

PATHFINDER TALES

VOLUME VII

PATHFINDER SOCIETY ORGANIZED PLAY

The following Pathfinder Tales books have now been incorporated into the Pathfinder Society Organized Play campaign: *Firesoul*, *Forge of Ashes*, *Lord of Runes*, and *Liar's Island*. This new option provides fans of the novels with an additional way to use content from the books 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 the Pathfinder Tales novels 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. Instead, each book allows a player access to one single-use boon, which a player may access by showing his or her copy of a Pathfinder Tales book to the GM of any sanctioned Pathfinder Society event and having the GM initial the box next to the corresponding boon. Once all four boxes have been initialed, the player may also apply the Prolific Reader boon to a single character. This Chronicle sheet may only be applied once per player, not once per character, but a player may choose to apply a boon to any character. As a result, a player does not need to fill out a character name, character number, or faction until he or she decides to apply the Prolific Reader boon to one PC.

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 other novels in the Pathfinder Tales line, please visit paizo.com/pathfinder/fiction or your local bookstore. Other novels in the line include *King of Chaos* by former Dragon Magazine editor Dave Gross, *City of the Fallen Sky* by Hugo Award-winning author Tim Pratt, and *Blood of the City* by fan-favorite game designer and novelist Robin D. Laws.





Pathfinder Tales, Volume VII

Firesoul, Forge of Ashes, Lord of Runes, Liar's Island

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Items Found During This Scenario

Each of the following boons may be used once per player for any of his or her characters, and a boon may only be used after a GM has initialed the box next to that Pathfinder Tales title to indicate that the player has brought a copy of the book to a sanctioned Pathfinder Society event. After a boon has been used, check the box next to the GM's initials to indicate that the boon has been expended. Once all four boxes have been initialed, the player may apply the Prolific Reader boon to any one of his or her characters.

INITIALS USED?

**FIRESOUL** by Gary Kloster

Lost Magic of Lozo: Like Jiri, you have an innate connection to the Mwangi Expanse and the spirits within it. Before you deal fire damage to a creature using a spell, spell-like ability, or supernatural ability, you can reduce that creature's fire resistance by an amount equal to your character level for 1 round; this cannot reduce the resistance below 0. Alternatively, you can use this boon when casting *summon nature's ally* to summon a creature whose specific listed environment is "warm forest" to grant one of the summoned creatures a number of temporary hit points equal to 1d6 plus the spell's level.

**FORGE OF ASHES** by Josh Vogt

Subterranean Slayer: Friends are few in the lightless Darklands, yet you are adept at sweeping them aside. By spending one minute in contemplation, you can use this boon to increase the critical threat range of your attacks by 1 for the duration of one scenario against creatures whose specific listed environment is "underground." This effect ends for the adventure after you threaten (but do not necessarily confirm) a critical hit against such a creature. The expanded critical threat range stacks with similar effects such as the Improved Critical feat, though it does not expand the range beyond 15–20.

**LORD OF RUNES** by Dave Gross

Heir to Gluttony: Your studies of ancient Thassilonian necromancy have granted you accursed power. You can expend this boon to use the bleeding touch or grave touch ability as if you were a cleric with the Death domain, a sorcerer with the undead bloodline, or a necromancer whose level equals your character level. If you can already use one of these abilities, you can instead use this boon once per scenario to increase the caster level of one necromancy spell you cast by 1; after you cast the spell, you are sickened until you can consume a large meal (a process that takes at least 1 minute).

**LIAR'S ISLAND** by Tim Pratt

Proven Friend: Your long partnership with an intelligent magic item has enabled you to weather its eccentricities at the cost of leaving you more vulnerable to its guilt trips. You can use this boon to ignore one negative level imposed by holding an intelligent magic item whose alignment differs from your own; however, the item's effective Ego score increases by 5, and you always fail any save the item imposes to make you discard other intelligent magic items. These effects last for the duration of a scenario.

Prolific Reader: Choose one of the four boons below. If the boon normally lasts for one scenario, it is now permanent. If the boon has a duration of less than one scenario, it may now be used once per scenario.

FIRESOUL
LORD OF RUNESFORGE OF ASHES
LIAR'S ISLANDSUBTIER ☐ Slow ☐ Normal

ALL

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

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—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #