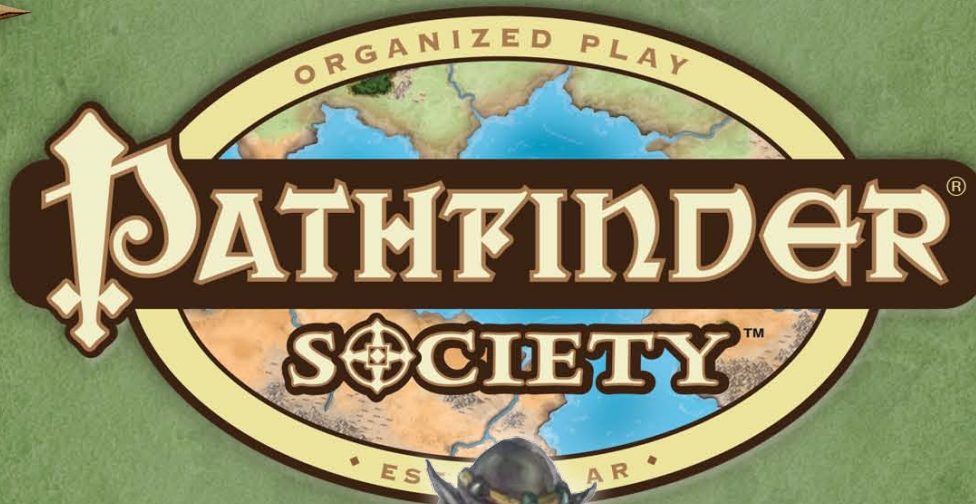


Pathfinder Society Scenario #3-07



ECHOES OF THE OVERWATCHED

By James F. MacKenzie



ECHOES OF THE OVERWATCHED

PATHFINDER SOCIETY SCENARIO #3-07

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Pathfinder Society Scenario #3-07: Echoes of the Overwatched is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, 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 20 of this product.

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ECHOES OF THE OVERWATCHED

BY JAMES F. MACKENZIE

The ancient halls of Blakros Museum, a structure of incredible antiquity, have witnessed many strange events over the centuries. The eccentric astrologer Ralzeros the Overwatched originally built this sprawling stronghold of black basalt carved from the bedrock of the Isle of Kortos as his sanctum and observatory. With his myriad astrological devices, Ralzeros observed the otherworldly forces that resided in the Dark Tapestry far beyond Golarion, and in turn, those forces watched him.

These unknowable beings of the cosmos went so far as to provide Ralzeros with an assistant, a ghoul known as the Devourer of Reason. Though the monster provided Ralzeros with numerous secrets of the void, when it betrayed him by feasting upon one of his favorite human assistants, the astrologer imprisoned the monster in one of his stronghold's numerous attic spaces, and the undead horror was promptly forgotten when Ralzeros disappeared not long after.

Now the enormous building belongs to the influential Blakros family, who converted the structure into a museum to display their various treasures. Rumors persist, however, that the place remains haunted by dark magic, and incidents of murder and madness remain seem drawn to the place. In recent years, the Decemvirate has made it into the museum curator's good graces by helping with numerous incidents, and the Society has taken this opportunity to look into more of the building's oddities and discover its secrets.

Recently, the museum's curator, Nigel Aldain, discovered a new layer to the catacombs that lie beneath the Blakros Museum, a layer containing a strange copper portal clearly of an ancient and magical nature. Where this portal leads remains a mystery, but when Nigel offered the Pathfinder Society the opportunity to send an agent to help research the matter, the Grand Lodge jumped at the chance, sending a Pathfinder named Anumet Akroster to help the curator in the search for a key to open the portal. Anumet proved a valuable asset in exploring the countless nooks and crannies of the museum, but his explorations proved to be his undoing, as he inadvertently stumbled upon and opened the chamber that bound the Devourer of Reason.

The Devourer of Reason ravaged Anumet's mind as it tore him to pieces, and saw that the Pathfinder intended to

WHERE ON GOLARION?

Echoes of the Overwatched takes place in numerous locations throughout Absalom, the City at the Center of the World. Throughout this scenario, the PCs will visit the Blakros Museum, which towers over the western skyline of the Wise Quarter, as well as one of the spires of Beldrin's Tower in the Precipice Quarter. To learn more about Absalom, see *Pathfinder Campaign Setting: Guide to Absalom* or *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in local bookstores and hobby shops, as well as online at paizo.com.



unlock the copper portal in the catacombs of the building (a door that the Devourer remembered as the entrance to a vault containing many potent wonders. Maddened by its long imprisonment and driven to wreak as much destruction as possible, the Devourer used Anumet's knowledge to locate a tome it knew would show it how to open the copper door, an ancient text entitled *History of the True Art*, which contained numerous cryptic entries written by Ralzeros himself. From this book, it learned that Ralzeros's feud with the mage Beldrin (whose towers can still be seen from the Precipice Quarter) may have stemmed from accusations that Beldrin stole one of Ralzeros's famed keys, keys that would allow whoever wielded them access to a portion of the many magnificent treasures and wonders in the expansive catacombs beneath his stronghold. Seeking to unlock the portal at any costs, the Devourer of Reason—disguised as Anumet—made haste toward the Tower of

the Horn in search of the key. Nigel, noticing the serious shift in Anumet's normally calm demeanor, reported the incident to the Pathfinder Society in hopes that they may be able to more fully investigate the matter.

SUMMARY

Venture-Captain Drandle Dreng orders the Pathfinders to investigate the fate of Anumet Akroster, who was sent there to aid Nigel Aldain in his search for a key to the mysterious portal within the museum's catacombs. The Pathfinders discover a haunted observatory in the museum that once imprisoned the Devourer of Reason. After confronting the tortured spirit of Anumet in the form of a haunt, they learn of the Pathfinder's grisly fate and gain possible clues about his slayer's goals, discovering that whoever is posing as Anumet took a book from the museum called *History of the True Art*.

In order to fully discover what exactly the Devourer plans, Nigel Aldain suggests that the party seek out the knowledge of the learned Maren Fuln at the Arcanamirium or perhaps try to locate another copy of *History of the True Art* at Forae Logos. The PCs then take to the streets in order to find out where the Devourer of Reason was headed when he fled the museum. Their search eventually leads them to the Tower of the Horn, one of three ruined towers that once belonged to the ancient wizard Beldrin. The Tower of the Horn is buried beneath the surf most of the time, and is only accessible at the tide's nadir. The PCs must enter the perilous tower and discover what their antagonist is up to before it is too late, all the while fighting back the monstrous inhabitants of the tower and solving its puzzles. The PCs finally encounter the Devourer of Reason in the treasure-filled vault of the Tower of the Horn; they must destroy the otherworldly monster to avenge Anumet and claim the key to the mysterious portal beneath the Blakros Museum, lest the Devourer use the portal for its own mysterious and destructive goals.

GETTING STARTED

Read the following to get the adventure underway.

Drandle Dreng's entrance is as understated as always at the meeting with him this morning. He carries stacks of papers and tomes, and shedding stray pages as he makes his way toward a large, cushioned chair; once seated, he greets you warmly.

"Welcome, welcome, glad to see you've made yourself at home. No point in beating around the bush, since I'm sure you're all very curious why I called you here today, hm?"

"As you may or may not know, the Society has been bolstering its influence with the esteemed Blakros family for some time now, and have assisted them and their famous museum with various incidents over the past few years—discovering several

new levels of catacombs in the process.

"Just recently, the Blakros Museum's curator, Nigel Aldain, informed us that he'd discovered a mysterious portal within the building's vast catacombs, and sought information regarding how to open it. We sent one of our agents, a man by the name of Anumet Akroster, to help research the matter further, which involved delving into the various attics and crawlspaces of the Blakros Museum in search of clues that might lead to the whereabouts of the portal's key.

"Earlier today, Nigel showed up here, claiming that something was wrong with Anumet. It seems that the Pathfinder set off some sort of curse or trap while poking around in the place's attics and was acting strangely, and now he can't be found at all. I need you to head to Blakros Museum and get to the bottom of this. Find Anumet, and if he has gotten himself into irreparable trouble, you'll also need to take up where he left off and find that key."

PCs who have ranks in Knowledge (history) or Knowledge (local) may be able to recall information about Blakros Museum before making their way to the famous building. This knowledge can provide important clues about future events in this scenario. Let the PCs make the following checks, and consult the information below.

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.

15+ The mad astrologer Ralzeros the Overwatched built what is now 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.

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.

15+ 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.

20+ Many pieces in the Blakros's collection are connected to the Dark Tapestry or other otherworldly horrors studied by Ralzeros.

ACT 1: THE BLAKROS MUSEUM OBSERVATORY

By the time the PCs get to the museum, Nigel Aldain is standing outside waiting to meet them. Nigel may recognize some of the PCs from previous encounters at the Blakros Museum. Once the worried curator verifies that the party members are indeed Pathfinders, he explains his concerns to the PCs and tries to answer any questions they might have regarding the situation.

Nigel Aldain has a disturbed expression, but looks slightly relieved now that help is at hand. "Thank the gods you're finally here. It would appear something quite bizarre has happened to my new Pathfinder-turned-assistant, Anumet Akroster, while we were researching the key to the newly discovered portal beneath the museum. I had warned Anumet that many corners of the museum hold mysteries that, as of yet, have never been looked into, but I'm afraid something got to him all the same, as the last time yesterday I saw him he was acting quite strangely, and he failed to return today. I fear something evil in the attics of the museum may have cursed him."

The PCs will likely have questions for Nigel. He'll help them any way he can, but won't accompany them as they check the museum's awkward crawlspaces and drafty attics where Anumet was working. Below are answers to some of the most likely questions the PCs may have for the curator.

What happened to Anumet? "Anumet was exploring the museum's attics and towers looking for clues about the key to a newly discovered portal in the museum's catacombs. This morning, he went up to the attic for a long time, and when he came down, he acted strangely, as if he didn't recognize anyone. His voice was hoarse and the words he used were bizarre and archaic. He kept rambling about Ralzeros the Overwatched, but nothing he said made sense.

"He made for the catacombs and stared at the portal we've been trying to unlock for some time. I don't think he realized I was still there, and I followed him around the other areas in the catacombs, where he seemed to be desperately searching for something. When he couldn't find it, he was furious. Anumet avoided me after that, but I saw him look something up in our copy of Jackdaw's *History of*

the True Art, a book about famous wizards and astrologers. He took the book with him and ran out of the museum. I didn't dare follow him, and haven't seen him since."

What's in *History of the True Art*? "I don't really know. It does discuss Ralzeros the Overwatched quite a bit. Forae Logos is the only other place I can think that would have a copy."

What are the attics and towers of the museum used for? "They're too rickety and awkward for any practical use these days, but they've been there since the Blakros family bought the place. Tales say that Ralzeros the Overwatched put machines there that he used to observe the stars and heavens above. Judging by how strangely everything up there is laid out, I suspect that the stories are right when they say he was insane."

Where did Anumet go after he left the museum? "I have no idea. Before he left, he was muttering something about Ralzeros's duel, but he was hunched over and wouldn't look at me when I tried to ask what he was talking about."

Exactly where in the attics did Anumet go? "I'm not sure, but you might be able to follow his trail in the dust. The attics are filthy."

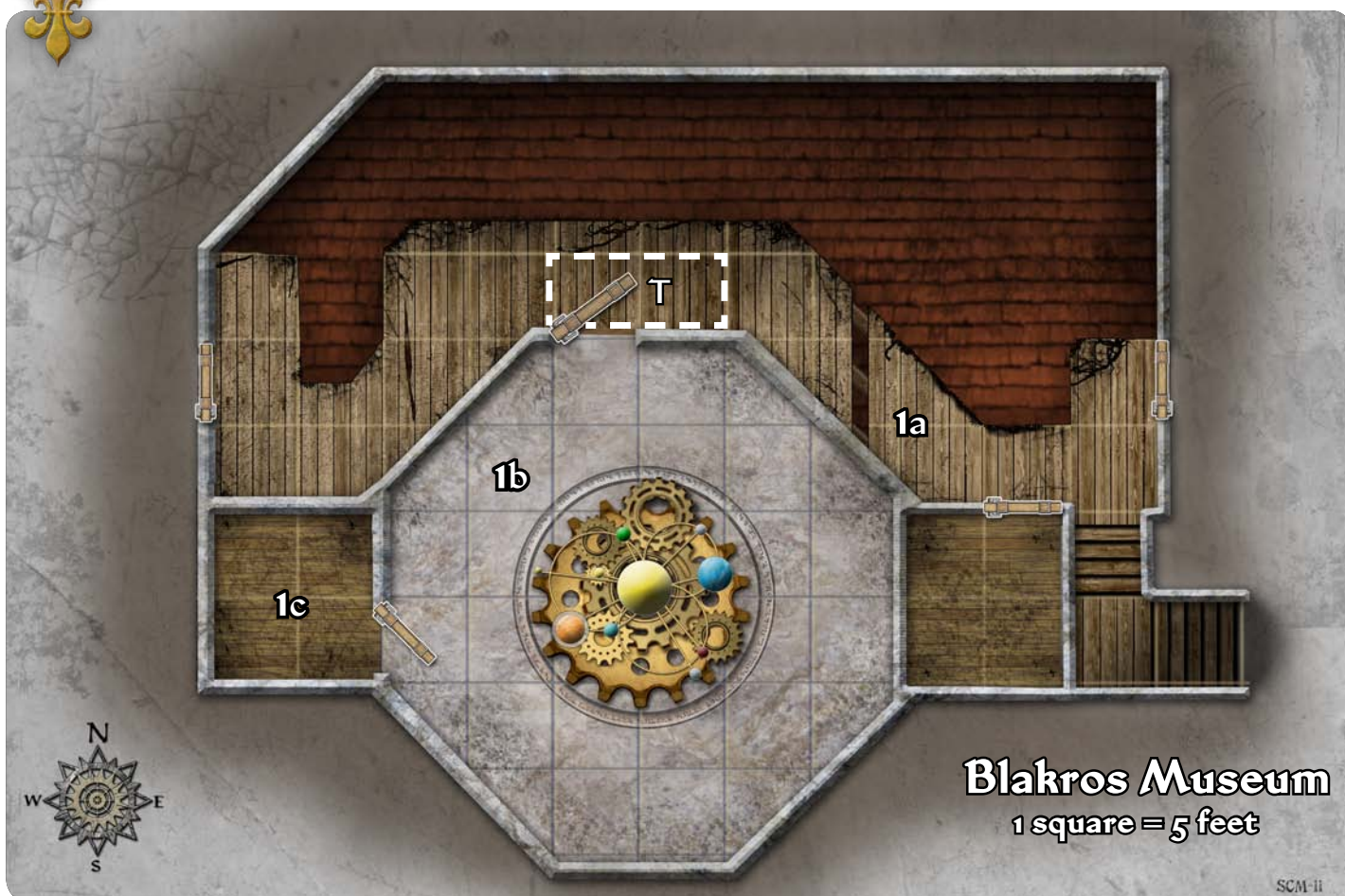
What do you know about the portal in the catacombs? "It was discovered a couple days ago when the museum's workmen were clearing the basement levels out to store more of the Blakros family's treasures. It's a door a bit bigger than a human, and its bizarre decorations made my stomach churn just looking at them. You're welcome to have a look for yourself if you wish."

Some incurious PCs may not stop to ask questions. If the PCs seem to be looking in the wrong places for clues, Nigel follows them for a short while and provides some of the information that would have been answered above.

If the PCs ask to see the newly discovered portal, Nigel leads them down into the catacombs, revealing a passageway hidden behind apparently solid stone. At the passage's end stands a gleaming doorway, copper in color, inlaid with malachite, and covered with intricate arabesques. No obvious handle or lock is visible. Those who study the portal for more than a few minutes have the uncomfortable sensation that its decorations are slowly moving.

While the Blakros Museum's major structural members are shaped from solid stone, the supports used on the upper levels are made of wood. Some of these beams are so aged and fragile that the museum's upper chambers were sealed away years ago to prevent collapse. The stairs that accessed the upper floors were removed and the exhibit halls remodeled to eliminate all sign of them.

A rickety ladder currently stands in the museum's storage room, leading up to a square hole in the ceiling's decorative plasterwork. Anumet used the ladder—kept



so workers could access the building's decrepit upper stories—to explore the museum's attics.

1a. The Walkway (CR 1 or CR 3)

PCs who ascend the ladder in the storage room find themselves in an ill-conceived maze of crawlspaces, attics, and tower chambers, each connected by stairs, ladders, and cramped walkways.

Reeking of vermin droppings, sagging walkways and cramped stairwells connect the museum's winding upper levels. Stifling heat fills the sealed-off rooms and crannies, and cracked and rotten boards pop and creak at the slightest touch. Dry-rotted debris lies heaped atop broken furniture and shattered crates in the long-disused chambers. Boot prints make an uncertain and winding trail through the thick dust on the attic's floors.

PCs trying to follow the trail Anumet's boot prints left in the thick dust can easily do so, and soon find a secret door that now stands ajar, seeming to open out of an age-whitened leaden frieze along one tower's stone flank.

Trap: The 10-foot-long section of walkway in front of the secret door is particularly treacherous, time having worn it down to nearly collapsing. If more than one Medium

creature (or more than two Small creatures) stands on the decrepit walkway at once, it collapses, dropping victims onto the lath and plaster ceiling of the exhibit hall below. In Subtier 1–2, the ceiling holds, but in Subtier 4–5, unfortunate PCs continue to crash through, taking additional damage.

Subtier 1–2 (CR 1)

ROTTEN WALKWAY CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset none

Effect 20-ft.-deep pit (2d6 falling damage); DC 17 Reflex avoids; multiple targets (all targets in a 5-ft.-by-10-ft. area)

Subtier 4–5 (CR 4)

ROTTEN WALKWAY CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset none

Effect 40-ft.-deep pit (4d6 falling damage); DC 21 Reflex avoids; multiple targets (all targets in a 5-ft.-by-10-ft. area)

Mission Notes: A DC 16 Perception check allows a PC to notice an old record book fallen 20 feet below the rickety walkway. It chronicles House Blakros's dealings in Osirion, including several incidents where family members undermined Pathfinder interests in the area. Grand Lodge faction PCs who retrieve this text and return it to the museum's archives without alerting Nigel receive 1 Prestige Point.

1b. The Orrery (CR 3 or CR 6)

Read the following aloud when the PCs enter the orrery.

Strange, organic-looking patterns wind across the walls and ceiling of this chamber, and the stone walls look as though they had grown winding tendrils that enshroud the area. At the chamber's center stands a massive, rust-covered device of gears and arms about fifteen feet across. The end of each arm supports a different colored sphere. Strange projections and barbed arrows point through each of the globes, their directions seemingly random. Opposite from the chamber's entrance, a naked and clearly dead body is impaled by a rust-red arrow. The corpse faces a gray, wooden door, which stands ajar.

PCs who succeed at a DC 15 Knowledge (arcana) or Knowledge (geography) check recognize the device as an orrery depicting Golarion's known solar system.

Haunt: Anumet's gruesome death left his tormented spirit trapped, replaying his terror-filled final moments over and over. Anyone who enters the chamber triggers the haunt in the center of the room.

Subtier 1–2 (CR 3)

THE DEVOURER'S PREY

CR 3

CE haunt (30-ft. chamber)

Caster Level 3rd

Notice Perception DC 18 (to hear the sound of brains being eaten)

hp 6; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, Anumet's wounds begin to sizzle and turn green; acid bursts from the corpse and strikes the nearest creature as though with *acid arrow* (ranged touch attack +3; 2d4 damage per round for 2 rounds). All creatures in the area of the haunt are exposed to a horrific vision that invades their minds. In the vision, a withered humanoid figure with an elongated, pointed tongue bursts forth from the gray door and grabs the then-living Anumet, subsequently tearing him apart with its jagged claws and teeth. As the terrifying vision fades, the monster hisses, "The gate shall soon open!"

Destruction Anumet's body must be removed from the orrery and given a proper burial.

GM TIP: HAUNTS

Haunts are residual undead manifestations that function similarly to traps. When a haunt is triggered, it activates at initiative rank 10 in the surprise round. Any PC who notices it can act on his own initiative in the surprise round. Normally, a PC can only make a notice check when a haunt manifests, but spells such as *detect chaos/evil* or *detect undead* grant a free Perception check at a –4 penalty prior to the haunt's activation. Unless the haunt is reduced to 0 hit points by taking positive energy damage before acting in the surprise round, its effects occur as listed. A persistent haunt (such as the Subtier 4–5 version in this scenario) acts each round on initiative rank 10 until it is neutralized or destroyed. Haunts are mind-affecting fear effects, and immunity to such effects grants immunity to a haunt's direct effects, but not indirect effects resulting from a haunt's attack. For more information on haunts, see pages 242–243 of the *Pathfinder RPG GameMastery Guide*.

Subtier 4–5 (CR 6)

THE DEVOURER'S PREY

CR 6

CE haunt (30-ft. chamber)

Caster Level 6th

Notice Perception DC 22 (to hear the sound of brains being eaten)
hp 12; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, Anumet's wounds begin to sizzle and turn green; acid bursts from the corpse and strikes the nearest creature as though with *acid arrow* (ranged touch attack +6; 2d4 damage per round for 3 rounds). Until it is neutralized or destroyed, the haunt continues to strike another creature with its *acid arrow* every round after the first. All creatures in the area of the haunt are exposed to a horrific vision that invades their minds. In the vision, a withered humanoid figure with an elongated, pointed tongue bursts forth from the gray door and grabs the then-living Anumet, subsequently tearing him apart with its jagged claws and teeth. As the terrifying vision fades, the monster hisses, "The gate shall soon open!"

Destruction Anumet's body must be removed from the orrery and given a proper burial.

Development: The rust-covered orrery's jagged barbs and warped gears have kept Anumet's remains from collapsing to the floor, and a quick examination of the bloody corpse reveals horrifying wounds that could not possibly have been caused by the machine itself. A DC 10 Heal check is enough for a PC to see that something has feasted upon the corpse, devouring much of its skin and cracking the skull open to devour its contents. Anumet's clothing and effects are nowhere to be seen. A DC 12

Knowledge (religion) check identifies the claw and bite marks covering the body as typical of a ghoul's victims. A DC 20 Heal check reveals that Anumet's body is partially frostbitten in places.

Treasure: The doorknob to the vault that served as the devourer's prison is made of clear crystal with a chunk of sapphire inside; the entire piece is worth 114 gp. A tiny golden statuette sits within the orrery's rust-choked mechanisms, caught between two gears. It depicts a bizarre, apparently formless creature covered with eyes and tendrils. It can be sold to a broad-minded collector for 199 gp in Subtier 1–2 and 1,240 in Subtier 4–5. Additionally, the orrery itself is worth 912 gp in Subtier 1–2 and 3,576 gp in Subtier 4–5, if sold to the right astronomer.

Mission Notes: Silver Crusade faction PCs who neutralize the haunt and give Anumet's body a proper burial receive 1 Prestige Point.

Rewards: If the PCs destroy, neutralize, or otherwise survive the haunt, reward each subtier thusly:

Subtier 1–2:

Give each PC 102 gp.

Subtier 4–5:

Give each PC 411 gp.

1c. The Devourer's Prison

Read the following when the PCs enter the devourer's prison.

Scattered scraps of parchment and torn bindings cover the floor of this small chamber. Scratched glyphs cover its stone walls and even span part of the ceiling. A foul reek hangs in the air, like the stench of something long dead.

After the Devourer of Reason consumed one of Ralzeros's favored apprentices, the wizard magically bound his otherworldly advisor and minion within this isolated chamber. He had planned to punish it later and bend the thing to his will, but his sudden disappearance left the Devourer of Reason trapped and forgotten. Over the long years of its imprisonment, the ravenous monster scrawled its madness-induced thoughts on the walls, most of which detail revenge plots against Ralzeros. PCs who can read Aklo or who make a successful DC 25 Linguistics check can read the scrawled messages, learning the beast's name as well as its desire to unleash further horrors from the Dark Tapestry upon Golarion, though its exact plan remains a mystery.

If the PCs inform Nigel of their gruesome findings, the curator urges the party to find out what the murderous thing masquerading as Anumet hoped to find. He offers to search for more clues in the Blakros archives and recommends the PCs either find Jackdaw's *History of the True Art* in the libraries of Forae Logos, or visit the Arcanamirium to

consult Maren Fuln, a wizard who has become quite well versed in Absalom's history in the past few years. Parties that report back to the Grand Lodge are ordered to track down Anumet's killer using whatever skills they have at their disposal, as well as find out what the undead monster was so adamantly seeking when it left the museum.

Mission Notes: Qadira faction PCs will want to surreptitiously study the records kept in the museum's offices. A DC 18 Bluff check distracts the museum staff long enough for faction members to find the names they seek. More straightforward PCs may persuade the office clerks to cooperate with a successful DC 20 Diplomacy check or a 20 gp bribe. Qadira faction PCs who gain access to these records receive 1 Prestige Point.

ACT 2: ON THE DEVOURER'S TRAIL

At this point, the PCs need to discover the Devourer of Reason's specific intentions in order to track it down. PCs can go about this in a number of ways—they can seek the tome called *History of the True Art* in the archives of the expansive Forae Logos, consult Maren Fuln at the Arcanamirium, canvass the streets to gather information, or look wherever else they think they might find some clues.

Presented below are some of the most likely routes the PCs may take to find information regarding Ralzeros the Overwatched, the history of the Blakros Museum, and the possible whereabouts of the Devourer of Reason.

The Arcanamirium

Following precise directions through the complex and winding streets of the expansive Arcanamirium to find Maren Fuln is far from a simple task, as the journeyman is still largely unknown in the massive school and simply asking for his whereabouts garners few results. Students and faculty of the school try to help lost adventurers as best they can, but the PCs must succeed at a DC 15 Diplomacy (gather information) or Knowledge (local) check in order to find the exact whereabouts of the journeyman mage in a timely manner.

When they eventually find **Maren Fuln** (N male human wizard 6) in one of the arcane laboratories of the school, the PCs may be surprised to see numerous younger wizards hustling about while Maren sits on a cushioned chair and reads a book. As a journeyman, Maren is entitled to grant a number of students fee waivers in return for aiding him in his studies. Unfortunately for his aids, Maren has taken to abusing his power somewhat, and threatens to revoke the students' scholarships if his every whim isn't met. This attitude has become apparent in nearly all of Maren's social dealings, and thus the wizard is very difficult to talk to, let alone extract information from.

While getting Maren's attention is simple enough, extracting the appropriate information from him may prove a more daunting task. Maren won't listen to an entire group yammering at him; he only listens to one or two PCs, soon becoming irritated if more than this number approach him, as the group interferes with his aids' activities and distracts him from his reading. It takes a DC 17 Diplomacy check to extract the appropriate information from Maren. Inspired roleplay or other PCs offering to help with the aids' various tasks may also sway Maren if diplomatic persuasion fails. If the PCs mention the strange portal beneath the museum, a spark of recognition ignites in Maren's eyes, and the young wizard knows instantly just what the Devourer of Reason is looking for, revealing the following information (read out loud or paraphrase).

"Absalom legend tells that Blakros Museum was once the mighty stronghold of an astrologer called Ralzeros the Overwatched. He watched the stars with his weird machines, and some say he was able to communicate with the otherworldly beings of the Dark Tapestry, the black spaces between the stars.

"Ralzeros's rival was a prominent mage named Beldrin. After a significant feud between the two, Ralzeros disappeared. It is thought that this feud arose when Ralzeros accusing Beldrin of stealing a key to one of Ralzeros's many chambers, which contained the wondrous magical tools he used to watch and be watched by the stars.

"If Beldrin did steal a key to Ralzeros's magical chamber, he most likely hid it in one of his three towers, which once stood on a promontory near what is now the Precipice Quarter. Only one tower remains standing—the Tower of the Broken Shield, commonly called Beldrin's Tower. The Tower of the Candelabra has sunk deep beneath the water. The Tower of the Horn fell to the base of the bluff; it remains half-flooded at all times and is only accessible during an extremely low tide. He most likely hid it in the Tower of the Horn, which is said to have held the keys to many of the chambers in his other spires."

The Tower of the Horn rests at the base of the cliff that gives the Precipice Quarter its name, and is only accessible at low tide during a full or new moon, when the tide is low enough to allow daring adventurers to explore its various levels. Maren suggests that the Pathfinders hasten to the Tower of the Horn to apprehend their ghoulish antagonist, so they reach it just as the tide is going out (see the sidebar The Tower and the Tides on page 11 for more information).

This information should be enough to spur the PCs onward to the next act. If not, they can continue to look for clues around town, learning hints from the sections below.

Mission Notes: Taldor faction PCs may be interested in examining some of Maren Fuln's letters to his mysterious lover, rumored to be of royal Taldan descent. Maren hardly keeps his admiration for this mystery woman discreet,

INVESTIGATING OFF THE RAILS

The PCs might go about collecting their clues in any number of ways, and you should try to provide them with the clues below even if they search for clues in an entirely unpredictable way (as long as their method of search makes sense, of course). This particular act serves two purposes: it shows the PCs the rich and dynamic city of Absalom and its citizens, and simultaneously gives the adventurers an opportunity to discover more about the history of Blakros Museum and its strange previous inhabitants via their own methods. While groups who love roleplaying may especially enjoy the open-ended nature of this investigation, you should feel no obligation to make this act last any longer than the players would like, especially if your group would rather just move on to the next combat encounter and the rest of the scenario. Regardless of how you choose to run this act, keep in mind the amount of time the PCs spend investigating the Devourer of Reason in order to keep the scenario moving at a regular pace.

and actually has a stack of such letters piled on a scroll rack next to the chair he sits on. They can be identified immediately by their royal purple ink and gold-flecked seals. Fortunately for any PCs hoping to sneak a peak, Maren is secretly flattered that someone is interested in his relationship with his mystery lover, who he claims to be Princess Eutropia herself! If he believes the PCs are from Taldor, he intentionally gives them chances to look at his letters (making it easy to purloin one or two); on the other hand, if the PCs aren't from Taldor (or if they somehow snub his lover's homeland), he watches his visitors with hawklike vigilance, and a successful DC 22 Stealth, Bluff, or Sleight of Hand check is needed to abscond with anything. Upon a quick scanning of them, it becomes apparent that his lover is not in fact the Princess Eutropia at all (or any member of Taldan royalty), and the letters are badly forged.

Forae Logos

If the PCs visit Forae Logos—among the largest libraries in the world—to search for another copy of *History of the True Art*, they need to talk to **Brivit Nae** (LN female human bard 7/lore master 5), the library's Head Librarian and Guildmaster of the Scrivener's Guild. For a modest price (5 gp), she sees to it that her scribes make a copy of the tome for the PCs, which reveals the same information as if the PCs had talked to Maren Fuln in the Arcanamirium.

Mission Notes: Sczarni faction PCs who leave the book of Sczarni legends and folklore in the library without getting caught (requiring a DC 15 Sleight of Hand check) earn 1 Prestige Point.

Hitting the Streets

PCs who didn't get information from Maren Fuln or Forae Logos may choose to seek additional leads around Absalom. Fortunately for them, the Devourer of Reason wandered throughout the city without renewing its magical disguise, piquing the interest of many passersby. Hiding its withered features beneath a waxen mask and Anumet's hooded robe, it meandered toward the Precipice Quarter.

While tracking the Devourer, the PCs may encounter a wide variety of people. A few of Absalom's citizens are detailed below to accommodate such encounters. Have the players roll a series of DC 20 Knowledge (local) or Diplomacy (gather information) checks. Each successful check provides one clue. The following clues should be given in the order that they're presented, but they may be provided via any of the NPCs detailed in the Key Absalom Citizens section below.

A suspicious figure was asking about ways to enter the Tower of the Horn. "This spooky guy like the one you're talking about wanted to know how he could get to the Tower of the Horn without using the road. His hood hid his face, but I could see that when he talked, nothing moved, like it was a mask. I didn't really understand what he meant, but I figured he wanted to go to the Precipice Quarter. He was creeping me out, so I told him to go talk to some of the Low Azlanti in Giltown just to get rid of him."

A gillman was seen leading a cloaked figure to the Tower of the Horn. "There's this gillman everybody calls Anchor—nobody knows his real name. He's shady, even for a gillman, and willing to do anything to make a few coins. I saw him whispering with somebody like the guy you described, and afterward they went off toward the Precipice Quarter. I don't know why he'd need a gillman to show him the way, unless he was trying to get to some place underwater or something."

A cloaked figure was seen climbing down the side of the Precipice Quarter with a gillman. "Earlier today, I saw your guy with a gillman in the Precipice Quarter. Don't ask me why I was there. Anyway, they were acting real shifty, and they must not have known I was watching, because they began to climb down the side of the cliff there toward the fallen tower in the water. I have no idea why they were going to the tower in the sea when there's a perfectly good one still on the top of the cliff, but that's what I saw all the same."

Key Absalom Citizens

Below are three citizens who might provide some of the clues above.

Scarin Saloli, female Varisian fortune-teller: Although she was actually born and raised in Absalom, this middle-aged card reader affects a thick Varisian accent. She insists on reading the PCs' futures in her Harrow deck before

sharing any information, but presents even the most ominous of portents in a positive light. Although she offers to read the cards for free, Scarin shouts curses in Varisian at anyone who doesn't tip her at least a few silver pieces after they've received a reading.

Boils Caralne, male halfling shiver addict: Known only as Boils, this drug addict has realized the cost of his addiction too late. His health is ruined and his family and friends have abandoned him. A lingering case of filth fever adds to his misery. Boils gladly assists anyone who shows him kindness, gives him a decent meal, helps treat his disease, or offers him some of the illicit drug he craves.

Pakinsa Strongbow, female Taldan mercenary: A hard-drinking sailor, brawler, and sellsword, Pakinsa is trying to make an honest living as a guard or soldier. Unfortunately, she got on the wrong side of some well-known merchants, and has been blackballed in her efforts to acquire a job in the only occupations she knows. Despite her diligent efforts, finding work has proven difficult. She freely offers what she knows, but asks the PCs to promise to send word if they learn of any opportunities for honest work.

ACT 3: THE SPIRE IN THE SURF

Getting to the Precipice Quarter is easy enough, but this abandoned section of Absalom is not a safe place for travelers during the night. If the PCs take the main road that leads into the district during the afternoon or evening, they'll be warned by members of Eastgate's Post Guard that nobody is allowed out of the Precipice Quarter between dusk and dawn, so if they go in now they'll likely have to wait until morning to get back in.

Getting into the Tower

Churning waves break against jagged rocks where the Precipice Quarter meets the sea, a chaotic maze of stone and coral with neither level ground nor shelter from the ocean's destructive power. In the midst of this chaos lies the fallen Tower of the Horn jutting out of the shallow surf, its smooth, ivory surface now adorned with seaweed, coral, and barnacles.

From the top of the cliff in the Precipice Quarter overlooking the Tower of the Horn, the PCs have to follow the Devourer's route down the side of the sloping bluff by climbing the jagged rocks. With ropes, characters can follow the descent taken by the Devourer with a successful DC 5 Climb check and can assist each other while making these checks.

The tide should be going out by the time the party reaches the base of the tower, and the entrance to the tower—a jagged breach in the wall—soon becomes visible. Any other entrances the tower once possessed now lie choked beneath tons of debris, hidden deep beneath the sand.

3a. Entrance (CR 3 or CR 6)

Read the following aloud when the PCs enter the tower.

Half of this chamber's floor is covered in seawater, and the tower reeks of brine and the lingering smell of death. Three doorways lead to other chambers in the tower, the wooden doors having long rotted off their hinges. The southernmost portal is almost half-submerged beneath the cold water. A large, circular hole gapes from the ceiling to the north, with a long rope dangling down from the dark chamber above, and another hole opens in the floor directly below it.

The tower lacks any windows and any torches that once adorned its sconces have long been lost or ruined, so the PCs need to provide their own light sources in the otherwise pitch-black tower. The rooms' ceilings are 20 feet high, and though the tower has retained much of its structural integrity, the inside is covered in barnacles and seaweed.

The angle at which the tower is tilted would normally make it difficult to move around in, but the coral- and barnacle-encrusted floors provide enough traction that creatures can move at their full speeds on the dry parts of the floor. Most of the spaces covered in water are treated as difficult terrain, but the water level in the southernmost chamber is about 4 feet deep; for the purposes of tactical movement, treat the water in that room as a deep bog (*Pathfinder RPG Core Rulebook* 427).

Creature: In the underwater chamber to the south lurks an evil merrow by the name of Nishoril. The monster saw the ghoul go into the tower and followed him in, hoping for a fresh meal. The ghoul escaped the merrow by squeezing through a crack in the wall of area 3b and up the broken staircase in area 3f, and the merrow hid in waiting in the southernmost room, hoping that other creatures would follow or the ghoul would eventually come back down.

Subtier 1–2 (CR 2)

NISHORIL	CR 2
Young female freshwater merrow (<i>Pathfinder RPG Bestiary</i> 2 189, 293)	
NE Medium humanoid (aquatic, giant)	
Init +6; Senses low-light vision; Perception +5	
DEFENSE	
AC 18, touch 16, flat-footed 12 (+6 Dex, +2 natural)	
hp 22 (4d8+4)	
Fort +5, Ref +7, Will +3	
OFFENSE	
Speed 40 ft., swim 40 ft.	
Melee 2 claws +5 (1d4+2 plus grab)	
Ranged javelin +9 (1d6+2)	
TACTICS	
Before Combat Nishoril lies in waiting in the chamber south	

THE TOWER AND THE TIDES

The Tower of the Horn is normally only accessible during the extremely low tide of a full or new moon, meaning there are only a few times each month when outsiders can find their way to the entrance. During the rest of the month, the tower's only entrance for most characters—a breach in the wall—remains under at least 10 feet of water.

Since this scenario is meant for low-level characters, PCs probably don't have access to spells such as *teleport* or *water breathing* yet, and so it would be difficult for them to get inside the tower any other time except during an extremely low tide. Though this scenario is meant to take place over the course of a single day, PCs who take unexpected detours may end up chasing down the Devourer of Reason for longer than that. As long as the PCs get to the tower in a reasonable time (the first or second night, most likely), whenever they end up trying to enter it should be treated as an extremely low tide for the purposes of expediting and not over-complicating the scenario with an in-game time limit.

of area 3a. She waits until the entire party is within the chamber before striking, blocking their exit.

During Combat The merrow targets the weakest looking PC first, focusing her attacks on one creature at a time.

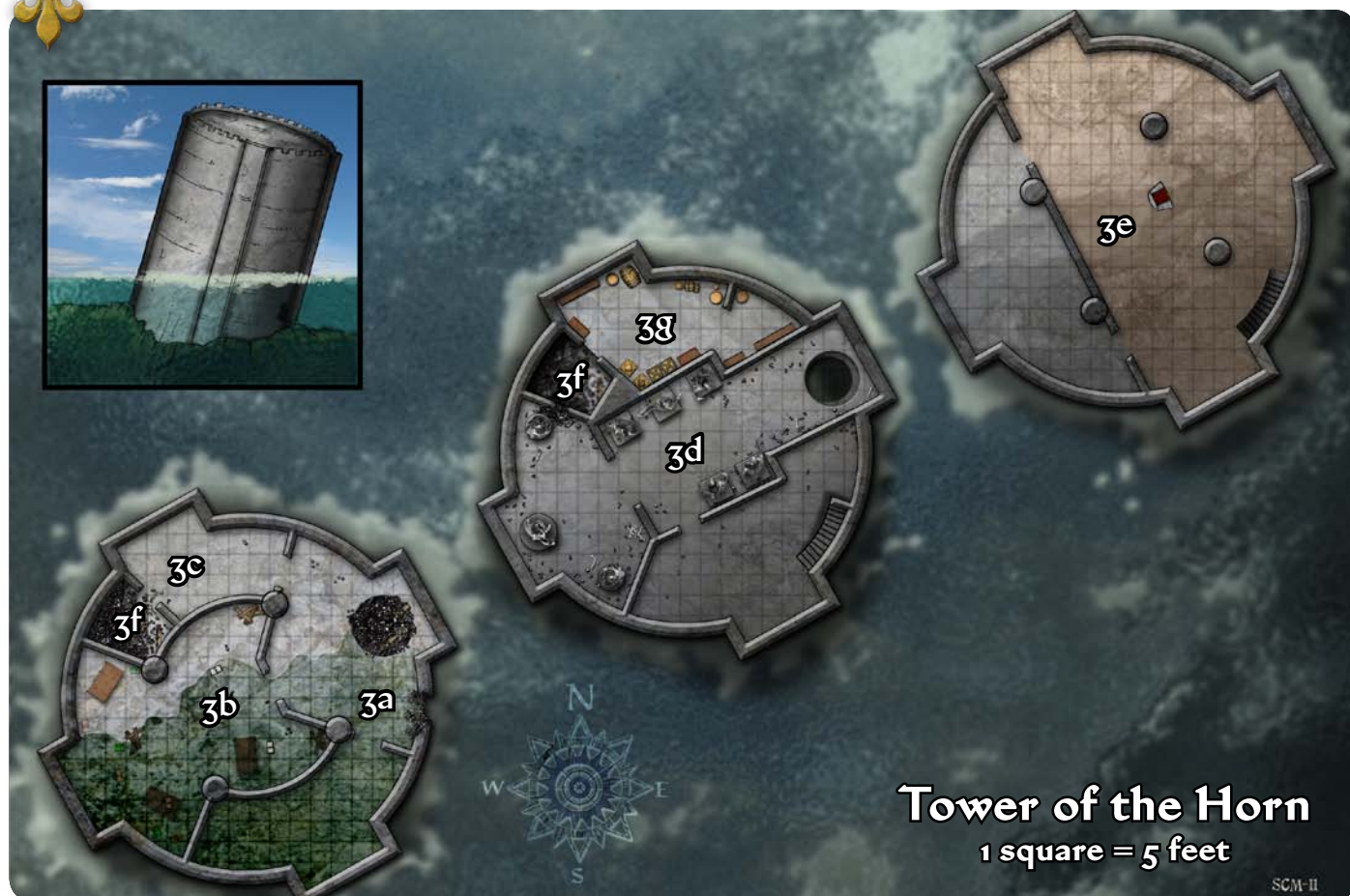
Morale Nishoril hasn't had a good meal in a long time, and fights to the death.

STATISTICS

Str 15, **Dex** 22, **Con** 13, **Int** 6, **Wis** 10, **Cha** 7
Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 21
Feats Iron Will, Power Attack
Skills Perception +5, Stealth +6 (+10 in water), Swim +10;
Racial Modifiers +4 Stealth in water
Languages Giant
SQ amphibious
Gear javelin

Subtier 4–5 (CR 5)

NISHORIL	CR 5
Young female saltwater merrow (<i>Pathfinder RPG Bestiary</i> 2 189, 293)	
NE Large humanoid (aquatic, giant)	
Init +5; Senses low-light vision; Perception +7	
DEFENSE	
AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, –1 size)	
hp 59 (7d8+28)	
Fort +9, Ref +7, Will +4	
OFFENSE	
Speed 40 ft., swim 40 ft.	
Melee 2 claws +10 (1d6+5 plus grab)	



Tower of the Horn

1 square = 5 feet

SCM-II

Ranged javelin +9 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat Nishoril lies in waiting in the chamber south of area 3a. She waits until the entire party is within the chamber before striking, blocking their exit.

During Combat The merrow targets the weakest looking PC first, focusing her attacks on one creature at a time.

Morale Nishoril hasn't had a good meal in a long time, and fights to the death.

STATISTICS

Str 21, **Dex** 20, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 26

Feats Iron Will, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Perception +7, Stealth +4 (+8 in water), Swim +11; **Racial**

Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

Gear javelin

Development: PCs who make a DC 15 Knowledge (dungeoneering) check recognize among the rubble in the circular hole in the floor the remains of a stone staircase, and can deduce that the cylindrical shaft once held a

spiral staircase. The staircase has long been destroyed, and whoever managed to make it up the shaft left a rope. It's clear with just a glance that the level below is firmly blocked by rubble which would take many hours and many more hands to move, and the glimmer of water through the cracks in the gravel suggests that level is entirely flooded anyway.

The rope dangling from the hole in the ceiling was left by previous adventurers who managed to make it up to the next floor. The rope is old, but is made of sturdy hemp, and won't break as long as only one creature tries to climb it at a time. The other end of the rope is fastened to the easternmost statue in area 3d, and because it hangs so far from the northeastern wall in area 3a, creatures cannot use the wall to brace themselves against as they climb up, and must succeed at a DC 15 Climb check each round to make progress.

Treasure: In Subtier 1–2, 503 gp lies scattered around the merrow's lair, the remains of a small fortune in a fallen explorer's satchel. In Subtier 4–5, this fortune comprises 1,788 gp.

Mission Notes: Andoran faction PCs who strike the fear of Andoran into Nishoril's heart (either by announcing their nationality in Giant, making a successful Intimidate

check while showing an item bearing Andoran's flag, or through some other means) before ensuring she is slain earn 1 Prestige Point.

Rewards: If the PCs discover the loose gold in the merrow's lair, award each subtier thusly:

Subtier 1–2:

Give each PC 83 gp.

Subtier 4–5:

Give each PC 298 gp.

3b. Workroom (CR 2 or CR 5)

Read the following aloud when the PCs enter this room.

Stone shelves once crowded this chamber, but most have broken loose and lie in crumbled fragments on the floor. Desks, easels, and ruined books litter the floor, and patches of algae grow on the walls and floor.

PCs who succeed at a DC 20 Survival check notice that something recently disturbed this chamber, knocking several stone shelves loose and reducing them to a heap of rubble on the chamber floor. The Devourer retreated this way, attempting to evade the merrow's half-hearted attacks (the ghoul didn't smell very appetizing). It squeezed through a crack in the wall between this chamber and area 3f, but its additional weight on the staircase was too much for the weakened supports. The staircase collapsed, blocking the narrow crack with 1,500 pounds of fallen stone.

Creatures: In the southwestern corner of this room, a family of reefclaws have made their lair here, where they normally capture fish who wander into the tower at high tide. The reefclaws didn't attack the merrow and ghoul—who appeared far stronger and much less appetizing to them anyway—but they attack any PCs who wander into this room.

Subtier 1–2 (CR 2)

IMMATURE REEFCLAWS (3)	CR 1/2
Young reefclaw (<i>Pathfinder RPG Bestiary</i> 2 234, 293)	
CN Tiny aberration (aquatic)	
Init +7; Senses darkvision 60 ft., low-light vision; Perception +6	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 size)	
hp 9 each (2d8)	
Fort +0, Ref +3, Will +4	
Defensive Abilities ferocity; Resist cold 5	
OFFENSE	
Speed 5 ft., swim 40 ft.	
Melee 2 claws (1d3–2 plus grab and poison)	
Space 2-1/2 ft.; Reach 0 ft.	
Special Attacks death frenzy, constrict (1d3–2)	

OPTIONAL ENCOUNTER

If less than 2 hours remain to complete the scenario, remove the reefclaws from area 3b, leaving the cracked carapaces and corpses of the creatures (letting it be assumed that the merrow ate them).

TACTICS

Before Combat The reefclaws wait until the entire party has entered the chamber or one of their foes has its back turned before they attack, surrounding their enemies to block the exit.

During Combat Silently drifting from the watery recesses of the southernmost chamber, they pounce from the water and grab their prey.

Morale The reefclaws fight to the death.

STATISTICS

Str 6, **Dex** 17, **Con** 10, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** –3 (+5 grapple); **CMD** 10 (can't be tripped)

Feats Improved Initiative

Skills Perception +6, Swim +6

Languages Common (can't speak)

SQ amphibious

SPECIAL ABILITIES

Death Frenzy (Su) When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which may be another reefclaw).

Grab (Ex) A reefclaw can use its grab ability on a target of any size. Reefclaws have a +8 racial bonus on grapple checks; this bonus replaces the normal +4 bonus a creature with grab receives.

Poison (Ex) Claw—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Subtier 4–5 (CR 5)

GREATER REEFCLAWS (3)	CR 2
Advanced reefclaw (<i>Pathfinder RPG Bestiary</i> 2 234, 292)	
CN Small aberration (aquatic)	
Init +7; Senses darkvision 60 ft., low-light vision; Perception +8	
DEFENSE	
AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)	
hp 17 each (2d8+8)	
Fort +4, Ref +3, Will +6	
Defensive Abilities ferocity; Resist cold 5	
OFFENSE	
Speed 5 ft., swim 40 ft.	
Melee 2 claws +4 (1d4+2 plus grab and poison)	
Special Attacks death frenzy, constrict (1d4+2)	
TACTICS	
Before Combat The reefclaws wait until the entire party	

has entered the chamber or one of their foes has its back turned before they attack, surrounding their enemies to block the exit.

During Combat Silently drifting from the watery recesses of the southernmost chamber, they pounce from the water and grab their prey, attempting to drag creatures back toward the water to drown them.

Morale The reefclaws fight to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 18, **Int** 9, **Wis** 16, **Cha** 17

Base Atk +1; **CMB** +2 (+10 grapple); **CMD** 15 (can't be tripped)

Feats Improved Initiative

Skills Perception +8, Swim +10

Languages Common (can't speak)

SQ amphibious

SPECIAL ABILITIES

Death Frenzy (Su) See Subtier 1–2.

Grab (Ex) See Subtier 1–2.

Poison (Ex) Claw—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

As the Devourer scrambled through a crack in the otherwise solid wall between this chamber and area 3f, its added weight on the stairway overwhelmed the supports, collapsing most of the rest of the stairway. The Devourer of Reason has been trapped in area 3g since then.

3c. Vault Hallway

Read the following aloud when the PCs enter this chamber.

Scattered bones and equipment lie strewn about this chamber's floor. A *wayfinder* hangs from a corroded chain around the neck of one skeleton. Beyond these grim remnants, a brightly-colored mosaic covers the chamber's back wall, largely free of the barnacles and deposits covering the other surfaces in the area. The mosaic depicts a group of wizardly figures gathered around a larger figure clad in robes of black and white.

A successful DC 10 Knowledge (religion) check identifies the mosaic's central figure as Nethys, the god of magic. The lesser figures clustered around him depict noted wizards of ancient days, something only obvious with a successful DC 25 Knowledge (arcana) check. Anyone examining the mosaic also notes that the god wears a brooch recessed half an inch below the surface. The area radiates faint transmutation magic, focused on the area of the brooch. Corresponding to the brooch in the mural is an actual brooch called Beldrin's sigil; if the parts of Beldrin's sigil are assembled and pressed against this location, the wall behind it magically divides, allowing access to the passage leading to Beldrin's vault.

The scattered bones lying around the hallway are all that remain of Daling's Delves, an ill-fated party of Pathfinders who died while exploring the Tower of the Horn over a year ago. After driving off some reefclaws near the entrance to the tower, these unfortunates were badly battered by the animated statues in area 3d—one member of the party was badly wounded and left to die in the room above, and the survivors fled back to the lower level. Instead of retreating from the tower, however, the adventurers bickered while the rising tide cut off their exit. By the time the tide retreated again, the scent of blood in the water had drawn another reefclaw, and they lacked the energy to defeat it. The weakened party managed to crawl into this chamber, where blood loss, fatigue, and despair finished them off.

Development: Daling's bony hand clutches a golden amulet. The designs engraved on this item can easily be identified as matching the brooch on the mosaic, but parts of the design are missing. Small holes in the amulet suggest that two additional pieces are meant to overlay its face.

This item is the first of three parts making up Beldrin's sigil.

An ivory map case that lies among the debris preserves the fallen Pathfinder Daling's final notes. The parchment sheets within describe the group's ill fortune and the fate of their companion upstairs, telling of the reefclaws in area 3b and the animated statues on the next floor. Daling also mentions fights over faction politics, as well as her disagreement with Ejiekito over the purpose of Beldrin's sigil (though she does not specify what exactly their thoughts were), and she includes a highly inaccurate sketch of the assembled amulet.

Reefclaw

Treasure: Although most of the party's possessions were destroyed by the natural elements or taken by scavengers, several useful items lie scattered near their remains, including an everburning torch and a cold iron longsword (masterwork in Subtier 4–5) preserved by its jewel-encrusted scabbard (worth 85 gp in Subtier 1–2 and 298 in Subtier 4–5). Once properly assembled, Beldrin's sigil is worth 206 gp (590 gp in Subtier 4–5). The ivory map case is worth 50 gp. One of the skeletons wears a Tian pectoral worth 46 gp.

Mission Notes: Lantern Lodge faction PCs who confirm that skeleton with the pectoral is the body of Ejiekito with a successful DC 10 Appraise check of the Tian pectoral and burn the rice paper blessing at the site of the body earn 1 Prestige Point.

Shadow Lodge PCs who recover Daling's notes, which provide enough evidence to prove that the group's fall was primarily due to inter-party friction, earn 1 Prestige Point.

Rewards: If the PCs find the loot on the Pathfinders' bodies, award each subtier thusly:

Subtier 1–2:

Give each PC 43 gp.

Subtier 4–5:

Give each PC 125 gp.

3d. Hall of Statuary (CR 3 or CR 6)

Read the following aloud when the PCs enter this hall.

Broken statuary and debris covers the floor of this level. Some statues still stand, fragments chipped or broken off here and there, but for the most part retaining much of their former splendor. The hallway opens up into a larger chamber to the west, the statues in which appear slightly different than those in this hall.

Creature: Three statues stand in this room, but Beldrin only enchanted the westernmost one to protect his tower against intruders. The statue attacks the PCs as soon as they walk through the doorway and fights until the intruders are destroyed.

Subtier 1–2 (CR 3)

ANIMATED STATUE OF NETHYS

CR 3

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 12 (+5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (additional attack, stone)

Subtier 4–5 (CR 6)

ANIMATED STATUE OF NETHYS

CR 6

Advanced graven guardian (*Pathfinder RPG Bestiary* 3 140, 290)

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 53 (6d10+20); fast healing 2

Fort +2, **Ref** +6, **Will** +5

DR 5/adamantine; **Immune** construct traits; **SR** 21

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen quarterstaff* +12/+7 (1d6+8/19–20) or
slam +11 (1d6+7)

Special Attacks familiarity, magic weapon

Spell-Like Abilities (CL 5th; concentration +2)

1/day—*haste* (self only)

STATISTICS

Str 20, **Dex** 19, **Con** —, **Int** —, **Wis** 16, **Cha** 5

Base Atk +6; **CMB** +11; **CMD** 25

SQ guardian domains (Knowledge, Magic)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Familiarity (Su) The graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Development: A PC making a DC 10 Perception check spots a small piece of silver jewelry in place of one of the animated statue's ruby eyes. Upon closer inspection, this item is revealed to be the second of the three parts that make up Beldrin's sigil.

Treasure: Each of the statues in this area has rubies for eyes, which can easily be pried loose with a small

instrument such as a dagger. A total of 15 rubies can be taken from the statues' eyes in this area (including one from the animated statue), and each is worth 23 gp.

Mission Notes: Cheliox faction PCs may note distinct Azlanti motifs on some of the statuary. A successful DC 16 Appraise or Knowledge (history) check finds an interesting Azlanti-style statuette among the room's statuary, worth nothing but aesthetically pleasing in the right light. Cheliox Faction PCs who recover the statuette earn 1 Prestige Point.

Osirion faction PCs who collect some of rubble from the statue before defeating it in combat earn 1 Prestige Point. Collecting the rubble in this way requires a move action that provokes an attack of opportunity.

Rewards: If the PCs retrieve all the rubies and the segment of Beldrin's sigil from the statues, give each PC 58 gp.

3e. Reception Hall (CR 2 or CR 5)

Read the following aloud when the PCs enter this chamber.

The stench of decay fills the air of this cavernous chamber, a vast hall taking up over half the tower's area. The withered corpse of a human sits in a marble chair fixed to the floor, which is made of the same material. The body is clad in ragged but sumptuous black and white vestments worked with the design of a mask. In its right hand, the corpse grips a staff of immaculate design.

One of the fellow adventurers of Daling's Delvers, this unfortunate died at the hands of the animated statue in the level below before her allies fled to the first accessible level of the fallen tower. Her body remained on the second floor for some time, until one of the crawling hands occupying the tower got the idea to drag her body upstairs and position it in the chair, adorning her with robes it dug out of the lower levels of the tower in the hope of luring curious treasure hunters to investigate.

Creatures: The crawling hand that hauled the body to this chamber in the tower has waited for trespassers to come and find the body since placing it in the chair, and looms on the ceiling above, waiting to fall on unwary prey and strangle it to death. PCs who make a successful Perception check opposed by the crawling hand's Stealth check can act in the surprise round.

Subtier 1–2 (CR 2)

HANDS OF NETHYS (3) CR 1/2

Crawling hand (*Pathfinder RPG Bestiary* 2 59)

NE Diminutive undead

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 9 each (1d8+5)

Fort +2, **Ref** +0, **Will** +2

Immune undead traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee claw +5 (1d1+1 plus grab)

Space 1 ft.; **Reach** 0 ft.

Special Attacks grab (Medium), mark quarry, strangle

TACTICS

During Combat The crawling hands attempt to strangle any obvious spellcasters first, then target the nearest creatures with their claw attacks.

Morale The crawling hands fight to the death.

STATISTICS

Str 13, **Dex** 11, **Con** —, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +0; **CMB** –4 (+0 grapple); **CMD** 7

Feats Toughness

Skills Climb +9, Perception +4, Stealth +12, Survival +4; **Racial**

Modifiers +4 Survival

Languages Common (can't speak)

SPECIAL ABILITIES

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Strangle (Ex) An opponent grappled by a crawling hand cannot speak or cast spells with verbal components.

Subtier 4–5 (CR 5)

HAND OF NETHYS CR 5

Giant crawling hand (*Pathfinder RPG Bestiary* 2 59)

NE Medium undead

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 52 (7d8+21)

Fort +4, **Ref** +6, **Will** +6

Immune undead traits

OFFENSE

Speed 30 ft.

Melee claw +11 (1d6+7 plus grab)

Special Attacks mark quarry, pus burst

TACTICS

During Combat The giant crawling hand attacks one creature to mark it as its quarry and focuses the rest of its attacks on that creature.

Morale The giant crawling hand fights to the death.

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 23

Feats Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)

Skills Acrobatics +3, Perception +7, Stealth +12; **Racial**

Modifiers +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Mark Quarry (Su) See Subtier 1–2.

Pus Burst (Su) When a giant crawling hand damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless it succeeds at a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

Development: As an added incentive to lure in prey, the crawling hand placed the third piece of Beldrin's sigil around the neck of the seated corpse in the center of the room, mistaking it for a mere shiny trinket. The amulet piece easily attaches to the others, and the assembled sigil matches the relief in the mosaic in area 3c perfectly.

Treasure: Though slightly frayed at the edges, the robes of Nethys that adorn the skeletal corpse in the center of this chamber are worth 85 gp, while the ornate staff is worth 310 gp. In Subtier 4–5, the staff is worth 541 gp.

Rewards: If the PCs take the ornate relics from the skeletal corpse, award each subtier thusly:

Subtier 1–2:

Give each PC 33 gp.

Subtier 4–5:

Give each PC 52 gp.

3f. Crumbled Stairwell

Placing Beldrin's sigil into the relief in the mosaic described in area 3c causes the stones in the wall to magically divide, creating a doorway to what was once a stairwell to one of Beldrin's vaults. Unfortunately, debris now fills the stairway, and when the wall opens, the rubble spills out into area 3c, making an unearthly racket and warning the Devourer of Reason (dwelling in area 3g) of the intruders. The rubble from the stairs is climbable, but the whole chamber is treated as difficult terrain.

3g. Vault (CR 3 or CR 6)

Read the following aloud when the PCs enter the vault.

This room appears for all intents and purposes to be a vault, containing various crates and shelves stocked with countless papers, scrolls, tomes, and other wizardly items.

GHOUL FEAT

The Devourer of Reason possesses the following feat from page 32 of *Classic Horrors Revisited*, which allows it to eat the brains of its victims.

Brain Eater

You gain some of the skills and knowledge of a consumed foe by eating its brain.

Prerequisite: Ghoul, Intelligence 17.

Benefit: If you eat a portion of the brain of a creature with Intelligence 3 or higher, you gain a +2 insight bonus on all skill checks and Will saving throws for 1 hour. Eating a brain is a full-round action, and the target must be dead or helpless. If the target is living, you may attempt to eat its brain as a coup de grace attack on the target, but you gain the insight bonus only if your attempt results in the victim's death.

Trapped in the vault, the Devourer of Reason has occupied itself by examining items in the vault, picking out some of the most powerful relics for its own personal use.

Creatures: Within the vault, the Devourer of Reason hides in the shadows and awaits the party. Though still clad in Anumet's robes, it sees no reason to hide its true form for the soon-to-be-devoured PCs. The Devourer's emaciated form resembles a withered, blackened corpse with long, razor-sharp claws and jagged, yellow teeth. Delighting in fear, it enjoys torturing its victims before killing them outright, and when it eats creatures' brains, it temporarily gains access to their thoughts, even their darkest secrets.

Subtier 1–2 (CR 3)

DEVOURER OF REASON

CR 3

Ghoul sorcerer (wildblooded) 3 (*Pathfinder RPG Bestiary* 146, *Pathfinder RPG Ultimate Magic* 70)

CE Medium undead

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 42 (5 HD; 2d8+3d6+23)

Fort +5, **Ref** +4, **Will** +9

Defensive Abilities channel resistance +2; **Immune** undead traits;

Resist cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis), 2 claws +3

(1d4+1 plus paralysis) or

mwk dagger +4 (1d4+1/19–20)

Special Attacks paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

Bloodline Spell-Like Abilities (CL 3rd; concentration +7)
7/day—*black motes*

Sorcerer Spells Known (CL 3rd; concentration +7)
1st (6/day)—*disguise self*, *magic missile*, *shocking grasp*,
unseen servant
o (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost*
Bloodline Void-touched

TACTICS

Before Combat When it realizes that the adventurers are making their way up to the vault, the Devourer of Reason uses its *web* scroll on the floor just inside the vault's entrance (it must make a DC 4 caster level check to successfully use the scroll because its caster level is lower than the scroll's), drinks its *potion of invisibility*, and hides in the corner, waiting to attack the first creature with its back turned.

During Combat The Devourer of Reason targets clustered opponents with *burning hands*, and tries to take out divine casters first, silencing them with its bloodline arcana power.

Morale The Devourer of Reason fights until destroyed.

STATISTICS

Str 13, **Dex** 17, **Con** —, **Int** 17, **Wis** 16, **Cha** 18

Base Atk +2; **CMB** +3; **CMD** 16

Feats Arcane Strike, Brain Eater, Combat

Casting, Eschew Materials

Skills Acrobatics +8, Bluff +12, Climb +9,
Perception +11, Spellcraft +10, Stealth
+11

Languages Aklo, Common,
Draconic, Sylvan

SQ voidwalker

Combat Gear *potion of invisibility*, *scrolls of web* (2), *wand of burning hands* (16 charges); **Other Gear** masterwork dagger, disguise kit, 384 gp

SPECIAL ABILITIES

Black Motes (Sp) As a standard action, the Devourer of Reason can summon a rain of tiny meteorites that fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors deal 1d4+1 points of cold damage (DC 15 Reflex negates).

Bloodline Arcana (Su) Whenever the Devourer of Reason casts an evocation spell, it may select one affected target that fails its save to suffer the choking airlessness of the

void, silencing it (as *silence*, but affecting only the target) for 1 round.

Disease (Su) *Ghoul Fever*: Bite—injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight; a humanoid of 4 Hit Dice or more rises as a ghast.

Voidwalker (Ex) The Devourer of Reason gains low-light vision and resist cold and fire 5.

Subtier 4–5 (CR 6)

DEVOURER OF REASON

CR 6

Ghoul sorcerer (wildblooded) 5 (*Pathfinder RPG Bestiary* 146, *Ultimate Magic* 70)

CE Medium undead

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)
hp 59 (7 HD; 2d8+5d6+33)

Fort +5, **Ref** +4, **Will** +10

Defensive Abilities channel resistance +2; **Immune** undead traits; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+4 plus disease and paralysis),
2 claws +7 (1d4+4 plus paralysis) or

+1 dagger +8 (1d4+5/19–20)

Special Attacks paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

Bloodline Spell-Like Abilities (CL 5th; concentration +9)
7/day—*dark motes*

Sorcerer Spells Known (CL 5th; concentration +9)
2nd (5/day)—*acid arrow*,
glitterdust, *scorching ray*
1st (7/day)—*disguise self*, *mage armor*, *magic missile*, *shocking grasp*, *unseen servant*
o (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *message*, *ray of frost*

Bloodline Void-touched

TACTICS

Before Combat The Devourer cast *mage armor* on itself before entering the tower (effects included in its stats). When it realizes that the adventurers are making their way to the vault, it uses its *scroll of web*



at the entrance to the vault, spends a charge from its *wand of protection from arrows*, and drinks its *potion of invisibility*, hiding in the corner and waiting to attack the first creature with its back turned.

During Combat The Devourer of Reason tries to take out divine casters first, silencing them with its bloodline arcana power, and uses its evocation spells alongside its *lesser elemental metamagic rod* to deal cold damage.

Morale The Devourer of Reason fights until destroyed.

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +3; **CMB** +7; **CMD** 20

Feats Arcane Strike, Combat Casting, Eschew Materials, Spell Focus (evocation), Brain Eater

Skills Acrobatics +7, Bluff +11, Climb +11, Perception +10, Spellcraft +8, Stealth +11

Languages Aklo, Common

SQ voidwalker

Combat Gear *potion of invisibility*, *scrolls of web* (2), *wand of burning hands* (16 charges), *wand of protection from arrows* (8 charges), *lesser elemental metamagic rod* (cold)*; **Other Gear** +1 dagger, *amulet of natural armor* +1, disguise kit, 236 gp

* See the *Advanced Player's Guide*.

SPECIAL ABILITIES

Black Motes (Sp) As a standard action, the Devourer of Reason can summon a rain of tiny meteorites that fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors deal 1d4+2 points of cold damage (DC 16 Reflex negates).

Bloodline Arcana (Su) See Subtier 1–2.

Disease (Su) See Subtier 1–2.

Voidwalker (Ex) See Subtier 1–2.

Development: On the Devourer of Reason's person is a scroll case with the same designs as those on the door to Ralzeros's magical chamber, the Ineffable Pattern. There is no obvious way to open the case, and the thing is made of a durable copper-colored metal equivalent in strength to mithral. It emits no magical aura and seems impossible to use in conjunction with the portal in the Blakros Museum, though it is clear the two objects were made for one another.

Treasure: The vast trove of other non-magical scrolls and papers within the vault also holds historical interest. If carefully removed and kept dry, the books and documents are worth a total of 120 gp in Subtier 1–2 and 646 gp in Subtier 4–5 if sold to historians or collectors.

Rewards: If the PCs successfully defeat the Devourer of Reason and acquire the key to the Ineffable Pattern, reward each tier thusly:

Subtier 1–2:

Give each PC 183 gp.

Subtier 4–5:

Give each PC 890 gp.

CONCLUSION

Having avenged Anumet's gruesome murder and collected the key to Ralzeros's mysterious chamber, the PCs are toasted by their peers at the Grand Lodge. The Society locks away the mysterious key to the Ineffable Pattern until the time is right for Pathfinders to investigate the museum's mysterious portal.

The PCs receive the gratitude of Nigel Aldain and the well-connected Blakros family. Naturally, any improprieties they committed in the museum are also remembered by the family's influential matriarch, but for the most part the impression left is a favorable one.

Success Conditions

In order to satisfy the Decemvirate and Venture-Captain Dreng, the PCs must recover the key to Ralzeros's Ineffable Pattern and discover what manner of monster slew Anumet. Defeating the Devourer of Reason and returning the key to the Grand Lodge in Absalom earns the PCs 1 Prestige Point.

FACTION MISSIONS

The PCs may earn prestige from their respective factions for completing the tasks listed below during the course of the adventure.

Andoran Faction: Andoran faction PCs who declare their nationality and ensure the merrow's death in Act 3 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who recover the Azlanti relic in Act 3 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who locate and secretly return the Blakros records in Act 1 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who burn a rice paper blessing near the body of Ejiekito in Act 3 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who recover rubble from the animated statue in Act 3 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who unobtrusively discover the names of House Blakros's criminal contacts in Act 1 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who leave the book of Sczarni legends in Forae Logos in Act 2 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who find evidence that internal bickering caused the previous group's downfall in Act 3 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who give Anumet's body a proper burial in Act 1 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve the letters from Maren Fuln in Act 2 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

PATHFINDER SOCIETY SCENARIO #3-07: ECHOES OF THE OVERWATCHED

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
			<input type="checkbox"/> Osirion
			<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
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Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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		<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
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Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
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		<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

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ECHOES OF THE OVERWATCHED

Andoran



Protector of Liberty,

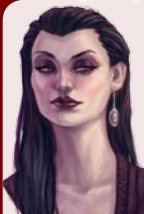
You have no doubt heard the countless rumors of the horrors that harry Absalom's Precipice Quarter. Beasts both natural and otherworldly plague the Isle of Kortos, and I would hate to see such an honorable and magnificent city fall to the depredations of savage monsters.

I have heard in particular rumors of a monstrous merrow by the name of Nishoril, who has proven a danger to the innocents of Gilltown in recent months, raiding their humble settlements and dragging prisoners back to his lair, either as food or worse. The beast must make her lair near Gilltown, possibly on the rocky shores of the Precipice Quarter. If you encounter the monster, make her regret every innocent whose existence she has horribly ended, and strike within her the fear of Andoran before silencing her for good.

Colson Maldris

Good luck,
Major Colson Maldris

Cheliax



Most Delectable of Servants,

I have heard that your latest mission will keep you terribly busy, and I worry you may be occupied for longer than I had thought. I had hoped to keep you tied up myself this evening—my plans are absolutely ruined now.

To redeem yourself, I expect you to return with some sort of impressive Azlanti relic. Tales claim that the mage Beldrin possessed Azlanti statuettes of stunning beauty, which he kept in his various towers that now reside in the Precipice Quarter. Retrieve one for me and I will consider forgiving you.

Do not disappoint me twice in one day,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Guardian of the True Path,

According to Nigel Aldain's report to the Grand Lodge, some sort of curse or magical ailment has befallen Anumet, the agent the Society sent to aid Nigel in the Blakros Museum, and we fear it may interfere with a task we assigned him.

In addition to helping Nigel, we asked Anumet to discreetly review the museum's records for indications of House Blakros interfering with Pathfinder Society affairs—the family and the Society have been on good terms of late, but it never hurts to be cautious. Please ensure that any records Anumet took from the archives have been returned to their proper place before the museum's curator notices anything amiss.

Ambrus Valsin

Your loyal service shall be rewarded,

Venture-Captain Ambrus Valsin

Lantern Lodge



Bearer of Light,

Some time ago, a team of Pathfinders was sent to investigate one of Beldrin's towers in the Precipice Quarter of Absalom, but was never heard from again. That team included a Tian Pathfinder dear to a clerk here at the Lodge. Should you find yourself near these towers, I would like you to discover the fate of that loyal Tian, a man by the name of Ejiekito.

If his demise was as tragic as I fear, burn one of the incense blessings I have enclosed with this note at the site where you find his body in order to put his soul at rest. The weary spirit will follow the blessing's sweet scent as it rises to the realm of its ancestors.

May your efforts bring honor,

Amara Li

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Adherent of the Learned Ancients,

I have heard tell of an ancient wizard by the name of Beldrin, whose tower's spires still adorn the southernmost bluff of the Precipice Quarter. This wizard was said to possess great skill in numerous fields of magical study, among them the animation of statues.

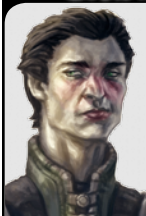
If you happen to find yourself anywhere near some of Beldrin's magically animated statues, be sure to take a sample of the stone they are made of, so that we may study the ancient arcana he used to create them. Try to get a sample from a statue that is still in its animated state so as to best preserve its arcane energies. Do be careful, however—I imagine the statue won't appreciate such a sampling very much.

Amenopheus

In wisdom's service,

Amenopheus, the Sapphire Sage

Qadira



Child of the Padishah Empire,

As you doubtless know, no other land's merchants can fairly be compared to the marvelous trade princes of the Padishah Empire. Unfortunately, the rapacious pirates of the Inner Sea often disrupt our trade, driving up expenses and forcing ruinous shipping delays. The worst of these often take refuge in Taldan harbors. These jackals in human form must be stopped!

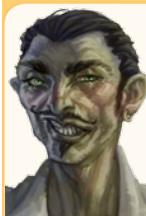
While visiting the Blakros Museum, make some excuse to visit the museum's offices. Journals kept within should detail the Blakros family's trade in Qadiran artifacts, including the gold they've spent to bribe pirates into letting their ships pass. Find the names of the family's contacts in the city of Zimar. Our agents will then "persuade" these contacts to aid our cause.

Aaqir al'Hakam

May your ventures be profitable,

Trade Prince Aaqir al'Hakam

SCZARNI



Loyal Brother,

I have a favor to ask of you. It seems we've been having some trouble getting a book of ours in view of the public eye. It was written by one of our very own members, and catalogues Sczarni folklore and the histories of particularly noteworthy Sczarni. Let me assure you, the volume is much more expansive than you may at first think, and I would hate to see our brother's efforts go to waste. Forae Logos, Absalom's esteemed library, called the tome vulgar trash, but I'm sure the librarians merely misread some of its more flavorful entries. Find a way to get the book on a shelf in the library, and your brothers will look most favorably upon you. And try not to cause a ruckus while you do this for us.

Guaril Karela

Keep your secrets close,

Guaril Karela

Shadow Lodge



Trusted Friend,

I have no doubt that many of the tragedies that befall Pathfinders are caused by careless venture-captains and members of the Ten, but just as often, Pathfinders betray one another in pursuit of their own goals or get in disputes that otherwise ruin group cohesion. It is vital that Pathfinders work together and quash such disputes.

One of the teams lost in Beldrin's accursed towers, located on the far side of the Precipice Quarter, was notorious for backstabbing and political infighting—I fear their bickering may have contributed to their demise. Should you find yourself near that area, locate the remains of this group and determine what led to their downfall.

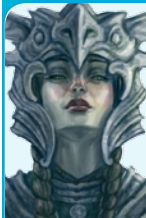
Torch

Watch your back,

Grandmaster Torch

ECHOES OF THE OVERWATCHED

Silver Crusade



Protector of Justice,

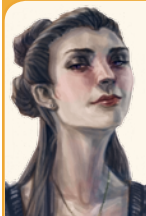
Nigel Aldain's worrisome message about the fate of Anumet has me somewhat concerned. In addition to being a responsible Pathfinder, he was a noble and stalwart member of our cause. If indeed some evil has befallen Anumet, I would hate to see forces beyond his control tarnish his otherwise virtuous reputation—or worse.

Discover what has happened to Anumet, and if his fate is as dire as I fear, free his soul from the curse that plagues him or give what remains of his body a proper burial. Fulfilling our duty is not always pretty, but it is always necessary.

May light illuminate your path,

Ollysta Zadrian

TALDOR



Worthy Servant of the Empire,

It is unfortunate that someone of your vast talents must squander them with the mundane task of calming the Blakros Museum's anxious curator. In order that your journey not be a complete waste, I ask that you visit the Arcanamirium. Within this arcane college's halls dwells a journeyman by the name of Maren Fuln, a pathetic individual who has had dealings with the Society in the past. I have heard through my various channels in Absalom that Fuln has taken a member of Taldan royalty as a lover, a rumor that both surprises and perturbs me. I need you to find evidence of the rumored letters between Fuln and a member of our royalty and figure out who exactly Fuln has been corresponding with.

In the Emperor's service,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-07: ECHOES OF THE OVERWATCHED

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	251	502
1-2		
SUBTIER	917	1,834
4-5		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

-	
---	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Total

Items Found During This Scenario

SUBTIER

1-2

potion of invisibility (300 gp)

scroll of web (150 gp)

wand of burning hands (16 charges; 240 gp, limit 1)

SUBTIER

4-5

amulet of natural armor +1 (2,000 gp)

lesser elemental metamagic wand, cold (3,000 gp; *Pathfinder RPG Advanced Player's Guide* 294)

wand of protection from arrows (8 charges; 720 gp, limit 1)

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #