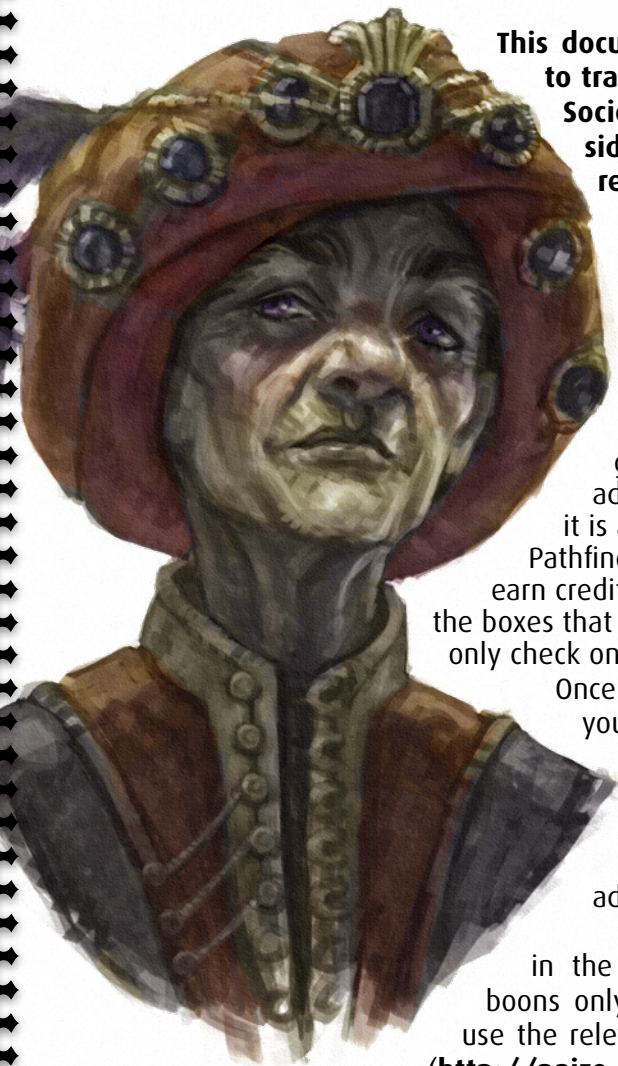


FACTION JOURNAL CARDS

This document includes seven new Faction Journal Cards, a special way to track your character's contributions to her faction in the Pathfinder Society Organized Play campaign. 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 three important sections: 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—you may 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 only check one box per adventure.

Once all of a goal's boxes are checked, you have completed that goal. When you complete two, four, or seven goals, you also earn the corresponding boon on the front of the card. You can only fulfill goals and use the earned boons 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.

In addition, several boons reference rules that do not appear in the *Pathfinder RPG Core Rulebook*. For the purpose of using these boons only, a player is not required to own a copy of the book in order to use the relevant rule; she may instead use the Pathfinder Reference Document (<http://paizo.com/pathfinderRPG/prd>).

FOR GMS

By design, the Faction Journal Cards include a variety of goals, some which include very precise instructions and some that rely on interpretation. This is to allow PCs to have 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.

Each card also includes a special goal tied to being a GM for Pathfinder Society games.

ADDITIONAL CARDS

The organized play campaign will release additional Faction Journal Cards to reflect each faction's evolving goals and its ties to the current season's objectives. A PC joining a faction can only acquire the most recent version of a faction's card; however, a PC who has checked at least one box on the earlier faction card may still continue to fulfill its goals and earn its rewards even into the new season.



DARK ARCHIVE

Deep beneath the Grand Lodge in Absalom lie the fruits of countless expeditions, deemed too insignificant for immediate examination but too dangerous for inexperienced agents to handle. The Dark Archive formed with the Decemvirate's blessing to catalogue centuries of finds—a job far more exciting than it seems given the unpredictable and occult nature of the collection. Member of the faction recruit specialists to serve as faction leader Zarta Draldeen's agents, and help the Society recover treasures that aid the faction's secretive goals.

REWARDS

SCHOLAR (2+ goals): Once per scenario, you may purchase a single scroll that you could normally purchase with a 20% discount. This scroll may contain a single copy of one spell.

ARCHIVIST (4+ goals): You often have just the right tome on hand. Once per adventure, you may apply a bonus on any Knowledge or Linguistics check equal to half of the number of Dark Archive goals you have completed, rounded down. You also learn an additional language.

MASTER LIBRARIAN (7+ goals): Before the start of an adventure, you may requisition up to three alchemical or magic items (except wands or scrolls with multiple spells) whose total gold piece value is equal to 100 times your character level or less. You and your allies may use these items freely, but Zarta expects you to return any unused items at the end of the adventure.

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.

- Recover a named text found during the course of an adventure.
- Recruit a named NPC scholar, knowledgeable spellcaster, or similar figure to the Dark Archive. Recruitment requires a Diplomacy or Knowledge (arcana) check with a DC equal to 15 plus your character level.
- Recover a spellbook that contains spells whose combined spell levels equals or exceeds three times your character level (minimum 9).
- Recover a named minor artifact or major artifact during the course of an adventure.
- Recover a cursed item during the course of an adventure without succumbing to its curse. Minor maladies associated with carrying the item do not count against this goal, but effects requiring *remove curse* or similar magic to remedy do.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Knowledge (arcana), Profession (archivist, librarian, or scribe), Spellcraft, or Use Magic Device.
- Sponsor another PC to join your faction. To fulfill this goal, that PC must then join the Dark Archive 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: Bluff, Knowledge (arcana), Spellcraft, or Use Magic Device.
- 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.



GRAND LODGE

Members of the Pathfinder Society consider the Grand Lodge in Absalom a second home, regardless of their national origin. Many Pathfinders have spent years training within the Grand Lodge's walls, and those agents who reject distractions from outside political or religious factions are the pride of the Grand Lodge. Often, Pathfinders who acquire lost knowledge and forgotten treasures benefit directly from their discoveries, and consider the Decemvirate's orders to be advice on how to maximize their own success.

REWARDS

EXPLORER (2+ goals): Once per adventure before attempting an Acrobatics, Climb, Survival, or Swim check, you gain a circumstance bonus equal to 1 plus half of the number of goals you have completed (rounded down) when attempting the check. You also halve your armor check penalty for the purpose of this skill check.

CHRONICLER (4+ goals): You gain one additional use of the Explorer ability per adventure. In addition, you can use the Explorer ability to modify a Linguistics, Knowledge, or Use Magic Device check and attempt the check as if trained.

EXPEDITION COORDINATOR (7+ goals): You can forego your Day Job check to organize an expedition to a site you recently visited and discover things you missed before. You can check one of the boxes to retroactively succeed at the scenario's secondary success condition that you would have otherwise failed. If you do so, all other PCs at the table also succeed at the secondary success condition.

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.

- Adventure in a nation other than Absalom. You may only receive credit for visiting a particular nation once.
- Checking one of this goal's boxes does not prevent you from checking one box for a different goal.
- Forgo a Day Job check to finalize a report to the Pathfinder Society. Doing so requires a successful DC 15 Intelligence, Wisdom, or Profession (scribe) check.
- Complete at least three consecutive scenarios in which you completed both the primary and secondary success conditions. Sanctioned adventures that do not include secondary success conditions neither interrupt nor contribute to this goal.
- Complete six consecutive scenarios in which you completed both the primary and secondary success conditions. Sanctioned adventures that do not include secondary success conditions neither interrupt nor contribute to this goal.
- Recover a piece of the Numerian device known as the Sky Key.
- Defeat one or more members of the Aspis Consortium in an encounter whose Challenge Rating is at least equal to your character level.
- Sponsor another PC to join your faction. To fulfill this goal, that PC must then join the Grand Lodge 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: Knowledge (any), Linguistics, or Perception.
- 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.

LIBERTY'S EDGE



When the god Aroden died over a century ago, the catastrophe ushered in a series of rebellions that founded revolutionary nations like Andoran and Galt. The Liberty's Edge faction hopes to see all forms of tyranny wiped from the Inner Sea region while cleansing corruption from even the good-intentioned states. A Liberty's Edge operative improves his reputation by spreading freedom's ideals wherever he goes. A member of this faction should be willing to bend the rules of tyrannical law in order to plant the seed of liberty.

REWARDS

FREEDOM FIGHTER (2+ goals): Gain a +1 bonus on attack rolls and weapon damage rolls against known slavers. For the purposes of this reward, a slaver is a creature that owns at least five slaves, is maintaining a compulsion spell or effect to control a creature for at least one day, or is explicitly cited as trafficking slaves.

ABOLITIONIST (4+ goals): Once per scenario as a standard action, you can rally a freed slave (pig farmer, *NPC Codex 256*) for an encounter. At level 5, you can call two pig farmers or a tavern champion (*NPC Codex 268*). At level 7, you can call three pig farmers, two tavern champions, or a ruffian (*NPC Codex 258*). They appear adjacent to you and do not possess their combat gear.

LIBERATOR (6+ goals): When you or any of your allies reroll a check to escape a grapple, an Escape Artist check, a Will save against a compulsion effect, or a Reflex save to avoid being entangled, staggered, or paralyzed, that character may roll two dice and use the better result. Once per adventure, you can grant a free reroll to a PC who is attempting one of these checks.

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.

Liberate one or more slaves, captives, or hostages during an adventure.

Adventure in two of the following locations: Andoran, Cheliah, Okeno, Numeria, or the River Kingdoms.

Serve as a mentor to a named NPC slave whom you freed, effectively training him or her to join your faction. Doing so requires you to purchase a follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide 60* or *Pathfinder Player Companion: Pathfinder Society Primer 28* for options) and have your protégé serve as the follower. As an additional follower option, the freed slave can be an Assistant who can automatically succeed at the aid another action once per game session to assist you in combat or on a skill check; this follower type costs 2 Prestige Points.

Defeat a known slaver whose Challenge Rating is at least equal to your character level. For the purposes of this goal, use the definition of slaver from the Freedom Fighter reward.

After being grappled or physically bound by an opponent, escape with an Escape Artist, Strength, or combat maneuver check. Alternatively, after failing a save against a spell or effect with the compulsion descriptor, end the effect with a subsequent save.

In a region where slavery is legal, deliver a speech against tyranny, slavery, or corruption to a crowd of at least 20 participants. Succeed at a Diplomacy or Perform (acting, comedy, or oratory) check with a DC equal to 15 plus your character level.

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.



SCARAB SAGES

Osirion is among the oldest nations, yet its greatness has waxed and waned over the ages. During the first great decline, the Jeweled Sages formed to preserve its wonders, storing them both in writing and within enchanted gems. A pair of scholars has revived the organization to recapture Osirion's lost glory and disseminate this forgotten knowledge to bring about a new golden age in the Inner Sea. Rebuilding the order depends upon recovering more of the original *sage jewels*, and recruiting extraordinary individuals to serve as new sages.

REWARDS

SCRIBE (2+ goals): You gain a special scarab that gradually stores your memories and guards your life force. The gem grants a bonus on saving throws against death effects equal to 1 plus 1 for every four goals you have completed (rounded down).

SOUL WARDEN (4+ goals): Your scarab increases your effective Constitution score for determining when you would die from hit point damage by 4. If you permanently die, you can donate your scarab to another of your characters that belongs to the Scarab Sages faction. This character receives this card (discarding her current card).

SAGE CANDIDATE (7+ goals): The scarab grants the bonuses on saving throws and to Constitution to your allies within 30 feet. After spending Prestige Points in order to be restored to life, you gain a number of temporary Prestige Points equal to half the number expended. You may only spend these temporary points to retrain your character (*Pathfinder RPG Ultimate Campaign* 188) before the end of your next adventure, after which time unused points are lost.

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.

- Explore an ancient site during the course of an adventure. To qualify, the original occupants must have abandoned the site at least 1,000 years ago, and it must cover at least 2,500 square feet (a 50-ft.-by-50-ft. area).
- Recover a gem worth at least 400 gp plus 100 gp per level you possess during an adventure.
- Participate in an adventure that includes at least three encounters in one of the following regions once controlled by Ancient Osirion: Geb, the Mana Wastes, Nex, Osirion, Rahadoum, or Thuvia.
- Donate an amount of gold equal to at least 100 times your character level to a library, museum, archive, or similar institution. If you attempt a Diplomacy check to influence a member of that institution during the adventure, you receive a cumulative +1 circumstance bonus on the check for every 100 gp donated.
- Recover a piece of the Numerian device known as the Sky Key, whose strange properties are of special interest to the faction leader Tahonikepsu.
- Become possessed by a creature using *magic jar*, the malevolence ability, or a similar effect. Alternatively, permanently destroy a haunt.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Appraise, Knowledge (any), or Linguistics.
- 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.



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, 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.



SOVEREIGN COURT

Through diplomacy, intrigue, deception, and the occasional act of sabotage, the Sovereign Court aims to unite the nobles of the Inner Sea, and eventually forge a new, glorious empire. Although recruiting like-minded nobles is its highest priority, the faction benefits from enlisting capable diplomats, spies, and enforcers. Many monarchs would view the Sovereign Court as a rival if not a criminal operation, so it is important that agents avoid publicizing the faction's existence and goals except when dealing with potential recruits.

REWARDS

CONFIDANTE (2+ goals): Twice per adventure, you can call upon your contacts, either allowing you to attempt a Knowledge check as though you had a number of ranks in that skill equal to your number of ranks in Diplomacy or gain you a +2 bonus on the check. Calling in a favor takes 1 minute, and when not in an urban environment requires two uses of this ability.

CONSPIRATOR (4+ goals): Your contact can now perform any of the following services when called: pay any Prestige Point costs associated with getting you out of jail, recover your body and equipment for free if you died in an urban setting, or purchase and deliver to you any item worth up to 10 gp per faction goal you have accomplished (returned at the end of the adventure).

SPYMASTER (7+ goals): Once per adventure, you can coach up to seven other creatures in the use of a skill that you select when you use this ability. For the duration of the adventure, those creatures gain a +4 competence bonus on checks using that skill and halve their armor check penalty when using the skill.

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.

- Recruit a named NPC aristocrat, noble, ambassador, or similar figure to cooperate with the faction with a successful Diplomacy or Knowledge (nobility) check (DC = 14 + your character level + 3 for each of this goal's checked boxes).
- Recruit a servant of a named NPC aristocrat, noble, ambassador, or similar figure who is not a member of the Sovereign Court. Doing so requires a successful Diplomacy or Knowledge (local) check with a DC equal to 15 plus your character level.
- Recover blackmail or incriminating evidence against a named NPC aristocrat, noble, ambassador, or similar figure.
- Sponsor another PC to join your faction. To fulfill this goal that PC must then join the Sovereign Court 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: Bluff, Diplomacy, Disguise, Knowledge (nobility), or Sense Motive.
- Fulfill one of the goals above without revealing your faction affiliation to anyone other than a present or future member of the Sovereign Court. Checking one of this goal's boxes doesn't prevent you from checking one box for a different goal.
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Diplomacy, Disguise, Knowledge (nobility), or Sense Motive.
- Complete a mission (by completing both the primary and secondary success conditions) tied directly to enhancing or preserving the reputation of the Pathfinder Society in the eyes of another nation or organization.
- 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.

THE EXCHANGE



The Exchange seeks to rule the markets of the Inner Sea. 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. Not all of the Exchange's dealings are legal or even honorable. Members of the Exchange often must choose between an aggressive approach and a more reputable one, and those choices help to shape the faction's practices.

REWARDS

ENTREPRENEUR (2+ goals): Once per game session, you may either purchase an item found on one of your Chronicle sheets at a 5% discount, or gain a +5 circumstance bonus on your Day Job check. This discount stacks with similar abilities for a maximum discount of 15%.

ASSOCIATE (4+ goals): Instead of paying 5 additional Prestige Points to purchase items and services in settlements with fewer than 5,000 residents, you only pay this extra cost in settlements with fewer than 2,000 residents. In addition, treat your Fame as 2 higher for the purpose of calculating your purchase limit.

CHAIRPERSON (7+ goals): The discount and bonus on Day Job checks that the Entrepreneur boon provides increase to 10% and +10 respectively. A DC 50 Day Job check now earns you 300 gp. When another PC attempts a Day Job check, she gains a +3 circumstance bonus on the check and can earn 200 gp on a result of 45 or higher.

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.

- Visit a city other than Absalom with a population of 5,000 residents or more. While in the city, purchase or sell an item worth at least 100 gp per character level.
- Recruit a named NPC merchant, trader, smuggler, or similar figure to cooperate with the Exchange. Doing so requires a successful Diplomacy or Profession (merchant) check with a DC equal to 15 plus your character level.
- Earn at least 50 gp as the result of a Day Job check.
- Earn at least 100 gp as the result of a Day Job check.
- Visit one of the following centers of trade during the course of an adventure: Goka, Katapesh, Katheer, or Kerse.
- Resolve a combat encounter nonviolently through diplomacy, trickery, bribery, or a similar tactic.
- Acquire a merchant's license in a city other than Absalom with a population of 5,000 or more. Doing so requires spending 25 gp per character level and succeeding on an Appraise or Profession (merchant) check with a DC equal to 15 plus your character level. If you exceed the DC of the check by 10 or more, you instead receive the license for free. Whenever you are in that city, you may purchase all mundane items at a 10% discount.
- 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.

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