

FACTION JOURNAL CARDS

This document includes seven Faction Journal Cards for Season 10 of the Pathfinder Society Roleplaying Guild organized play campaign. These are a special way to track your character's contributions to her faction. Each card is a half-page, double-sided handout so that you can keep it handy during play as a reminder of your faction's goals.

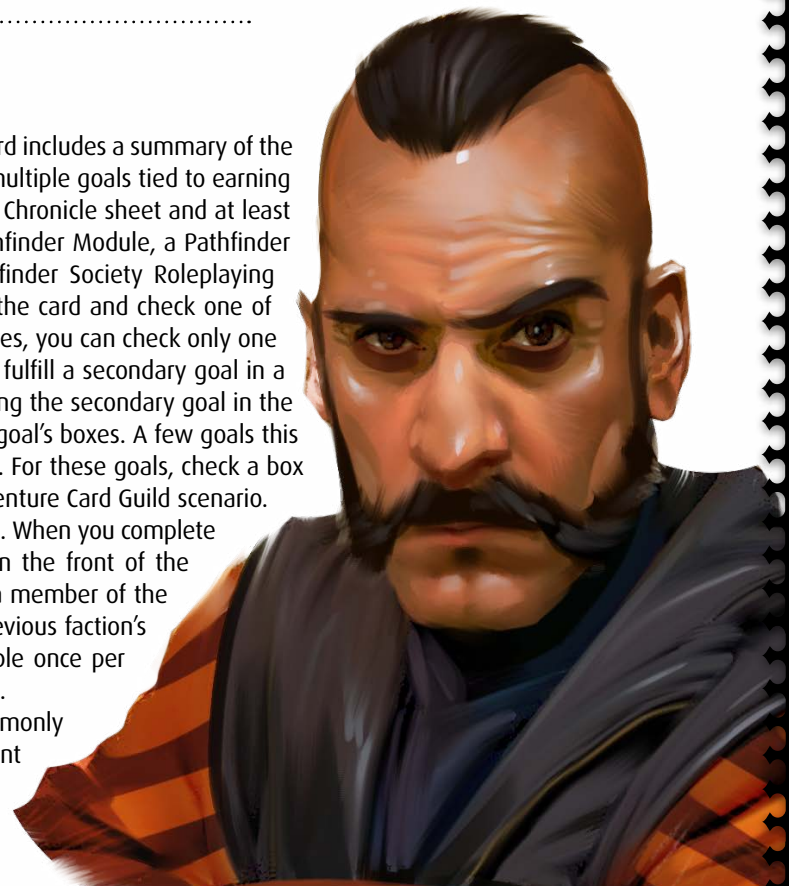
HOW TO USE

Your character can use the Faction Journal Card for her faction. Each card includes a summary of the faction's interests, three special boons on the front of the card, and multiple goals tied to earning the boons on the back of the card. Once per adventure that grants a Chronicle sheet and at least 1 XP—whether it is a Pathfinder Society scenario, a section of a Pathfinder Module, a Pathfinder Adventure Path volume, or other sanctioned content for the Pathfinder Society Roleplaying Guild—you can earn credit toward one of the goals on the back of the card and check one of the boxes that precedes that goal; even if you fulfill multiple objectives, you can check only one box per adventure unless otherwise stated. If a goal requires you to fulfill a secondary goal in a particular way, you can receive credit for the primary goal by satisfying the secondary goal in the required way even if you have already checked all of the secondary goal's boxes. A few goals this season are tied to playing Pathfinder Adventure Card Guild scenarios. For these goals, check a box on one of your Faction Journal cards each time you complete an Adventure Card Guild scenario.

Once you have checked all of a goal's boxes, you complete that goal. When you complete two, four, or seven goals, you also earn the corresponding boon on the front of the card. You can fulfill goals and use the earned boons only if you are a member of the faction; changing factions causes you to lose any benefits of your previous faction's card. Most of the boons provide a constant bonus or a benefit usable once per adventure, though particularly powerful boons may have limited uses.

Some faction goals require a successful check using a skill commonly associated with that faction; however, every faction agent has a different skill set, and not all agents can accomplish those tasks unaided. In place of attempting a goal's skill check, you can instead spend 1 Prestige Point to succeed through other channels (2 Prestige Points if the DC is higher than 15 + your character level).

For GMs: By design, the Faction Journal Cards include a variety of goals, some that include very precise instructions and some that rely on interpretation. This gives the PCs many opportunities to fulfill these goals, rather than forcing them to play a specific adventure to complete their cards. Err on the side of leniency when ruling whether or not a PC fulfilled a faction objective; for example, defeating an undead creature does not necessarily mean striking the killing blow, and someone who actively contributes to the combat almost certainly qualifies. Any skill check DCs associated with a goal are independent of and do not completely replace any other DCs that appear in a scenario. Several goals require a PC to recruit an NPC to join her faction. NPCs who already belong to another faction (including most venture-captains) and creatures especially hostile to the PCs or the Society (like most evil outsiders and Aspis Consortium agents) are not viable recruits. Each card also includes a special goal tied to being a GM for Pathfinder Society games.



ADDITIONAL CARDS

The organized play campaign releases Faction Journal Cards to reflect each faction's evolving goals and its ties to the current season's objectives at the beginning of each season. A PC joining a faction can acquire only the most recent version of a faction's card; however, a PC who has checked at least one box on an earlier season's faction card may still continue to fulfill its goals and earn its rewards even into the new season. Goals completed on previous Faction Journal Cards do not contribute to those on the new card, except as noted below.

Each Faction Journal Card provides one or more new rewards as well as at least one reward that appeared during a previous season. If a PC would receive a reward that she already earned on a previous card, she instead treats her effective number of goals completed on all cards as though it were one higher. These bonuses stack—if she earned a duplicate reward on two season's cards, she treats her effective number of goals completed as two higher. For example, Zarta Dralneen has completed five of the goals on the Season 9 Dark Archive card, and she begins working on the Season 10 card. When she fulfills two goals on the new card, she earns the Enduring Scholar boon—the same boon she earned on her previous card. Instead of gaining two uses of Enduring Scholar, she gains benefits from the boon as though she had fulfilled six goals instead of five. She does not unlock any other rewards on the Season 10 card, but she increases the benefit of boons that scale based on the number of goals completed.



THE EXCHANGE

Randr Lagmann #14034-61

The Exchange's board of directors merges the independent wealth of Qadiran merchant-nobility and the resourceful cunning of Sczarni smugglers. There are countless ways to earn a fortune, and the Exchange rewards Pathfinders for any number of them. Exchange members often must choose between an aggressive approach and a more reputable one, and those choices help to shape the faction's practices. The Exchange is focusing its efforts on forging new mercantile relationships with non-human cultures.

SEASON 10 REWARDS

RESOURCEFUL (2+ goals): You can call in favors with your mercantile contacts to gain additional supplies. You can check a box before this boon when you are not in combat to gain two items from the following list: antitoxin, disguise kit, healer's kit, *potion of cure light wounds*, or tanglefoot bag. If you have completed at least 5 goals, you can instead check a box to gain any *feather token* or elixir with a price of 500 gp or less. These items have a resale value of 0 gp.

SHOWMANSHIP (4+ goals): Once per adventure, you can use your bonus for any Craft or Profession skill in place of your bonus for a Disable Device, Knowledge (engineering), or Use Magic Device check as if you were trained in that skill.

UNPARALLELED SUPPLIER (7+ goals): Your access to superior resources makes your team deadlier. You can re-roll a total number of your or your allies' weapon or spell damage dice per day equal to your number of goals completed; you must use the new result.



Once per adventure when you accomplish one of the following goals, you can 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.

Visit a city or town whose population is predominantly non-human during the course of an adventure. While in the settlement, purchase or sell an item worth at least 100 gp × your character level.

Recruit a named NPC merchant, smuggler, trader, or similar figure to cooperate with the Exchange. Doing so requires a successful Diplomacy or Profession (merchant) check with a DC equal to 15 + your character level.

Resolve a combat encounter nonviolently through bribery, diplomacy, trickery, or a similar tactic.

Gain access to a unique or variant item during the course of an adventure whose rules are printed on your Chronicle sheet.

Create a lasting impression on a sapient creature by exceeding the DC of the Intimidate check to make the creature friendly by 10 or more. Alternatively, foster peaceful interactions by learning how to speak and read seven or more languages, at least two of which must be non-human racial languages. If you do so, check both of this goal's boxes.

Undermine a rival entrepreneur or merchant so that you can claim his market share. Doing so requires a successful Bluff, Intimidate, or Profession (merchant) check with a DC equal to 15 + your character level.

Create a new trade route, either by mapping a legitimate path or opening doors to a smuggling enterprise. Doing so requires a successful Intimidate, Knowledge (geography), or Survival check with a DC equal to 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.

