

A PATHFINDER SOCIETY SCENARIO



# ECHOES OF THE EVERWAR, PART II: THE WATCHER OF AGES™

By Greg A. Vaughan



# ECHOES OF THE EVERWAR, PART II: THE WATCHER OF AGES

PATHFINDER SOCIETY SCENARIO 42

**Design:** Greg A. Vaughan  
**Development:** Joshua J. Frost  
**Editing:** Christopher Carey  
**Senior Art Director:** Sarah Robinson  
**Layout:** Crystal Frasier  
**Interior Artist:** Dean Spencer  
**Cartographer:** Mike Schley  
**Vice President of Operations:** Jeffrey Alvarez  
**Events Manager:** Joshua J. Frost

**Paizo CEO:** Lisa Stevens  
**Corporate Accountant:** Dave Erickson  
**Sales Manager:** Chris Self  
**Technical Director:** Vic Wertz  
**Publisher:** Erik Mona

*Pathfinder Society Scenario 42: Echoes of the Everwar, Part II: The Watcher of Ages* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tiers: 7–8, and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 15 of this product.

Paizo Publishing, LLC  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society scenarios are published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Chronicles, Pathfinder Companion, Pathfinder Module, and Pathfinder Society are trademarks of Paizo Publishing, LLC.

© 2010 Paizo Publishing, LLC.





# ECHOES OF THE EVERWAR, PART II: THE WATCHER OF AGES

---

The House of Thrune has tried its best to rewrite or erase the last few centuries of the history of Cheliah. They believe this time span to be the most historically relevant period of that empire and, in truth, the ground upon which it has been founded. The House of Thrune is sorely mistaken. The history of the land that was to become Cheliah is old—far older than its current residents can fathom.

Before Earthfall, the ancient Azlanti culture reigned ascendant among humankind. But even that empire of a hundred centuries ago that came so suddenly and spectacularly to a halt had a source far older than even its prehistoric roots. For the Azlanti rose from the very slime of the slave pits that were the empire of the aboleths. From these foul sorcerers from Beyond arose the secrets of powerful magic that allowed fledgling humanity to throw off the shackles of slavery and rise to prominence in its own right. And though the aboleths were bested in this endeavor, they were never beaten, for it was their vengeance that called down the *Starstone* and obliterated human culture on Golarion for a thousand years.

Yet even in the early years of the Azlanti rebellion, some far-seeing aboleths foresaw the shape of things to come. They saw the ultimate end of their overt dominion and the rise of the human empire. They saw their own destruction and then the slow scabble of humanity as it pulled itself from the dust to once again rise ascendant over the lands of Golarion. And then they saw a very interesting thing—nothing. They encountered a point in time in the future which their divinations could not pierce. They could tell that it did not indicate the destruction of Golarion but merely that something of momentous import would occur to throw all prophecy into disarray, an Age of Lost Omens. Digging deeper into the matter, these powerful aboleth diviners of the past were able to narrow down roughly when and where the event from which the catastrophic loss of foresight would originate—sometime approximately 10,000 years after the coming aboleth-spawned Earthfall and in a human empire on the shore of a new sea. An empire called Cheliah. Somehow the Azlanti were involved, or at least one of them, but how they could not see. And though the event

in question would not happen specifically in Cheliah, it would be tightly intertwined with that nation.

These aboleth savants who thought in terms of eons rather than years were both curious and alarmed by this distant turn of events and concluded that the only way to really understand, and thus ultimately harness and control the outcome, was to have a watcher in place to observe it all, collect the information, and then provide it to them from its firsthand experience for their analysis. They needed a Watcher of Ages.

To fill this role they required some creature of a hardy yet simple physiology that could be magically augmented to enable it to withstand the rigors of tens of thousands of years of life. Its sanity need not be overly stable in this role, but it must remain constant enough to enable it to watch and record what it was seeing with the passing eras. And the subject must have enough of an intellectual curiosity to be interested in learning the secrets of a score or more thousand years. Ultimately they decided on the enigmatic roper to serve as the source material for their eternal watcher.

The aboleths captured a roper by the name of Belzzigath and focused their greatest eldritch arts upon it for many years. In the end they empowered it with what was essentially immortality—immunity to the ravages of time, hunger, thirst, or even the need to breathe. They then needed an isolated yet proximal location from which it could make its observations while being protected from the coming violence of Earthfall and endless centuries of potential dangers. To this end they were able to create a series of extremely stable salt caverns at the edge of a tectonically quiescent mountain range. Placing their watcher in this sealed environment with the mystical means to closely watch and record what was occurring above would give them the ability to have a secure agent in place whose data could be reviewed and analyzed at their leisure. Thus the magically augmented roper Belzzigath became the Watcher of Ages and began his long sentinel duty in a magically created quicksilver blister in the salt caverns.

The cavern of the Watcher of Ages was located at the edge of the Menador Mountains in what would one day become the western arm of Cheliah. The salt dome

deposit in which it was located was hundreds of feet below the surface. When Earthfall came and cataclysmically destroyed much of the surface world, creating the Inner Sea and reshaping the face of Golarion, the Watcher of Ages rode it out as nothing more than a significant tremor, secure in his sanctum, ever observing. Over the years, however, the security of his position was compromised not by calamity but by small, incremental change. Earthfall had diverted a river toward the gulf of the newly created Inner Sea that now flowed along the eastern flank of the Menador Mountains and formed the Maestas River Valley. The erosion from this new river course and the runoff from the mountains began to excavate the ground, cutting ever deeper toward and perilously close to the Watcher's cavern.

With the coming of Meskhenet the Wise in 4305 AR and the construction of the Halls of Zuberi directly above the unsuspected cavern below, contact came perilously close to the Watcher of the Ages. In fact, a well excavated in one of the cellars broke into a pocket of salt water trapped in the salt dome formation, which was thereafter regarded as useless and promptly sealed. All might have remained as it was had it not been for the murder of Meskhenet by mysterious magic in 4350 AR. The ensuing chaos among the smugglers, pirates, anarchists, and general ne'er-dowells that she had heretofore held together in alliance through her legendary wisdom spread throughout the Halls of Zuberi in all-out warfare that ended in its very destruction. The explosion of a great deal of powerful unknown contraband stored in its cellars caused a schism in the ceiling of the Watcher's salt cavern, and instantly the mighty fortress consumed itself in a vast rubble-choked crater that came to be known as the Collapsed Halls. All assumed that whatever exploded and killed so many within was so potent as to cause the virtual disintegration of the fortress, not suspecting that much of it had actually been swallowed by the earth into the Watcher's cavern. Secure in his magical quicksilver dome, now surrounded by the rubble of a fallen fortress, the Watcher continued to watch.

Only recently has another change come. Khalfani Zuberi activated the ritual connected to his concubines' rings, and suddenly true chaos reigned in the Watcher's observation post. The magically preserved corpse of Meskhenet came to rest atop the quicksilver dome itself and the ring's power allowed it to pass within, where it landed on Belzzigath and continued its descent, actually merging into his stony exterior. Suddenly the immortal roper was inundated with new information and memories as he absorbed the psyche of Meskhenet through the power of the ring. Conflicted and confused, the Watcher struck out in a storm of violence, smashing the ruins around him and slaying a number of creatures that had come to

inhabit his salt cavern since its breaching in 4350. After exhausting his initial rage and confusion, the Watcher returned to the interior of his quicksilver bubble, but he no longer watches; now the Watcher waits.

## ECHOES OF THE EVERWAR

*The Watcher of Ages* is the second of a four-part Pathfinder Society series called *Echoes of the Everwar*. All four parts of *Echoes of the Everwar* are designed for Tier 7–11. Parts I, II, and III are designed to be played in any order and Part IV is designed to be played only once the first three parts have been completed.

In 4305 AR, as Cheliox began the conquest later to be called the Everwar, an enterprising wealthy Osirian man named Khalfani Zuberi, who'd made his money buying and selling everything from slaves to weapons for Osirion's conquerors (the Qadirans), decided that the Everwar presented for him another opportunity for great wealth. He gave his three most trusted concubines rings that fused to their fingers and allowed him to track their status and general direction and sent them to three locations across the new Chelish frontier to manipulate markets surrounding the Everwar and bring him even more riches. The rings were part of a ritual he'd paid tens of thousands of gold pieces for—he was not about to send his best and brightest into the world with his wealth and not be able to know at any time where they were and what they were doing.

In 4307 AR, Zuberi drank his first *sun orchid elixir*, the life-giving potion of which only a few are sold every year in Thuvia. Meanwhile, Meskhenet, his wisest concubine and master of money and markets, built a fortress in Cheliox on the Maestas River and bought smuggled goods from Chelish pirates on the west coast, shipping them across the Barrowood to Egorian and Westcrown. She named this fortress the Halls of Zuberi—today it is a haunted place called the Collapsed Halls.

This setup continued for nearly 50 years when, in 4350 AR, Zuberi's good fortune ended on the road to Thuvia while on his way to drink his second *sun orchid elixir*. A cleric of an Osirian death cult and his hired thugs assaulted Zuberi's caravan and murdered his servants, slaves, and soldiers. They left Zuberi alive and imparted on him a terrible curse. The curse complete, Zuberi felt the power of his concubine's rings wink out, his connection to them severed. His limbs grew tired, his bones made brittle, and his muscles went weak. In essence, he was once more feeling his age. The cleric of the death cult declared that Zuberi had been cursed for his obsession with living, a heresy to most Osirians, and since Zuberi wanted life so badly, he could have it—forever. But he'd never again be able to drink the *sun orchid elixir*—instead he'd spend eternity as an old man. Little did Zuberi

know that severing the connection caused the immediate and untimely deaths of his concubines.

Part of the curse was an overwhelming compulsion for Zuberi to return to Sothis. The curse made it impossible for him to leave the city and as a result he collapsed his wealthy empire inward, sold off his holdings, and stored all of his wealth in an underground tomb in the Necropolis of the Faithful in Sothis. He faked his death and retreated to his tomb of treasure where he's resided ever since.

Fifty years ago, he was strangely able to sense the rings of his concubines again. He spent his money as fast as he could and consulted every shaman, priest, wizard, or cleric who would listen to him: could he use the connection to the rings to lift his curse? It was an old wizard, a scribe and servant of the Ruby Prince, who provided the answer: if he could bring the three rings together once more, the old scribe could perform an ancient Osirian ritual that would lift the curse. Unfortunately, Zuberi wasn't sure where the rings were—so he asked for a second ritual: he wanted the connection's power increased so he could know exactly where the bodies of his concubines lay. The old scribe said it was possible but warned that increasing the connection could have unforeseen consequences wherever the rings were stored. Zuberi did not care and offered tens of thousands of gold pieces if only the scribe would do it. And so he did.

The locations of his concubines confirmed, it now fell to Zuberi to concoct a plan to find them and bring them back to him in Sothis so that the old scribe could lift the curse. It took him years to make the right connections, through blackmail, sabotage, and assassinations, but finally, in 4709 AR, Zuberi found the right person to help him recover his concubines and their rings: Venture-Captain Norden Balentiir of the Sothis Pathfinder Lodge.

## SUMMARY

The PCs are sent by Venture-Captain Norden Balentiir from Sothis into Chelias to recover the ring of Meskhenet the Wise from the Collapsed Halls. Specifically, the leads the Pathfinders have indicate that the ring lies somewhere underneath the Collapsed Halls. With their Pathfinder contacts, the PCs are able to make their way up the Maestas River without incident until reaching the Collapsed Halls themselves. There among the ruins they find a still-intact subcellar. They discover within that it is now the lair of a pack of barghests (greater barghests for the higher tier). After dealing with these predators, the PCs face a seeming dead end in the cellar. By either solving an ancient riddle inscribed on the wall or successfully negotiating with a xorn that roots through the ruins whenever the barghests are away, they discover a sealed well that leads into secret salt caverns beneath the ruins of the Collapsed Halls.

Traveling down this forgotten way, the PCs discover a series of caverns, one of which is inhabited by a fiendish gargoyle bandit and his band of gargoyle brigands. Further on is a system of ledges that might be inhabited by a colony of bats and cave fishers (this is an optional encounter). Descending from these perilous ledges allows the PCs to reach the floor of the salt cavern where there lies the ruin of a portion of the Halls of Zuberi that fell into the cavern when the fortress collapsed. Occupying these trap-laden ruined halls are a band of cannibalistic morlocks that worship the Watcher of Ages as a god and seek to capture and feed upon any who would dare try to reach the object of their devotion and try to profane it with their presence.

Hidden within the center of the collapsed ruins is a magical bubble of quicksilver. Passing within, the PCs find an ancient roper, the Watcher of Ages, observing the many images that appear on the inner surface of his bubble and display what is occurring in the world above. The PCs are able to see that the intact corpse of Meskhenet has somehow been fused into the stony hide of the roper, and they must either succeed in securing it through negotiations with the strange beast or by force of arms. Once the corpse is recovered, the PCs can return with it and the ring to Osirion.

## GETTING STARTED

Read the following to get the adventure underway:

The meeting with Venture-Captain Norden Balentiir was short and to the point, and the ship departed Sothis on the evening tide. The words of Balentiir wash back from memory: "This is an unprecedented chance for the Pathfinders to learn more about the history of Osirion and some of the figures that played important roles but have been little more than shadowy rumors to us until now. A little-known Osirian merchant prince named Zuberi who lived in the time of Chelias's Everwar used the chaos and confusion it caused as cover to grow his mercantile empire. He sent agents far and wide to take advantage of this chance to make additional fortunes. One of these agents was known as Meskhenet the Wise, a woman of uncommon beauty and unsurpassed insights. She went into Chelias proper in order to set up a secret smuggling operation directly beneath the Crown's nose. A fortress was built called the Halls of Zuberi from which she could organize shipments from pirates on Chelias's west coast and bring them in past customs officials and military patrols alike in order to reach the black markets of Westcrown and Egorian in central Chelias. How she managed to pull this off is unknown, but it is known that it was successful for many years and filled her coffers with foreign gold.

“The Halls of Zuberi rang with the sounds of commerce for nearly 50 years before disaster struck. In a single night, all was lost in a holocaust of unleashed magic and destruction. The fortress caved in on itself and became an impassable ruin known today as the Collapsed Halls. Meskhenet disappeared in the catastrophe, her mercantile networks fell apart, and they too eventually disappeared with nary a trace. This all became a minor and poorly understood footnote in history. Information recently came into our possession describing a powerful magical ring that Meskhenet wore. Somehow, it is rumored, it was this ring that apparently allowed the successes that she experienced in their operations, and all knowledge of it disappeared with Meskhenet.

“We believe there is more to this tale than simply the mercantile dreams of a brilliant businesswoman. This is reinforced by the fact that we’ve lost three venture-captains since word of the merchant prince and this ring and others like it came to us. Someone is trying to keep this whole thing hushed up, and they’re willing to kill to do it. The Society is not about to be intimidated or silenced. I need you to travel to Cheliox, head up the Maiestas River to the Collapsed Halls, find the magic ring of Meskhenet that our sources say lies somewhere beneath the ruins, and get back here with it in one piece. Watch your back, because it seems somebody doesn’t want us to find it.”

The PCs are met by their faction contacts while on the Magnimar tradesman sailing from Sothis to Cheliox. They are given their faction missions, and an Andoran Faction member (if present) is given a small sealed scroll to deposit at the drop-off point. If it is opened, it is found to contain a message in a cipher that cannot be decoded, though doing so costs them the Prestige Award for that mission. The tradesman puts the PCs ashore at Macini, and they then make their way along the inland roads until they reach the provincial capital at Belde, stopping long enough to purchase whatever equipment they need. From there, the PCs follow the Maiestas upriver until they arrive at the Collapsed Halls. This portion of the trip is also uneventful.

## ACT I: THE COLLAPSED HALLS

The Collapsed Halls is a well-known, centuries-old ruin on the upper reaches of the Maiestas River. It lies only a quarter of a mile from the river’s western bank and is easily located. It has been picked over for centuries by adventurers and treasure seekers alike but very little of any value or significance has ever been discovered, so complete was the fortress’s destruction. It is largely considered a “dead” ruin—meaning it

contains nothing of interest or value—and has been ignored for decades. When the PCs approach the ruins, read the following.

The Collapsed Halls are aptly named—where once a wilderness fortress stood is now nothing more than a rubble-filled crater overgrown with scrub brush. Not even the scavengers seem interested in picking it over.

The ruins of the Collapsed Halls are as impassable as they look. There is simply nothing to be found within them. Unknown to anyone, however, part of the fortress has actually fallen down into the salt caverns. In all the years since the destruction of the fortress, no searchers found or even suspected the existence of the caverns below.

There is one location of note in the ruins: a single surviving cellar room that can still be accessed. It contains no further access into the ruins and is known primarily for a riddle chiseled into the back wall of the eastern alcove (see area 1). The entrance to this cellar can be found by anyone making a DC 10 Perception check as they explore the ruins.

Anyone making a DC 23 Survival check as they explore discovers large wolf tracks that go to and from the cellar at area 1. Anyone viewing the tracks that makes a DC 10 Knowledge (nature) check notes that the tracks are subtly wrong somehow, and anyone making a DC 15 Knowledge (the planes) check recognizes them as barghest tracks.

**Mission Notes:** An Andoran faction PC who makes a DC 12 Perception check can locate the stone block balanced on a broken pillar. At its base is an old, dried-out bird’s nest. By leaving the sealed scroll here, the PC completes the mission.

### 1. The Old Cellar (CR 8 or CR 11)

The steps into this cellar are smeared with the offal of some wild animal and the stench at the bottom is eye-watering. Some kind of beast now lives here and the rancid, half-eaten carcasses of deer, boar, and even some humanoid-looking remains lie scattered about in disarray. Two stout pillars hold up the brick ceiling and the masonry of the walls, though cracked and worn, appears to be stable.

This chamber was a storeroom in the Halls of Zuberi that managed to survive the destruction of the fortress intact. It was thoroughly searched and looted of anything of interest by adventurers over the years, though its current inhabitants have accumulated a small hoard since then. The northern alcove is described in area 2. The greatest item of interest within the chamber is a



riddle, written in Common and chiseled into the back wall of the eastern alcove.

The riddle states, “He who seeks Findarra’s heart must first drink of Gozreh’s blood.” A simple DC 10 Knowledge (religion) check is able to identify Gozreh as the goddess of nature and the seas, and a DC 15 check identifies Findarra as an ancient goddess of earth. A DC 20 check identifies that Findarra’s heart refers to the depths of the earth, and the Gozreh’s blood is an expression often used to refer to the sea. See area 2 for further details.

**Creatures:** Over the last few weeks, this chamber became the lair of a marauding pack of barghests that hunt the farmsteads up and down the Maistas River as they seek to transform into more powerful greater barghests. In Tier 7–8 there are four barghests in the pack and in Tier 10–11, the barghests very recently transformed into greater barghests. The creatures are not present when the PCs arrive, but they return to their lair while the PCs are exploring it—probably while they examine the riddle. Unless the PCs covered all traces of their passage and somehow masked their scent, the barghests are aware of their presence the moment they begin the descent into area 1. The barghests slay any guards or animals left at the surface and then cast *blink* on themselves before creeping down the stairs to rush into the room, surprising their foes if possible.

## Tier 7–8 (CR 8)

### BARGHESTS (4) CR 4

hp 45 each (*Pathfinder RPG Bestiary* 27)

#### TACTICS

**Before Combat** The barghests cast *blink* on themselves.

**During Combat** Each round, one of the barghests uses *crushing despair* on as many PCs as possible (maximum 4 rounds, once per barghest) while the others spread out and try to take down as many PCs as they can.

**Morale** If three of the barghests are slain, the last one attempts to cast *dimension door* and flee into the wilderness.

## Tier 10–11 (CR 11)

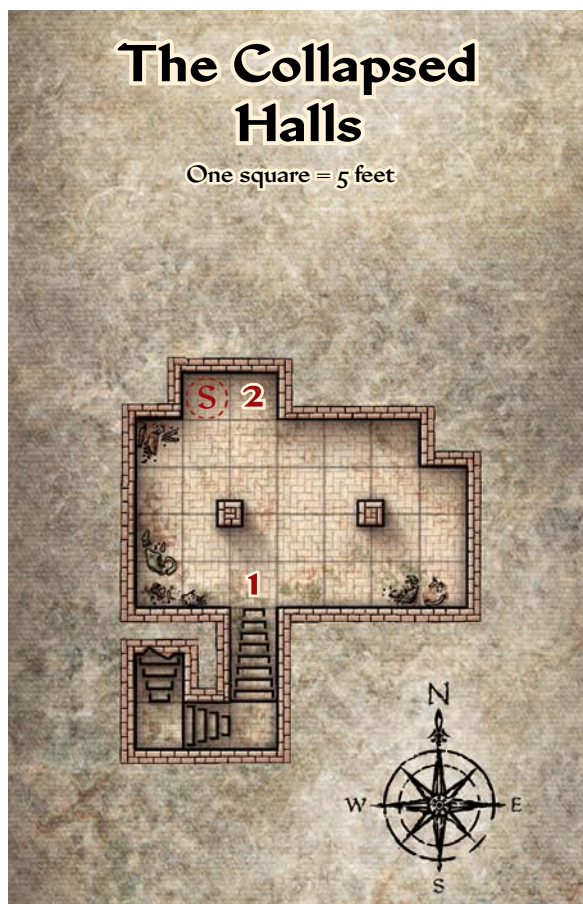
### GREATER BARGHESTS (4) CR 7

hp 45 each (*Pathfinder RPG Bestiary* 27)

#### TACTICS

**Before Combat** The greater barghests cast *blink* on themselves.

**During Combat** Each round, one of the greater barghests uses *crushing despair* on as many PCs as possible (maximum 4 rounds, one per greater barghest) while the others spread out and try to take down as many PCs as they can. If possible, one greater barghest casts *mass bull’s strength* on all of them and another casts *mass enlarge*.



**Morale** If three of the greater barghests are slain, the last one attempts to cast *dimension door* and flee into the wilderness.

**Development:** After the barghests are dealt with and the PCs attempt to search the chamber or decipher the riddle, refer to area 2.

**Treasure:** A *wand of protection from arrows* (20 charges) lies amid the many gnawed bones on the floor (DC 17 Perception check). Additionally, the PCs find 384 gold pieces scattered about the chamber for Tier 7–8 and 3,360 gold pieces for Tier 10–11.

**Mission Notes:** Cheliox faction PCs want to defeat the barghests or report their lair back to the authorities in Belde. If the PCs solve the riddle and use it to locate the hidden well in area 2, Osirion faction PCs complete one of their missions. Taldor faction PCs want to acquire a sample of one of the barghests.

**Rewards:** If the PCs defeat or drive away the barghests, reward each tier thusly:

**Tier 7–8:**

Give each player 278 gp.

**Tier 10–11:**

Give each player 710 gp.

## 2. The Northern Alcove (CR 6)

This appears to be another shallow alcove much like the one at the eastern end of the room, though without the riddle inscribed there. However, anyone who searches this alcove and makes a DC 21 Perception check notices traces of some white substance staining parts of the walls and floor. A DC 10 Knowledge (nature) check or simply tasting a sample of this white residue identifies it as salt. The residue extends down between the seams in the stone flags of the floor. If anyone thinks to dig through the flooring here (hardness 8, hp 90, Break DC 35), they find that beneath a foot of masonry lies the lip of an old sealed well, its sides stained with heavy deposits of salt residue. This well was once filled with salt water but drained into the caverns below when the fortress collapsed. Now it is a vertical shaft 5 feet in diameter and 40 feet deep that breaks through the ceiling of area 3. Its walls have a Climb DC of 18, but belaying ropes could easily be anchored in the cellar to make descent easier.

**Creatures:** Hidden in the wall of this alcove is a xorn. It has been here for months, slowly devouring the treasures of the barghests when they go out to hunt. If the PCs gather up the gold pieces on the floor of area 1, it will step out of the wall while they examine the north alcove and demand its food back in croaking Common. Its initial attitude is unfriendly. If its attitude can be changed to friendly (Diplomacy DC 25 due to the theft of its food), it is satisfied with whatever might be given to it. If its attitude is changed to helpful, it gives its name as Caswwar and will casually mention the hidden well. It wonders aloud if the PCs saw the fascinating crystal caverns below, going on to mention that it finds them too salty. If the PCs ask about this, it shows them where the sealed well shaft is hidden and even helps them to break it open. A PC gains a cumulative +2 bonus to his Diplomacy check for every 10 gp given to the xorn as food.

### XORN

CR 6

hp 66 (*Pathfinder RPG Bestiary* 284)

**Mission Notes:** Osirion faction PCs complete one of their missions if they discover the well (even if helped by the xorn). If the xorn's attitude is changed to helpful, Taldor faction PCs that report back to their contact and suggest the xorn as a potential ally for their conjurers succeed on one of their missions. If made helpful, the xorn can be convinced to break off a small piece of its stony hide that Taldor faction PCs can use as a specimen to complete that faction mission as well.

## ACT 2: THE DESCENT

Act 2 takes place in the upper reaches of the salt dome tunnels that connect the upper ruins to the salt cavern below. With the collapse of the Halls of Zuberi into the

salt cavern centuries ago, this access to the surface was sealed by the ruins as they collapsed and subsequently sank. The violence of the catastrophe opened fissures into the surrounding areas of the Darklands. Thus, while the salt caverns remain sealed from the surface, denizens of the Darklands found their way in to this isolated series of caves from below.

## 3. Terraced Cavern (CR 8 or CR 11)

The well shaft from area 2 descends 40 feet through solid rock before breaking through the ceiling in area 3 and dropping another 20 feet to the ledge below.

---

The descent through the stone well shaft ends in a vast cavern. The walls, floor, and ceiling are a glistening, crystalline white, and the entire chamber is smoothly sculpted into a wonderland of snowdrifts, high embankments, and perilous slopes in a winter mountainscape frozen in stone. The beauty of the scene is marred only by the debris and filth gathered in the hollow below the ledges that surround this chamber.

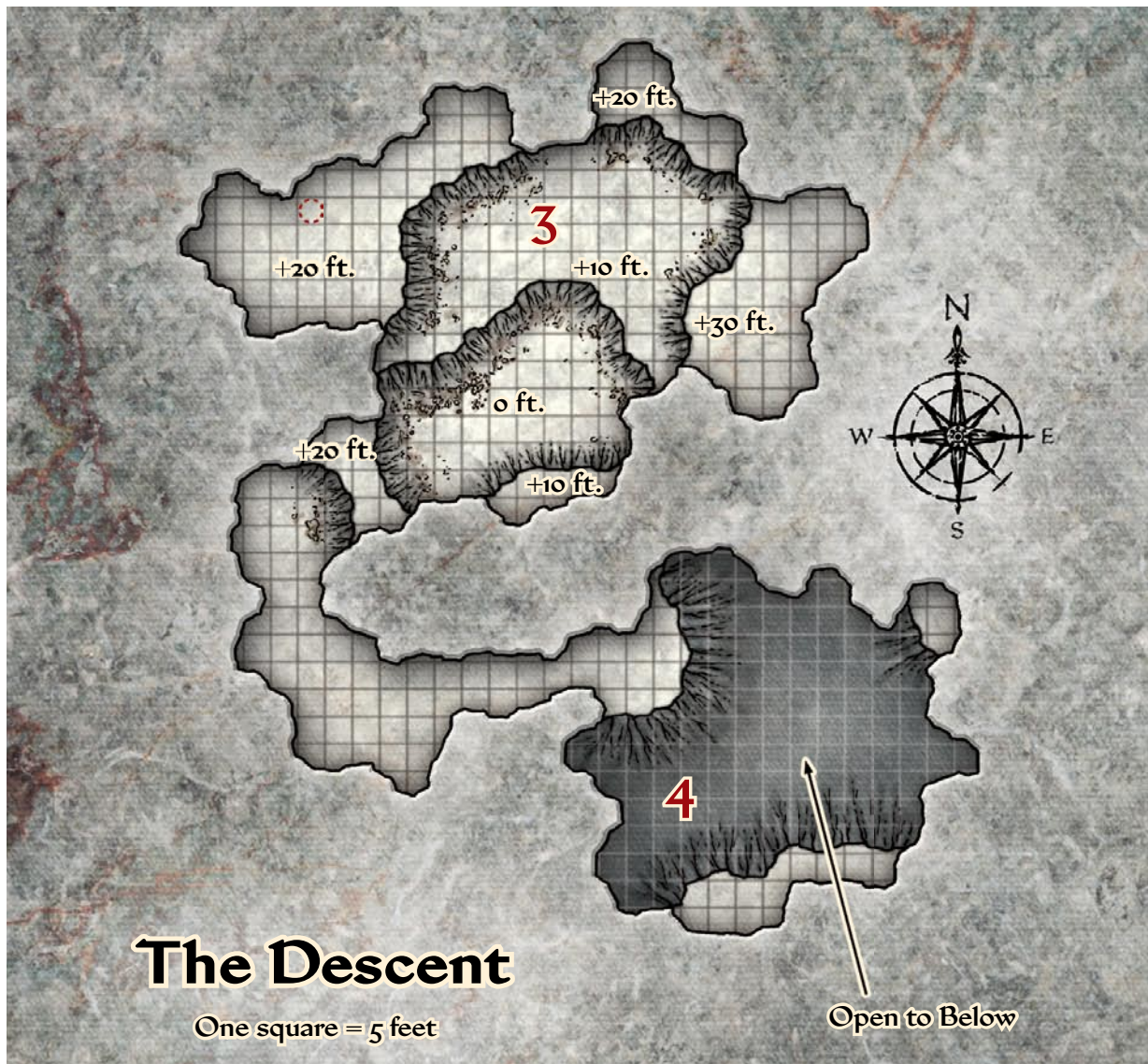
---

The well shaft breaks through here into the top of the subterranean salt dome, a naturally occurring bubble-shaped formation of rock salt beneath the surface that spreads more than a thousand feet in diameter and extends a half-mile below the ground. At one time, groundwater seepage from the Maestas River flowed through it dissolving out the caverns. Here, a smaller cavern formed that was penetrated by well diggers in the fortress above, revealing a deposit of salt water. This well was subsequently sealed over, and when the fortress collapsed, fissures formed in the floor of the cavern that caused the waters to drain away, leaving behind this strangely sculpted chamber.

The entire cavern is formed from smoothed rock salt that has the consistency of sandstone (hardness 8, hp 540, Climb DC 25, Break DC 45) but can be dissolved away at a rate of 1 inch in a 5-foot square per every 100 gallons of water applied to it. The roof of the cavern rises 40 feet above the cavern's lowest point, and a series of ledges rise above this with their individual elevations above the floor noted on the map.

**Creatures:** In recent years this chamber became the refuge for a gang of Darklands brigands. The gang itself is a wing of gargoyles whose coloration has changed over the years to the same white of the surrounding rock salt. A few months ago, the leadership of the tribe changed with the arrival of the half-fiend gargoyle Razorcrow. Razorcrow is the bastard offspring of the union between Cheliox's pit fiend General Gorthoklek and a gargoyle matriarch dwelling among the many spires and precipices of Egorian. Gorthoklek never acknowledged Razorcrow but was forced to do so a year ago when the half-fiend embarrassingly murdered three of Queen Abrogail's favored sycophants. Gorthoklek proceeded





to send his minions to hunt for the renegade, who only narrowly escaped the pit fiend's cordon. Fleeing for his life, Razorcraw made his way into the Darklands and eventually found his way to this cavern, where he won leadership of the wing from its old chief. Now they are lying low, feeding off the denizens that frequent area 4 and making occasional raids into the surrounding Darklands.

The gargoyles use their freeze ability to resemble salt formations on the various ledges as they keep watch over their lair (Perception DC 27 to notice). One of them crouches on the northern 20-foot-high ledge, and one sits on the southern 20-foot-high ledge. Razorcraw remains out of sight beyond the ledge as he has not yet adapted to the cavern's natural coloration. In Tier 10–11, two other gargoyles wait atop the 30-foot-high ledge along with Razorcraw, and the caverns also contain a salt-encrusted, pure white earth elemental who shares its terraced abode with the gargoyles and defends them.

## Tier 7–8 (CR 8)

### GARGOYLES (2)

CR 4

hp 42 (*Pathfinder RPG Bestiary* 137)

### RAZORCRAW

CR 6

Male half-fiend gargoyle

NE Medium outsider (earth, native)

Init +7; Senses darkvision 60 ft.; Perception +9

#### DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 47 (5d10+20)

Fort +5, Ref +7, Will +5

DR 10/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 17

#### OFFENSE

Speed 40 ft., fly 80 ft. (good)

**Melee** +1 *orc double axe* +8 (1d8+5/x3 plus poison), +1 *orc double axe* +8 (1d8+3/x3 plus poison), bite +4 (1d4+2), gore +4 (1d4+2 plus poison)

**Special Attacks** smite good (+5 damage) 1/day

**Spell-Like Abilities** (CL 5th; concentration +6)

3/day—darkness

1/day—desecrate, unholy blight (DC 14)

#### TACTICS

**Before Combat** When the PCs open the well from area 2, the gargoyles are alerted, and Razorcrawl applies 3 doses of purple worm poison to the blades of his double axe and horns.

**During Combat** Razorcrawl allows his gargoyles to lead the attack as they are better fliers than he is. He waits for one PC to separate himself from the others and swoops to attack that one while away from help. If such an opportunity does not present itself, Razorcrawl instead attempts to flank a fighter with one of his gargoyles and poison him as many times as possible with his attacks.

**Morale** Razorcrawl surrenders if reduced below 15 hit points and escape doesn't seem possible.

#### STATISTICS

**Str** 19, **Dex** 16, **Con** 18, **Int** 10, **Wis** 13, **Cha** 11

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Exotic Weapon Proficiency (*orc double axe*), Improved Initiative, Two-Weapon Fighting

**Skills** Fly +11, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +9, Stealth +13 (+17 in stony areas), Survival +4;

**Racial Modifiers** +2 Stealth (+6 in stony environs)

**Languages** Common, Infernal, Terran, Undercommon

**SQ** freeze

**Combat Gear** 6 doses of purple worm poison; **Other Gear** +1/+1 *orc double axe*, ring of counterspells (cone of cold)

## Tier 10–11 (CR 11)

### GARGOYLES (4)

CR 4

hp 42 (*Pathfinder RPG Bestiary* 137)

### GREATER EARTH ELEMENTAL

CR 9

hp 136 (*Pathfinder RPG Bestiary* 123)

### RAZORCRAW

CR 6

Male half-fiend gargoyle

NE Medium outsider (earth, native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

**hp** 47 (5d10+20)

**Fort** +5, **Ref** +7, **Will** +5

**DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

#### OFFENSE

**Speed** 40 ft., fly 80 ft. (good)

**Melee** +1 *flaming burst orc double axe* +8 (1d8+5/x3 plus 1d10 electricity plus poison), +1 *orc double axe* +8 (1d8+3/x3 plus poison), bite +4 (1d4+2), gore +4 (1d4+2 plus poison)

**Special Attacks** smite good (+5 damage) 1/day

**Spell-Like Abilities** (CL 5th; concentration +6)

3/day—darkness

1/day—desecrate, unholy blight (DC 14)

#### TACTICS

**Before Combat** When the PCs open the well from area 2, the gargoyles are alerted, and Razorcrawl applies 3 doses of purple worm poison to the blades of his double axe and horns.

**During Combat** Razorcrawl allows his gargoyles to lead the attack as they are better fliers than he is. He waits for one PC to separate himself from the others and swoops to attack that one while away from help. If such an opportunity does not present itself, Razorcrawl instead attempts to flank a fighter with one of his gargoyles and poison him as many times as possible with his attacks.

**Morale** Razorcrawl surrenders if reduced below 15 hit points and escape doesn't seem possible.

#### STATISTICS

**Str** 19, **Dex** 16, **Con** 18, **Int** 10, **Wis** 13, **Cha** 11

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Exotic Weapon Proficiency (*orc double axe*), Improved Initiative, Two-Weapon Fighting

**Skills** Fly +11, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +9, Stealth +13 (+17 in stony areas), Survival +4;

**Racial Modifiers** +2 Stealth (+6 in stony environs)

**Languages** Common, Infernal, Terran, Undercommon

**SQ** freeze

**Combat Gear** 6 doses of purple worm poison; **Other Gear** +1 *shocking burst*/+1 *orc double axe*, ring of counterspells (cone of cold)

**Treasure:** The treasures of the gang are heaped on Razorcrawl's ledge and include a number of rough gems valued at 660 gp for Tier 7–8 or 2,502 gp for Tier 10–11 as well as the severed hand of an orc shaman still wearing an iron ring with the symbol of Rovagug on it (this hand is actually a *hand of the mage* and the ring is a *ring of protection* +2).

**Mission Notes:** Cheliox faction PCs accomplish one of their missions if they capture Razorcrawl alive and deliver him to a Chelish garrison. If he is killed, Taldor faction PCs can take a sample of his body to complete one of their missions.

**Rewards:** If the PCs defeat Razorcrawl and his gang, reward each tier thusly:

**Tier 7–8:**

Give each player 1,723 gp.

**Tier 10–11:**

Give each player 3,364 gp.

## 4. Fishers of the Precipice (CR 6 or CR 8)

The tunnel ends at a sudden drop off. A wide shaft opens up in the earth and descends into darkness below. Opposite the entry tunnel are other irregular ledges. The walls of the shaft and ledges are of the same white crystalline substance as elsewhere.

The shaft descends 20 feet and then pierces the cavern of the Watcher that opens as a vast cyst below. The shaft rises 60 feet to its own roof above. It is a 150-foot drop from the tunnel ledge to the floor of area 5. Descending this gulf requires either magic or a sufficient length of rope. It is impossible to scale the walls to the floor below without the use of magic because the roof of the cavern opens on all sides of the shaft without providing any accessible means to descend. The floors, walls, and ceilings of this area are made of the same rock salt as area 3.

**Creatures:** The underside of the two ledges to the east and south serve as the roosts for bat swarms. The swarms are only visible to PCs on the northwestern ledge that make DC 32 Perception checks. As soon as a PC begins to descend by any means, the bats swoop out to attack. Normally not a difficult encounter for PCs of this level, the threat of the bat swarms is augmented by the other creatures in the area that prey on them. Ten feet above the level of the northwestern ledge and directly over it is another ledge, not visible from directly below. Residing on this ledge are cave fishers that feed on the bats. The cave fishers are alerted as soon as the bats become agitated and attempt to catch PCs and pull them up. They have improved cover from PCs directly below their ledge. The bats continue to attack anyone being pulled up by the cave fishers.

### Tier 7–8 (CR 6)

#### BAT SWARMS (3) CR 2

hp 13 each (*Pathfinder RPG Bestiary* 30)

#### CAVE FISHER CR 2

hp 22 each (*Pathfinder RPG Bestiary* 41)

### Tier 10–11 (CR 8)

#### BAT SWARMS (4) CR 2

hp 13 each (*Pathfinder RPG Bestiary* 30)

#### CAVE FISHERS (4) CR 2

hp 22 each (*Pathfinder RPG Bestiary* 41)

**Treasure:** Lying among the detritus on the south ledge is a guano-spattered roll of canvas (DC 18 Perception

### OPTIONAL ENCOUNTER

Area 4 is an optional encounter. If there are more than 2 hours remaining for the PCs to complete the scenario, then run area 4 as normal. If there are less than 2 hours remaining, then the gargoyle gang at area 3 has previously wiped out the creatures at area 4, and it is unoccupied, though the battle flag can still be found there.

check to notice). Unrolling it reveals a flag from a royal Qadiran vessel. It is recognizable with a DC 20 Knowledge (history) check as the battle flag from the flagship *Lancer* stolen by the pirate Obvhimius long ago.

**Mission Notes:** Qadira faction PCs want to recover the flag in order to complete one of their faction missions.

## ACT 3: THE FORTRESS OF ZUBERI

The salt cavern into which the Halls of Zuberi fell is a dome-shaped cyst in the salt, dissolved out of it by massive quantities of water magically generated by the aboleths ages ago, though any trace of this deluge has long since drained away. It is over 500 feet in diameter and rises 150 feet high. When the Halls of Zuberi were destroyed, the cavern's ceiling collapsed inward at one point near the end of the cyst and much of the fortress fell through. The resulting collapse actually sealed the rift again. Other than the broken ruins and the rift now sealed with rubble, the entire cyst is composed of the same rock salt as described in area 3. When the PCs enter the main salt cavern after descending from area 4, read the following:

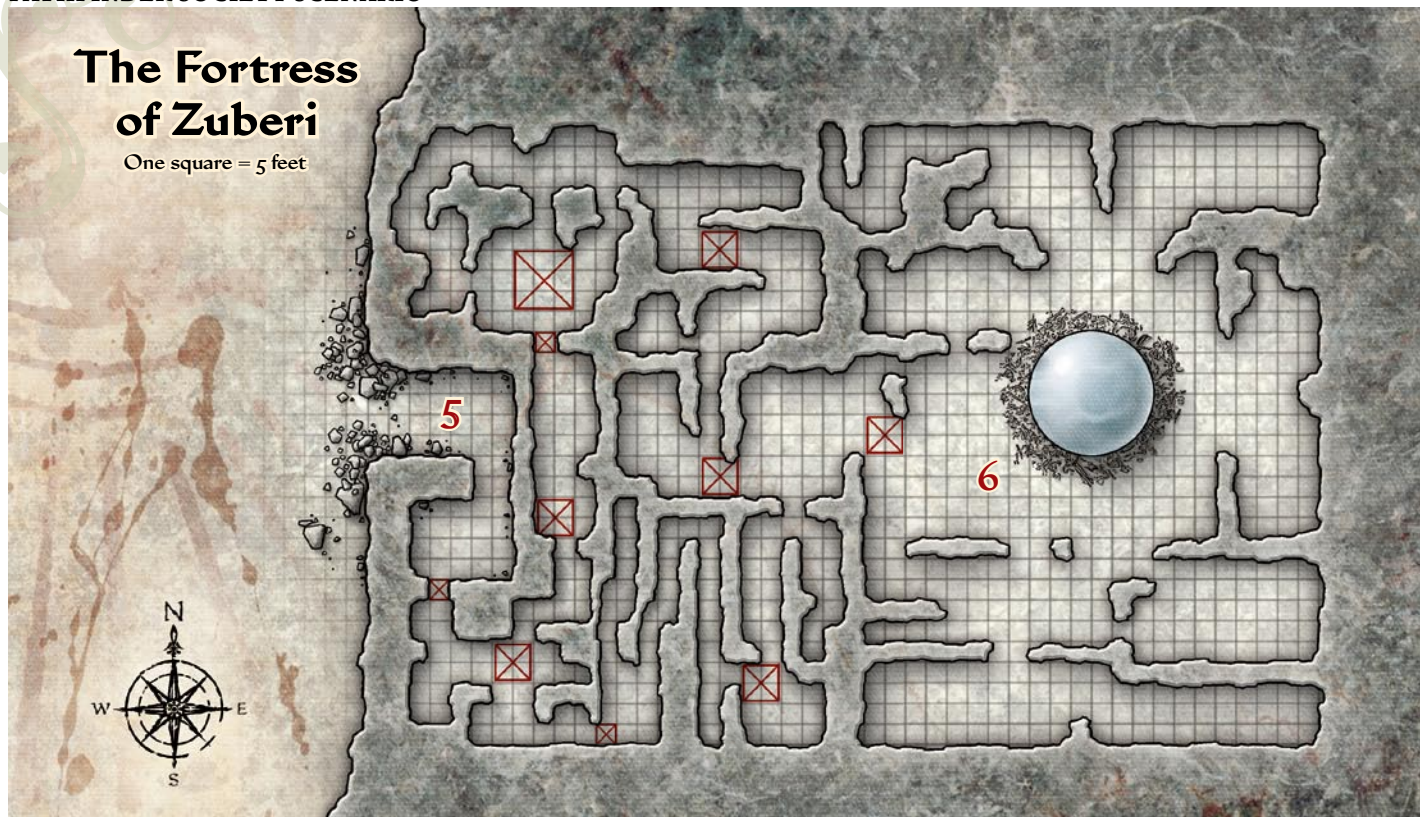
This massive chamber is of the same smooth white rock as seen previously, its walls, floor, and roof molded into flowing curves and fantastical shapes. The crystalline structure within the rock catches light sources and reflects them back a hundredfold. Revealed in this illumination at the far end of the massive cavern is a jagged scar of darkness—a rift in the cavern wall and ceiling sealed by a tumble of dark rock. At the base of this collapsed area can be seen toppled walls and broken columns.

The cavern here is split by many small fissures that lead deeper into the Darklands, but none of them contain anything of interest and have no bearing on this adventure. The cavern itself is littered with the debris of decades of habitation by the bats that hang above and the occasional wanderer from the Darklands but is currently uninhabited beyond the ruins of the fortress itself. Eventually the PCs' explorations should lead them to the ruined structure at the cavern's far end.



## The Fortress of Zuberi

One square = 5 feet



### 5. The Dwellers Beneath (CR 9 or CR 12)

At first these broken ruins appear to be little more than a pile of rubble tumbled down from above. However, on closer examination an opening is visible on one side of it, and many of the walls within the ruin still appear to be intact.

This portion of the Halls of Zuberi is intact, though the walls and rooms within are broken and haphazardly stacked. Despite this decrepit appearance, they settled in place years ago and are surprisingly stable. There is no chance of collapse in any of the rooms without major excavation efforts. Though they are comprised of broken and piled rock, they share many qualities with masonry walls, though they are much easier to climb due to their irregular structure (hardness 8, hp 90, Break DC 35, Climb DC 15). The passages and chambers here average 10 feet high unless otherwise noted.

Within this maze of passages, open pits have been dug in many places by the current occupants. The locations of these are indicated on the map. These pits are not concealed and easily noticed by anyone with a light source or darkvision but remain a hazard to those without adequate visibility or who are distracted.

#### PIT TRAP

CR 1

Type mechanical; Perception special; Disable Device special

#### EFFECTS

Trigger location; Reset manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids

**Creatures:** In recent years a tribe of morlocks found these caverns and the strange silvery dome in the midst of the ruins (see area 6). Awed by this unknown phenomenon and unable to penetrate it, the morlocks claimed this territory as their new home and worshiped the silvery dome as a god. The Watcher of Ages is aware of their presence, but as they do not interfere with his mission he ignores them. The morlocks took up habitation in the western portion of the ruins and created a warren of tunnels and pit traps. This inhospitable terrain does not inconvenience them due to their expert climbing ability. There are a total of 12 morlocks here (more in the upper tiers), but they are spread out among the twisting corridors. They converge on the PCs 1d4+2 at a time (1d8+2 in upper tiers) trying to force the PCs into dead ends or pits and using their leap attacks and swarming attacks to come at the PCs from all angles.

### Tier 7–8 (CR 9)

#### MORLOCKS (12)

CR 2

hp 22 each (Pathfinder RPG Bestiary 209)

### Tier 10–11 (CR 12)

#### MORLOCKS (32)

CR 2

hp 22 each (Pathfinder RPG Bestiary 209)

**Treasure:** At the bottom of the southernmost pit is an ancient wooden chest banded in corroded bronze straps. It is visible to anyone within 5 feet of the pit provided there is sufficient light or they have darkvision. The chest is not locked and holds assorted coins and gemstones worth 552 gold pieces for Tier 7–8 or 1,752 gold pieces for Tier 10–11. In addition to this treasure, there is a smaller wooden coffer that is still sealed by a rusted lock (Break DC 14). Within this coffer is a sheaf of papers composed of maps and correspondence. Taken as a whole, these documents reveal the smuggling route once employed by Meskhenet through western Cheliah.

**Mission Notes:** Andoran faction PCs should be interested in the secret of Meskhenet's smuggling route.

**Rewards:** If the PCs recover the chest, reward each tier thusly:

**Tier 7–8:**

Give each player 92 gp.

**Tier 10–11:**

Give each player 292 gp.

## 6. The Watcher (CR 12)

The broken ruins spread out here into a larger space. The floor is clear of rubble, as if deliberately swept clean. In the center of the chamber stands a silver bubble that rises up to touch the ceiling of broken stone 30 feet above. It appears to be formed from liquid silver, with ripples and eddies continually flowing across its surface. All manner of animal and humanoid bones—each picked clean—are stacked around the base of the dome.

The morlocks cleared the area around dome and laid the remains of their meals around it as an offering. The dome itself is magically infused quicksilver. It is only 1 inch thick, but any creature touching it takes 5d6 points of damage from the magical charge it carries (DC 20 Fort save for half). This effect cannot be dispelled or bypassed short of using *dimension door* or other similar magic that bypasses the surface of the dome altogether. Objects cannot pass through the quicksilver barrier at all unless in the possession of a creature. Anyone stepping through the barrier that survives the damage (several morlocks in the past died making the attempt) emerges inside the dome. The quicksilver does not cling to those passing through the barrier and the opening they create seals behind them as soon as they step through. The dome itself is impervious to all damage and all attempts to scry. As soon as someone breaches the dome, read the following.

The interior of the bubble is a hollow dome, magically illuminated by an unknown source. The interior surface of this silver liquid is completely covered with various images depicting scenes of forests, plains, seas, and cities. All are extremely realistic and filled with moving creatures, flora, and weather. Standing at the center of this hemispherical diorama, like a lone sentinel, is a tall pillar of rock. A single eye stares out from the center of this column, just above a fang-filled mouth, and shifts from scene to scene as it takes in all the images being portrayed on the interior of the silver dome. A perfectly preserved woman's corpse lies on the side of the one-eyed pillar, partially absorbed into its stony hide.

The quicksilver bubble is an artifact created by the aboleths of old and can neither be destroyed nor physically affected in any way. When the Halls of Zuberi collapsed into the cavern, they came to rest against the top of the dome and surrounded it in a sarcophagus of rubble. The corpse was pinned against the dome by the rubble and held in place there for years.





**Creatures:** Standing in the center of the room, maintaining its eternal vigil of all the areas of the Inner Sea region, is the Watcher of Ages. The Watcher is a normal roper magically augmented by the aboleths to be immortal. It requires no sustenance and does not breathe, though it can be killed by violence. How the Watcher reacts to the PCs entering the quicksilver dome depends on the tier (see Development). Unlike normal ropers, the Watcher speaks every surface language, including many that are long forgotten.

When Zuberi activated the ring, the chaos unleashed by it caused Meskhenet's body to slip through the magical shielding and fall on the Watcher, at which point the magically charged body melded into the hide of the ancient roper. With a DC 20 Perception check, the PCs can spot the ring on the corpse's finger, but the ring cannot be removed from her finger, no matter what the PCs try.

### THE WATCHER OF AGES

CR 12

Roper (*Pathfinder RPG Bestiary* 237)

hp 162

**Development:** For Tier 7–8, the Watcher barely notices the PCs and only fights if directly attacked. If the PCs attempt to communicate with it, the Watcher acknowledges them with a grunt while continuing to monitor the many scenes flashing across the interior of the dome. If asked about the corpse, the Watcher simply states that it is a part of him now and that he enjoys his new adornment. If the PCs make a successful DC 20 Diplomacy check, they can convince the Watcher to release the corpse from its home in his craggy hide. Otherwise, it can be removed by slaying the roper and hacking it out of its hide. The Diplomacy check can be made as many times as the PCs like, but each failed check increases the DC by 1. The Watcher is starved for conversation beyond simply a discussion of current and past events, and any attempts to engage it in a philosophical discussion or a revelation of personal secrets that succeed on a DC 15 Charisma check add a +5 bonus to the Diplomacy check (this bonus can be gained multiple times).

For Tier 10–11, the Watcher immediately attacks anyone that intrudes upon his sanctum sanctorum. Its attacks will only cease if the PCs attempt to parlay with it and succeed on a DC 30 Diplomacy check. It continues to attack until such a check is successfully made.

**Treasure:** If Meskhenet's body is recovered from the hide of the Watcher, it is found to have its magical ring as expected, and the ring cannot be removed from the body by any means. In addition, removing the corpse reveals Meskhenet's *staff of swarming insects* (10 charges) stuck in the cavity behind her which the PCs can likewise recover. The PCs also find 2,046 gold pieces' worth of jewelry on her body for Tier 7–8 or 8,412 gold pieces' worth for Tier 10–11.

**Mission Notes:** Osirion faction PCs want to discover the nature and purpose of the Watcher of Ages. If Meskhenet's body is recovered, *speak with dead* reveals the lady's last words. Furthermore, if the PCs manage to make a successful Diplomacy check with the Watcher, they can ask and he will reveal Meskhenet's final words. These enigmatic words were, "Shiman-Sekh hides the source." Osirion faction PCs should be interested in this final phrase, but what it actually means or refers to remains a mystery.

**Rewards:** If the PCs recover Meskhenet's jewelry and staff, reward each tier thusly:

**Tier 7–8:**

Give each player 341 gp.

**Tier 10–11:**

Give each player 1,402 gp.

## CONCLUSION

Once the PCs recover the corpse of Meskhenet, they are ready to head back downriver and report in to the Pathfinder Society, depositing any prisoners or information with the Chelish garrisons along the way. Their way back to Sothis is uneventful, allowing them to reach it in time for their next mission in *Echoes of the Everwar*. The Watcher (if still alive) does not interfere with their departure and goes back to quietly watching the course of history unfold.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who make the dead drop in the ruins of the Collapsed Halls in Act 1 earn 1 Prestige Award. PCs from the Andoran faction who also discover the notes and maps detailing the secret smugglers' route through western Chelias in area 5 earn 1 bonus Prestige Award.

**Chelias Faction:** PCs from the Chelias faction who locate the barghest lair in area 1 earn 1 Prestige Award. PCs from the Chelias faction who also capture the fiendish gargoyle Razorcrawl alive in area 3 earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who discover the nature of the Watcher of Ages in area 6 earn 1 Prestige Award. PCs from the Osirion faction who solve or help to solve the riddle in areas 1 and 2 earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who recover the stolen Qadiran battle flag from area 4 earn 1 Prestige Award. PCs from the Qadira faction who also discover the last words of Meskhenet (area 6) earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who bring back specimens of either the barghests (area 1), xorn (area 2), and/or Razorcrawl (area 3) earn 1 Prestige Award. PCs from the Taldor faction who also make peaceful contact with the xorn at area 2 earn 1 bonus Prestige Award.



**OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation

and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000. Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Society Scenario 42: Echoes of the Everwar, Part II: The Watcher of Ages.** © 2010, Paizo Publishing, LLC; Author: Greg A. Vaughan.

## Andoran Faction Handout

### Messenger of Freedom,

Your group's penetration so deep into the hinterlands of Cheliax provides us with an excellent opportunity. I have enclosed a small sealed scroll written in a cipher. I need you to take it to a drop point in the ruins of the Collapsed Halls where one of our agents will pick it up later. When you reach the Collapsed Halls, seek a balanced stone block atop a broken column in the southeastern portion of the ruins. Locate an old bird's nest beneath this rubble formation and hide the scroll there. It is of utmost importance and secrecy, so make sure that it is delivered safely and remains sealed.

There is one other matter I'd like you to attend to while you're there. In the days of the Halls of Zuberi, Meshhenet the Wise was able to smuggle contraband from the west coast of Cheliax into its interior through the Menador Mountains. If you can locate the secret of this hidden smugglers' route for us, it will serve the cause of freedom.

*Capt. Colson Maldris*

For Andoran,

Captain Colson Maldris



## Cheliax Faction Handout

### Her Majestrix's Gauntleted Fist,

The imminently forgettable Paracount Thurivan reports troubles in the hinterlands north of Belde. He states that a pack of abnormally vicious wolves terrorize the farmers and serfs along the Maestas River. It would do much to settle his troubled region if this menace could be eradicated. If you can destroy the beasts or at the very least pinpoint their lair so that legionnaires can clear it out later, it will keep that spineless, weak-chinned coward in power for at least a little longer.

The brigand Razorcraw took up habitation somewhere in or near the Collapsed Halls. This fiendish villain did much to embarrass the royal house in recent months, and her Majestrix has ordered his capture and return to Egorian—alive. She has her own plans for his undeniably short future. If you can capture this cretin and deliver him to the nearest garrison, you will do much to earn both her favor and mine. And as you know, both of us can be very generous with our favor.

For the Glory of Cheliax!

*Zarta Draldeen*

Paracountess Zarta Draldeen



## Osirion Faction Handout

Honored Servant of the Ruby Prince,

Your mission to the Collapsed Halls touches on many mysteries of ancient Osirion, including the secrets of Meskhenet's former ageless master. Another obscure reference came up in my research—someone or something called the Watcher of Ages. I would that my knowledge in this matter be more complete. Find out who or what this Watcher of Ages is and send that information to me along with your regular report.

In the cellars there is carved on the wall a riddle that remains unsolved these many centuries since the fortress's destruction. Find the answer to that riddle for me and I will be most pleased.



In Knowledge and Power,

*Amenopheus*

Amenopheus, The Sapphire Sage

## Qadiran Faction Handout

*Servant of the Satrap,*

*The smuggler-queen Meskhenet the Wise had truck with many of the pirates that sailed the western shores and Inner Sea back in her day. One of these pirates was the infamous Thuvian captain Obuhimius of the Terrestrial Storm. He and his ship are responsible for the sinking of the Satrap's beloved flagship Lancer and the capture of its battle flag as a trophy. This pinion was of importance to the Satrap's family, having served as his grandfather's own battle standard many years before. It is believed that Obuhimius traded the flag to Meskhenet in exchange for her wisdom. If the flag is located in your searches of the Collapsed Halls, it would return great honor to the Satrap's family that was stolen long ago.*

*Captain Obuhimius was not the only one who sought out the wisdom of Meskhenet, for her words were considered to be like jewels to the blessed hearer. If some way is found to learn her final words before the sudden catastrophe overtook the Halls of Zubiri, such pearls would be without price. I leave it in your capable hands to discover if any means exist by which they might be recovered.*

*Peace Be Upon You,*

*Pasha Muhlia Al-Jakri*

*Muhlia Al-Jakri*



## Taldor Faction Handout

*Sword of the Empire,*

*The Hell-spawned Chelaxians are known for their dealings with infernal realms, and they have clearly discovered great power in such relations. Our own practitioners of magic and miracles seek to learn something of their methods, though certainly not with the fiendish sort of villains with which Cheliax is known to consort. My contacts requested that if you run into any strange or unusual creatures from the Great Beyond as you travel through devil-swarmed Cheliax that you bring back samples or specimens. These can be anything from a few choice pieces of a carcass, to the shed scales of a fiend, to a complete corpse.*

*Furthermore, one of my priestly colleagues seeks to establish contact with some denizen of the Great Beyond whom he may trade with for hidden knowledge and spells. If you learn any names or leads as you search the magic-haunted remnants of the Collapsed Halls for such a contact, it would be most helpful.*



*Taldor, Now and Forever!*

*Baron Jacquo*  
*Baron Jacquo Dalsine*



# ★ REBEL YELL ★



The **Blue**, the **Gray**, and the **WHITE**

**YETISBURG IS A FAST-PACED, TWO-PLAYER CARD GAME THAT PITS THE SOUTH AGAINST THE NORTH IN BRUTAL BATTLE.**

ON THE BLOODY FIELDS OF PENNSYLVANIA IN 1863, two great armies collided to decide the fate of a nation. At the forefront of the battle stood the mighty Yetis, white-furred giants imported from the wilds of Canada to shred the opposing front lines.

**RECRUIT YOUR OWN YETIS TODAY AT [PAIZO.COM](http://PAIZO.COM)!**





# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME<sup>™</sup>

~~3.5 Survives!~~  
**3.5 Thrives!**

**50,000 BETA PLAYTEST DOWNLOADS**

**THE BIGGEST RPG EVENT OF THE YEAR**

**CORE RULEBOOK**

**AVAILABLE  
NOW!**

[PAIZO.COM/PATHFINDER](http://PAIZO.COM/PATHFINDER)



Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. ©2010 Paizo Publishing, LLC.





# PATHFINDER SOCIETY SCENARIO 42: ECHOES OF THE EVERWAR, PART II: THE WATCHER OF AGES

This Chronicle Certifies That

Player Name \_\_\_\_\_ A.K.A. \_\_\_\_\_  
Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

Has Completed This Scenario.

## Items Found During This Scenario

TIER  
7-8

1 dose of purple worm poison (Limit 3,700 gp)  
*Hand of the mage* (900 gp)  
*+1/+1 orc double axe* (4,360 gp)  
*Ring of counterspells* (4,000 gp)  
*Ring of protection +2* (8,000 gp)  
*Staff of swarming insects* (22,800 gp)  
*Wand of protection from arrows* (20 charges) (1,800 gp)

TIER  
10-11

*+1 shocking burst*/*+1 orc double axe* (20,360 gp)

TIER  
All

- ☐ Check this box if your PC recovered Meskhenet's staff  
☐ Check this box if your PC recovered Meskhenet's ring  
(Line through any items that were not recovered.)

## Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER	7-8	4,334
TIER	10-11	7,668
TIER		

MAX GOLD

## EXPERIENCE

Starting XP

+1 XP

Final XP Total

## Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

## GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #