



DARK ARCHIVE

Purnama

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 Dralneen'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.