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HIRELING

ALLY

4 FAME



This ally performs one skill and one Lore skill with a total modifier of 2 + your level, and they are considered trained in those skills. You must expend any actions and be in range to perform the action yourself. The hireling's result cannot be modified by class abilities or spells. The hireling does not participate directly in combat, cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

ALL FACTIONS TIER 0

EXPERT HIRELING

SLOTLESS

6 FAME



When you gain this boon, select one Hireling boon you possess. The selected ally's proficiency for their selected skills improves to expert, and their modifier to skill checks increases to 4 + your level.

ALL FACTIONS TIER 2, BASIC HIRELING

PROFESSIONAL HIRELING

SLOTLESS

6 FAME



When you gain this boon, select one Hireling boon you possess. The selected ally adds a second Lore skill to the list of skill checks they can attempt. In addition, select one skill feat whose prerequisite is being trained in one of the hireling's selected skills. The hireling gains the benefits of that skill feat when attempting skill checks.

ALL FACTIONS TIER 3, EXPERT HIRELING

MASTER HIRELING

SLOTLESS

8 FAME



When you gain this boon, select one Hireling boon you possess that's already been modified by the Expert Hireling boon. The selected ally's proficiency for their selected skills improves to master, and their modifier to skill checks increases to 6 + your level.

ALL FACTIONS TIER 4, EXPERT HIRELING

HOME REGION

SLOTLESS

0 FAME



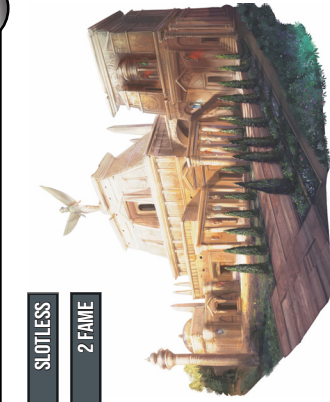
Choose one nation (such as Varisia or Taldor) when you purchase this boon. For the purpose of fulfilling prerequisites and Access conditions for uncommon character options, you are treated as being from that nation as well as the larger region in which it's found.

ALL FACTIONS TIER 0

MULTICULTURAL TRAINING

SLOTLESS

2 FAME



Choose an additional ethnicity. In addition to the ethnicity you selected at character creation, you are also treated as a member of this additional ethnicity for the purpose of fulfilling prerequisites and Access conditions.
Special The second time you purchase it, the cost increases to 12 Fame, and subsequent purchases cost 20 Fame each.

ALL FACTIONS TIER 0

SECONDARY INITIATION

SLOTLESS

2 FAME



For the purpose of fulfilling prerequisites and Access conditions, you are treated as being a member of another group in addition to the Pathfinder Society.
Special Each time you purchase this boon, you relinquish your membership in the previous group. Before doing so, you must retrain any options that listed membership as a prerequisite.

ALL FACTIONS TIER 0

WAYFINDER

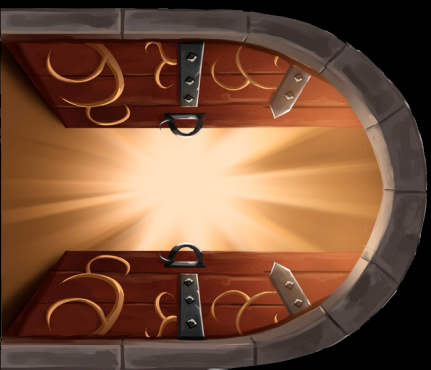
SLOTLESS

2 FAME

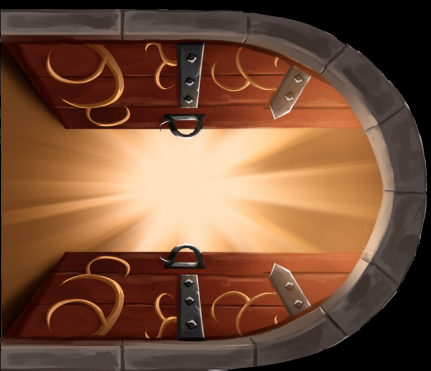


To guide your path, your faction has secured a wayfinder for you to carry on your journeys and serve as a badge of office in the Pathfinder Society. This wayfinder has an effective sale price of 0 gp.

ALL FACTIONS TIER 0



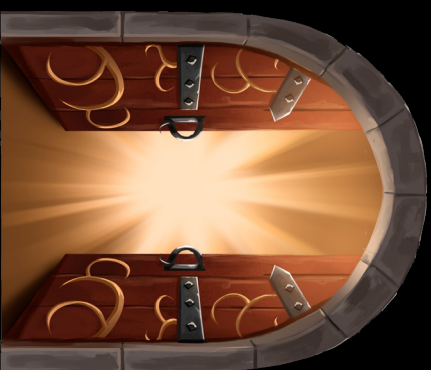
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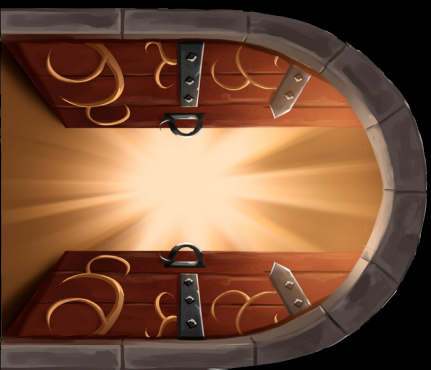
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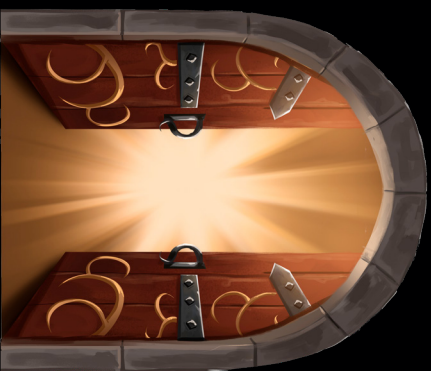
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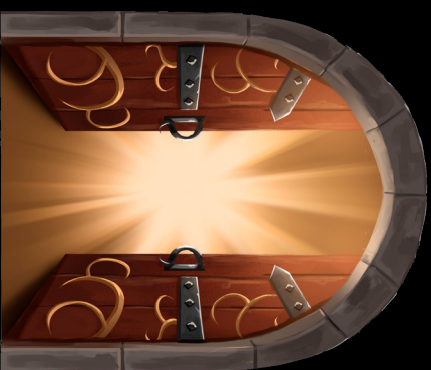
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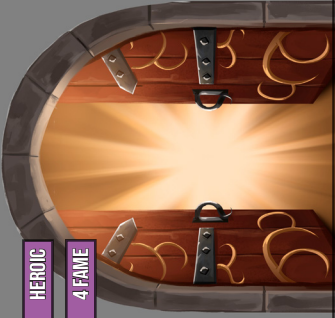
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HEROIC INSPIRATION

HEROIC
4 FAME

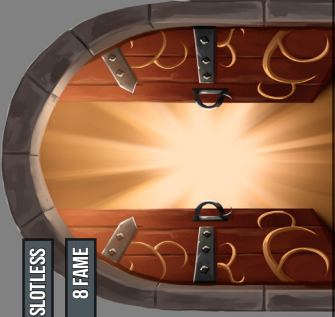


Your heroic moments grant others the will to keep fighting. When you spend a Hero Point, you and any allies within 30 feet who can see you regain 3d6 Hit Points (4d6 if your Radiant Oath reputation tier is 4). This healing also affects dying allies, even if they cannot see you due to being unconscious.

ENVOYS' ALLIANCE TIER 3

EXEMPLARY RECRUITER

SLOTLESS
8 FAME



Select one of your Pathfinder Society characters with 0 XP. That character gains 12 XP, 12 Fame, 30 gp, and 12 Reputation to distribute among any number of factions.

Special You can apply this benefit to the same character to whom you applied the Eager Protégé benefit. See the complete rules for this boon in the Pathfinder Society Guide to Play.

ENVOYS' ALLIANCE TIER 4



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GRAND ARCHIVE CHAMPION

FACTION

4 FAME



This faction boon represents your developing initial contacts with the Grand Archive faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

GRAND ARCHIVE TIER 0

ACADEMIC CONFERENCE

SLOTLESS

0 FAME



When you play or GM an adventure at a Paizo Organized Play event designated as Premium or Premium Plus, you earn 2 additional Fame and Reputation with the Grand Archive faction.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

GRAND ARCHIVE TIER 1

ESOTERIC WAYFINDER

ITEM

2 FAME



When you slot this boon, you apply its benefits to one *wayfinder*. As a free action before you Recall Knowledge, if you roll a critical failure on the check, you instead get a failure. You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. Trying to overcharge it twice destroys it.

GRAND ARCHIVE TIER 2, YOU HAVE A WAYFINDER

MAGICAL MENTOR

MENTOR

SOCIAL

2 FAME



Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare or cast one additional spell of their highest-level spell slot. When casting spells of a magical tradition that is the same as the tradition you use for spellcasting, the affected PC also increases the Level Bump's modifier to spell DCs to 2.
Special A PC can only benefit from 2 mentor boons.

GRAND ARCHIVE TIER 1

METICULOUS APPRAISAL

SERVICE

2 FAME



You can purchase this at the end of a scenario when your party recovered 9 or fewer Treasure Bundles. Increase the effective number of Treasure Bundles recovered by 1 for the purpose of calculating the group's gold piece rewards. For each extra 2 points of Fame you spend on this boon, you increase the number of Treasure Bundles recovered by 1.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

GRAND ARCHIVE TIER 2

OFF-HOURS STUDY

DOWNTIME

2 FAME



When you acquire this boon, choose a common language you don't know or a Lore skill in which you are untrained. While you have this boon slotted, you can spend Downtime practicing. Once you have expended 50 days of Downtime in this way, you learn the chosen language or become trained in the chosen Lore skill. This boon is then expended and grants no further benefit.

GRAND ARCHIVE TIER 1

TRANSLATOR

ALLY

4 FAME



This ally speaks, reads, and understands Common as well as two additional languages of common rarity chosen when this boon is purchased. The ally can quickly translate any of these languages for your benefit, effectively allowing you to communicate in the additional two languages without difficulty. However, you are not treated as knowing those languages for the purpose of using spells with the linguistic trait.

GRAND ARCHIVE TIER 2

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HEROIC RECALL

HEROIC

4 FAME



Desperate moments call for keen insight. You can Recall Knowledge as a free action, rolling the skill check twice and using the better result. This is a fortune effect.

GRAND ARCHIVE TIER 3

UNPARALLELED SCHOLARSHIP

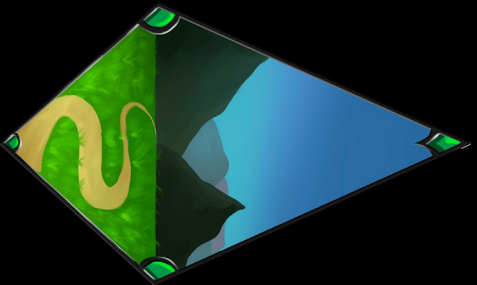
SLOTLESS

8 FAME

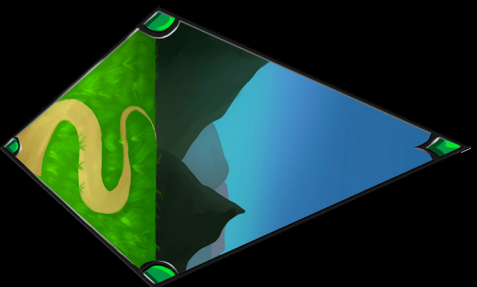


When you purchase this boon, select one of your Pathfinder Society characters with 12 or fewer XP who is not a field commissioned agent. That character gains one additional point to assign to their school training, for a total of 4 points.

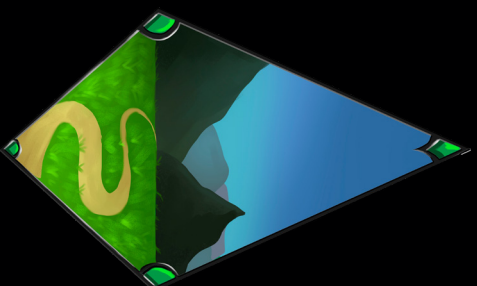
GRAND ARCHIVE TIER 4



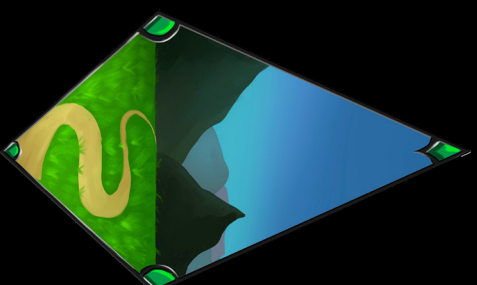
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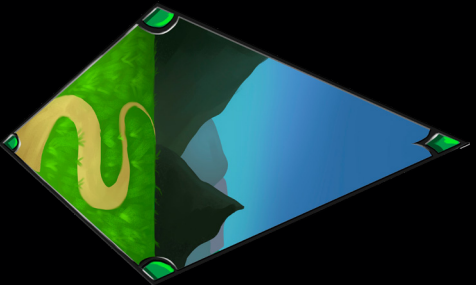
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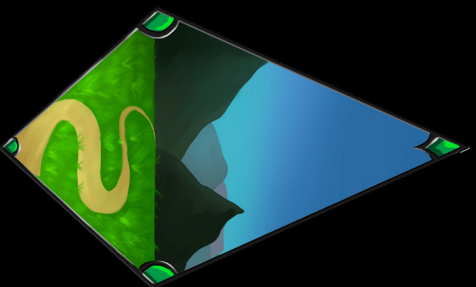
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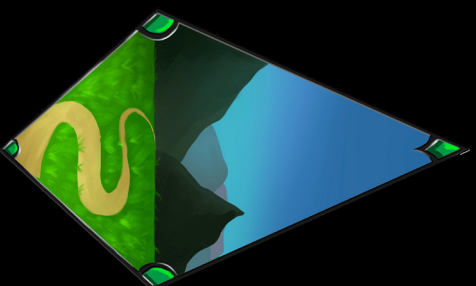
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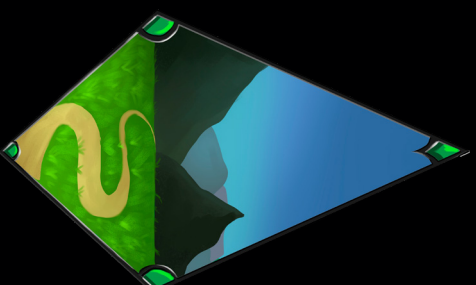
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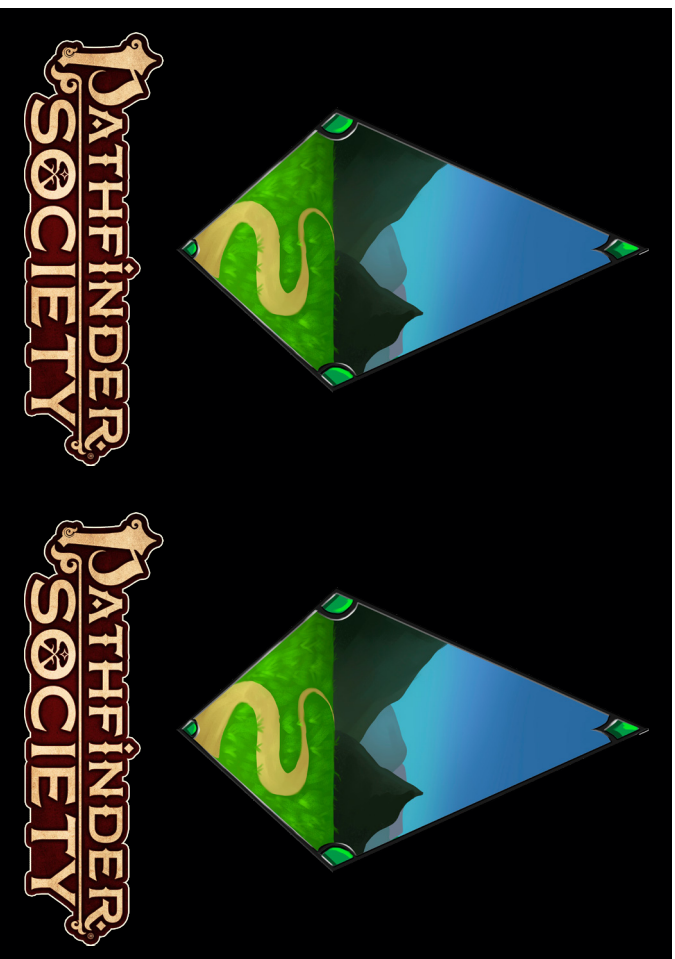


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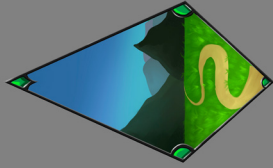


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HEROIC HUSTLE

HEROIC

4 FAME



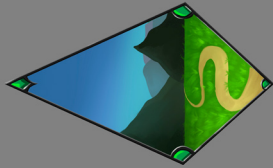
When you spend a Hero Point to reroll a check, you also gain a +10-foot status bonus to your Speed until the end of your next turn. When you spend a Hero Point to avoid death, you can also Stand as a free action as you become conscious. **(Parts of this boon may not work under the rules.)**

HORIZON HUNTERS TIER 3

WORLD TRAVELER

SLOTLESS

8 FAME



Your journeys have taken you far, and Pathfinders who follow in your footsteps benefit from your breadth of experience. Select 1 of your Pathfinder Society characters with 12 or fewer XP. That character can simultaneously benefit from two copies of the Home Region boon.

HORIZON HUNTERS TIER 4

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VIGILANT SEAL CHAMPION

FACTION
4 FAME



This faction boon represents your developing initial contacts with the Vigilant Seal faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

VIGILANT SEAL TIER 0

LEADER BY EXAMPLE

SLOTLESS
0 FAME



When you GM an adventure that grants at least 4 XP, you earn 2 additional Fame and Reputation with the Vigilant Seal faction. You can qualify for the benefit when you run multiple adventures that grant fewer XP so long as the total XP at least equals 4.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

VIGILANT SEAL TIER 1

COMBAT MENTOR

MENTOR
SOCIAL
2 FAME



For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to attack rolls and spell attack rolls to 2.
Special A PC can only benefit from two mentor boons.

VIGILANT SEAL TIER 1

CURSE BREAKER

DOWNTIME
2 FAME



When you acquire this boon choose a permanent magic item of your level or lower to which you have access. While you have this boon slotted, you can spend Downtime erasing the item's stubborn curse. This uses the same rules as you would to Craft the item, with some exceptions.
Special See the complete rules for this boon in the Pathfinder Society Guide to Play.

VIGILANT SEAL TIER 2

ADVERSARY LORE

GENERIC
4 FAME

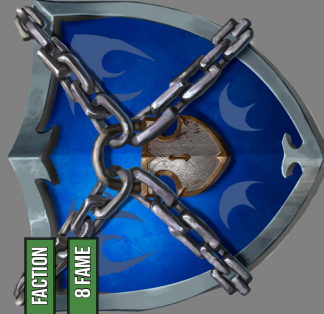


When you purchase this boon, either select one creature type from List 1, or choose two creature types from List 2. While this boon is slotted, you have a +1 circumstance bonus to Recall Knowledge about creatures of the selected type(s). If your Reputation Tier for the Vigilant Seal faction is 4, this bonus increases to +2.

VIGILANT SEAL TIER 1

IMPROVED VIGILANT SEAL CHAMPION

FACTION
8 FAME



While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives. In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Envoy's Alliance faction tier of 1, 2, or 3.

VIGILANT SEAL TIER 2, VIGILANT SEAL CHAMPION

RESIST CORRUPTION

GENERIC
2 FAME



While this boon is slotted, you and any adjacent allies gain resistance to evil damage equal to your Reputation Tier with the Vigilant Seal faction.

VIGILANT SEAL TIER 1

ADAMANT WAYFINDER

ITEM
2 FAME



Resist Harm: Trigger You would take damage; Effect You gain resistance to acid, cold, electricity, fire, force, negative, positive, and sonic damage equal to 1 plus your reputation tier against one attack, spell, or effect. This applies only to the initial effect, not to any subsequent attacks or damage dealt by the effect.
You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. Trying to overcharge it twice destroys it.

VIGILANT SEAL TIER 2, YOU HAVE A WAYFINDER



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HEROIC DEFIANCE

HEROIC

4 FAME



When you spend your Hero Points to avoid death, you can choose to immediately wake up with 1 Hit Point.

VIGILANT SEAL TIER 3

VAULT DELIVER

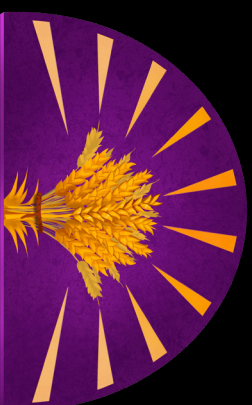
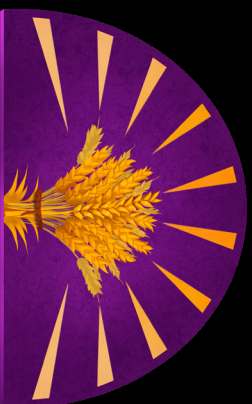
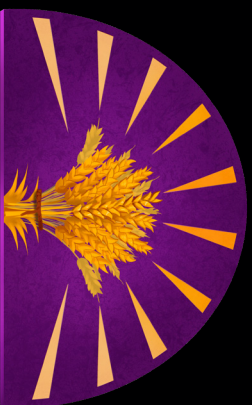
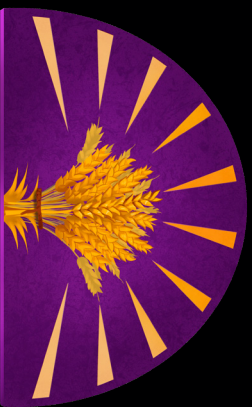
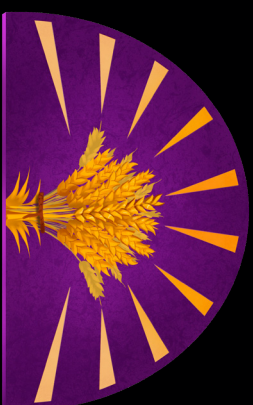
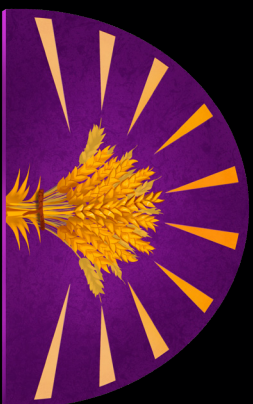
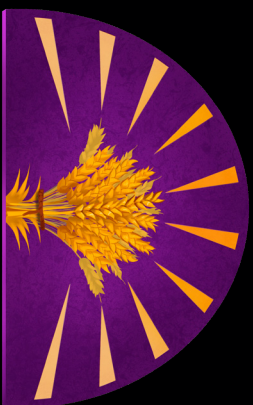
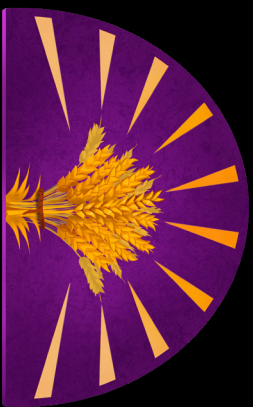
SLOTLESS

8 FAME



Your mastery of the contents of the Pathfinder vaults has helped you locate unusual items, which you can pass along to one of your assistants as a reward for their aid. Pick one uncommon item that your character has access to and select 1 of your Pathfinder Society characters with 12 or fewer XP. That character gains access to that item as if it appeared on their Chronicle sheet.

VIGILANT SEAL TIER 4



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RADIANT OATH CHAMPION FACTION 4 FAME  This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives. RADIANT OATH TIER 0	CHARITABLE ADVENTURE SLOTLESS 0 FAME  When you play or GM an adventure at a charity event registered with the Organized Play Foundation, you earn 2 additional Fame and Reputation with the Radiant Oath faction. Special See the complete rules for this boon in the Pathfinder Society Guide to Play. RADIANT OATH TIER 1	PROTECTIVE MENTOR MENTOR SOCIAL 2 FAME  For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase their current and maximum Hit Points by an additional amount equal to 3 times your Radiant Oath reputation tier. Special A PC can only benefit from two mentor boons. RADIANT OATH TIER 1	PRACTICED MEDIC DOWNTIME 1 FAME  While you have this boon slotted, you can spend 8 days of Downtime in this way, this boon becomes slotless, and you can expend the boon as a free action before attempting a Medicine check. You improve your checks' degree of success by 1 step. Special See the complete rules for this boon in the Pathfinder Society Guide to Play. RADIANT OATH TIER 1
IMPROVED RADIANT OATH CHAMPION FACTION 8 FAME  While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives. In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Radiant Oath faction tier of 1, 2, or 3. RADIANT OATH TIER 2, RADIANT OATH CHAMPION	AID THE FALLEN SOCIAL - FAME  (This boon is still in development) RADIANT OATH TIER 2	SHARE THE BURDEN SOCIAL - FAME  (This boon is still in development) RADIANT OATH TIER 3	HEROIC INTERVENTION HEROIC 4 FAME  Your heroic moments grant others the will to keep fighting. When you spend a Hero Point, you and any allies within 30 feet who can see you regain 3d6 Hit Points (4d6 if your Radiant Oath reputation tier is 4). This healing also affects dying allies, even if they cannot see you due to being unconscious. RADIANT OATH TIER 3

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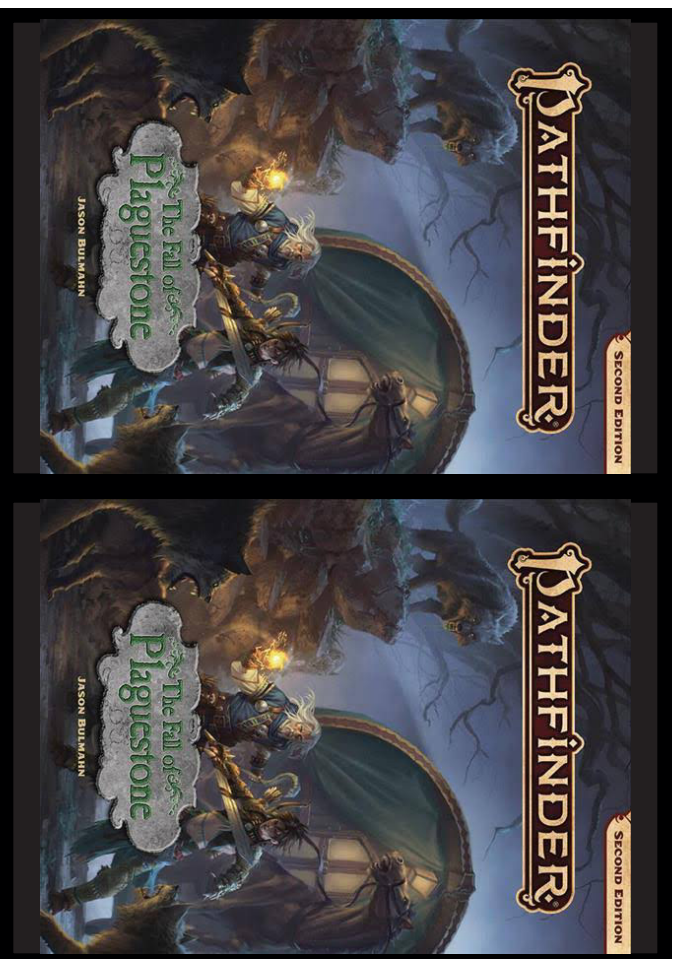


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VERDANT WHEEL CHAMPION FACTION 4 FAME		This faction boon represents your developing initial contacts with the Verdant Wheel faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives. VERDANT WHEEL TIER 0
BEGINNINGS AND ENDINGS SLOTLESS 0 FAME		Serve as the event organizer or headquarters volunteer for a Pathfinder Society event or assist these volunteers to earn 2 additional Fame and Reputation with the Verdant Wheel faction on the next scenario you play. Special See the complete rules for this boon in the Pathfinder Society Guide to Play. VERDANT WHEEL TIER 1
WORLDLY MENTOR MENTOR SOCIAL 2 FAME		For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to Perception checks and Initiative rolls to 2. Special A PC can only benefit from two mentor boons. VERDANT WHEEL TIER 1
NATURALIST DOWNTIME 1 FAME		Choose an alchemical item or potion of your level or lower to which you have access. While you have this boon slotted, you can spend Downtime to search for rare herbs and ingredients in order to craft up to a full batch of this item (typically 4). Special See the complete rules for this boon in the Pathfinder Society Guide to Play. VERDANT WHEEL TIER 1
LESHY COMPANION ALLY 4 FAME		You can select the Leshy Familiar feat as a 2nd level class feat, even if you are not a druid. You can ignore the prerequisite of belonging to the leaf order. VERDANT WHEEL TIER 2
IMPROVED VERDANT WHEEL CHAMPION FACTION 8 FAME		While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives. In addition, when you slot this boon, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Verdant Wheel faction tier of 1, 2, or 3. VERDANT WHEEL TIER 2, VERDANT WHEEL CHAMPION
HEROIC RESURGENCE HEROIC 4 FAME		When you spend your Hero Points to avert death, note the value of your dying and wounded condition. Until the end of your next turn, you gain a +1 status bonus to attack rolls, and you also gain a circumstance bonus to your damage rolls, Perception checks, skill checks, and saving throws equal to the noted value (maximum +2 for Reputation tier 3, or +3 for Reputation tier 4). Special: Parts of this boon may not work as expected under the rules VERDANT WHEEL TIER 3
PRESERVE PROPERTY 4 FAME		You have claimed a small plot where you can grow, study, or experiment with a wide variety of animals, fungi, and plants, providing you a wealth of healthful reagents. You can purchase antidotes, antiplagues, barkskin potions, elixirs of life, healing potions, potions of flying, and potions of leaping at a 10% discount. VERDANT WHEEL TIER 3

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FIERY COMPANION

SLOTLESS

LIMITED-USE



If you have an animal companion, you can check the box between adventures to replace it with the fiery leopard. You may also transfer this boon to one of your other characters who has an animal companion, immediately replacing that character's existing companion with the fiery leopard; keep a copy of your Chronicle with that character.

ADVENTURE - THE FALL OF PLAGUESTONE

NOALA'S LESSONS

SLOTLESS



You gain access to either the ranger feat Relentless Stalker or the skill feat Wilderness Spotter. Once you have taken one of these feats, check the box next to this boon and cross the other one out.

ADVENTURE - THE FALL OF PLAGUESTONE



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SAND SLIDE



GENERIC

LIMITED-USE



Trigger You would fail (but don't critically fail) a Reflex save to avoid a trap's effects; **Effect** You Step and then Drop Prone in your new location. You gain a +2 circumstance bonus to your triggering Reflex save. If this would have been enough to resist the trap's effects initially, you succeed at the save instead.

QUEST #1 - THE SANDSTONE SECRET

ONE-WHO-WAITS



SLOTLESS

LIMITED-USE



Whenever you roll a critical failure on an Acrobatics or Athletics check, you can check a box next to this boon as a free action to get a failure instead (the GM can tell you if this wouldn't change the outcome of the check so you do not waste this ability).

QUEST #2 - UNFORGIVING FIRE

STELLA'S ASSOCIATE

GENERIC



Stella Fane knows you, though she's not particularly impressed by you. Maybe you can improve her opinion of you next time around. This boon has special benefits when slotted during scenarios and quests that feature Stella Fane.

QUEST #4 - PORT PERIL PUB CRAWL

LEGACY OF THE GORGET

GENERIC



This boon has special benefits when slotted during Pathfinder Society Scenario #1-10: Tarnbreaker's Trail, and may have other benefits in scenarios and quests that feature Grehund's descendants.

QUEST #3 - GREHUNDE'S GORGET

AMATEUR ADJUSTER



GENERIC



Whenever you attempt a check to Gather Information, Decipher Writing, or Create a Forgery, you can check a box to gain a +1 circumstance bonus on the check. If the check involves interacting with a Druman business or Druman bureaucracy, you instead gain a +3 circumstance bonus on the check.

QUEST #7 - A CURIOUS CLAIM

FANE'S FRIEND

GENERIC



You managed to impress the enigmatic pirate captain Stella Fane and she considers you a friend. This boon has special benefits when slotted during scenarios and quests that feature Stella Fane.

QUEST #4 - PORT PERIL PUB CRAWL

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Year of the Open Road



ORIGIN OF THE OPEN ROAD

By Ron Lunden

Year of the Open Road



THE ABSALOM INITIATION

By Liz Tidell

Year of the Open Road



THE ABSALOM INITIATION

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Year of the Open Road



THE MOSQUITO WITCH

By Eleanor Ferron

Year of the Open Road



ESCAPING THE GRAVE

By Adrian Ng

Year of the Open Road



BANDITS OF IMMENWOOD

By Scott B. Wood

Year of the Open Road



TRAILBLAZER'S BOUNTY

By Linda Eckman

Year of the Open Road



LOST ON THE SPIRIT ROAD

By Christopher Wasko

CRYPTID SCHOLAR

UNTYPED

When you Recall Knowledge to identify a rare or unique creature, you can use the following reaction.

Trigger You attempt to Recall Knowledge to identify a creature you can see;

(Fortune) **Effect** You roll the skill check twice and use the better result.

SCENARIO #1-02 - THE MOSQUITO WITCH

SOCIETY CONNECTIONS

DOWNTIME

LIMITED-USE

Your connections with leaders within the Pathfinder Society help you find opportunities, both new missions and support for your other endeavors. Check the box that precedes this boon when you Earn Income during Downtime to attempt a task of level _____. If you critically fail the check, you still earn the result of a failure for that task.

SCENARIO #1-01 - ABSALOM INITIATION

ENGRAVED WAYFINDER

SLOTLESS

To celebrate your success as a Pathfinder agent, Janira gave you a compass lid engraved with your name and a Glyph of the Open Road, symbol of the Pathfinder Society. You can attach this lid to any compass, including a *wayfinder*, to personalize it.

SCENARIO #1-01 - ABSALOM INITIATION

NEXIAN RESEARCHER

GENERIC

LIMITED-USE

You can check a box whenever you attempt a Pathfinder Society Lore check. If you are Untrained in Pathfinder Society Lore, you can add your level to your Intelligence modifier when determining your bonus. If you are at least Trained in Pathfinder Society Lore, you gain a +2 circumstance bonus to this check instead. If the check is in relation to Durvin Gest, Selmius Foster, Gregaro Voth, or Kerinha Napsunar, you do not need to check a box.

SCENARIO #1-00 - ORIGIN OF THE OPEN ROAD

TRAVELER OF THE SPIRIT ROAD

GENERIC

LIMITED-USE

The kami's blessing follows you now and protects you from bad luck. Whenever you would critically fail a check to Hide, Sneak, Sense Direction, or Track while in a forested area, you may check a box next to this boon as a free action to treat that check as a failure instead.

SCENARIO #1-06 - LOST ON THE SPIRIT ROAD

EXPERIENCED MOUNTAINEER

GENERIC

The trek from Isger to Moltune taught you tricks for navigating treacherously steep terrain. While this boon is slotted, you treat mountainous terrain and other steep slopes as difficult terrain, rather than as greater difficult terrain.

SCENARIO #1-05 - TRAILBLAZER'S BOUNTY

A THORNY SITUATION

GENERIC

You were beaten by Vengeant Thorn's minions and left tied up in the woods. It's hard to say what will happen to the Immenwood with the renegade centaur in possession of such a powerful artifact, but maybe you'll have better luck thwarting the druid next time around. This boon might have special effects in future scenarios.

SCENARIO #1-04 - BANDITS OF IMMENWOOD

TEAM PLAYER

GENERIC

LIMITED-USE

(Fortune) **Trigger** An ally fails a check on which you Aided;

Effect The ally can reroll the check and use the better result.

SCENARIO #1-03 - ESCAPING THE GRAVE

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YEARBOOK OF THE YEARBOOK P. 2

YB 14

Year of the Open Road



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FLOODED KING'S COURT

By Brian Duckwitz

YEARBOOK OF THE YEARBOOK P. 3

YB 15

Year of the Open Road



**PATHFINDER
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STAR-CROSSED VOYAGES

By Lu Pellicani

YEARBOOK OF THE YEARBOOK P. 4

YB 16

Year of the Open Road



**PATHFINDER
SOCIETY**

FLOODED KING'S COURT

By Brian Duckwitz

YEARBOOK OF THE YEARBOOK P. 5

YB 17

Year of the Open Road



**PATHFINDER
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TARNBREAKER'S TRAIL

By Steven Hammond

YEARBOOK OF THE YEARBOOK P. 6

YB 18

Year of the Open Road



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REVOLUTION ON THE RIVERSIDE

By Katarina Orlainen

YEARBOOK OF THE YEARBOOK P. 7

YB 19

Year of the Open Road



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FLAMES OF REBELLION

By Michael Sayre

YEARBOOK OF THE YEARBOOK P. 8

YB 20

Year of the Open Road



**PATHFINDER
SOCIETY**

STAR-CROSSED VOYAGES

By Lu Pellicani

YEARBOOK OF THE YEARBOOK P. 9

YB 21

Year of the Open Road



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FLAMES OF REBELLION

By Michael Sayre

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ALLY OF THE IRIXI

SLOTLESS



You befriended the iruxi of Kihirat. This boon will have a special benefit in a future adventure.

SCENARIO #1-09 - STAR-CROSSED VOYAGES

DEVIL'S KEEP

ADVANCED



You are the rightful master of Digger's Rest. Once per adventure, you can use the following reaction.
Infernal Detonations Trigger A creature within 30 feet of you targets you or an ally with an attack; **Effect** The creature takes fire damage equal to 1d6 + your level (basic Reflex save). The DC of the Reflex save is equal to your spell DC or your class DC, whichever is higher.

SCENARIO #1-11 - FLAMES OF REBELLION

RIVER KINGDOMS POLITICIAN

GENERIC

LIMITED-USE



Upon completing an adventure set in the River Kingdoms or Razmiran, you may check a box when using your downtime to Earn Income, allowing you find an Earn Income task of up to your level +1. Once all three boxes are checked, this boon has a special effect in a future adventure.

SCENARIO #1-08 - REVOLUTION ON THE RIVERSIDE

DIGGER THE LIAR

SLOTLESS



You refused to release the ghost of Digger Thrune and instead turned the captive spirit over to Zarta Dralneen at the Grand Lodge. This boon will have a special effect in a future scenario.

SCENARIO #1-11 - FLAMES OF REBELLION

TO SEAL AND PROTECT

GENERIC



You chose to destroy the undead Marcon Tinol, unwilling to risk the consequences of turning the ancient undead loose upon the world. This boon will have unique benefits and consequences in a future scenario.

SCENARIO #1-07 - FLOODED KING'S COURT

TARNBREAKER CHAMPIONS

GENERIC



While playing in an adventure that takes place primarily in the Lands of the Linnorm Kings, you can stay for free at any Ulfen or Varki inn or similar establishment, and you gain a 10% on all non-magical goods bought in Ulfen or Varki settlements (this does not stack with any other discount or reduction in price). In addition, you gain a +1 circumstance bonus on all Diplomacy checks to Make A Request while playing in an adventure that takes place primarily in the Lands of the Linnorm Kings.

SCENARIO #1-10 - TARNBREAKER'S TRAIL

BLAST FROM THE PAST

GENERIC



You chose to deliver the undead Marcon Tinol to Venture-Captain Drandle Dreng, trusting in the experienced Pathfinder's ability to deal with the undead safely. This boon will have unique benefits and consequences when slotted in a future scenario.

SCENARIO #1-07 - FLOODED KING'S COURT

ALLY OF THE IRIXI

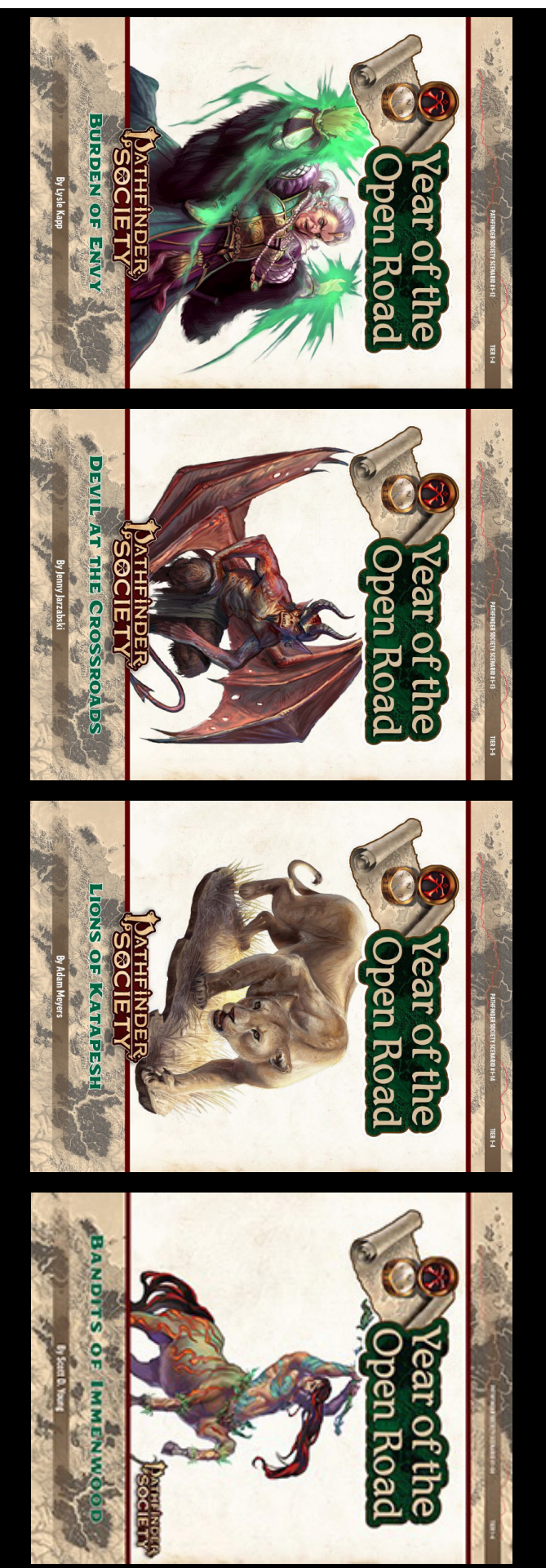
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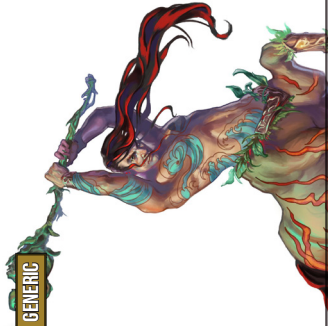
You befriended the iruxi of Kihirat. This boon will have a special benefit in a future adventure.

SCENARIO #1-09 - STAR-CROSSED VOYAGES

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TOUCHED BY THE STORM GENERIC  While this boon is slotted, you gain cold resistance 1 and electricity resistance 1. SCENARIO #1-04 - BANDITS OF IMMENWOOD	AMATEUR ADJUSTER GENERIC  Your struggles against the fearsome wildlife of Katapesh and the being manipulating the creatures has made you particularly good at dealing with dangerous animals. Whenever you roll a critical failure on a check to Track an animal, you can check a box to get a failure instead. SCENARIO #1-14: LIONS OF KATAPESH	CONVENTION HERO ADVANCED  The underlying idea for this scenario came from a creative and enthusiastic audience at an adventure design panel at PaizoCon. You can slot this special boon only while playing a game at a convention. If you do, you begin the adventure with one additional Hero Point. SCENARIO #1-13 - DEVIL AT THE CROSSROADS	VALAIS'S ASSURANCE GENERIC LIMITED-USE  You may check a box next to this boon and spend an action to use the champion focus spell <i>lay on hands</i>, heightened appropriately for your level. This does not cost a focus point. SCENARIO #1-12 - THE BURDEN OF ENVY
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ROSE STREET INVESTIGATOR

GENERIC



You can spot hidden objects, doors, hazards, and other secrets that require a proficiency rank of expert. Keep in mind that detecting these often requires actively searching, such as with the Seek action or the Search exploration activity.

PLAYTEST REWARD

KORTOS CAPTIVATION

GENERIC

LIMITED-USE



You've heard the sirens' call once before and are better prepared to resist such compulsions in the future. Check one of the boxes to use the following reaction.
Trigger You roll a critical failure against a mental effect; **Effect** You treat the critical failure as a failure.

PLAYTEST REWARD

AGAINST AN ARCLORD

GENERIC

LIMITED-USE



Following a now-resolved conflict with an Arclord, you've developed several tricks for resisting arcane magic. Check one of the boxes to use the following reaction.
Trigger You roll a critical failure against an arcane effect; **Effect** You treat the critical failure as a failure.

PLAYTEST REWARD

ARCTIC SURVIVOR

GENERIC

LIMITED-USE



You gain cold resistance equal to one-third your level (rounded down, minimum 1), even once you have expended the limited-use benefit. Your body stores a spark of boreal fury that you can channel into a damaging spell. Check the box to use it.
Trigger If your next action is to cast a spell that deals damage, all damage dealt by the spell becomes cold damage rather than its original damage type.

PLAYTEST REWARD

STARSONG'S FORTUNE

GENERIC

LIMITED-USE



Cross this boon off your Chronicle sheet to immediately gain 1 Hero Point.

PLAYTEST REWARD

RUGGED NAVIGATOR

GENERIC



The experience left you able to negotiate difficult terrain in an emergency, giving you the following free action.
Frequency Once per adventure; **Effect** If your next action is to Step or Stride, you can ignore the effects of difficult terrain for that action (and treat greater difficult terrain as difficult terrain).

PLAYTEST REWARD

EMERGENCY DRAUGHT

GENERIC

LIMITED-USE



Check one of the boxes to use the following action.
Frequency Once per adventure; **Effect** You draw a minor healing potion in one hand. If you are at least 3rd level, you can instead draw a *lesser healing potion*. At 6th level, a *moderate healing potion*. At least 12th level, a *greater healing potion*. At least 18th level, a *major healing potion*. This potion lasts until the end of the adventure. The potion's effective price if sold is 0 gp.

PLAYTEST REWARD

AGAINST ALL ODDS

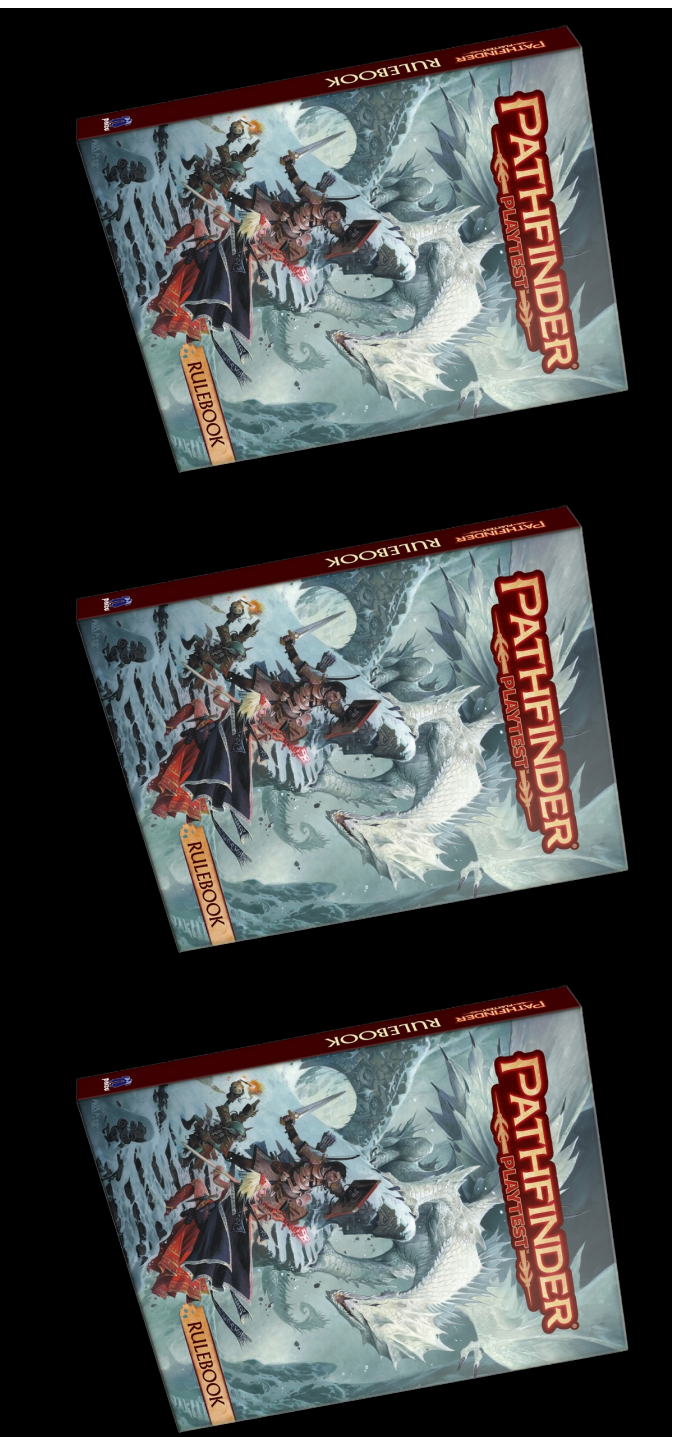
GENERIC

LIMITED-USE



While you are dying and have no Hero Points, you can check the box that precedes this boon to gain and immediately spend a Hero Point to avoid death.

PLAYTEST REWARD



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RED FLAG ESPIONAGE



When using Diplomacy to Make an Impression or Request, you critically fail the check if you fail the check DC by 12 or more (rather than failing by 10 or more). Check the box to use the following.

➤ **Trigger** You critically fail a Diplomacy check;
Effect You reroll the triggering check and must use the second result.

PLAYTEST REWARD

MIND QUAKE SCARS



You gain mental resistance equal to one-third your level (rounded down, minimum 1). Check the box to use the following.

➤ **Trigger** You succeed at a saving throw against a mental effect; **Effect** You treat the success as a critical success.

PLAYTEST REWARD

INITIATE'S WAYFINDER



As part of your confirmation as a Pathfinder field agent, you received a *wayfinder* to carry as both a badge of office and as a useful tool. This wayfinder has an effective price of 0 gp for the purpose of resale.

PLAYTEST REWARD