

# Chronicles

## Level 1:

Aasimar Boon

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXOWFYjVLbVl4LTg](https://drive.google.com/file/d/0ByhAf_dmZAuXOWFYjVLbVl4LTg)

Trait Boon

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXZnBrcl80M2NiaHc](https://drive.google.com/file/d/0ByhAf_dmZAuXZnBrcl80M2NiaHc)

07-10: The Consortium Compact

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXczVLQTRCM3NGYVU](https://drive.google.com/file/d/0ByhAf_dmZAuXczVLQTRCM3NGYVU)

06-15: The Overflow Archives

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXM3F4YUIJWW10OHc](https://drive.google.com/file/d/0ByhAf_dmZAuXM3F4YUIJWW10OHc)

07-14: Faithless and Forgotten I: Let Bygones Be

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXbXpxWkdQdXFLa0k](https://drive.google.com/file/d/0ByhAf_dmZAuXbXpxWkdQdXFLa0k)

## Level 2:

Giantslayer 1: Battle of Bloodmarch Hill

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXMU5qeHZ3VW5FNnc](https://drive.google.com/file/d/0ByhAf_dmZAuXMU5qeHZ3VW5FNnc)

Giantslayer Bonus Sheet

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXY3VpU0hWeUZIV3M](https://drive.google.com/file/d/0ByhAf_dmZAuXY3VpU0hWeUZIV3M)

## Level 3:

07-16: Faithless and Forgotten II: Lost Colony of Taldor

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXaEp3R0N3SVRIWEE](https://drive.google.com/file/d/0ByhAf_dmZAuXaEp3R0N3SVRIWEE)

07-18: Faithless and Forgotten III: The Infernal Inheritance

[https://drive.google.com/file/d/0ByhAf\\_dmZAuXYVdrb2RhX25yX1U](https://drive.google.com/file/d/0ByhAf_dmZAuXYVdrb2RhX25yX1U)

00-02: The Hydra's Fang Incident

[https://drive.google.com/open?id=0ByhAf\\_dmZAuXMmw0MTktaEVLZIU](https://drive.google.com/open?id=0ByhAf_dmZAuXMmw0MTktaEVLZIU)

## Level 4:

08-00: The Cosmic Captive

[https://drive.google.com/open?id=0ByhAf\\_dmZAuXa1g5NnVrM1QzeGs](https://drive.google.com/open?id=0ByhAf_dmZAuXa1g5NnVrM1QzeGs)

08-07: From the Tome of Righteous Repose

[https://drive.google.com/open?id=0ByhAf\\_dmZAuXcDhfOUdqTU0wbnM](https://drive.google.com/open?id=0ByhAf_dmZAuXcDhfOUdqTU0wbnM)

05-22: Scars of the Third Crusade

[https://drive.google.com/open?id=0ByhAf\\_dmZAuXbklGTnR3VFdtMmc](https://drive.google.com/open?id=0ByhAf_dmZAuXbklGTnR3VFdtMmc)

## Level 5:

08-23: Graves of Crystalmaw Pass

[https://drive.google.com/open?id=0ByhAf\\_dmZAuXQUd4ZmctQVBFVXc](https://drive.google.com/open?id=0ByhAf_dmZAuXQUd4ZmctQVBFVXc)

04-05: The Sanos Abduction

[https://drive.google.com/open?id=1\\_N6OpgEY\\_aMixHWs\\_p9Dmhx80eLwpY4d](https://drive.google.com/open?id=1_N6OpgEY_aMixHWs_p9Dmhx80eLwpY4d)

09-17: Oath of the Overwatched

<https://drive.google.com/open?id=1XAssn9Hsva4x4xNMCTh2nR4CUi2GaFgY>

## Level 6:

GenCon 2018 Boon #16

[https://drive.google.com/open?id=1NQP\\_rN-ZlJdzzObG3NJNeu94rBEf06S](https://drive.google.com/open?id=1NQP_rN-ZlJdzzObG3NJNeu94rBEf06S)

08-19: Treacherous Waves

- <https://drive.google.com/open?id=1FK4f2ouiESz10lZ28P4joiViwlUSAV4n>  
10-05: Mysteries Under Moonlight I: Testament of Souls  
[https://drive.google.com/open?id=1PK49B\\_ru--sZaK08KrBPImPzS0ujPXiw](https://drive.google.com/open?id=1PK49B_ru--sZaK08KrBPImPzS0ujPXiw)  
10-07: Mysteries Under Moonlight II: The Howling Dance  
<https://drive.google.com/open?id=1iSZ5HeAhrjy0wPIAzNaHx3tTrfLktvKp>

Level 7:

- 10-15: Tapestry's Trial  
<https://drive.google.com/open?id=1umRjQDfPBLAACRJqr2xZPUwkkDk4bdEm>  
01-56: The Jester's Fraud  
<https://drive.google.com/open?id=1tvYAIrBQWgb06CJfSP3f-dFkeUZ9jMV3>  
02-12: Below the Silver Tarn  
<https://drive.google.com/open?id=1jXdqBXHOdNRHqmS7ugwKAITOB1QKz77y>

Level 8:

- Goblin 3D Invasion  
<https://drive.google.com/file/d/1e74lnZ4z2K9iZTOVdcqlvjz1FeSBydKf>  
10-19: Corpses in Kalsgard  
<https://drive.google.com/open?id=1lwYk1YA0joRbpjGc93dXIn1vvnVWLNBD>  
10-98: Siege of Gallowspire  
<https://drive.google.com/open?id=1tRNTVInC04KLclAaDl-n6ixEtpMigu9j>  
01-40: Hall of Drunken Heroes  
<https://drive.google.com/open?id=1JRbL47UccaIr7gVv9uIe7rXvuaOosli1>

Level 9:

- 08-20: Torrent's Last Will  
<https://drive.google.com/open?id=1jCzUesrL3VImhoBtNBeet55xpMVveOX7>  
02-25: You Only Die Twice  
[https://drive.google.com/open?id=1wpyfH6T6lGTdtH2EH\\_UhRCb5dBXZ4KEu](https://drive.google.com/open?id=1wpyfH6T6lGTdtH2EH_UhRCb5dBXZ4KEu)  
05-13: Weapon in the Rift  
<https://drive.google.com/open?id=1aIrDU-3vuR9QePYnLlqHaBcwbm57nJMF>

Level 10:

- 02-14: The Chasm of Screams  
[https://drive.google.com/open?id=1St\\_a-fIAmyBpCR\\_nKUOFxYGXO6lTu5ZC](https://drive.google.com/open?id=1St_a-fIAmyBpCR_nKUOFxYGXO6lTu5ZC)  
04-20: Words of the Ancients  
<https://drive.google.com/file/d/15z1qc669eZc0qwiA6oFK9Ydq2BRNijib>  
Emerald Spire: Land Rush  
<https://drive.google.com/file/d/1z5bz8zLb873P9mxRuAdZGQESPE3Fgqph>  
Emerald Spire 10: Magma Vaults  
<https://drive.google.com/file/d/1TtoxafWTRMRuD0A7avTfsnNp0xhWIJDc>

Level 11:

- 04-00: Race for the Runecarved Key  
[https://drive.google.com/file/d/1NGK2biaHtSDQFHK15XoHu\\_dOOHdJX4br](https://drive.google.com/file/d/1NGK2biaHtSDQFHK15XoHu_dOOHdJX4br)  
07-04: The Ironbound Schism  
<https://drive.google.com/file/d/1w5mhaP7vFbuz6gB2GhVM6YRcLIMBuT6g>

## Faction Cards

Season 7

[X] [X] [X]

[X] [X]

Recover a named text found during the course of an adventure.

Recruit a named NPC scholar, knowledgeable spellcaster, or similar figure to the Dark Archive. Recruitment requires a Diplomacy or Knowledge (arcana) check with a DC equal to 15 plus your character level.

[X]

Recover a spellbook that contains spells whose combined spell levels equals or exceeds three times your character level (minimum 9).

[X]

Recover a named minor artifact or major artifact during the course of an adventure.

[X]

Resolve an encounter with Hellknights nonviolently through diplomacy, trickery, collaboration, or a similar tactic.

[X]

Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Knowledge (arcana), Profession (archivist, librarian, or scribe), Spellcraft, or Use Magic Device.

[X]

Participate in an adventure in Cheliax for which you receive the full Prestige Point award.

[ ] [ ] [ ] [ ] [ ] [ ]

Serve as the GM for an adventure that grants 1 or more XP, and apply credit and the Chronicle sheet to this character. Completing this goal counts as two goals

for

the purpose of earning faction rewards.

**HEX ADEPT (2+ goals):** By working around dangerous objects, you are inured against their lingering defenses. You gain a bonus on saving throws against spells and effects with the curse descriptor equal to 1 plus 1 for every four goals you have completed.

**ARCHIVIST (4+ goals):** You often have just the right tome on hand. Once per adventure, you may apply a bonus on any Knowledge or Linguistics check equal to half of the number of Dark Archive goals you have completed, rounded down. You also learn an additional language.

**MASTER LIBRARIAN (7+ goals):** Before the start of an adventure, you may requisition up to three alchemical or magic items (except wands or scrolls with multiple spells) whose total gold piece value is equal to 100 times your character level or less. You and your allies may use these items freely, but Zarta expects you to return any unused items at the end of the adventure.

## Season 8

- [ ] [ ] Recover a named text (typically listed in italics or quotes) found during the course of an adventure.
- [ ] [ ] Recruit a named NPC scholar, knowledgeable spellcaster, or similar figure to the Dark Archive. Recruitment requires a Diplomacy or Knowledge (arcana) check with a DC equal to 15 plus your character level.
- [X] Recover a spellbook that contains spells whose combined spell levels equals or exceeds three times your character level (minimum 9).
- [X] Recover a named minor artifact or major artifact during the course of an adventure.
- [ ] Identify a potion or other magic item whose caster level equals or exceeds your character level.
- [ ] Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Knowledge (arcana), Profession (archivist, librarian, or scribe), Spellcraft, or Use Magic Device.
- [ ] [ ] While adventuring in an area strongly connected to an element (e.g. a volcano, deep under the ocean, or an Elemental Plane), attune that area to Zarta's extraplanar ritual. You can attempt this attunement once per region by spending 10 minutes and attempting a Knowledge (arcana or planes) check with a DC equal to 15 plus your character level.
- [ ] [ ] [ ] [ ] / [ ] [ ] Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

**ENDURING SCHOLAR (2+ goals):** Your exposure to dangerous magic has conditioned you to resist spells. Once per adventure before rolling a saving throw against a spell, you can apply a bonus equal to 1 plus half the number of goals you have completed.

**ARCHIVIST (4+ goals):** You often have just the right tome on hand. Once per adventure, you may apply a bonus on any Knowledge or Linguistics check equal to half of the number of Dark Archive goals you have completed, rounded down. You also learn an additional language.

**MASTER LIBRARIAN (7+ goals):** Before the start of an adventure, you may requisition up to three alchemical or magic items (except wands or scrolls with multiple spells) whose total gold piece value does not exceed 100 times your character level. You and your allies may use these items freely, but Zarta expects you to return any unused items at the end of the adventure.

## Season 10

- [ ] Recover a named text (typically listed in italics or quotes) found during the course of an adventure.
- [ ] [ ] Recruit a named NPC scholar, knowledgeable spellcaster, or similar figure to the Dark Archive. Recruitment requires a successful Diplomacy or Knowledge (arcana) check with a DC equal to 15 + your character level.
- [ ] Participate in a magical or occult ritual during the course of an adventure.
- [X] [ ] During the course of an adventure, acquire a unique magic item and deliver it safely to the Pathfinder Society.
- [ ] [ ] As a part of defeating an undead creature, use a consumable magic item worth at least 100 gp per character level.
- [ ] Have a number of ranks equal to your character level (minimum 4) in one of the following skills: Bluff, Knowledge (arcana), Profession (archivist, librarian, or scribe), Spellcraft, or Use Magic Device.
- [ ] [ ] Participate in an adventure that takes place in the Blakros Museum or that features a member of the Blakros family. Alternatively, participate in an adventure that takes place on a demiplane.
- [X] [X] [X] / [ ] [ ] Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

ENDURING SCHOLAR (2+ goals): Your exposure to dangerous magic has conditioned you to resist spells. Once per adventure before rolling a saving throw against a spell, you can apply a bonus equal to 1 plus half the number of goals you have completed.

MAGICAL TINKERER (4+ goals): You have a knack for analyzing and activating magic items. Use Magic Device is a class skill for you. Once per adventure, you can use a bonus equal to 5 + twice the number of goals you have completed to a Use Magic Device check. If your own skill bonus is higher, you instead gain a +2 bonus on that check.

PACTMAKER (7+ goals): You made a pact with an outsider, gaining magical power. You start each adventure with a number of spell points equal to half the number of goals you have completed (rounded down). You gain spell-like abilities from one of the following lists that matches the outsider's alignment, which you can spend 2 points to cast. Good: aid, speak with animals; Chaotic: blur, entropic shield; Lawful: darkvision, identify. These spells are more effective when used on allies, costing only 1 point if you picked good or lawful, or affecting a second random ally within 30 feet if you picked chaotic.

## Bonus Card

- [X] [X] Defeat an outsider that has the evil subtype or an undead creature whose CR is at least equal to your character level.
- [ ] [ ] Defeat a divine spellcaster whose patron is an evil deity and whose CR is at least equal to your character level.
- [ ] [ ] Accept the surrender of an enemy combatant (other than an evil outsider or undead creature), and ensure his fair treatment until he can safely be released, ransomed, or delivered to authorities for justice. Alternatively, allow such an enemy combatant with no means of escape to flee without further harm.
- [X] Forgo your Downtime and succeed at a Diplomacy, Knowledge (local), or Perform (oratory) check with a DC equal 15 + your character level to organize a charity event. Alternatively, donate resources worth 100 gp per character level to charity.
- [X] Rescue a named NPC who is a divine spellcaster with a good-aligned deity or a named outsider with the good subtype. Alternatively, collaborate with the NPC to overcome an obstacle directly related to the PCs' success conditions, such as defeating a foe; summoned outsiders do not contribute to this goal, but called ones do if not coerced into service.
- [X] Have a number of ranks equal to your character level (minimum 4) in Diplomacy, Heal, or Knowledge (religion).
- [X] In the course of an adventure, recover a relic or artifact associated with a good-aligned deity or a holy crusade.
- [X] [X] [X] / [X] [X] Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

**PURIFIER (2+ goals):** When attempting a caster level check to remove a curse, disease, or other condition, increase your effective caster level by half the number of goals you have completed (rounded down). You can also apply this benefit when others attempt caster level checks to remove such conditions from you.

**CLEANSING CRUSADER (4+ goals):** At the beginning of each adventure, you can chose a single mercy that a paladin of your character level would qualify for (minimum 3rd). A number of times equal to half the number of goals you have completed (rounded down), you can apply the benefits of this mercy to yourself or an ally, as if using lay on hands without healing any hit points. If you have lay on hands, you can apply this mercy in addition to another mercy by expending a use of this boon.

**CELESTIAL BLESSING (7+ goals):** Once per adventure, you can call upon your deity as a free action to grant yourself and all allies within 30 feet to whom you have line of effect DR/evil equal to half the number of goals you have completed (rounded down) for 2 rounds.

## **Major Accomplishments**

Explored Aucturn's Tear and retrieved the Untouchable Opal  
Brought back Ralzeros the Overwatched from his mind-warping prison  
Secured the release of Hao Jin from her house arrest  
Convinced companions that it was not necessary to submit his name for the new owner of Aroden's realm  
Retrieved several cursed artifacts  
Resealed an ancient fiend  
Participated in the counter-offensive on Gallowspire  
Destroyed evil older than time  
Recovered the last child of an ancient force for good  
Retrieved an ancient book of Evil to prevent its use  
Assisted in the recovery and repair of defenses from the Shining Crusade  
Retrieved codes necessary for stopping Krune's revival