

PATHFINDER TALES: QUEEN OF THORNS

PATHFINDER SOCIETY ORGANIZED PLAY



Pathfinder Tales: *Queen of Thorns* has now been incorporated into Pathfinder Society Organized Play. This new option provides fans of the novels with an additional way to use content from the book in-game in a sanctioned format. Because of the differences between reading a novel and playing a game, this document outlines the specific rules for using sanctioned content from a Pathfinder Tales novel and provides a Chronicle sheet for players to use with their characters.

HOW TO USE

Because Pathfinder Tales novels are stories first, there is no easy way to sanction items, spells, feats, or other special abilities whole cloth. Therefore, the *Queen of Thorns* Chronicle sheet uses the following rules.

- Only items, feats, boons, or abilities found on the Chronicle sheet are legal for play.
- Each player must have a copy of the Chronicle sheet with his or her character at all times.
- In order for the Chronicle sheet to be considered legal for play, the player must show to the GM his or her copy of *Queen of Thorns*, in either printed or digital format.

ADVICE FOR USING PATHFINDER TALES CHRONICLE SHEETS

GMs are advised to work with players to make the sanctioning of Pathfinder Tales Chronicle sheets easy and fast. As long as the player has a copy of the book on hand, she should be able to use the Chronicle sheet just like any other.

If you would like to learn more about *Queen of Thorns* or other novels in the Pathfinder Tales line, please visit paizo.com or your local bookstore. Other novels in the line include *Prince of Wolves* and *Master of Devils*, both by former *Dragon Magazine* editor Dave Gross and featuring the same protagonists as *Queen of Thorns*; *City of the Fallen Sky* by Hugo Award-winning author Tim Pratt; and *Nightglass* by Liane Merciel.





Pathfinder Tales: Queen of Thorns

This Chronicle Certifies That

Player Name A.K.A. Character Name Pathfinder Society # Faction

Has Received This Chronicle.

Items Found During This Scenario

TIER

ALL

Choose one of the following boons for your character and cross the other off the Chronicle sheet.

Desperate Bargain: Presented with a choice between damnation and domination, you chose the latter and might choose it again. As an immediate action when you are reduced to fewer than 0 hit points, you gain a number of temporary hit points equal to $2d10 +$ your character level that last for 3 rounds. During these 3 rounds, you are confused as per the *confusion* spell. Each round, you may attempt a DC 18 Will save to remove the condition. At the end of 3 rounds or when you successfully save against the confusion effect, all remaining temporary hit points are lost and you resume dying if your hit point total remains below 0. Once you have used this boon, cross it off the Chronicle sheet.

Insights of the Shadowless Sword: Your exposure to the *Shadowless Sword* grants you a moment of peerless perception or incredible alacrity when you most need it. As an immediate action, you gain a +4 bonus on Perception checks to see through a disguise and a +2 bonus on Will saving throws to disbelieve illusions, both lasting 2 rounds. Alternatively, as a swift action, you gain the benefits of *haste* for 2 rounds (CL 10th). When you use either of these abilities, cross this boon off the Chronicle sheet.

+1 evil outsider bane arrow (167 gp; limit 2)

Chronicle of Kyonin (50 gp; your notes from the elven nation of Kyonin act as a Pathfinder Chronicle [*Pathfinder Campaign Setting: The Inner Sea World Guide* 293], granting you a +2 circumstance bonus on any Knowledge check regarding elves, elven settlements, and elven history when used as a reference [an action that takes 1d4 full rounds of searching the text])

tangle arrow (226 gp, limit 2; arrow that functions as a *tangle bolt* [*Pathfinder RPG Advanced Player's Guide* 291])

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

☐ Slow ☐ Normal
TIER
ALL

EXPERIENCE

Starting XP

+ 0

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ 0

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ 0

GP Gained (GM ONLY)

+ 0

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #