

SILVER CRUSADE



An influential group of Pathfinder clerics, paladins, and servants of good-aligned deities has banded together in a valiant effort to use the Society's influence and resources to do good throughout the Inner Sea region and beyond. A crusade in name only, the faction models itself after the staunchly virtuous silver dragons by delivering aid, vanquishing evil, and leaving the indelible mark of good wherever they go. Four tyrants have long ruled the Elemental Planes, and Ollysta Zadrian intends to shine the light of purity into these darkened realms.

SEASON 8 REWARDS Uqbah al-Uthman 14034-55

PURIFIER (2+ goals): When attempting a caster level check to remove a curse, disease, or other condition, increase your effective caster level by half the number of goals you have completed (rounded down). Also apply this benefit when others attempt caster level checks to remove such conditions from you.

MIRACLE WORKER (4+ goals): Once per adventure, you can use the lay on hands class feature as though you were a paladin whose level equals the number of goals you have completed.

PARAGON (7+ goals): When you or an ally purchases the spellcasting service *raise dead*, *resurrection*, or *true resurrection*, reduce the Prestige Point cost by 25%. When you cast any of these spells, reduce the material component cost by 25%.



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Once per adventure when you accomplish one of the following goals, you may check a box that precedes it. Once all of a goal's boxes are checked, the goal is complete. You earn special rewards based on the number of goals you have completed.

- Defeat an outsider that has the evil subtype, an evil-aligned creature with the elemental subtype, or an undead creature whose CR is at least equal to your character level.
- Defeat a divine spellcaster whose patron is an evil deity and whose CR is at least equal to your character level.
- Accept the surrender of an enemy combatant (other than an evil outsider or undead creature), and ensure his fair treatment until he can safely be released, ransomed, or delivered to authorities for justice. Alternatively, allow an enemy combatant with no means of escape to flee without further harm.
- Spend at least 100 gp per character level on spellcasting services with the healing descriptor, material components, or a single use magic item for another PC. The PC must use the benefit before the end of the adventure.
- Rescue a named NPC who is a divine spellcaster with a good-aligned deity or a named outsider with the good subtype. Alternatively, collaborate with the NPC to overcome an obstacle directly related to the PCs' success conditions, such as defeating a foe; summoned outsiders do not contribute to this goal, but called ones do if not coerced into service.
- Possess ranks in one of the following equal to your character level (minimum 4): Diplomacy, Heal, or Knowledge (religion).
- While on a non-good plane other than the Material Plane, encourage a crowd of at least 20 participants to promote good, rebuke evil, or otherwise be virtuous. Doing so requires a successful Diplomacy, Knowledge (religion), or Perform (oratory) check (DC = 15 + your character level).

/ Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

