

002 GM Star Reward – Student of Scrolls:

Diverse Training (1st-Level, 1 Star): Kreighton Shaine's ability to speak at length about virtually any topic is merely an extension of his years of scholarship and his limitless capacity for extemporaneous theory-crafting. You have a talent for distinguishing his facts from his hypotheses, granting you a rudimentary understanding of countless skills. Once per scenario, you may attempt a skill check as if you were trained in that skill. Your bonus on the check is equal to three plus your number of GM stars and is modified by no other modifiers (including armor check penalty, ability modifiers, etc.).

oft-Lectured (3rd-Level, 2 Stars): The master of Scrolls is known for his rambling, esoteric talks that favor the elf's train-of-thought speech patterns. Where others might have lost interest, you have gleaned a multitude of academic knowledge from Shaine's disjointed thoughts and theories. When you roll a knowledge check at the beginning of an adventure (such as immediately after receiving a mission), you gain a bonus on the check equal to your number of GM stars.

O Essential Field Agent (5th-Level, 3 Stars): At Kreighton Shaine's recommendation, the Pathfinder Society recognizes you as a particularly promising agent worth special effort to preserve for future missions. Your wayfinder is decorated with magical silver filigree that does not interfere with the wayfinder's normal functions and acts as an Aegis of Recovery (Pathfinder RPG Ultimate Equipment 254) that heals you for a number of points of damage equal to 2d8 plus twice your number of GM stars the next time you fall below 0 hit points. When this ability triggers, the filigree tarnishes and loses this extra ability; cross this boon off your Chronicle sheet.

004 Thornkeep The Accursed Halls

Image of Imminent Opportunity: Bonuses within Thornkeep.

Prediction of Future Peril: Bonuses within Thornkeep.

008 GM PSS Race for the Runecarved Key

O Magnimarian Debt: The many wealthy and influential attendees of the auction for the Runecarved Key, among them some who actively bid against the Pathfinder Society for the ancient relic, owe you a debt of gratitude for dealing with the assault on the Temple of Abadar. In thanks for saving their lives from the rampaging cultists, the citizens of Magnimar can be called upon in the future to assist you when your life needs saving—or restoring. When you would pay for the casting of a *raise dead*, *resurrection*, or *true resurrection*, you may call upon this favor and reduce the price of the spellcasting service by half. This discount applies to spellcasting services paid for with either coins or Prestige Points. Once you have used this boon, cross it off the Chronicle sheet.

Formidable Renown: Word of your defeat of the cultists of Lissala and your tenacity in the face of the relentless onslaught of summoned outsiders has quickly spread through the ranks of the secretive cult. When facing a worshiper of Lissala, you gain a +2 bonus on Intimidate checks to demoralize them, and can make one such attempt per encounter as a move action instead of a standard action.

009 04-14 My Enemy's Enemy

Foiled Plans: You were part of the Pathfinder team that foiled the Shadow Lodge's plans to ruin the Pathfinder Society's reputation in Magnimar. Surely the Spider and others involved in the plot will remember you should you ever encounter them in the future.

010 05-16 Destiny of the Sands III: Sanctum of the Sages

O Mythic Legacy: Although your mythic power was short-lived, you have retained a small reserve of that legendary essence for use later. When you activate this ability as a free action, choose one feat that you have. For one round (or as long as it takes to complete a skill check modified by the feat), you gain the benefits of the mythic version of that feat as if you had also expended one use of mythic power. When you use this boon, cross it off your chronicle sheet.

011 05-02 The Wardstone Patrol

O A Fair Trade: Mendev has no shortage of underground markets, and after helping connect Guaril Karela with a few contacts, you're able to negotiate a good deal with one of the local fences. When you're in a settlement with 5,000 or more people, you may spend 1 hour to find and negotiate with a fence to exchange any one magic item in your possession worth up to 2,500 BP for any other magic item of equal or lesser value normally available for purchase in Pathiinder Society Organized pay. When you use this boon, cross it off of your Chronicle sheet

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). [+2]

013 05-19 The Horn of Aroden

Horn of Aroden: You recovered the Horn of Aroden, a relic once used to bolster the forces of good and defeat Deskari's minions. This instrument is powerless now, but the Pathfinder Society is certain that it may be useful in the upcoming expedition to Jormurdun and in Mendev's fight against the Worldwound.

016 05-13 Weapon in the Rift

Champion of Ghalcor's Legacy: Over the course of a short battle, you laid to rest a fallen cleric's restless spirit, battled a powerful demon, and reclaimed a weapon that routed the hordes of the Abyss. Needless to say, Ollysta Zadrian was impressed by your valor. Halve the cost of Silver Crusader faction vanities you purchase with Prestige Points (maximum discount 4 PP). In addition, reduce the Fame requirement for qualifying for the silver crusader vanity to 30.

Ghalcor's Spellcraft: Following the battle at Ghalcor's Tower, you were able to study the dead cleric's notes and discovered that he also developed a handful of powerful spells. Now the Pathfinder Society and the Mendevian Crusade can wield these in the fight against the Worldwound. 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: Derron Hunter's Handbook as if they appeared on the Additional Resources page: *burst with light*, *detect demon*, and *righteous blood*.

Mendevian Commendation: See above [Chronicle 11]

017 05-18 The Stranger Within

O Deal from the Pickled Imp: You have crippled the rogue Sczarni operations, leaving the survivors scattered but still capable of a desperate counterattack. Guaril Karela trusts that you will be properly equipped for that confrontation. You may use this boon when selling one item to sell it for its full market price rather than at half value. When you use this boon cross it off your chronicle sheet.

018 06-02 The Silver Mount Collection

Friend of the Family: You have not only saved the Blakros Museum, but you have also saved Pendleton Blakros, son of the fabulously well-connected Dhrami Blakros. The family celebrates your accomplishments with a grand dinner held in your honor, introducing you to Absalom's most noteworthy nobles, and granting you a permanent +1 bonus on Diplomacy and Knowledge (Nobility) checks made within Absalom. You have also proven yourself clever and resourceful enough to marry or be adopted into the Blakros family, allowing you to purchase the following vanity:

Blakros family member (20 PP, purchased): You are a member of the well-established Blakros noble family, granting you a comfortable townhouse in Absalom's fashionable Petal or Ivy districts and a small staff of servants to care for it. You gain a +1 bonus on Knowledge (nobility) checks and may use that skill to make Day Job rolls. In addition, while in Absalom, your family connections grant you a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate when dealing with other members of high society.

019 05-24 Assault on the Wound

Wartime Knowledge: You have taken the first great steps in mastering the art of warfare. When commanding armies using the Mass Combat rules, your army gains a +1 bonus to DV, OM, and Morale.

020 05-17 Fate of the Fiend

O Writings of Rachikan: You recovered a large collection of texts dating back to the Jistka Imperium, and in studying them, you have gained considerable insight into the fallen Empire's history. You gain a +3 bonus on knowledge checks regarding the Jistka Imperium and its constructs. You may cross this boon off your Chronicle sheet after making an attack against a construct to reroll the attack with a +2 bonus.

021 05-23 Cairn of Shadowns

O Return the Favor: You have gone into the dark and dangerous lands of Nidal, learned about the horselords, and thwarted the enemies of the Lodge. You may use this boon to have your body and possessions recovered by a Pathfinder rescue team (*Guide to the Pathfinder Society Organized Play* 16) at no cost. When you use this boon, cross it off your Chronicle sheet.

022 06-03 The Technic Siege

Local Connection (The Exchange): You know several friendly suppliers in western Garund. When purchasing any single-use item worth 200 gp or less while in the Mwangi Expanse, Rahadoum, Sargava, the Shackles, or the Sodden Lands, you reduce those items' cost by 10%. You must spend at least part of the adventure in one of these countries to use this boon; it does not apply between adventures, and the discount does not stack with other effects that reduce an item's price.

Reading the Threads: You have had additional time in which to study *A Thread of Silver*, an incomplete guide to crash sites near Starfall in Numeria. When using the book as a dungeon guide, you increase its accuracy bonus by 1 and gain a +2 competence bonus on optional skill checks made to increase the accuracy further.

023 GM Thornkeep Sanctum of a Lost Age

O Echoing Paradox: A trace of the magic of the Sanctum of Lost Ages clings to you, and against all odds and reason, a future or past version of you can appear to provide assistance in a time of need. Before you roll an attack roll, a skill check, or a saving throw, a copy of you appears either to flank with you or to grant you a +2 bonus as per the aid another action. If you have an ability that grants a higher bonus on aid another actions, you gain this as a bonus instead; the copy also shares all of your teamwork feats. After the attack, skill check, or save is resolved, the copy fades away, and you are shaken until the end of your next turn by the unsettling paradox of being at two places at once. When you use this boon, cross it off the Chronicle sheet.

024 GC2014 Boon 8

Family Tradition: Even though Guaril Karela has closed shelved his global ambitions—at least for now you are still a dedicated member of the extended "family" of trusted operatives he created. At the start of each adventure, you gain a small sum of money equal to 5 x your character level in gold pieces that you can use only for paying bribes, purchasing services, and other business expenses; you cannot use the gold to buy equipment. Any of this gold not spent by the end of the adventure is lost. In addition, so long as you have earned at least 6 Prestige Points as a member of the Sczarni faction, you may continue to purchase Sczarni prestige awards and boons from Pathfinder Campaign Setting: Jrow Exormal Pathfinder Society Field Guide.

025 05-25 Vengeance at Sundered Crag

O Draldeen's Gratitude: Paracountess Zarla Draldeen remembers your efforts in bringing Tancred Desimire to Chelish justice. Your service will be rewarded. You may call in a one-time favor from the Paracountess, granting you a +5 circumstance bonus to Diplomacy or Intimidate checks to influence Chelish nobles, government officials, or Hellknights in good standing. This bonus lasts for the duration of one scenario. Alternatively, you can requisition a non-expendable, non-charged magic item worth no more than 4,000 gp for one scenario. When you use this boon, cross it off your Chronicle sheet.

027 06-04 Beacon Below

Charted Pillars: You can borrow a copy of Venture-Captain Norden Balentir's map of the Pillars of the Sun while traveling to that region. The map is imperfect, but it provides enough sufficient information about safe routes through the mountains that you gain a +2 bonus of Knowledge Geography and Survival checks made when navigating the area.

O Relic Guardian: Your stewardship of historical treasures inspires you to act quickly to save such relics from destruction. Once per scenario, when an unattended object within your reach is targeted by an offensive spell, attack, or effect, you can treat that object as though it were in your possession for the purpose of attempting saving throws and resisting sunder attempts. If an opponent succeeds at a combat maneuver check to sunder an object in your possession, you can cross this boon off your Chronicle sheet to force the creature to reroll the attack with a -5 penalty.

029 05-10 Where Mammoths Dare Not Tread

Accumulating an Army (Mammoth Riders): You successfully recruited the aid of a small capable tribe of Kellid people hardened by years of constant strife, and they are ready to aid you when the Pathfinder Society embarks to secure and explore the Sky Citadel of 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 commanding the mammoth riders.

030 02-18 The Forbidden Furnace of Forgotten Koor

O O O Zahra's Tactics: In thanks for saving her from a fate of madness and servitude to the Mad Marid Moukadeem, Zahra grants you additional training in fighting genies in the future. You may, as a swift action, gain a +1 insight bonus on a single attack and damage roll against a genie. This ability may be used three times, each time crossing off one of the uses here. You may stack these uses on a single attack should you so choose, granting a +3 bonus on that attack and damage roll.

031 04-08 The Cultist's Kiss

Lissalan Library: Amid the Feasters of the Heart's prized possessions is a collection of ancient volumes on their faith. When consulting these books, you gain a +2 circumstance bonus on Knowledge (religion) checks regarding Lissala and her ancient cult.

033 06-20 Returned to the Sky

Chesed Trendsefter (The Exchange): You have helped change Chesed's economic policy, allowing the Exchange faction to be at the forefront of this evolving mercantile landscape. The surge of new goods make it especially easy to find what you want to buy; you can spend up to 3 Prestige Points when purchasing an item to temporarily increase your effective Fame score by twice the number of Prestige Points spent for the purposes of determining your purchase limit.

Rare Generator: You discovered a damaged generator from which you are able to siphon a small amount of the energy into a technological device. You can cross this boon off your Chronicle sheet to restore 2 charges to a timeworn weapon, timeworn armor, or another timeworn device. If you have the Technologist feat, you instead restore 1d4+1 charges to the item. This boon can only restore charges to a technological item that has at least 1 charge remaining.

Sky Key Component (Numeria): You have recovered one of the five lost components of the strange relic known as the Sky Key. This piece once belonged to Toggrim, whose descendants now live in Chesed.

O Starmetal Stockpile: During your adventure in Numeria, you found a large amount of rare sky metals (Pathfinder Campaign Setting: Technology Guide 56-57). You can check the box that precedes this boon in order to purchase a single weapon or suit of armor made of horacalium, noqual, or siccitate at its listed cost. You can only purchase one such item using this boon, even if you later sell the weapon or armor.

035 Emerald Spire The Emerald Root

Alchemical Quicksilver: You have recovered a small amount of quicksilver from within a philosopher's stone. The portion you have is insufficient to bring a long-dead corpse back to life, but you can mix it with a potion of cure serious wounds to create a splash weapon that affects a direct target as per breath of life (CL 20th). Mixing the potion and quicksilver takes a full-round action, and once prepared, the splash weapon is stable until used.

036 08-25 Unleashing the Untouchable

Elemental Book: Air Affinity

Isah's Wish: Used

Liberated Divinity: Released Elemental Air Lord Rnginori

038 07-26 All For Immortality II: All the Gods Beyond

O Alchemical/Enhanced Breakthrough: For duration of one adventure spend 3 evolution points as though self were a bipedal eidolon; no mount push or pull evolutions.

039 07-29 All For Immortality III: Serpent's Fall

Beheading the Serpent: You struck a terrible blow to the Aspis Consortium. You can include a copy of this Chronicle sheet among the records of as many of your PCs as you like, though those PCs gain no access to the other boons, equipment, or wealth from this Chronicle sheet. This boon imposes a -1 penalty on the attack rolls, damage rolls, skill checks, and saving throws of all Aspis Consortium agents and hirelings she encounters (this penalty is not cumulative with other copies of the boon).

040 09-25 Betrayal in the Bones

O Blessing of Chasarad: Negate any spell-effect that would trap the soul, or reduce cost by 8 prestige of any one spellcasting service that returns you to life.

O Maze Breaker: Cast *Walk Through Space* as a spell-like ability, or automatically succeed at an Intelligence check to escape a *Maze* spell.

043 10-22 Passing the Torch Part I: Who Wears the Mask

OOO Eylisia's Insight: Before rolling a knowledge check, check a box to gain one of the following benefits: For the purposes of this roll, treat yourself as having a number of ranks equal to character level (including bonuses for class skills etcetera), Alternately roll twice and take the higher result.

O Mantis-Bane: Check the box to gain the following benefit for one scenario: When a critical hit or sneak attack is scored, there is a 25% chance that the crit or sneak attack is negated.

044 10-23 Passing the Torch Part II: Who Speaks for the Ten

OOOO Torch's Bag of Contingencies: Find an obscure item in the handy haversack: up to 500 gold plus 5 pounds per box checked (2000 gold and 20 pounds for all four).