

**Dependable Drummady's (Rescued Pavolus Laterna) (001 Gallows of Madness: A Foul Breed):**

Drummady Laterna crafts you a pair of sturdy, perfectly fitting shoes accented with precious metals worth 100 gp. When you purchase a magic item that occupies the feet slot, you may apply enchantment directly to these shoes, reducing the price by the shoe's value. These shoes count as jewelry for the purposes of accessorizing a courtier's or noble's outfit.

**Gunty's Hearty Breads (Rescued Noemi Tauralio) (001 Gallows of Madness: A Foul Breed):** Gunty regularly sends you baskets of hearty bread that stay fresh across long journeys. You begin each adventure with 4 trail rations. The bread hardens and becomes inedible after each adventure if it is not consumed.

**Petrello's Haberdashery (rescued Betrona Pindlion) (001 Gallows of Madness: A Foul Breed):** Although Peterello Pindlion's skills as a haberdasher leave something to be desired, he is skilled at picking outfits to accessorize. He gives you a courtier's outfit and a noble's outfit.

o **Pricknettle's Potions and Poultices (rescued Gellion Vazarro) (001 Gallows of Madness: A Foul Breed):** You only receive this boon if Gellion survives to the end of the adventure and you speak on his behalf to Mayor Trinelli. You may check the box that precedes this boon to purchase a potion from Majara Pricknettle at a 30% discount.

**Temple of Erastil (rescued Nolaria Wintren) (001 Gallows of Madness: A Foul Breed):** The head priest Illdris Ruvarra gives you a wand of cure light wounds made from an elk's antler with 12 charges remaining. The imposing proprietor Alcie Kruptin is slow to trust wanderers, but she believes that you are worthy of trust. Over a hot meal, she lectures you with advice about how to convince innkeepers that your presence is good for business. Whenever you pay for lodging for yourself or your companion creatures, or other PCs pay for lodging while you are present, reduce the price by 50%. Only one copy of this boon may apply at a time, even if multiple PCs have earned it.

o **Goblin Slayer (002 Gallows of Madness: What Lurks in the Woods):** You defeated the goblins who were terrorizing the Escoro family and other local shepherds. You may check off the box before this boon to gain a +1 bonus on Bluff, Knowledge, Sense Motive, and Survival checks against creatures with the goblinoid subtype, as well as a +1 bonus on attack and damage rolls against them. If you have the favored Enemy class feature and chose goblinoid as one of your favored enemies, increase your favored enemy bonus against goblinoids by +2 instead. Activating this boon is a free action, and these benefits last for 1 minute.

o **Repurposed Trap (002 Gallows of Madness: What Lurks in the Woods):** On your way up to Highfort, you encountered a trap made of bottled brown mold. You recovered some of these jars for your own future use; immediately check one of the boxes that precede this boon if you did not disable the trap. So long as you carry a jar with you, you gain the benefits of endure elements in hot environments and take a -2 penalty on saving throws against environmental cold. Check one of the boxes that precede this boon to throw a jar at a square as a ranged attack roll against an AC of 5 (range increment 10 feet). If you miss, use the rules for missing with a thrown splash weapon to determine where the jar lands (Pathfinder RPG Core Rulebook 202). When the jar hits the ground, it splits open, filling the square with brown mold. The mold deals 2d6 points of nonlethal cold damage per round to anyone in its square. Unlike typical brown mold, it does not expand when fire is nearby – the jarred samples have become somewhat sickly from their long confinement. After you check the second box, cross this entire boon off your Chronicle sheet.

o **Antidotes and Remedies (003 Gallows of Madness: The Festering Blot):** Among the poisonous plants in the Sarini garden, you found four potent medicinal plants, each of which has a different effect. You collected a bundle of leaves and roots from each of these plants for future use. You may chew a bundle of plants as a standard action to produce one of the following effects. Once you use one of the bundles, cross it off your Chronicle sheet.

. Heal 1d4+1 points of damage.

. Gain a +2 alchemical bonus on Fortitude saves against disease for 1 hour.

. Gain a +2 alchemical bonus on Fortitude saves against poison for 1 hour.

. Gain a +2 alchemical bonus on Fortitude saves against effects that would nauseate or sicken you for 1 hour.

**o o Bringing the Truth to Light (003 Gallows of Madness: The Festering Blot):** You recovered records of the Sarini family's unspeakable deeds from the secret chambers below their manor. In addition to bringing closure to families of Saringallow, these documents provide you with insights about the forces of Hell. You may check off a box at the beginning of your turn to treat the DR of devils as if it were 5 lower and the SR of devils as if it were 2 lower until the beginning of your next turn. Alternatively, you may check off a box before this boon to grant a devil that you have summoned or called a +2 resistance bonus on saving throws and a +2 enhancement bonus to its natural armor for 1 round. Checking of a box is a free action. After checking of the second box, cross this boon off your Chronicle sheet.

**o o o Friends in Saringallow (004 Gallows of Madness: Bonus Chronicle Sheet):** You rescued both Nolaria Wintren and Nixa Volsetti from Wormgnash's minions. The cousins decide to provide you with assistance on your future adventures. Using any of these favors requires your spending the time or acting to perform the task yourself. You may use the favors listed below in any combination, checking of a box each time you ask for help. When you check the last box, Nolaria and Nixa return to Saringallow; cross this boon off your Chronicle sheet.

. Ask Nixa to share her expertise (Knowledge [planes] +5)

. Ask Nolaria to share her wisdom (Heal +6 or Survival +6)

. Ask Nolaria to cast bless (CL 3rd, concentration +5)

. Ask Nolaria to cast cure light wounds (CL 3rd, concentration +5)

. Ask Nixa to make a full attack against one of your foes. Melee mwk longsword +4 (1d8+3/19-20), light shield +3 (1d3+3)

**Pushing Back the Abyss (004 Gallows of Madness: Bonus Chronicle Sheet):** You stopped Wormgnash's plots, and, with the help of the town guard, eradicated the last traces of demon bile from Saringallow. Your experiences in Saringallow have taught you to recognize signs of demonic influence. You gain a +2 circumstance bonus on Knowledge (planes) checks concerning demons, and may attempt such checks as though you were trained in the skill. This bonus does not stack with the benefits provided by tools like Pathfinder Chronicles'

**o o o Worthy Foe (005 08-07 Tome of Righteous Repose):** As a swift action, you can check a box that precedes this boon to gain one of two benefits against enemies that correspond to the threat you defeated. First you can choose to gain a +2 bonus on attack and weapon damage rolls against such creatures, as well as a +2 dodge bonus to AC against such creatures' attacks. Alternatively, you can gain a +2 bonus on caster level checks to overcome those creatures' spell resistance, increase the save DC of your spells and abilities against those creatures by 1, and gain a +2 bonus on saving throws against those creatures' spells and abilities. Either benefit lasts until the beginning of your next turn.

**o Chalice Champion (006 08-18 Champions Chalice I Blazing Dangerous Trails):** You were part of the team that secured the Sargava Chalice for the Pathfinder Society's use. At the start of a chase or pursuit, you may activate this boon to grant yourself a +2 bonus on all checks made to make progress in the chase or pursuit. This bonus lasts the duration of that chase or pursuit only. When you have used this boon, cross it off the Chronicle Sheet.

**Infused Extracts (006 08-18 Champions Chalice I Blazing Dangerous Trails):** You claimed a number of a dead alchemist's infused extracts during the Sargava Chalice, which you can use at any time in the future. As a standard action that provokes attacks of opportunity (as drinking a potion), you gain one of the following benefits. When you have used a given benefit, check the adjacent box, indicating that the extract has been expended: Abilities that allow you to drink potions more quickly or without provoking attacks of opportunity affect this boon, though abilities that alter the effects of a consumed potion (such as the extend potion alchemist discovery or the alchemical allocation spell) do not.

o Cure Light Wounds (CL 1st)

o Shield (CL 1st)

**o Sight of the Cyclops (007 08-21 Champions Chalice II Agents of the Eye):** You aided in the restoration of the ancient Ghol-Ghani city of Kaddodi, earning the respect and thanks of the long-dead cyclops mystic, Akmon. For your efforts, you gained a lingering aspect of the Sight of the Cyclops. You can expend this boon to reroll any single d20 roll after the first roll is made but before the results of the roll are determined. You must take the second result, even if it is lower. You cannot use this boon on any roll already being rerolled by another effect. Once you have used this boon, cross it off your Chronicle sheet.

o **Elixir of Life (008 AP98 HR Turn of the Torrent):** The rebellion has recovered a potent elixir of life created from a *philosopher's stone*, and you can leverage your influence to claim it. When you or another PC would spend Prestige Points to secure *raise dead*, *resurrection*, or *true resurrection* as a spellcasting service, you may cross this boon off your Chronicle sheet to halve the Prestige Points required. This reduction does not stack with other effects that reduce the Prestige point cost.

o o **Clockwork Insight (009 009 08-23 Graves of Crystalmaw Pass):** You can check a box that precedes this boon as part of attempting a Disable Device check to disarm a trap to roll 1d6 and add to the result of your Disable Device check. Alternately, check a box when a trap triggers to add 1d6 to AC or save vs the trap.

o o o **Grave Treader's Inspiration (009 009 08-23 Graves of Crystalmaw Pass):** You can check a box that precedes this boon to use Inspiration, as per the Investigator ability: As a free action, expend one use of inspiration to add 1d6 to the result of a skill or ability check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

o **Siege Hardened (012 PSS Siege of the Diamond City):** You may remove this boon (including the standing bonus on damage rolls) to gain +3 bonus on a caster level check to overcome a demon's spell resistance.

o **Light of Redemption (014 05-20 The Sealed Gate):** Cast atonement as a spell-like ability once, no material component cost.

o **Always Welcome in Breezy Greek (Legacy) (015 09-13):** Regardless of what befalls you in future adventures, you're always welcome in the Taldan hamlet of Breezy Creek. Kabio and his parents save a spot for you at every major observed Taldan holiday, and you can visit them without question. If you ever look to settle down and stop being a Pathfinder field agent, you can permanently settle on a plot of land adjacent to Kalbio's family farm.

o **Temporal Acceleration (016 Emerald Spire Tomb of Yarrix):** Your exposure to the time-bending properties of Yarrix's tomb has provided you a limited ability to warp time to your benefit. As a standard action, you can touch a creature (requiring a successful melee touch attack against an unwilling target) to reduce the duration of all spells and spell-like abilities affecting that creature by 3 rounds (no save), or you can reduce the duration of a single spell effect that you touch by 3 rounds. You can use this ability on yourself as a swift action rather than as a standard action. When you use this boon, cross it off your Chronicle sheet.

o **Time Dilation (016 Emerald Spire Tomb of Yarrix):** Your exposure to the time-bending properties of Yarrix's tomb has provided you a limited ability to warp time to your benefit. You can use this boon when casting a non-instantaneous spell that affects an area to apply the Lingering Spell metamagic feat (Pathfinder RPG Advanced Player's Guide 164) to the spell without increasing the spell's level. Alternatively, you can use this boon when casting a non-instantaneous spell to apply the Extend Spell metamagic feat to the spell without increasing the spell's level. When you use this boon, cross it off your Chronicle sheet.

ooo **Alchemist Ally (018 Wardens of the Reborn Forge I):** One use, Craft Alchemy +20, Knowledge Arcana +18, UMD +15, Alchemist Bomb +15 6d6+4 fire

oooo **Hero of Multbok (019 Wardens of the Reborn Forge II):** +5 of a gather information roll, or -1 prestige point cost per checkmark to recover a body

o **Gemstone Bounty (21 Wardens of the Reborn Forge III):** 10000 gold worth of gems for component use or to reduce the cost of certain items or cash in for 5000 gold.