Knowledge (history)
10+ In the early days of Absalom, the Blakros Museum was the stronghold of an eccentric wizard. After being abandoned for centuries, it was bought by the Blakros family, who turned it into a museum for their vast collection of curios.

Knowledge (history)
15+ The mad astrologer Ralzeros the Overwatched built what is now called the Blakros Museum thousands of years ago as an observatory to study distant worlds (and some say, to be studied by them). He later disappeared following a mage-duel with another of Absalom's early wizards.

Knowledge (history)
25+ Ralzeros carved his stronghold from a single block of volcanic stone with the help of fell powers granted to him by otherworldly patrons, supposedly to hide the powerful artifacts secreted in the catacombs beneath the keep. In addition, some tales hint that Ralzeros was actually abducted by alien monsters from the worlds he had studied so obsessively.

Knowledge (local) or Diplomacy (gather information)
10+ Blakros Museum is owned by the esteemed House Blakros, an extensive clan whose family members have made their fortune by trading odd antiquities across the border of Taldor and Qadira, as well as by marrying off their beautiful daughters to wealthy nobles all around the world. They store many of their curious gifts and the findings of their more adventurous daughters in exhibits in the Blakros Museum, which they purchased for just this purpose.

Knowledge (local) or Diplomacy (gather information)
15+ Blakros Museum is owned by the esteemed House Blakros, an extensive clan whose family members have made their fortune by trading odd antiquities across the border of Taldor and Qadira, as well as by marrying off their beautiful daughters to wealthy nobles all around the world. They store many of their curious gifts and the findings of their more adventurous daughters in exhibits in the Blakros Museum, which they purchased for just this purpose. The Pathfinder Society is interested in forming an alliance with the Blakros family to gain access to their extensive collection of historical and arcane treasures.

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20+ Blakros Museum is owned by the esteemed House Blakros, an extensive clan whose family members have made their fortune by trading odd antiquities across the border of Taldor and Qadira, as well as by marrying off their beautiful daughters to wealthy nobles all around the world. They store many of their curious gifts and the findings of their more adventurous daughters in exhibits in the Blakros Museum, which they purchased for just this purpose. The Pathfinder Society is interested in forming an alliance with the Blakros family to gain access to their extensive collection of historical and arcane treasures. Many pieces in the Blakros's collection are connected to the Dark Tapestry or other otherworldly horrors studied by Ralzeros.

The Precipice District (formerly Beldrin's Bluff):

The mysterious Beldrin built his tower on the storm-swept rocky cliffs along the southern shore of the Isle of Kortos, a dazzling masterpiece of architecture with three glorious ivory spires somehow haphazardly balanced on a tiny base, right at the edge of the cliff. Under his influence, the area surrounding his tower grew inexorably to wealth and beauty, becoming a wonderland that attracted curious nobles, opportunistic merchants, and any and all who craved the powerful secrets of Beldrin's arcane might. Beldrin's Bluff, as the area came to be known, became a jewel of Absalom, and even long after the tri-spired tower of Beldrin crumbled into the sea and the strange benefactor vanished, the area flourished as a paradise outside of the huddled stink and teeming calamity of the rest of the city proper. Beldrin's Bluff seemed untouchable by catastrophe and impervious to the darker side of city life, but then the earthquake struck, and several blocks of the majestic plateau tumbled into the sea, taking hundreds of revelers and residents with it.

The jagged cliffs became a death trap and the people of the bluff fled the seaside splendor of their neighborhood, taking refuge in the reeking innards of Absalom. Panic spread, violence and paranoia clawed the hearts and minds of the survivors, and rumors flared that the tremor was unnatural—caused by a dark wizard or a secret cabal of demoniac cultists. Mass hysteria followed in short order, as wild conjectures on how the quake came about and who was responsible infected the bluff. Most people fled the once-idyllic district in fear of their neighbors or dreading another tremor that would claim the rest of the cliffside.

Beldrin's Tower:

Legend claims that before his death, Beldrin placed three objects of power in his stronghold, one sequestered in each of his three towers: a candelabra, a horn, and a broken shield. Two of the three towers fell into the surf below the Cliffside decades ago: one is sunk in a deep rift a few hundred feet off the coast and the other is submerged right against the base of the cliff and is revealed every night of the full moon at low tide. The third tower still stands on Beldrin's Bluff, cracked and broken but unbowed. The list of Pathfinders who have tried to brave the inner sanctums of these magical strongholds and not returned is several feet long. Dozens of the brightest and bravest adventurers of Absalom have met their end on this fool's quest, and yet every year others prove eager to waste their lives on it.

Forae Logos:

Forae Logos, also called the Wise House and the Library of Kortos, is the largest library in Absalom and is known as the greatest source of written knowledge west of the Pit of Gormuz. The books, scrolls, parchments, tablets, and folios of Forae Logos officially belong to Absalom itself, and the Founding Law forbids the removal of a single page without the unanimous blessing of the high seats of the Grand Council. The Grand Council requires that every book brought into the city either be left with the scriveners of the Logos to be copied, or be taxed a silver per page. While enforcement of this rule is haphazard at best, over the eons the law has produced extensive copies of books, scrolls, and lore from around the world. The Forae Logos is considered neutral territory for arcane, religious, and scholarly debates. Such discussions are welcome here, but anything as much as a raised voice brings the Learned Guard directly down on the violators. In fact, the district guard is housed in buildings around Forae Logos, and their mandate requires them to protect it before the citizens of the district. They are also the only guard unit that requires literacy as a prerequisite for entrance, to ensure all their guards can properly appreciate the value of the words they protect. It is also home to the Scrivener's Guild, which cares for the tomes of the vast library in return for free use of its building. By long tradition the head of the guild is also the Head Librarian and Conservator of the Logos, and Brivit Nae, the current holder of those titles, is an excellent example of why. Though she forbids any tome to be removed, and rarely allows originals to even be viewed by outsiders, she does happily make copies of the tomes within through the guild, for a modest fee. Of course she always has two copies made, to ensure the most valued tomes are those with the largest number of back-up copies.

Haunts (Knowledge: Religion) **DC 11**

Haunts are restless spirits that react violently to the presence of the living. The exact conditions that cause a haunt to manifest vary from case to case—but haunts always arise from a source of terrific mental or physical anguish endured by living, tormented creatures. A single, source of suffering can create multiple haunts, or multiple sources could consolidate into a single haunt. The relative power of the source has little bearing on the strength of the resulting haunt—it's the magnitude of the suffering or despair that created the haunt that decides its power.

Haunts (Knowledge: Religion) **DC 16**

To neutralize a haunt, positive energy must be employed in the area where it is found. Weapons, even enchanted ones, are useless against a haunt. Some haunts have particular weaknesses but revealing them is often done by chance or clever deduction.

Haunts (Knowledge: Religion) **DC 21**

A neutralized haunt is not destroyed, and can manifest again after a period of time—to destroy a haunt, a specific action must be taken in the region to end the effect forever (such as burning a haunted house to the ground or burying the bones of the slaves who died on the site to create the haunt). This specific act is different for every haunt. In this case Anumet's body must be removed from the orrery and given a proper burial.

Merrow (Knowledge: Nature) **DC 13**

Merrow are best described as the aquatic cousins of ogres. Although their green, scaled skin and webbed hands and feet make them appear different, merrow are just as cruel, savage, and wicked as their ogre relatives. The saltwater variety grows much larger than the freshwater variety, but the behavior and society of the two types are otherwise similar. A merrow's scaled hands command a powerful grip. [Grab special attack]

Merrow (Knowledge: Nature) **DC 18**

Merrow are known for pillaging small fishing villages and towns under cover of night. Similar to ogres, merrow have a strong sense of family and typically hunt in gangs, preferring to grab a couple of villagers and head back into the water rather than sticking around and dealing with armed resistance. Merrow have a stronger sense of unity than ogres do, and rarely will the leader of a tribe be challenged. When they have chosen a village or town to plunder, they attack as a gang and share the spoils. Unlike terrestrial ogres, merrow don't see well underground. [lowlight vision, no darkvision]

Reefclaw (Knowledge: Dungeoneering or Nature) **DC 11**

Reefclaws are vicious predators. They possess greater intelligence than animals, but rely mainly on their strength and instincts to survive. They hunt fish, giant crabs, dolphins, and even land-dwelling creatures that come within a hundred paces of the water.

In populated areas, reefclaws prey on beachcombers, divers, and fishermen, sometimes abandoning their usual solitary nature and coordinating attacks with other reefclaws. The creatures must be wary, however, because in some regions, these abominations find their way to the dinner plate. Brave fishermen troll bays and coastlines infested with reefclaws, baiting the creatures with fresh meat and then harvesting their powerful claws with axes.

In addition to the raw power of their crushing claws, the barbed appendages exude a dangerous neurotoxin that saps their strength from their prey. [Poison (Ex) Claw—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.]

Reefclaw (Knowledge: Dungeoneering or Nature) **DC 16**

Reefclaws are resistant to the fridgid depths of the ocean, and have been known to shrug off cold attacks from lesser opponents. [Cold resistance 5]

Reefclaw (Knowledge: Dungeoneering or Nature) **DC 21**

These creatures tend to die hard, fighting well past the point when a different creature would have succumbed to its wounds. Brave folk who have faced the monsters report that when even mortally injured they are still deadly, in their death throes they try and sweep anything next to them into a final embrace. [Ferocity, Death frenzy]

Graven Guardian (Knowledge: Arcana) **DC 15**

Construct Traits: Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Graven Guardian (Knowledge: Arcana) **DC 20**

Graven guardians are inexorably tied to a specific deity's faith. While unintelligent and thus lacking any real personality, a graven guardian has the ability to recognize fellow worshipers or minions of its deity and does not treat them as enemies unless they first attack. This recognition does not extend so far as to allow these worshipers (or those cunningly disguised as worshipers) to give a graven guardian new orders. As with all constructs, a graven guardian follows only the orders of its creator.

Graven Guardian (Knowledge: Arcana) **DC 25**

Graven guardians are human-sized constructs of clay, stone, wood, or similar materials, crafted and painted to resemble a deity or a deity's favored servants. When not in motion, a graven guardian appears identical to a temple or crypt's statue, but while active, graven guardians look extremely lifelike. These constructs are resistant to magic, but not immune like a golem. [Spell Resistance 16+]

Ghoul (Knowledge: Religion) **DC 6**

Undead traits: Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save. Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Ghouls are undead said to be created upon the death of a cannibal. They are cunning opponents and often use tactics like flanking.

Ghoul (Knowledge: Religion) **DC 11**

A ghoul's bite transmits a disease that can kill and cause the victim to rise as a ghoul. [Ghoul Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves.]

Ghoul (Knowledge: Religion) **DC 16**

A ghoul's bite or a hit from its claws can paralyze a victim, though elves are immune to this paralysis. [paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)]

Ghoul (Knowledge: Religion) **DC 21**

Ghouls are more resistant to positive energy than other undead, and due to their natural cunning they are more difficult for necromancers to control. [channel resistance +2]