

# Boons



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## Level 3 Boons

### A Fanclub

Your group's antics have gathered you an admiring group of loyal fans that have formed a club for the express purpose of talking about how awesome you all are. Their main order of business is adding to their ever-increasing list of appropriate adjectives to describe your awesomeness and enacting epic retellings of your adventures. The dozen boys and girls that make up the membership roster often show up with pastries, a painting of your group or some other gift that they've made for you in exchange for hearing more about your adventures. The club's members idolize you and will gladly help you out however they can (within reason of course, they're still kids). It's good to have fans.

### Your Own Ship

Set the sails to catch the wind and ride on the tang of the salt breeze. Your group's adventures have led you into the ownership of a quite satisfactory ocean-going vessel. It's not the most comfortable or dazzling ship on the ocean, but it sure can make decent time when it comes to getting where you need to go. A brand new host of adventures lies before you across the sea. It's time to chase that horizon.

### **A Place Of Your Own**

Over the course of your adventures you've managed, through fine actions and grand deeds, to impress a whole community. Whether everyone pitched in or whether the mayor gave you it as a reward, your group now owns a place of your very own. Examples include a Tavern, a gorgeous Garden, a Temple, a Bakery, a General Store, a comfortable House, a Theater or something similar - come up with whatever you like. Your group can design everything about your establishment to have it exactly how you like (within reason of course, you can't have solid-gold floors or anything; you'll have to earn such lavish improvements along your adventures). Any benefits of the establishment, such as income or connections, are worked out between the party and the DM - but the more detail you put into designing and describing your establishment; the better those benefits should be.

### **An Adorable Assistant**

Your group's adventures have brought you together with an adorable assistant. Whether a hardworking baby dragon or something similar, your assistant is both diligent in his or her duties and respectful towards your group. Your adorable assistant is either competent in a single skill, which he or she can use with a +15 modifier, or possesses the, *Magical Message* utility talent. Your assistant may also be sent on small errands and, in general, help your group out whenever is reasonable.

### **A Friend in High Places**

Your adventures have earned you the friendship of a very important person. This person might be a lieutenant with the royal guards, the mayor of a town you frequently spend time in, a royal mage, the head archivist of the royal library, a celebrity or any other rather important person. This person considers you a good friend and will gladly help you when reasonably possible.

### **A Wondrous Treasure** [Created by Videocrazy]

Your adventures have led you into the possession of a powerful magical artifact. Whether you found it in your travels, received it from a grateful recipient of your heroism or crafted the wondrous item yourselves – it's undeniable that the item thrums with power. Your wondrous treasure is a small object of your design that possesses a single ability worth 3 points or less of your choice. The ability must be one with an X/session or X/day limit. The holder of the artifact can activate the ability in question and the artifact can be passed between party members just like any other item (changing holders doesn't reset the count; the artifact keeps track of how many times it's been used per day or per session).

## **Level 6 Boons**

### **A Fantastic Fandom**

Your epic deeds, awe-inspiring adventures and positive message have given rise to a vast, enthusiastic fandom that ranges across the land. Almost anywhere you've been and even quite a few places that

have only heard of you, your party has admiring and talented fans that create exceptional artwork depicting your grand adventures and every member of your party in suitably dramatic poses. Frequent discussions of which of you is, “best adventurer” ring out through your fantastic fandom and there are even fan-made stories, comics and games being made featuring your party. You’re quite popular with the teenage crowd too now, including many attractive fans old enough to be out on their own; whom bond over their mutual adoration of your party. You’re celebrities now and the people love you for it.

### **A Whirlygig**

What the heck is this thing? Whatever it is, it’s awesome! A weird, complex crystal and metal contraption that spins and whistles continually - a Whirlygig might look like just about anything so long as it’s got lots of moving parts, is about six inches in diameter and hosts at least one crystal. Few people have any idea where exactly Whirlygigs came from or how they’re made, but however you managed to get your hands on one - it’s incredible property is clear to you. The Whirlygig can actually store a Magic Point! That’s right, any player can store a Magic Point into the Whirlygig for later use. A Magic Point stored in the Whirlygig does NOT disappear at the end of the day. The Whirlygig can only store one Magic Point at a time and any player can use the Magic Point inside it as long as they are touching the Whirlygig.

### **Intelligence Network** [Created by Zarhorn]

Brains are just as important as brawn. Your adventures have inspired a character, or small team of people, to help support your adventures by providing you with crucial information. This character (or small team of people) remains in a single, safe location and can be contacted audio/visually at will through the use of scrying hand-mirrors the support team provides. The support team has a 15 in Streetwise, History and Arcana and can assist you on those skill checks from a distance if you contact them with your scrying hand-mirrors. They also monitor the general surroundings for major disturbances (such as significant weather changes, or massive magic spikes...) and inform you of anything they discover. They can even be employed to remotely monitor a specific location or creature, though doing so removes their ability to give you support until they are pulled off that task.

### **A Magnificent Mansion**

Over the course of your adventures you’ve gained the honor of being granted a grand estate. Your group can design everything about your establishment to have it exactly how you like, sparing little expense (expensive silk drapes, masterwork paintings and crystal statues are all very much within the realm of possibility). Your Mansion is excellent for entertaining even high nobility, meaning you can comfortably wine and dine the highest in the land.

### **A Secret Ally** [Created by Zarhorn]

Somebody, or something, is helping the party; having recognized them as major players in the acts that will unfold. Who this individual is, is unknown, but their intentions are clearly motivated to help the party

succeed. They will act, at most, once per session when the party is in a desperate situation; providing a much-needed glimmer of hope.

For example, if the party is imprisoned a note might be given to them, revealing a possible method of escape. Another example might be if the party needs to find somebody within a certain time limit and has no idea where to start looking. In that case, their secret ally might drop an anonymous tip suggesting where to look.

### **Friendship Never Dies**

The bonds of your friendship are stronger than any steel. Your party gains the following Group Talent. A Group Talent requires all living members of the party working together within less than a hundred feet of one another to perform the talent.

*Friendship Never Dies* - Group 1/Day

Preparation Time: Ten Minutes

The group may return one of its allies that has died within the last four hours to life. You must have the fallen creature's body with you to perform this group talent.

## **Level 9 Boons**

### **An Amazing Airship**

For some, the sky is the limit. For you, it's only the beginning. Your party has come into possession of an amazing airship that holds chambers for up to ten party members. Your airship can travel at high speeds, easily outstripping most trains and ships, and hosts a magical storage hold that provides delicious meals for up to ten medium-sized creatures every day. Your airship comes equipped with light weaponry, allowing you to stand a great chance against anything short of a dragon in the air.

### **The A Team** [Created by Zarhorn and Cardbo]

Your deeds and dealings have gained the services of an elite team of operatives. These folks are some of the best in the business at what they do. The A Team is made up of four team members, each of which possesses a +30 modifier in a particular skill, which you choose with the team is assembled. The A Team is not a combat force, they have no combat abilities but are very good at avoiding conflict in the first place as well as escaping from battle. This elite team is intensely loyal to you and often possess rather eccentric personalities. Naturally, the best in the business are going to have a few quirks.

### **A Barony**

Your services to the land have been richly rewarded. Your party is given trust of a barony and are named nobles of the kingdom. Your barony includes the lordship over several towns and perhaps even

a small city. As nobles of the kingdom, you are a welcome guest at nearly any function - including royal ones - and local authorities will almost always cooperate with your requests to see records or speak to individuals. Congratulations, now you *are* the friends in high places.

### **A Private Island** [Created by Jason Shadow]

Throughout your fantastic adventures you've discovered or acquired a private island to call your own. This island does not show up on any map. This island is beautiful and scenic, carpeted with white-sand beaches that feel so soft it's like walking on clouds. Throughout the island grow lush jungles filled with achingly fragrant flowers and all manner of exotic animals. At the most scenic spot of the island sits a luxurious mansion, complete a full retinue of servants (including a loyal valet) and, if you wish it, a small entourage of fawning companions. Now *this* is the life.

### **Secret Lair** [Created by Jason Shadow]

On the outside, this little patch of land appears to be nothing unusual. It might be an inconspicuous glade in a forest, barren island, a ramshackle house on the edge of town or a long-dead volcano resting in the mountains. However, this patch of land has been hollowed out and contains two of the following:

- A) A multimedia espionage facility,
- B) A research-and-development laboratory, or
- C) A factory capable of producing a small army of robot skeletons magical constructs over the course of a year.

Whichever you choose, this base is maintained by a group of dutiful but physically inept minions and has adequate security systems with just one or two weaknesses. However, secret lairs tends to attract the attention of spies and secret agents, and one of them will try to sneak in and "gum up the works" *at least* once every few months.