FACTION JOURNAL CARDS

This document includes seven Faction Journal Cards for Season 9 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 second goal in a particular way, you receive credit for doing so 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 8 Dark Archive card, and she begins working on the Season 9 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 9 card, but she increases the benefit of boons that scale based on the number of goals completed.

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. Its members deliver aid, vanquish evil, and leave the indelible mark of good wherever they go, whether they are combating forces of national significance or bringing a redeeming light to an individual soul.

SEASON 9 REWARDS

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). You can also apply this benefit when others attempt caster level checks to remove such conditions from you.

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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.

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CELESTIAL BLESSING (7+ goals): Once per adventure, you can call upon your deity as a free action to grant yourself and all allies within 30 feet to whom you have line of effect DR/evil equal to half the number of goals you have completed (rounded down) for 2 rounds.

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.

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☐☐ Defeat an outsider that has the evil 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 such an enemy combatant with no means of escape to flee without further harm.

☐ Forgo your Downtime and succeed at a Diplomacy, Knowledge (local), or Perform (oratory) check with a DC equal 15 + your character level to organize a charity event. Alternatively, donate resources worth 100 gp per character level to charity.

☐ 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.

☒ Have a number of ranks equal to your character level (minimum 4) in Diplomacy, Heal, or Knowledge (religion).

☒ In the course of an adventure, purify a corrupted object or location, or remove an evil force that is possessing or otherwise controlling a creature.

☐☐☐/☐☐ 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.