



SILVER CRUSADE Cael

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, reach, 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; those members who leave the indelible mark of good wherever they go—whether delivering aid or vanquishing evil—tend to move swiftly up the faction's ranks.

REWARDS

SOLDIER OF PEACE (2+ goals): You reduce the penalty on attack rolls to deal nonlethal damage with lethal weapons by 2; if you already suffer no penalty on such an attack, you instead deal 1 additional point of nonlethal damage. Once per adventure before casting a spell, you may choose to replace half the lethal damage dealt with an equal amount of nonlethal damage.

ANOINTED (4+ goals): You gain a +2 sacred bonus on Charisma-based checks made against good creatures and on saving throws against spells and effects with the evil descriptor. Once per adventure as a swift action, you may grant a weapon you wield the benefits of *bless weapon* for one round.

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%. When activating either the Soldier of Peace or Anointed boon, you may grant the benefit to one ally you can see instead of receiving it yourself.

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 and whose Challenge Rating is at least equal to your character level.
- Defeat an undead creature whose Challenge Rating 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 be safely 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 for spells with the healing descriptor for another PC. You may instead purchase and expend material components or a single-use magic item that costs the same amount for that PC.
- 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.
- Sponsor another PC to join your faction. To fulfill this goal, that PC must then join the Silver Crusade by spending only 1 Prestige Point per character level (one-third the normal cost). The PC must have at least 6 XP and at least three ranks in any combination of the following skills: Diplomacy, Heal, Knowledge (planes), or Knowledge (religion).
- Participate in an adventure in Mendev or the Worldwound for which you receive the full Prestige Point award.
- Serve as the GM for an adventure that grants 1 or more XP, and apply credit and the Chronicle sheet to this character. Completing this goal counts as two goals for the purpose of earning faction rewards.