-21 Tapestry's Toil

OO Aspis Revealed (Grand Lodge): Your explorations inside the *Hao Jin Tapestry* uncovered the Aspis Consortium's plots against the Society. Armed with this knowledge, you are more prepared to face Aspis agents in the future. You may cross off one checkbox to apply a +1 insight bonus on all attack rolls, damage rolls, and saving throws against a known agent of the Aspis Consortium for the rest of the scenario. You may instead cross off both checkboxes to apply a +3 insight bonus on all attack rolls, damage rolls, and saving throws against a known agent of the Aspis Consortium for the rest of the scenario.

O Tanbaru's Respect: You may use one of the following as a spell-like ability once, using your character level as your caster level. After you use one of these spell-like abilities, cross this boon off your Chronicle Sheet. You may cast Dispel Magic, Fog Cloud, Invisibility, Mirage Arcana, or Stone Shape.

Wayang's Favor: +2 bonus on Charisma-based checks made to influence wayangs.