

# PATHFINDER TALES, VOLUME IV

PATHFINDER SOCIETY ORGANIZED PLAY



The following Pathfinder Tales books have now been incorporated into the Pathfinder Society Organized Play campaign: *King of Chaos*, *Liar's Blade*, *Pirate's Honor*, and *The Wizard's Mask*. 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](http://paizo.com) or your local bookstore. Other novels in the line include *Queen of Thorns* by former Dragon Magazine editor Dave Gross, *City of the Fallen Sky* by Hugo Award-winning author Tim Pratt, *Called to Darkness* by Richard Lee Byers, and *Blood of the City* and *The Worldwound Gambit* by fan-favorite game designer and novelist Robin D. Laws.





# Pathfinder Tales, Volume IV

## *Liar's Blade, Pirate's Honor, The Wizard's Mask, King of Chaos*

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Faction			
Has Received This Chronicle.			

### 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?	
	<input type="checkbox"/>	<b>LIAR'S BLADE</b> by Tim Pratt <b>Liar's Intuition:</b> The more thoroughly you dupe your enemies, the more thoroughly you can see through their lies. For the duration of one scenario, you gain a +1 circumstance bonus on Sense Motive checks for 1 hour against any creature that you have successfully deceived using the Bluff skill. For every additional successful lie that you tell that creature, the bonus increases by 1 (maximum +5). You can only benefit from this boon against one creature at a given time.
	<input type="checkbox"/>	<b>PIRATE'S HONOR</b> by Chris A. Jackson <b>Motley Crew:</b> Pirates come from all walks of life, and a crew's diversity is often the key to its success. You can activate this boon as a standard action while aboard a waterborne vessel to gain one of the following benefits for as long as you remain aboard the vessel: +2 on Bluff checks, +2 on concentration checks, +2 on Intimidate checks, or +1 to Armor Class.
	<input type="checkbox"/>	<b>WIZARD'S MASK</b> by Ed Greenwood <b>Veiled Intrigue:</b> When several powerful organizations seek you—either to punish you or coerce you into serving their interests—sometimes the best option is to lie low and reassess your options. For 1d4+1 hours you gain a +2 bonus on Disguise and Stealth checks. If you use either of these skills during a chase, the bonus increases by 2. Activating this boon is a standard action that does not provoke attacks of opportunity.
	<input type="checkbox"/>	<b>KING OF CHAOS</b> by Dave Gross <b>Demonbane:</b> Both Kellids and crusaders have their respective tricks for dispatching demons, and you have learned from them how to strike down Abyssal foes quickly and efficiently. As a swift action you may perform a flourish, enter a stance, or recite a prayer that grants you a +2 bonus on your next attack roll against a creature with the demon subtype or on your next caster level check to overcome a demon's spell resistance. This benefit must be applied before the end of your next turn or it is lost.

**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.

LIAR'S INTUITION

VEILED INTRIGUE

MOTLEY CREW

DEMONBANE

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
TIER	—	—
ALL	—	—

MAX GOLD

### 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)	
+	0
Items Sold	
Subtotal	
—	0
Items Bought	
Total	

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #