

ENVOYS' ALLIANCE



The Envoys' Alliance is dedicated to recruiting new agents, rescuing Pathfinders in distress, and rebuilding the Society in a way that supports and values operatives' lives and wellbeing—at least as much as one can in the adventuring world. Through collaboration, the Society can accomplish ever-greater feats—particularly with a powerful faction to advocate for the Pathfinders themselves when they're tasked with the Grand Lodge's latest projects.

Motto: Strength in Community

Faction Leader: Fola Barun

Reputation: _____

Fame: _____

Objective: The Envoys' Alliance is dedicated to recruiting new agents, rescuing Pathfinders in distress, and rebuilding the Society in a way that supports and values operatives' lives and wellbeing—at least as much as one can in the adventuring world. Through collaboration, the Society can accomplish ever-greater feats—particularly with a powerful faction to advocate for the Pathfinders themselves when they're tasked with the Grand Lodge's latest projects.

Year 1 Goal: In addition to devastating several nations, the Whispering Tyrant's rise resulted in hundreds of Pathfinder casualties. The aftermath is a serious wake-up call for the Society, and the Envoys' Alliance in particular seeks not only to rescue those agents stranded by the recent chaos, but also to provide assistance to other distant operations that have suffered from insufficient support.

Faction Leader: Fola Barun (N female half-elf negotiator) first encounter the Pathfinder Society in her role as the envoy of an Ekujae elven community in the Mwangi Expanse, and later joined the Society through a field commission. She quickly established herself as an attentive leader whose even-keeled, professional approach not only expanded the Society's understanding of the mighty Vanji River, but also helped devastate the Aspis Consortium's predatory operations along that route. Having never trained at the Grand Lodge or absorbed the conventional Society wisdom imparted to initiates, she was appalled upon first reaching Absalom and learning of the many counts of negligence of the past century. She's brought a fresh approach to recruitment and supporting agents in the field, which often sees her collaborating (and occasionally clashing) with the deans of the Pathfinder Society's three schools.

ENVOYS' ALLIANCE

SEASON 1 BOONS

Envoys' Alliance Champion ☐

Type Faction

Tier 0

Cost 4 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.

Society Recruiter ☐

Type Slotless

Tier 1

Cost 0 Fame

If you bring a new player to a table—a player without a Pathfinder Society character or someone playing their first Pathfinder Society session—you earn 2 additional Fame and Reputation with the Envoys' Alliance faction.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier.

Skillful Mentor ☐

Type Mentor, Social

Tier 1

Cost 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 skill checks to 2.

Crafter's Workshop ☐

Type Downtime

Tier 2

Cost 4 Fame

When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check. However, your fellow faction members expect your assistance in return. After slotting this boon to reduce the time needed to Craft an item, you must keep it slotted until you have finished crafting that item.

Eager Protégé ☐

Type Ally, Limited-use

Tier 2

Cost 4 Fame

Once per adventure before you attempt a skill check or attack roll, the ally successfully Aids you, granting you a +1 circumstance bonus to the triggering check. Once you have earned 60 or more XP with this boon slotted you can you can expend the boon when creating a new character to begin the character at 2nd level

Envoys' Alliance Champion, Improved ☐

Type Faction

Tier 2

Cost 8 Fame

While you have this boon slotted, you gain Envoys' Alliance Champion. In addition, you gain one additional boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Envoys' Alliance faction tier of 1, 2, or 3.

Harmonic Wayfinder ☐

Type Item

Tier 2

Cost 2 Fame

You can activate you *wayfinder* as a free action before you Aid an ally. If you roll a success on the check to Aid, you instead get a critical success.

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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Bring Them Back Alive ☐

Type Social

Tier 3

Cost 2 Fame

You and your allies treat your effective character levels as 1 lower for the purpose of the *raise dead* spell and the *resurrection* ritual. This applies to both the level of the spell or ritual required, as well as to calculating the cost of the diamonds necessary to cast the spell or perform the ritual.

Heroic Inspiration ☐

Type Heroic

Tier 3

Cost 4 Fame

Your most momentous actions can inspire your allies to follow suit. When you use a Hero Point to reroll a check and succeed at the check, your allies gain a +1 circumstance bonus to checks of the same type for 1 round (such as attack rolls, Will saves, or Perception checks).

CAPSTONE BOON ☐

Exemplary Recruiter

Type Slotless

Tier 4

Cost 8 Fame

When you select this boon, it does not apply to your current character. Instead, 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 legal factions. **Special** You can apply this benefit to the same character to whom you applied the Eager Protégé benefit, so long as that PC still has 12 XP. If you do so, you instead increase that character's XP by 12 (to 24 total), award them an additional 12 Reputation to distribute between one or more factions, and grant them an additional 45 gp (for a total of 75 gp)



GRAND ARCHIVE

Archaeology is a destructive science, and adventurers tend to be more destructive than most. If the Society is to uphold its mandate to study and preserve the past, then documentation and academic rigor are key. Members of the Grand Archive do not limit themselves to Absalom's libraries, however; these bold explorers' voyage to the most exciting sites to chronicle the past in person and share those tales with the world..

Motto:
Chronicling the
Past
Faction Leader:
Gorm
Greathammer

Reputation: _____
Fame: _____

Objective: The Grand Archive promotes the ongoing education of Pathfinder agents, the recovery of ancient knowledge, and the mastery of esoteric lore. Thanks to Gorm Greathammer's leadership, the faction also encourages travel, so that agents can experience history directly, draw their own conclusions, and ensure that all relics receive the care and curation they deserve—especially where a berserker's boots might otherwise shatter a priceless statue. After years of neglect and several noteworthy attacks, the Grand Lodge's written records are a tattered shadow of what they once were, and the Grand Archive is dedicated to restoring the Society's libraries by seeking replacement texts and long-lost documents the world over.

Year 1 Goal: Although the Pathfinder Society now keeps track of its myriad, far-flung lodges, the first few centuries involved venture-captains founding, operating, and ultimately abandoning numerous lodges across Avistan and Garund. Not only are these lost lodges an important part of Society history, but many also house libraries with unique, now-forgotten manuscripts. As the Society explores its earliest agents' exploits, the Grand Archive seeks to track down the lost lodges through historical clues, hoping to recover and preserve the lore sequestered within each one.

Faction Leader: Although third in line for the Sky Citadel Kraggodan's throne, **Gorm Greathammer** (LN male dwarf raconteur) has always been drawn to the adventuring lifestyle, and his passion drew him to the Pathfinder Society decades ago. He has since distinguished himself as an explorer and chronicler with numerous publications to his name and countless stories to retell. Even so, he has regularly returned home to help administrate the sky citadel. After withstanding the exhausting Ironfang Invasion and directing peace negotiations with Molthune, he returned to the Grand Lodge on an extended leave of absence from Kraggodan. He now oversees the Grand Archive, promoting scholarship and uncovering centuries-old mysteries to solve at long last. Yet those who would expect the Grand Archive's leader to be a shy, spectacled sage are in for a surprise; Gorm is daring, boisterous, and ready to get his hands dirty alongside his allies.

GRAND ARCHIVE

SEASON 1 BOONS

Grand Archive Champion ☐

Type Faction

Tier 0

Cost 4 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.

Magical Mentor ☐

Type Mentor, Social

Tier 1

Cost 2 Fame

Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare one additional spell of their highest-level spell slot 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.

Academic Conference ☐

Type Slotless

Tier 1

Cost 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.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier.

Grand Archive Champion,

Improved ☐

Type Faction

Tier 2

Cost 8 Fame

While you have this boon slotted, you gain Grand Archive Champion.

In addition, you gain one extra boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Grand Archive faction tier of 1, 2, or 3.

Meticulous Appraisal ☐

Type Service

Tier 2

Cost 2 Fame

You can purchase this boon at the end of a scenario when you and your allies recovered 9 or fewer of the adventure's Treasure Bundles.

Increase the number of Treasure Bundles recovered by 1 for the purpose of calculating the group's gold piece rewards. For each additional 2 points of Fame you spend, you increase the effective number of Treasure Bundles recovered by 1 not to exceed the maximum amount of Treasure Bundles.

Translator ☐

Type Ally

Tier 2

Cost 4 Fame

This ally knows Common as well as two other common languages and translates for you. However, you are not treated as knowing those languages for the purpose of using spells.

Esoteric Wayfinder ☐

Type Item

Tier 2

Cost 2 Fame

You can activate your *wayfinder* as a free action before you Recall Knowledge. If you roll a critical failure on the Recall Knowledge 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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Off-Hours Study ☐

Type Downtime

Tier 1

Cost 2 Fame

While you have this boon slotted you can spend Downtime practicing an untrained language or Lore. Once you have expended 50 days of Downtime you learn the language or become trained in the Lore skill. This boon is then expended and grants no further benefit.

Special You can purchase this boon multiple times selecting a different language or Lore skill each time.

Heroic Recall ☐

Type Heroic

Tier 3

Cost 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.

CAPSTONE BOON

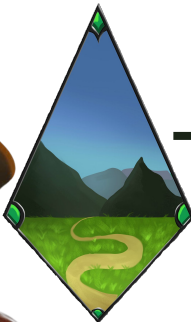
Unparalleled Scholarship ☐

Type Slotless

Tier 4

Cost 8 Fame

Through a combination of your own research and the access to rare resources through the Grand Archive, you have identified an exceptional research opportunity—one that you can't decipher on your own. You have recruited a promising new agent to help research and publish your findings, which gives your assistant an extraordinary edge in their training. When you purchase this boon, select one of your Pathfinder Society characters with 12 or fewer XP who is not a field agent. That character gains one additional point to assign to their school training, for a total of 4 points.



HORIZON HUNTERS

Since the Pathfinder Society's first day, when adventurers gathered in Absalom to share drinks and swap stories, the Society has been an organization of explorers. The Horizon Hunters is home to those who carry on the proud tradition of ascending the highest peaks, plumbing the darkest depths, and seeing what lies over the next hill. And as sweet as it is to discover a lost ruin or unknown vista, it's all the better to tell wild tales about the experience and revel in the admiration of peers—particularly if an agent's deeds might be immortalized in the *Pathfinder Chronicles*, a widely distributed record of the greatest Pathfinders' achievements and discoveries.

Motto: Glory
Lies Over the
Horizon

Faction Leader:
Calisro Benarry

Reputation: _____
Fame: _____

Objective: The more untouched, unfamiliar, or unknown a site or treasure, the more exhilarating it is to reach it. The Horizon Hunters encourage exploration for its own sake, yet it's also dedicated to enhancing the reputation of its members—anything from publication in the *Pathfinder Chronicles* to being the subject of the latest tall tale to circulate the taverns. Iconic objectives include uncovering mythical lost cities, blazing the trail through uncharted territory, and reaching foreboding realms. And if the Pathfinders can look good while doing so, that's all the better.

Year 1 Goal: Calisro Benarry longs to rekindle the public's wonder and admiration of the Society through daring and inspiring adventures, focusing on two goals. First, she encourages Pathfinders to seek out and overcome public challenges, from beating previous records to blazing trails at the behest of influential patrons. Second, because she believes the Society has stuck to the Inner Sea for too long, she is pushing for a major mission to document a distant land—an endeavor that the people of Absalom will be talking about for years to come.

Faction Leader: Hailing from the Sodden Lands, **Calisro Benarry** (N female half-orc corsair) is a pirate-turned-Pathfinder who made her name as venture-captain of the Arcadian Mariner's Lodge, a ship-borne Pathfinder lodge aboard the *Griming Pixie*, whose command passed between venture-captains every few years. Bucking tradition, Benarry commanded the wheel for a decade, oversaw exploration of the dreaded Gloomspires, and traveled widely before recently being ordered to surrender the ship. She considers that no excuse to settle down, though, and has poured her energy into inspiring curiosity, tenacity, and wanderlust in the Society as a whole, spearheading the Horizon Hunters faction.

HORIZON HUNTERS

SEASON 1 BOONS

Horizon Hunters Champion ☐

Type Faction

Tier 0

Cost 4 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.

Rugged Mentor ☐

Type Mentor

Tier 1

Cost 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 saving throws to 2.

Consummate Dabbler ☐

Type Slotless

Tier 1

Cost 0 Fame

When you play a Pathfinder Adventure Card Society scenario or a Starfinder Society scenario, you earn 2 additional Fame and Reputation with the Horizon Hunters faction.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier

Horizon Hunters Champion, Improved ☐

Type Faction

Tier 2

Cost 8 Fame

While you have this boon slotted, you gain Horizon Hunters Champion.

In addition, you gain one extra boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Horizon Hunters faction tier of 1, 2, or 3.

Storied Talent ☐

Type Social

Tier 2

Cost 4 Fame

When using Downtime to Earn Income, you can choose to attempt a task of your level.

Swift Traveler ☐

Type Service

Tier 2

Cost 2 Fame

You can purchase this boon at the end of an adventure that granted at least 4 XP while the GM is filling out Chronicle sheets. When you do so, you gain an additional 4 days of Downtime.

Rugged Wayfinder ☐

Type Item

Tier 2

Cost 2 Fame

As an action, you can activate your *wayfinder* to reduce the severity of your clumsy, enfeebled, or sickened condition, reducing that condition's value by 1.

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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Exotic Edge ☐

Type Untyped

Tier 3

Cost 4 Fame

Once per adventure, you can activate this boon as a free action to apply your exotic edge to your abilities, gaining a +1 circumstance bonus to either all of your attack rolls or all of your skill checks for 1 round.

Heroic Hustle ☐

Type Heroic

Tier 3

Cost 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.

CAPSTONE BOON

World Traveler ☐

Type Slotless

Tier 4

Cost 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.



VIGILANT SEAL

Rune-sealed doors, buried temples, warded vaults, and ancient keeps...these are among the most tantalizing sites for explorers to delve, yet all too often these ruins were abandoned for a good reason: their contents were too dangerous to leave unfettered yet too enduring to destroy outright. The Pathfinder Society has a long track record of unleashing forgotten horrors while in the pursuit of glory and lore. Yet for every imprisoned fiend accidentally released while Pathfinders explore overgrown shrines, the explorers have also uncovered and defeated slumbering evils that would have otherwise emerged to plague the world unforeseen and uncontested. As far as the Vigilant Seal's concerned, this tradition of cavalier recklessness must change.

Motto: Protect,
Contain, Destroy
Faction Leader:
Eando Kline

Reputation: _____
Fame: _____

Objective: Just as the Pathfinder Society decrees that its agents must "Explore, report, and cooperate," the Vigilant Seal expects its agents to "Protect, contain, and destroy." Dangerous artifacts are often best kept deep within the Grand Lodge or other secure sites, rather than left where they might cause harm. Where slumbering evils lie chained, agents are expected to ensure every link remains strong. And where those goals are impossible, those agents must be ready to neutralize the threat. The Vigilant Seal encourages its agents to be educated enough to identify and understand hazards, and Eando Kline believes that individual Pathfinders must exercise their own discretion in assessing the danger and knowing when to intervene.

Year 1 Goal: The Pathfinder Society's past is replete with buried dangers, both in sites of expeditions that were never completed and in the vaults below the Grand Lodge. Now that the Society's leadership has become enamored with unearthing the exploits of the earliest Pathfinders, it's only a matter of time before agents inadvertently unleash a devastating curse or threat that the likes of Pathfinder Society cofounders Durvin Gest or Selmius Foster thought it wiser not to disturb—Vigilant Seal members must be ready to avert such dangers whenever possible, and to quickly neutralize them if not.

Faction Leader: Among the most famous Pathfinders of the previous decade, **Eando Kline** (CG male human explorer) famously explored Varisia, infiltrated the Hold of Belkzen, and plumbed the Darklands' depths to uncover a lost serpentfolk city. Knowing that further publicity would encourage exploration and goad the serpentine villains to attack the surface, Kline returned to the Grand Lodge ahead of his rival Arnois Belzig, urging the Decemvirate not to publish either of their findings about the site. The Decemvirate dismissed his concerns, and in disgust, Eando Kline resigned from the Society. For the past decade he's led his own expeditions, always endeavoring to explore more responsibly than the organization he left behind. Yet with news of a change in the Decemvirate and respected colleagues rising to positions of power, Eando Kline has returned to the Society at last, accepting his old *wayfinder* so long as he can lead in the organization's reform.

VIGILANT SEAL

SEASON 1 BOONS

Vigilant Seal Champion ☐

Type Faction

Tier 0

Cost 4 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.

Leader By Example ☐

Type Slotless

Tier 1

Cost 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 You can benefit from this boon only a number of times equal to your current Reputation Tier

Adversary Lore ☐

Type Untyped

Tier 1

Cost 1 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 faction is 4, this bonus increases to +2.

List 1 aberration, animal, beast, construct, dragon, elemental, fiend, undead.

List 2 astral, celestial, ethereal, fey, fungus, giant, monitor, ooze, plant.

Resist Corruption ☐

Type Untyped

Tier 1

Cost 2 Fame

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

Combat Mentor ☐

Type Mentor

Tier 1

Cost 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.

Vigilant Seal Champion, Improved ☐

Type Faction

Tier 2

Cost 8 Fame

While you have this boon slotted, you gain Vigilant Seal Champion. In addition, you gain one extra boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes a Vigilant Seal faction tier of 1, 2, or 3.

Rugged Wayfinder ☐

Type Item

Tier 2

Cost 2 Fame

When you would take damage, activate your *wayfinder* as a reaction to 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.

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. If anyone tries to overcharge a *wayfinder* that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Curse Breaker ☐

Type Downtime

Tier 2

Cost 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. Use the Crafting rules, with the following exceptions. First, you must use Arcana, Nature, Occultism, or Religion in place of Crafting (such as to determine the progress you make and the maximum item level you can work on). Second, your faction provides you the necessary tools and workspace to perform this operation. Third, you only need to spend 2 days of Downtime before attempting your first skill check and subsequently beginning to reduce the item's effective cost. You must keep this boon slotted until you finish uncursing the item.

Special You can purchase this boon multiple times. Each time you do so, you select a different item.

CAPSTONE BOON

Vault Delver ☐

Type Slotless

Tier 4

Cost 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.

Heroic Defiance ☐

Type Heroic

Tier 3

Cost 4 Fame

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



RADIANT OATH

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Motto: A Light in the Shadows

Faction Leader:
Valais Durant

Reputation: _____
Fame: _____

Objective: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Faction Leader: No stranger to peril, **Valais Durant** (LG female aasimar ritualist) set out for Numeria after earning her *wayfinder* and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

RADIANT OATH

SEASON 1 BOONS

Radiant Oath Champion ☐

Type Faction

Tier 0

Cost 4 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.

Protective Mentor ☐

Type Mentor

Tier 1

Cost 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.

Charitable Adventure ☐

Type Slotless

Tier 1

Cost 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 You can benefit from this boon only a number of times equal to your current Reputation Tier

Swift Traveler ☐

Type Downtime

Tier 1

Cost 1 Fame

While you have this boon slotted, you can spend Downtime to provide medical services to others. Once you have expended 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 to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. You improve your check's degree of success by one step (such as if you roll a failure, you get a success instead); the boon is not expended if your original roll is a critical success. Once you expend this boon, it provides no other benefit.

Special You can purchase this boon multiple times, though you cannot expend more than one copy of this boon per adventure.

Radiant Oath Champion, Improved ☐

Type Faction

Tier 2

Cost 8 Fame

While you have this boon slotted, you gain Radiant Oath Champion. In addition, you gain one extra boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Radiant Oath faction tier of 1, 2, or 3.

Heroic Intervention ☐

Type Heroic

Tier 3

Cost 4 Fame

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.



VERDANT WHEEL

No matter how many verdant jungles, grassy plains, and untamed hills agents scout, the Pathfinder Society is not strictly a nature-oriented organization. Even so, nature enthusiasts of all stripes—from grizzled trackers to bright-eyed ecologists to tenacious druids—gravitate to the Society for opportunities to witness natural wonders, catalog new species, and better protect the world's pristine realms. The call for a united voice representing those interests has only grown over the years, and the evolution of the Pathfinder Society provides a perfect opportunity to name this organization: the Verdant Wheel. This faction has a particular fondness for sensing patterns and cycles, such as that of creation and destruction, as exemplified by new growth sprouting from a fire-ravaged field, but those intent on preserving that which exists also find a welcome home here.

Motto: Truth
Sprouts from the
Ashes

Faction Leader:
Urwal

Reputation: _____
Fame: _____

Objective: The Verdant Wheel has no single vision of what it means to preserve nature, leaving it to an individual's interpretation and each region's unique circumstances to determine the best course of action. Agents travel far and wide to study the strange and pristine, and their journeys often bring them into conflict with undead, fiends, and aberrations. Most of all, the faction is a home for those who revel in the glories of nature in its many forms—even the occasional alien landscape beyond Golarion itself.

Faction Leader: Nobody entirely agrees on where **Urwal** (NG male lizardfolk astrologer) came from, though one Pathfinder admits to having encountered him in Varisia several years ago and being accosted about a copy of the Pathfinder Chronicles containing misleading information. Flustered, the Pathfinder told Urwal that if he were so upset, he could visit the Grand Lodge and file a complaint. In 4718 ar, Master of Scrolls Kreighton Shaine entered his locked office to find Urwal waiting there with five heavily edited volumes of the *Pathfinder Chronicles*, a stack of supporting documentation, and a disappointed glower. "These are full of errors. I question that your agents even traveled to these places. I will bring more; the stars foresee it," declared the lizardfolk before clambering up a wall and out the window.

After finding Urwal reorganizing neglected entomology collections, correcting placards on a collection of Mwangi artifacts, and painting astrological charts on a Grand Lodge walkway—all helpful yet cryptically explained—the deans of the three Pathfinder Society schools decided it more prudent to recognize Urwal's esoteric knowledge and benign infiltration by granting him a field commission (which the lizardfolk has never formally accepted). That he has since organized a cohort of nature enthusiasts as the Verdant Wheel befuddles the Society's leadership, especially since nobody has yet figured out where he came from (including the Verdant Wheel's agents, who maintain ongoing bets about his origins). For all his eccentricities, he is a compassionate mentor who encourages his colleagues to seek out nature's greatest wonders and most humble treasures, understand them, and protect them in the way each agent deems best.

VERDANT WHEEL

SEASON 1 BOONS

Verdant Wheel Champion ☐

Type Faction
Tier 0

Cost 4 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.

Verdant Wheel Champion, Improved ☐

Type Faction
Tier 2

Cost 8 Fame

While you have this boon slotted, you gain Verdant Wheel Champion.

In addition, you gain one extra boon slot during the adventure. You can use this additional boon slot only for a boon whose prerequisite includes an Verdant Wheel faction tier of 1, 2, or 3.

Beginnings and Endings ☐

Type Slotless
Tier 1

Cost 0 Fame

Serve as the event organizer or headquarters volunteer for an event that includes Pathfinder Society adventures or assist these volunteers in setting up or cleaning up after such an event. When you do so, you earn 2 additional Fame and Reputation with the Verdant Wheel faction on the next scenario you play.

Special You can benefit from this boon only a number of times equal to your current Reputation Tier

Wordly Mentor ☐

Type Mentor
Tier 1

Cost 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.

Leshy Companion ☐

Type Ally
Tier 2

Cost 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 lead order.

Naturalist ☐

Type Downtime
Tier 1

Cost 2 Fame

Choose an alchemical item or potion of your level or lower to that you can access. While y this boon is slotted, you can spend Downtime to search for ingredients to craft a full batch of this item (typically 4). This uses the Crafting rules with the following exceptions. First, you must use Nature, Survival, or Herbalism Lore in place of Crafting. Second, your faction provides you the necessary tools and workspace to perform this operation. Third, you only need to spend 2 days of Downtime before attempting your first skill check and subsequently beginning to reduce the item's effective cost. You must keep this boon slotted until you finish crafting the items.

Special You can purchase this boon multiple times. Each time you do so, you select a different item.

Heroic Resurgence ☐

Type Heroic
Tier 3

Cost 4 Fame

When you spend your Hero Points to avert death, note the value of your dying and wounded condition before applying the Hero Points' effects. 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).

Preserve ☐

Type Property
Tier 3

Cost 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.

ALL FACTIONS

SEASON 1 BOONS

Home Region

Type Slotless

Tier 0

Cost 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 (such as the Saga Lands for Varisia or the Shining Kingdoms for Taldor).

Special You can purchase this boon multiple times, but each time you purchase it, you lose your previous home region in order to become so familiar with a new one. Before doing so, you must retrain any options that listed being from the previous home region as a prerequisite, and any options to which you would no longer have access.

Multicultural Training

Type Slotless

Tier 0

Cost 2 Fame

Choose an additional ethnicity, such as Varisian or Garundi. 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 You can purchase this boon multiple times. The second time you purchase it, the cost increases to 12 Fame, and the rest cost 20 Fame each.

Untarnished Reputation

Type Service

Tier 3

Cost 4 Fame

When you purchase this boon, you remove one point of Infamy that you have accrued.

Special You can purchase this boon only once, even if you qualify for it from multiple factions.

Resurrection Plan

Type Service

Tier 0

Cost 25 or 50 Fame

You can purchase a *resurrection* ritual for 25 Fame. If you are in a rush to return to life and cannot wait the day for this ritual to be conducted, you can instead purchase a casting of the *raise dead* spell for 50 Fame.

Special This reward can be purchased multiple times.

Promotional Accessory

Type Promotional

Prerequisite Player is wearing or carrying an accessory that promotes Pathfinder Society, such as pins, folios, bags, or other non-clothing items.

Cost 0 Fame

Up to twice per adventure, you can spend an action to reduce the severity of your frightened or stupefied condition by 1.

Promotional Service Award

Type Promotional

Prerequisite Been awarded a campaign coin or other campaign award.

Cost 0 Fame

If you have a campaign coin or award, you gain a bonus Hero Point at the beginning of every adventure. In addition to the normal powers of a Hero Point, you can spend this special Hero Point to allow another player to reroll a check.

Sell Back Plan

Type Service

Tier 1

Cost 0 Fame

You can return previously purchased boons whose Fame cost is less than or equal to 2 times your Reputation Tier for All Factions so long as the boon is does not have the faction, limited-use, or service traits. You immediately gain an amount of Fame equal to the total Fame cost of the returned boon minus 1.

Promotional Vestments

Type Promotional

Prerequisite Player is wearing clothing that promotes Pathfinder Society, such as a volunteer shirt, Pathfinder branded shirt/hoodie, or Pathfinder-themed cosplay. Pathfinder Lodge shirts count as a vestment in the lodge of origin.

Cost 0 Fame

When you use a Hero Point to reroll a check, add a +1 circumstance bonus to the reroll.

Wayfinder

Type Slotless

Tier 0

Cost 2 Fame

To guide your path, your faction has secured a *wayfinder* (*Pathfinder Core Rulebook* 617) 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.

Secondary Initiation

Type Slotless, Social

Tier 0

Cost 2 Fame

Select an organization other than the Pathfinder Society. For the purpose of fulfilling prerequisites and Access conditions, you are treated as being a member of that group in addition to your belonging to the Pathfinder Society.

Special You can purchase this boon multiple times, but each time you purchase it, you relinquish your membership in the previous group in order to join a different group. Before doing so, you must retrain any options that listed membership in your previous group as a prerequisite.

ALL FACTIONS

SEASON 1 BOONS

Hireling Type Ally Tier 0

Cost 4 Fame

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb). The hireling's result cannot be modified by class abilities or spells, but it can be improved by a successful Aid check. 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. When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times. Each time you purchase this boon, you can choose a different set of skills.

Expert Hireling Type Slotless Tier 2

Prerequisite Any Hireling

Cost 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.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Professional Hireling Type Slotless Tier 3

Prerequisite Expert Hireling

Cost 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.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Master Hireling Type Slotless Tier 4

Prerequisite Expert Hireling

Cost 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.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Bequeathal Type Service Tier 3

Cost Varies

When you acquire this boon, select one uncommon, rare, or unique character option to which you've gained access through an adventure's Chronicle sheet (e.g., a boon that allows you to acquire a special animal companion or purchase a special magic item). Choose another of your characters. That character gains access to that special option instead, though they may only use the option once their level equals or exceeds the lowest level able to play the Chronicle sheet's adventure (e.g., 5th level for Tier 5–8). On the Chronicle sheet, write "Bequeathed" and the recipient character's number next to the option. You no longer have access to that option (and must sell it back if you acquired the option and would no longer qualify for it).

The cost of this boon is 4 Fame for an uncommon option, 8 Fame for a rare option, and 12 Fame for a unique option.

Special You can purchase this boon multiple times. Each time you bequeath a different character option.