

PATHFINDER TALES: NIGHTGLASS

PATHFINDER SOCIETY ORGANIZED PLAY



P*athfinder Tales: Nightglass* has now been incorporated into the Pathfinder Society. This additional 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 needed 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, *Nightglass* Chronicle sheets use 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 a copy of *Nightglass*, either in 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, she should be able to use the Chronicle sheet just like any other.

If you would like to learn more about *Nightglass* or other novels in the Pathfinder Tales line, please visit paizo.com or your local bookstore. Other novels in the line include *Master of Devils* by former *Dragon Magazine* editor Dave Gross, *Plague of Shadows* by Howard Andrew Jones, and *Death's Heretic* by James L. Sutter.





PATHFINDER TALES: NIGHTGLASS

This Chronicle Certifies That _____

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

Items Found During This Scenario

TIERS
All

Nidalese Apostate: Years of training in Pangolais have inured you both to Zon-Kuthon's rituals and to his servants. When you are affected by a magical effect with the pain or shadow descriptor, as a free action you gain a +2 bonus on all saving throws against the effect. When this boon is used, cross it off this Chronicle sheet.

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

Cross-Cultural Empath: Despite differences in language and culture, you are able to acquire allies and forge friendships. Choose a humanoid subtype other than your own. For the duration of the scenario, you gain a +1 bonus on Diplomacy and Sense Motive checks with creatures of that subtype, and you may make a DC 10 Intelligence, Wisdom, or Charisma check to communicate basic concepts with said creatures even if you do not share a language. When this boon is used, cross it off this Chronicle sheet.

Strix-Slayer: Through fighting the strix, you have learned a few tricks for dealing with aerial foes. As a free action, you gain a +2 circumstance bonus to hit on a single melee or ranged attack against a flying creature. If the attack hits, it deals an additional 1d6 points of damage and increases the Fly check DC needed for the creature to avoid losing altitude by +10. Creatures immune to critical hits are immune to this extra damage. This damage is not multiplied on a critical hit. When this boon is used, cross it off this Chronicle sheet.

True Magic of the Shadowcaster: The purest expression of Zon-Kuthon's power blends faith with mastery of the arcane. As a free action, you may take 1d6 points of bleed damage each round for 3 rounds. While bleeding, increase your caster level by +1 for all spells you cast. If you are able to cast both arcane and divine spells, increase this bonus to +2. When this boon is used, cross it off this Chronicle sheet.

Scrysphere (6,000 gp; once per day you may command this black, glassy marble from any distance to cast *spherescry* [CL 5th, *Pathfinder Campaign Setting: Classic Treasures Revisited* 45], allowing you to observe events within a 20-foot radius of the *scrysphere*. The *scrysphere* functions only for you.)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		MAX GOLD
SUBTIER	-	-		
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				

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	

For GM Only				
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #