

PATHFINDER TALES

VOLUME VI

PATHFINDER SOCIETY ORGANIZED PLAY

The following Pathfinder Tales books have now been incorporated into the Pathfinder Society Organized Play campaign: *The Crusader Road*, *Reign of Stars*, *Nightblade*, and *Pirate's Promise*. 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.

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* by fan-favorite game designer and novelist Robin D. Laws.

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.





Pathfinder Tales, Volume VI

The Crusader Road, Reign of Stars, Nightblade, Pirate's Promise

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?

**THE CRUSADER ROAD** by Michael A. Stackpole

Novice Wizardry: Though you lack a formal teacher, you have taught yourself several fundamentals of arcane magic. As a swift action, you can use this boon to channel this magic, granting you a +1 insight bonus on saving throws against arcane spells for 1 minute. During this time, you can also cast one of the following cantrips as a spell-like ability with a caster level equal to your character level: *dancing lights*, *detect magic*, *ghost sound*, or *prestidigitation* (duration 5 minutes).

**REIGN OF STARS** by Tim Pratt

Echoes of Horacalcum: Continued exposure to the skymetals of Numeria can warp one's physiology and grant unpredictable powers. You may use this boon as a swift action to gain a +10 enhancement bonus to each of your movement speeds for 1d4+1 rounds. Alternatively, you can gain the benefits of *haste* for 1d3 rounds, but for the duration you take an amount of damage equal to your character level at the end of your turn.

**NIGHTBLADE** by Liane Merciel

Sin-Tainted: Your exposure to utter evil has left its unholy scars upon your soul. As an immediate action, you can gain a +3 sacred bonus on a saving against a spell or effect that does not harm evil creatures (e.g. *blasphemy* or *unholy blight*). If you fail this saving throw—or if the effect grants no save—you can immediately shift your alignment one step toward evil to mitigate the effect. This alignment shift is considered an evil act, and if you become evil, you must secure an *atonement* before the end of the adventure or be removed from the organized play campaign.

**PIRATE'S PROMISE** by Chris A. Jackson

Leave No One Behind: Your loyalty to your team drives to incredible acts of heroism when your comrades are most vulnerable. For the duration of one scenario, you gain a +1 luck bonus to your AC and on saving throws while within 5 feet of a helpless ally. In addition, as an immediate action once during this time, you can split any damage the ally takes between the two of you for 1 round, as per *shield other* with a range of 5 feet.

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.

THE CRUSADER ROAD

REIGN OF STARS

NIGHTBLADE

PIRATE'S PROMISE

SUBTIER ☐ 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)

+

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #