

Collection Esoterica

1

The Collection Esoterica contains a substantial list of unusual supernatural objects from around the Inner Sea region and beyond, some even come from unidentified lands. However, this initial investigation uncovers no reference to any kind of lantern.

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Collection Esoterica

2

A water-damaged journal contains a sketch of a metal-framed lantern of exquisite (though infernal) design. The writing indicates that the lantern was gifted to the Blakros Museum, but with no legible indication of when or from whom. You may attempt a Linguistics check to read the smudged text.

5/36

Collection Esoterica

2

A water-damaged journal contains a sketch of a metal-framed lantern of exquisite (though infernal) design. The writing indicates that the lantern was gifted to the Blakros Museum, but with no legible indication of when or from whom. Someone gifted the lantern to the Blakros Museum 47 years ago. Discovering this fact helps narrow down what age of documents to review, granting all PCs a +2 bonus on all subsequent Research checks attempted in the Collection Esoterica.

6/36

Collection Esoterica

3

The buyer of an auction lot in Kintargo 47 years ago donated many of those items to the museum. However, the reference numbers in the auction lot receipt do not correspond to the entries in the Blakros Museum's codices of acquisition. In fact, someone altered the codices and replaced the original pages with forgeries to conceal the truth.

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Collection Esoterica

4

A battered journal makes passing reference to "duplicate copies" of all Blakros Museum codices involving magical items registered with Forae Logos, per the Founding Law of Absalom. Unaltered copies of the codices detailing the lantern are likely still kept within Forae Logos, Absalom's largest library.

8/36

Sealed Wing Collection

1

Someone here was researching the Dimension of Dreams. Pages have been torn from some books, only to be used as bookmarks in others. Notes on the torn pages reference literature contained in the Lower Planes Archive elsewhere in the registry, one book on the Dimension of Dreams is missing: *The Libram of Forgotten Dreams*. This book purportedly contains dozens of rituals pertaining to that realm.

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Sealed Wing Collection

2

The researcher veered away from the Dimension of Dreams and toward seemingly random books on Abaddon, the Abyss, and Hell. She has underlined unrelated passages and circled chapter numbers. You can decode this code with a Linguistics check to grant the PCs a +4 bonus on all Research checks during this challenge.

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Sealed Wing Collection

3

The nameless researcher's investigation eventually became haphazard and inexplicable, though with patience it becomes clear that she was attempting to decipher some sort of encoded message—Some of which earlier patrons of this library left in the margins of books. You can succeed at a second Linguistics check continues to decrypt the encoded text and grant the PCs an additional +4 bonus on all future Research checks in this challenge.

33/36

Sealed Wing Collection

4

There is a hidden section of the library called The Absentia Archive. It can be accessed by a hidden switch behind a specific false book in the Astral References section.

34/36

Memory Pools

1

The pools are swirling with visions from the PCs past.

14/36

Memory Pools

2

A vision boils to the surface of the mirror, showing an elven girl with dark hair hiding in the hollow of a tree at night. She is barefoot, soaked in rain, and covered in dirt. A flash of lightning causes the girl to look up, and suddenly a figure in a hooded cloak wearing a golden owl mask stands before her. The masked figure offers out one hand to the girl as the vision ends.

15/36

Memory Pools

3

The same girl from before appears standing in a field. The owl-masked figure approaches her from behind, resting a hand on her shoulder. The girl raises one hand to the sky and a blot of darkness filled with twinkling points of light appears above her. The masked figure nods, approvingly.

In addition, the pools contain more visions about the PCs.

16/36

Memory Pools

4

Screams emanate from the mirror as the image of the elven girl—Now an adult—Appears. She is strapped to a bed, where she thrashes wildly. Men in black jackets and wearing onyx masks in the shape of animal skulls stand around her. As she thrashes, tentacles of darkness erupt from the air around her body. One snatches a masked figure by the head, and the others recoil in shock. The tentacle squeezes, there is an ear-piercing scream, and then an explosion of bone and gore that ends the vision.

17/36

Memory Pools

5

The elf fades into view wearing a hooded black cloak and dark armor. Someone outside of view discretely hands her a lantern of metal and whorled glass. There is concern visible in her features, and there is no mistake now that she is the assassin who killed Aram Zey. Another cloaked figure wearing an Aspis badge addresses her by a number, not a name: "322."

18/36

Memory Pools

6

Aram Zey's stoic face comes into view, lit by an eerie blue glow. Blood covers his chin and jaw, and an obsidian scythe blade sticks out of his chest. He exhales luminous, whispering vapor. The vision follows the twisting path of this spiritual energy through the air, before it is trapped within a lantern held by the elven woman.

19/36

Memory Pools

7

"You are under orders to return!" cries a voice from within the mirror. Several hooded figures dressed in black and red, wearing onyx stag skull masks surround 322. "The Professor expects you, 322. Come with us." The encounter is clearly taking place in the now sealed wing of Forae Logos.

322 shakes her head and brandishes a knife at one of the masked figures. "You don't own me. No one owns me anymore! Come, take your chances with the Void!" Darkness flecked with stars engulfs the elf, and the vision fades.

20/36

Wand of Protection from Evil

Loot — CL 1

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warding creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warding creature makes an attack against or tries to force the barrier against the blocked creature. Spell Resistance can allow a creature to overcome this protection and touch the warding creature.

Collection Esoterica

36/36

Potion of Cure Light Wounds

Loot — CL 1

Drink this potion as a standard action to regain 1d8+1 hit points.

24/36

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25/36

Scroll of Glitterdust

Loot — CL 3

Bard 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2, Summoner/Unchained Summoner 2, Witch 2

10ft. radius within 130 ft.

DC 13 Will save

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

29/36

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30/36

Pipes of Haunting

Loot — CL 4

This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day.

22/36

Oil of Hold Portal

Loot — CL 1

One portal of up to 20 square feet for 1 minute.

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Add 5 to the normal DC for forcing open a portal affected by this spell.

21/36

Wand of Cure Moderate Wounds

Loot — CL 3

7 charges

Touch a living creature with this wand to heal them 2d8+3 hit points. Touch an undead creature with this wand to deal 2d8+3 damage. Will DC 13 half.

35/36

Deathwatch Eyes

Loot — CL 1; Slot eyes

These blood red crystal lenses fit snugly over the wearer's eyes.

The wearer gains the constant effects of the *deathwatch* spell.

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (*alive and wounded, with 3 or fewer hit points left*), fighting off death (*alive with 4 or more hit points*), healthy, undead, or neither alive nor dead (*such as a construct*). *Deathwatch* sees through any spell or ability that allows creatures to feign death.

10/36

Pipes of Pain

Loot — CL 6

By making a DC 15 Perform (wind instruments) check, the bearer can use these pipes to create a wondrous melody which fascinates creatures within 30 feet for as long as the bearer continues to play (*Will DC 14 negates*). This is a mind-affecting sonic compulsion effect. The bearer is immune to the sound of the pipes. When the bearer stops playing, for the next 2d4 rounds all creatures who were fascinated by the music are stricken by intense pain at even the slightest noise. Unless a creature is in a totally silent area, it takes 1d4 points of damage per round on its turn, and it has sonic vulnerability until this time expires. Thereafter, the creature is shaken unless it is in a totally silent area; this hypersensitivity to noise is a curse effect.

23/36

Ring of Spell Knowledge I

Loot — CL 7; Slot ring

Through study, the wearer can gain the knowledge of a single spell in addition to those allotted by her class and level. A *ring of spell knowledge I* can hold 1st-level spells only.

A *ring of spell knowledge* is only a storage space; the wearer must still encounter a written, active, or cast version of the spell and succeed at a DC 20 Spellcraft check to teach the spell to the ring. Thereafter, the arcane spellcaster may cast the spell as though she knew the spell and it appeared on her class' spell list.

Arcane spells that do not appear on the wearer's class list are treated as one level higher for all purposes (*storage and casting*).

27/36

+1 Composite Longbow (+2 Str)

Loot — CL 3

Dmg 1d8; Crit x3; Range 110 ft.; Weight 3 lbs.; Type P

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular Strength rating (*that is, each requires a minimum Strength modifier to use with proficiency*). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow.

2/36

+1 Adaptive Composite Longbow (+2 Str)

Loot — CL 3

Dmg 1d8; Crit x3; Range 110 ft.; Weight 3 lbs.; Type P

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular Strength rating (*that is, each requires a minimum Strength modifier to use with proficiency*). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow.

An adaptive bow responds to the strength of its wielder, acting as a bow with a strength rating equal to its wielder's Strength bonus. The wielder can fire it with a lesser Strength bonus (*and cause less damage*) if desired.

1/36

Ring of Counterspells

Loot — CL 11; Slot ring

Upon first examination, this ring seems to be a ring of spell storing. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (*or even knowledge*) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (*or the same one as before*) may be placed into it again.

26/36

Scroll of Breath of Life

Loot — CL 9

Cleric 5, Shaman 5, or UMD 29 + UMD 30 if you don't have WIS 15.

This spell cures 5d8 points of damage + 9.

Unlike other spells that heal damage, *breath of life* can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through *breath of life* gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by *breath of life*.

Like cure spells, *breath of life* deals damage to undead creatures rather than curing them, and cannot bring them back to life.

28/36

Cloak of Resistance +2

Loot — CL 5; Slot shoulders

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (*Fortitude, Reflex, and Will*).

3/36

Headband of Alluring Charisma +2

Loot — CL 8; Slot headband

This attractive silver headband is decorated with a number of small red and orange gemstones.

The headband grants the wearer an enhancement bonus to Charisma of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

13/36

Dust of Darkness

Loot — CL 3

This shimmering black dust causes one creature to be coated in a layer of darkness for 1 minute. In normal light, the creature gains concealment (20% miss chance). In dim light, the creature gains total concealment (50% miss chance). It has no effect in areas of bright light or darkness (though in bright light, a viewer can make a DC 20 Perception check to notice the target is slightly shadowed). Creatures with darkvision see through the dust's darkness as if it were normal darkness. The dust dispels and counters the outlining effects of *glitterdust*, but doesn't affect the spell's blinding effects. *Glitterdust* dispels and counters the effects of the *dust of darkness*.

11/36

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Loot — CL 3

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12/36

Cloak of Resistance +4

Loot — CL 5; Slot shoulders

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +4 resistance bonus on all saving throws (*Fortitude, Reflex, and Will*).

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