

# PATHFINDER TALES

## VOLUME VIII

PATHFINDER SOCIETY ORGANIZED PLAY

The following Pathfinder Tales books have now been incorporated into the Pathfinder Society Organized Play campaign: *Beyond the Pool of Stars*, *Bloodbound*, *Pirate's Prophecy*, and *Hellknight*. 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.

**fiction** or your local bookstore. Other novels in the line include *Lord of Runes* by former Dragon Magazine editor Dave Gross, *Liar's Blade* by Hugo Award-winning author Tim Pratt, and *Blood of the City* 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.

If you would like to learn more about other novels in the Pathfinder Tales line, please visit [paizo.com/pathfinder/](http://paizo.com/pathfinder/)





# Pathfinder Tales, Volume VIII

## *Beyond the Pool of Stars, Bloodbound, Pirate's Prophecy, Hellknight*

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?

**BEYOND THE POOL OF STARS** by Howard Andrew Jones

**Ruins Diver:** Not all treasure lies on dry land, so you're accustomed to diving beneath the waves to catch every last coin. You can use this boon to treat your Constitution score as though it were 2 higher for the purpose of holding your breath for the duration of the adventure. You also gain a +4 bonus on Constitution checks to avoid drowning and a +4 bonus on Fortitude saving throws to avoid damage from water pressure in deep water.

**BLOODBOUND** by F. Wesley Schneider

**Painful Memories:** Whether with magic or simply with the passage of time, you have sealed away traumatic yet useful memories from your earlier adventures. By concentrating for one minute, you can use this boon to access those painful lessons. Choose one skill for which you have fewer ranks than your Hit Dice. For 24 hours, you temporarily gain one rank in the skill and treat it as though it were a class skill, but you take a -2 penalty on saves against fear and pain effects for the duration of the effect.

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

**Dire Portents:** You have begun seeing strange omens in passing, though whether this is a new talent or a temporary phenomenon is unclear. As a full-round action, you can use this boon to cast *augury* as a spell-like ability, using your character level as your caster level; however, the effect can only see about one minute into the future. If the result is weal, you can apply a +2 morale bonus to any one skill check or saving throw you attempt in the next hour. If the result is woe, you mentally prepare for danger, gaining 1d10+3 temporary hit points that last for one minute. If the result is weal and woe, choose one of the two benefits above.

**HELLKNIGHT** by Liane Merciel

**Laying Down the Law:** No crime is perfect, and no criminal is safe when you're in pursuit. When you successfully use Survival to track a creature that has broken a local law or established itself as an eminent threat to innocent lives, you can use this boon to swear an oath to defeat that creature. At the GM's discretion, you might instead be able to activate this boon by finding some other clue that connects the creature to a crime or imminent plot, even if you cannot positively identify the criminal at the time. You gain a +1 bonus on your next attack roll made against the creature within the next week, and the attack deals an additional 1d6 points of damage. If the creature is chaotic, the attack bonus increases to +2, and the bonus damage increases to 1d12 if the creature has the chaotic subtype.

**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.

BEYOND THE POOL OF STARS

BLOODBOUND

PIRATE'S PROPHECY

HELLKNIGHT

SUBTIER ☐ Slow ☐ Normal

ALL

—

—

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 #