

DARK ARCHIVE

Epopeus #14034-56



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 and recover powerful artifacts—a job far more exciting than it seems given the unpredictable and occult nature of the collection. As the Society turns its attention to the elemental planes, Zarta has devised a way to siphon their power to augment the Archive's capabilities.

SEASON 8 REWARDS

X ENDURING SCHOLAR (2+ goals): Your exposure to dangerous magic has conditioned you to resist spells. Once per adventure before rolling a saving throw against a spell, you can apply a bonus equal to 1 plus half the number of goals you have completed.

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 does not exceed 100 times your character level. 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 (typically listed in italics or quotes) 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.
- Identify a potion or other magic item whose caster level equals or exceeds your character level.
- 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.
- While adventuring in an area strongly connected to an element (e.g. a volcano, deep under the ocean, or an Elemental Plane), attune that area to Zarta's extraplanar ritual. You can attempt this attunement once per region by spending 10 minutes and attempting a Knowledge (arcana or planes) 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 the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.