



Bedroom Eyes

Tales From the Cage - Part 1

By Christian Alipounarian

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

The night has many eyes, and in Amthydor, someone's are on one of the city's loveliest women. Can you put a stop to a voyeur's unwanted attention? For heroes of levels 1-5.

(Updated July 2010)

WWW.THESHININGJEWEL.COM

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



CREDITS

Author Christian Alipounarian
Editor(s) LSJ Campaign Staff
Plots Coordinator David Samuels
lsj-plots@theshiningjewel.com
Playtesters LSJ Campaign Staff

LEGAL TEXT

PATHFINDER is a registered trademark of PAIZO PUBLISHING, LLC, and the PATHFINDER ROLEPLAYING GAME and the PATHFINDER ROLEPLAYING GAME COMPATIBILITY LOGO are trademarks of PAIZO PUBLISHING, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIJA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2010 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the

PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A NOTE ABOUT ATLS AND THE POWER OF PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

ABOUT THE MODULE

"Bedroom Eyes" is Part 1 of the Tales From the Cage Series.

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

This module is part one of a series involving the Gilded Cage, Amthydor's premier fest hall and brothel, whose courtesans are known for their talents in the fine arts, fashion, and intelligent conversation. The events in the "Tales From the Cage" series are not necessarily related plots, but each module involves the Cage in some fashion.

VERY IMPORTANT NOTE TO GMs

The Gilded Cage is a legalized house of prostitution, although the courtesans working there are all trained in the arts, music, acting, and debate, and can engage in intelligent discourse on a variety of topics. They are high-class professionals, but nonetheless they are "professionals." Since there might be minors playing this tournament, or those who do not care for graphic depiction of prostitution, please be aware of the need for discretion when running this module. The text is deliberately written to imply a great deal without coming out and saying it, and none of it graphically. Please be aware of the players at your table, be sensitive to their tastes, and tone down the text and encounters as necessary.

Cevas Ro, a worshipper of the Great Mother, the goddess of Orbs (secretly an aspect of Graala), has decided to set up shop in Amthydor. He is a debauched and mentally disturbed human male in his fifties. Cevas possesses a magic item, a *Crown of the Orbs*, which allows him to summon and telepathically control the orbs and share their senses. He uses these tiny horrors as spies.

Cevas wants to establish a Cult of the Orbs in Amthydor. He realizes that the first step to building any power base is the acquisition of resources, and settled on a scheme of kidnapping and blackmail in order to get what he wants.

Cevas settled on a plan to use his Sprite Orbs to spy on the wealthy and powerful of the city. In particular he has been monitoring the popular Amthydoran fest hall, *The Gilded Cage*. He began sending his orbs to spy on the young ladies and

their visiting clients at night. Originally it was solely to dig up some usable "dirt" against the wealthy that patronize the place, but the evil Cevas has begun to take a voyeuristic delight in the invasion of the privacy of one attractive young worker, Nileena Quinn.

Last night Cevas got clumsy when one of his orbs got a little too close to the window. Nileena was certain she saw someone watching her with intent eyes (In truth, she saw two of the Sprite Orbs, leering out at her from the evening gloom).

Nileena was shaken and frightened. She didn't want to go to the Diamond Legion with her problem as her employers don't want them nosing around *The Gilded Cage* any more than necessary. Instead she opted to hire adventurers to deal with the matter discretely.

Introduction – The PCs are drawn into the event, either in response to a handbill or after responding to a woman's cries for help.

Encounter 1 – Nileena contacts the PCs. She will summon them to *The Gilded Cage*, where she will hire them and explain what has happened. The PCs will be allowed to search the grounds for clues and to talk to Nileena. She asks the PCs to stake out *The Gilded Cage* over the next few nights.

Encounter 2 – A stakeout of *The Gilded Cage* will yield results when a pod of orbs are spotted roaming about the property. This will be the first combat encounter of the module and will give the PCs evidence that what they were hired for might not be a simple case of a "peeping tom" after all.

Encounter 3 – The PCs will need to do some more detective work. They will discover that others in the Port District have reported feeling or seeing eyes upon them at night. At the time, the city guards chalked up the complaints of "being watched by eyes in the night" to drunken paranoia. A visit to the Temple of Galvandt and *The Dauntless Dolphin Inn & Tavern* can provide important clues, but there is information to be found elsewhere, as detailed in this encounter.

Encounter 4 – While nosing around the area, the PCs will be accosted by a group of thugs hired by Cevas Ro to drive the adventurers off. However, one of the thugs will surrender, and from him the PCs can discover the exact location of Cevas Ro.

Encounter 5 – The thug’s directions lead the adventurers to a dimly lit loft apartment in the second story of an abandoned butcher’s shop. It is here the PCs can confront Cevas and his favorite servant, a particularly large Sprite Orb specimen named *Gavlandt* (his name is a jab at the god). At higher ATL’s Cevas is served by a Fey Orb. Once the heroes have defeated them, Cevas’ journal will serve to fill them in on the back-story behind Cevas Ro and his blackmail scheme.

Conclusion A – The PCs are successful in apprehending Cevas Ro, and Nileena Quinn can sleep soundly at night.

Conclusion B – The PCs fail to stop Cevas Ro, leaving Nileena Quinn to keep looking over her shoulder.

INTRODUCTION

To better facilitate GM’s getting an eclectic group of PCs into the action, two possible avenues of involvement are provided. When in doubt, use Hook One to save time and make life simpler for all involved.

Hook One: “Let’s Discuss Monetary Recompense!” The first plot hook is the simplest, for mercenary PCs who would be most likely to become involved by the lure of coin.

The Shining Jewel is a city that provides many opportunities for adventure and profit. This afternoon, you find yourself staring at just such a prospect, made real in the form of a hanging bill. It is posted with clusters of others, put up by those seeking the talents of adventurers to handle any number of tasks. This one caught your eye because of the fine vellum and flowing, feminine cursive script. The document reads,

“WANTED: Adventurers with investigative talents and empty coin purses. A well-paying assignment, only those possessed of discretion need apply. Ask for Nileena Quinn.” An address is provided.

The GM should allow any PCs with *Knowledge (local)* or other applicable skill (your discretion) to make a check at *DC 15*. Success indicates that the address is recognized as that of *The Gilded Cage*. The GM should provide the PC with basic details about the nature of the fest hall and should add that so wealthy a business might make a profitable patron.

Hook Two: “The Lady in Distress” This hook is for the more noble and chivalric types who might balk at being in the employ of a fest hall.

The coppery taste of blood is in your mouth; perhaps one of the ruffians who now lays unconscious at your feet managed to get in a lucky punch after all. As the Diamond Legion approaches you smile grimly. Why do the authorities always show up after the fight is over?

You kneel and help a stunning young woman to her feet, the same one whose cries had led you to this alley and to the trio of thugs who menaced her.

“My thanks, noble Sir (or Lady). I am Nileena Quinn, an entertainer. I have much on my mind these past few nights, and perhaps had forgotten that Amthydor can be an unsafe place.” She stands beside you as the Diamond Legion takes possession of the criminals and takes a statement from each of you.

Once they have gone, you prepare to leave, thinking your business with the fair woman to be concluded. You take no more than a few footsteps before Nileena bursts into tears. “A moment again, my benefactor,” she sobs. “I remain in need of your help, if you will hear my words. Someone with an... unhealthy interest is menacing me. But I cannot discuss it here.”

She looks about, lowering her voice. “If you can find it within you to help me once more... I beg

you, come to this address. It is my place of business. When you arrive, ask for me, and I will explain my plight. Will you help me?"

If the answer is affirmative, she will hand the hero(es) a calling card, and ask them to meet her at the address provided at ten bells past Highsun (10 PM). She will then kiss the cheek of (and/or curtsy to any females among) her rescuer(s) before hurrying off into the evening.

The card has her name printed neatly on it, along with an address. The GM should allow any PCs with *Knowledge (local)* or other applicable skill (your discretion) to make a check at *DC 15*. Success indicates that the address is recognized as that of *The Gilded Cage*. The GM should provide the PC with basic details about the nature of the fest hall. If the PC balks, remind him or her that they agreed to help.

- If the PCs agree to meet with Nileena Quinn **GO TO Encounter 1 (page 5).**

ENCOUNTER 1 – HAVE YOU EVER HAD THE FEELING THAT YOU WERE BEING WATCHED?

REMINDER to GMs: TONE THIS DOWN AS NEEDED!

You stand in the plush waiting area of the Gilded Cage, the most exclusive and popular fest hall in Amthydor. A large oak desk rests beside the front door, staffed by an attractive human receptionist. The accoutrements of the main parlor hint at the wealth of its customers. The room is filled with plush couches and comfortable divans. Tables along the wall are adorned with bowls of fruit, plates of cheese, pâté, and crackers, bottles of wine, and other, more exotic appetizers. Hand-rolled cigars on a silver platter are left for the enjoyment of those who waiting. Against another wall is a small stage, no wider than fifteen feet across, reserved for performing musicians.

You see a strange device with projections that appear to be shaped like four red dragon heads sending incense smoke lazily into the air. You spy a barely discernable whirlwind, no larger than your head, swirling in the air near the center of the room. To the side, a large silver stairway leads up to the second floor, presumably to ballrooms, studies, or private suites.

Despite the wondrous furnishings surrounding you, the main attraction of the Gilded Cage is without question the staff. Stunningly attractive humans, elves and half-elves of both genders can be seen passing through as you wait for your patron to make her appearance, wearing a variety of costumes and even more varying degrees of dress. Occasionally one of the workers comes to collect a customer, and they disappear into the upstairs parlors or stroll along the outside grounds.

You also see guards stationed about the parlor and grounds, wearing form-fitting breastplate with gladiator-style golden helmets. A voluptuous, well-endowed red-haired receptionist smiles at you in greeting and asks if you have an appointment.

REMINDER to GMs: TONE THIS DOWN AS NEEDED!

If anyone asks, the strange smoke device is an incense clock, developed by the gnomes of Tranthus to dispense incense at predetermined intervals. The swirling air is an air elemental of the smallest size, charged with keeping the room cool, circulating the incense and capturing any errant cigar smoke. It is serving of its own free will, and not in violation of the city's eternal ban on slavery.

Should anyone wish to set up an appointment with one of the ladies or gentleman in residence for whatever reason, they can set an appointment. Rates are 50 gp for a two-hour block of time, but worth every copper!

REMINDER to GMs: TONE THIS DOWN AS NEEDED!

Finally a woman walks over and greets you. She is tall with flowing blonde hair, deep blue eyes, and is wearing a fashionable violet dress made of satin.

(To any she has not already met, she says, “*I am Nileena Quinn, an entertainer in the employ of the Gilded Cage.*) *I seek your help with a matter that has left me restless with worry for many nights, and one that requires a great deal of discretion. I am willing to pay you each fifty gold coins for your efforts and another fifty if you solve my problem. Are you interested?*”

Nileena Quinn (female human Exp 3; hp 12, CHA 20)

Allow the PCs to agree or decline before continuing. For the latter, the adventure is over. Otherwise –

“Excellent.” She looks slightly relieved. “Please, follow me.” She leads you up the staircase and down a hallway with plush tan wall-to-wall carpeting to a private room. This chamber displays numerous paintings of erotica and sensuality and smells sweetly of violets. A bronze statue representing the goddess Dymona sits on a marble pedestal surrounded by chairs, and she motions for you to sit. A pair of glass-paned doors opens onto a wide balcony.

“Last night,” Nileena says, motioning towards the doors, “I was in my room dressing following a meeting. I glanced up and, for just a moment, saw a pair of eyes in the gloom, watching me wide-eyed!” She fidgets in her seat. “I screamed and rushed outside, but found no evidence of the voyeur.”

She pauses for a moment. “You must understand that, in my profession, I sometimes encounter customers for whom the line between business and pleasure becomes blurred. Many times these customers can become very dangerous, and a woman such as myself can be attacked...or worse. I fear for my safety.”

“I would ask that you investigate this matter. If you don’t find anything, I would appreciate it if you could keep watch over my bedchambers this night, or perhaps even stake out the grounds of the Gilded Cage. I leave the details to you.”

She rises. “I have a customer this evening whom I shall entertain for the next two hours. I will come and find you when I am done. In the meanwhile, I’ve told the staff of the Gilded Cage of the situation, and they are aware that you are in my employ. You are free to look around the grounds and building, but please respect the privacy of our customers and employees, and confine your search to places pertinent to your investigation.”

At this point, the PCs might have some questions. Nileena will answer them to the best of her ability, but she truly knows nothing about what’s going on.

☛ **Do you have any idea who the voyeur might be?:**

“None. I am very particular about my clients, and usually have a good sense of those simply seeking companionship and pleasure, and those with darker interests. I have no regular clients of whom I would say I’m suspicious.”

☛ **Does anyone else know about what’s happened?:**

“The staff of the Gilded Cage are the only ones who know – aside from the voyeur, of course.”

☛ **Have you ever been the victim of this kind of attention before?:**

“Thankfully, no.”

☛ **Do you have any enemies or people who might want to do you harm?:**

“No.”

☛ **What about the balcony?:**

“The balcony is rarely used, if ever. The door is normally kept locked. I’ve left it open for you so you can look around outside, if you wish. Please lock it behind you when you are done.”

GM's should field other questions as they come and cut them off when it is time for Nileena's next appointment. When the party is finished (or when it is clear that they won't stop asking excessive questions), read the following –

She flashes a charming smile. “Thank you once more. I’ll see you in two hours.” With that, she glides out the door.

Investigating the Balcony –

The balcony sits fifteen feet above the ground. It is rectangular in shape and juts out to a distance of seven feet from the doorway. It is constructed of a mixture of woods of medium hardness, each meticulously hand-carved. Clinging ivy vines creep upwards to embrace the rails of the balcony.

The balcony provides clues to the PCs through what *isn't* found there. Because the orbs fly about, there is no physical evidence of any kind of intruder. No recent boot scuffs mar the balcony's floor. No climber has disturbed the clinging ivy. No one has tampered with the lock from either the inside or the outside.

There is a trellis on either side of the balcony, also covered with ivy and undisturbed. Any PC who is not wearing heavy armor can attempt to climb it (DC 10) to the balcony. Any PC in heavy armor or heavy gear prompts a d20 roll (+0) with a DC of 14 to avoid pulling the trellis down.

Questioning the Gilded Cage Staff –

Like Nileena, the staff isn't especially helpful; they simply don't know anything about what's going on. However, a few of them, male and female alike, have occasionally felt suddenly uncomfortable, as if they were being watched. None of them has a particular reason for this, nor have they seen any suspicious people or activities.

Searching the Grounds –

Much like the balcony, no physical evidence can be found of any intruder. (Have the PCs roll against the appropriate skills, just to keep them guessing, but there is no evidence there to find.)

Listening for Rumors –

If the heroes try to listen in on conversations, or gather information, roll 1d4 and consult the following table:

Roll	Rumor
1	“Raphe and Alissa have started planning little Jocelyn's first birthday party! I wonder if I'll be invited?”
2	“I hear the bandits are still plaguing the trade roads around Amthydor.”
3	“Did you hear that gold-digger Kiandra Gallastan is getting Lord Consul Gaines to woo her? Imagine the nerve. Her family lost nobility and she tries to get it back by marrying it! The nerve!”
4	“A vampire lord has come to enslave the undead and raise an army to destroy us! Best prepare to flee while you can!”

NOTE: Should any of the PCs express interest in employment at the Cage, they will accept a job application but are not hiring at the moment.

Stakeout –

Once Nileena returns from her assignment, she'll ask what the adventurers have discovered. She commends them on their thoroughness (if appropriate) and then asks them to watch over her for the evening when she retires.

Please refer to **Player Handout #1**, a map showing the grounds of the Gilded Cage. The PCs can decide where they wish to position their characters through the evening. It is a large granite three-story building with double doors made out of chime oak. It bears the appearance of a plush inn. Colorful pennants fly from the roof and elaborate bas-relief designs depicting elegant ballroom settings cover the wall. The balcony is on the north side of the building. A U-shaped copse of trees surrounds a large fountain nearby, and would make a good place to hide for anyone who wished to monitor it.

Have each PC make *Perception* and *Stealth* checks and note the results before proceeding to **Encounter 2**. Award any applicable bonuses for hiding spots that provide cover.

- If the PCs want to stake out the Gilded Cage overnight **GO TO Encounter 2 (page 8).**
- If the PCs want to gather information around the city **GO TO Encounter 3 (page 11).**

ENCOUNTER 2 – I’VE GOT MY EYES ON You

Cevas Ro’s sprite orb servants will show up at around 3 AM, floating over the northwestern corner of the hedge wall of the Gilded Cage and floating towards the balcony of Nileena’s bedchamber.

Make a *Stealth* check for each of the orbs (they are +15) and use the lowest roll as the opposed DC for the PC’s *Perception* check. GMs should award a +2 bonus to any PCs who are specifically watching the area of the bedroom window.

There will be a pack of four sprite orbs flying in tonight for peeping. If for some reason no PCs are watching Nileena’s window, she will awaken and begin screaming a few minutes later when she sees the eyes of the weird creature ogling her through the balcony window. Any PC on the grounds of the *Gilded Cage* will easily hear her cries.

The orbs will linger for ten minutes, quietly hovering and observing Nileena’s sleeping form. If attacked the creatures will defend themselves. They will fight with coordinated tactics including, but not limited to, flanking – a clue that someone is guiding these beasts of normally animal intelligence. They fight until dead.

The GM should review the information on the *Crown of the Orbs* contained in *GM Aid #2*. This will affect how the sprite orbs operate in combat and what spells affect them.

ATL 1

\ Sprite Orbs (4)

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +13

AC 18, touch 17, flat-footed 15; (+3 Dex, +1 natural, +4 size)

hp 5 (1d10-1)

Fort -1, **Ref** +5, **Will** +2

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -5 (1d3+1)

Ranged pulse ray +4 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** -5; **CMD** 8 (cannot be tripped)

Feats Skill Focus (Perception)

Skills Acrobatics +4, Bluff +1, Escape Artist +4, Fly +10, Intimidate +1, Perception +13, Stealth +16; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

Sprite Orbs are floating entities that has formed in the ethereal planes. They represent those who were killed on the ethereal yet refuse to fade away. They cannot be domesticated or trained unless they are taken on as familiars by evil spell casters.

Sprite Orbs when appearing on the prime material plane take on a smooth, crystal like shape. Their concentrated center upon which the spirit centers becomes somewhat dark, giving them the appearance of floating eyeballs. In this form they lose their SR and DR qualities.

Combat: an Orb can attack once per round. If they come in contact with the body as a touch attack, they drain 1d3+1 hit points. Unlike regular damage, this cannot be healed but will return at the rate of 1 hp per level per hour as if it were

nonlethal damage. *Lesser restoration* will also restore the lost hit points.

Pulse Rays (Su): Orbs can use one of its spell-like abilities at a range of 30 feet as a touch attack:

- *Cause fear:* As the spell, range 35 feet. Will save, DC 10
- *Daze:* As the spell, range 35 feet. Will save, DC 10.
- *Mage Hand:* As the spell cast by a 4th level sorcerer. As the spell, range 35 feet.
- *Ray of frost:* As the spell, range 35 feet.

All-Around Sight (Ex): Sprite Orbs have a +8 racial bonus to Perception. Opponents of a sprite orb gain no flanking bonuses or precision damage when attacking it.

Flight (Ex): An orb's body is naturally buoyant, allowing it to *fly* as the spell, as a free action and at a speed of 40 feet. It also grants the effect of a permanent *feather fall* effect with a personal range.

ATL 3

Sprite Orbs, Advanced (4)

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +14

AC 18, touch 17, flat-footed 15; (+3 Dex, +1 natural, +4 size)

hp 9 (2d10-2)

Fort -1, **Ref** +6, **Will** +3

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -4 (1d3+1)

Ranged pulse ray +5 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** -4; **CMD** 9 (cannot be tripped)

Feats Skill Focus (Perception)

Skills Acrobatics +5, Bluff +2, Escape Artist +5, Fly +11, Intimidate +2, Perception +14, Stealth +17; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

ATL 5 & 7

Sprite Orbs, Advanced (4)

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +15

AC 19, touch 17, flat-footed 16; (+3 Dex, +2 natural, +4 size)

hp 14 (3d10-3)

Fort +0, **Ref** +7, **Will** +4

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -3 (1d3+1)

Ranged pulse ray +6 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** -3; **CMD** 10 (cannot be tripped)

Feats Improved Natural Armor, Skill Focus (Perception)

Skills Acrobatics +6, Bluff +3, Escape Artist +6, Fly +12, Intimidate +3, Perception +15, Stealth +18; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

Once the battle is over, the PCs will have some compelling evidence that a simple peeping tom does not plague Nileena. She will awaken to any sounds of combat outside her window. Private guards will come at the sound of her screams. They will stand and watch fearfully as the heroes battle. Under no circumstances will they get involved in the battle. Sprite Orbs are terrifying creatures of legend, and even these tiny replicas are enough to engender fright in those non-adventurers who see them.

Nileena will ask that the party continue their detective work – she is even more frightened now than she was. A mercenary group might ask for more money; *if asked* she will offer another 25 gp apiece as a bonus. PCs that push Nileena for more money won't receive the *Favor of Nileena* cert at the end of the adventure, however.

- Once the PCs are ready to continue their investigation and approach various groups and organizations for information **GO TO Encounter 3 (page 11).**
- If the PCs are at a complete loss as to what to do and where to go **GO TO Encounter 4 (page 13).**

ENCOUNTER 3 – LEGWORK

There are a number of different avenues PCs can pursue in order to find out what's going on. This portion of the adventure is left deliberately open-ended, allowing each PC to use his or her character's unique talents to better advance the plot. As an aid to the GM, some common avenues of investigation are outlined below. The GM may have to improvise.

Note: If the PCs are totally off base and having no luck tracking down clues, assume that Cevas Ro has decided to punish them for destroying his orbs in **Encounter 2**, and sends people to "explain it to them." Skip to **Encounter 4**.

As you make your way through the streets of Amthydor, you cannot help but notice how many homes lie vacant and empty. The city suffered terribly under the undead legions, commanded by the long-forgotten ex-noble Corvinus Isogul, an undead who slumbered for centuries awaiting his revenge. It was only the cooperation of the churches of Sorena and Meneon that drove off the hordes while adventurers dealt with the threat of their leader, one of the ancient dead. Whole blocks were left vacant, and even now skeletons and bones are sometimes found within them. These vacant buildings line the streets like a row of silent tombs.

The following sources of information are available to the players. A successful *Knowledge (local)* check DC10 (or *Int* check DC 16) will indicate the following sources of possible information regarding sprite orbs. If the heroes go somewhere not listed below, choose the appropriate information from the following to simulate what they might find at that source. Use your best judgment.

The Society of Entertainers and Providers (Bard's Guild) or the Greyson Institute (Bardic College) –

A PC that checks the bard's guild might glean some information with a *Diplomacy* check (DC 10 for members of the guild, DC 15 for non-member

bards, or DC 20 for others). Charitable contributions will reduce the DC by 1 for every 10 gp made as a donation. (This can be done after the roll is made.) If the roll is successful, a bard named Glendan will relate what information he knows about sprite orbs. PCs will be told that the little horrors are fairly new to the Free Lands. They are sometimes the familiars of evil wizards. Unlike their larger cousins, they are no smarter than an animal, though they seem to be evil. There are no legends or great tales of the creatures – they aren't especially "epic" (unlike dread orbs) and they simply haven't existed long enough.

The League of Thaumaturgical Studies (Wizard's Guild) –

A PC that checks the wizard's guild might glean some information with a *Diplomacy* check (DC 10 for members of the guild, DC 15 for non-member wizards or sorcerers, or DC 20 for others). Charitable contributions will reduce the DC by 1 for every 10 gp made as a donation. (This can be done after the roll is made.) If the check is successful, a sage named Corolis Tet can provide information about sprite orbs. It is believed that the creatures were created as assistants to fey orbs and are sometimes employed as familiars by evil wizards. The creatures fly about through natural buoyancy and not magic. Furthermore, they are immune to charm and domination spells, although it has been rumored that there are magical items that allow the creatures to be controlled. He will verify that no member of the guild has such a beast as a familiar or in captivity.

The Diamond Legion –

The constabulary of the city could be approached discreetly, as long as Nileena's or the Gilded Cage's names weren't mentioned. A *Diplomacy* check (DC 10 for Noble PCs, members of the Legion, or known lawful-aligned PCs such as paladins and clerics of LG or LN deities; DC 15 for Aristocrat PCs; DC 20 for others) will glean some information.

If asked about the sprite orbs, a Legion watch sergeant named Istman Twill informs the PCs that no such creatures have been seen on the streets, and that the possession of such a creature would

violate several city laws.

If the PCs question a bit more, or if they mention anyone reporting a feeling of being watched, he'll mention that there have been some strange reports going on in the district around North Landing. ***“Drunks from The Dauntless Dolphin,”*** he says sourly, ***“thought that they were being watched from the shadows. We didn't find anything.”*** Twill doesn't seem inclined to treat the reports as anything more than drunken ravings. If PCs follow up their investigation at *The Dauntless Dolphin*, go to the section on **Taverns and Pubs** below.

City Temples –

Most of the temples in the city will be able to provide some basic information about the sprite orbs vis-à-vis their relationship to Orb cults. Some of the temples in the city are:

The Golden Pavilion (Lucor)
The House of Judgment (Peliron)
The Lady's Happy Hall (Illudra)
The Moonlight Pavillion (Meneon)
The Tower of Vigilance (Galvandt)
The House of Plenty (Cerion, located outside of the city proper)

There are also shrines dedicated to Destine, Cyrene, Emerys, Sorena, Meneon and Dymora. The priesthoods of Elianna and Pietos, while not part of the Quorum of Faith, have both taken up long-term residence in Amthydor to help clean out the remaining undead.

Getting information from the temples requires a successful *Diplomacy* check. The DC is 5 for clerics and paladins of the god of the temple, DC 10 for lay worshippers or the clerics and paladins of allied faiths, and DC 15 for others. Donations will reduce the DC by 1 for every 10 gp made as a donation. (This can be done after the roll is made.)

A lesser scholar of the priesthood will relate that there are some debauched priests who follow the Orb goddess, the Great Mother, and establish cults around her worship. These priests are necromancers of the worst order. The magically fuse one of the sprite orbs into their own skulls,

and as they grow in power they are able to emulate some of the abilities of true orbs.

Canny PCs might note that the Temple of Galvandt is called “The Tower of Vigilance” and that the motif of an Unsleping Eye is common among the worshippers of Galvandt. PCs who inquire about the sprite orbs, or about floating eyes, or even about people reporting a sense of being watched will gain the above information (no check required). Additionally, the lesser priest will ask the PCs to linger a moment. He'll disappear for a few minutes, reappearing with a fine vellum scroll. ***“For you, seekers,” he says, “from our high priestess, High Guardian Miekauf Nactrune.”***

Distribute **Player Handout #2** to the players. The lesser priest won't be able to elaborate on anything the scroll says except to confirm it is indeed from the High Priestess.

Taverns and Pubs –

A PC who spends enough time and makes a *Diplomacy* check of *DC 12* to gather information will get a lead that the Dauntless Dolphin Inn & Tavern is a good place to pick up rumors. (PCs who contacted the Diamond Legion might also be finding themselves led here.)

Your search has led you to the Dauntless Dolphin, a raucous tavern and inn within the Port District. It is said that rumors can be found here, yet you wonder how anyone could ever hear anyone else, based on the tumult that can be heard from the street.

The tavern's yellow roof is slanted over the bar. The shingle hanging out in front of the door depicts a Swimming Dolphin intent on its target. Bubbles are painted to the side of the creature. Inside, the tavern walls are decorated with various bits of nautical equipment. Over the bar is a stern wheel, above the door an astrolabe. On other Tportions of the wall are belaying pins, nets, ropes with grappling hooks and other such memorabilia. There are about a dozen tables scattered across the common room.

The bartender and owner is Bialtor Doogen, a former a sailor in the Amthydoran navy. He served many years through many campaigns and other duties out at sea. About seven years ago, he retired from the navy and bought this business to keep in touch with all of his sailor friends. His thick arms are covered with scars, and there are several on his face. For each of those scars, he has at least three stories, each even more imaginative than the other, to tell those in increasing states of drunkenness. Which of them is the truth, though, is hard to tell; especially with the exuberance with which Bialtor tells the stories. Bialtor will always tell the stories if asked, mostly because he loves the sound of his own voice as much as the sound of a good party. He will sing and dance even as he tries to serve his customers. Fortunately for his customers, his service is much better than his singing and dancing. Bialtor is a tall man, almost six foot tall, with blonde hair that has mostly fallen out and a blonde beard. He has a tattoo of a grinning dolphin on his left arm. He will make flirtatious comments to any pretty lady who walks into the place, but he will limit it to comments.

Bialtor hears a *lot* of things; PCs who ask overly general questions (“Hey, anything odd going on in the city lately?”) aren’t going to get far. However, Bialtor can offer information if lead correctly. Mentioning things like “eyes” or “being watched” or “being spied on” will all help get the PCs the information they need. If they haven’t bought a drink, he’ll respond to any questions with, “You gonna *buy* something?”

“Odd things, indeed. A fair number of my patrons have reported being followed home – not by anything they could see, but something following them in the shadows. Drunken ramblings perhaps, but in every one there’s always a nugget of truth to be found.”

“All of them were on their way back to their homes... come to think of it, they all live on the western side of the district, not far from the docks. Perhaps you might find what you’re looking for down there.”

- Once the PCs are ready to continue **GO TO Encounter 4 (page 13).**

ENCOUNTER 4 – DISTRACTIONS & DIRECTIONS

By now, the persistent inquiries of the PCs and their slaying of his beloved orbs has convinced Cevras Ro that the heroes should be dealt with. Unwilling to send any more of his orbs to deal with the PCs, he has instead paid a group of thugs to talk things over (through the sharp end of a dagger) with the PCs.

The encounter assumes that the PCs have gathered enough information to at least focus the efforts of their search on the Port District, near the docks. The encounter, as written, assumes this. However, the read-aloud text of the encounter can be modified to accommodate parties who have not been able to get this far. The encounter assumes in all cases that – between their killing his *orbs* at the *Gilded Cage* and their nosing around the city looking for information - the PCs have made themselves a great enough threat for Cevras Ro to send the thugs after them.

“Trouble, it seems, is never far away for you, even as you weave through the city. Turning down North Landing Street, attempting to get to the bottom of Nileena’s problems, a woman’s screech emanates from an alley just off to your right.

You peer down the passage, just over five feet in width and perhaps forty feet in length. A tall man dressed in a flowing black cloak and a chain mail shirt stands over a well-dressed human woman. He brandishes a longsword and snarls at her to “give me your necklace – NOW!”

Consult the map of the alley provided in *GM Aid #1*. This is all an ambush set to dispatch the PCs with all due expedience. The woman is a part of the band of killers and will wait until a fight breaks out before acting, hopefully with the benefit of surprise. The man menacing her is Albert, the leader of the gang of toughs and killers. Brayenna is the woman on the ground; she is an attractive (if amoral) sorceress. Two other toughs (Carey and

Dirk) are positioned with crossbows atop the roof; they will fire down on PCs in an attempt to kill them quickly. From their positions, they enjoy 50% cover. They are forty feet above the street (neither the PCs nor the toughs will get any benefit from their Point Blank Shot feats unless the distance is somehow closed).

GM Note: Ambushes can be especially dangerous encounters. The GM should tone down the encounter if the group is weak and/or low in number. This is most easily done by the removal of either Carey or Dirk.

Tactics: Albert will attack immediately, shouting. His cries will be the cue for Carey and Dirk to lean over from their concealed positions and open fire. Brayenna will get to her feet, waiting for a good chance to use her spells. She will try and maximize her surprise advantage, but she won't wait any longer than two rounds to get involved in the battle. She may target an archer or a spell-caster who is able to pick off her fellows from the roof. Albert will melee with the group, while the archers will focus on opposing archers or spell-casters. If the latter, they will ready their fire to attempt to interrupt a caster's magic.

Carey and Dirk cannot shoot at a target who is adjacent to the walls of the building from which they are shooting; this places them out of sight, and will grant a target on the ground 100% cover from that particular thug. Likewise, Carey and Dirk also gain 100% cover from the target in question. Against other targets on the ground, the two thugs have ¼ cover (+2 to AC, already calculated into their statistics).

Carey and Dirk will doggedly remain on the roof until reduced to ¼ of their hit points or less, in which case they will flee. Note that they will do this regardless of what's happening on the ground. In attempting to flee, one of them will miss the jump from one roof to another and will fall. Assume he's *staggered* (reduced to 0 hp) and lying on the ground, moaning loudly. This should be done to give the PCs someone to question.

It's important that someone in the group remain alive to provide the information the PCs will need to track down Cevan Ro. If the PCs attack to subdue someone, you need not have Carey or Dirk miss the jump from the roof. If (for whatever reason) the two thugs on the roof are killed outright, Albert or Brayenna will surrender as soon as the other is killed. Ideally, one of the thugs should be injured but conscious.

Read the following when the PCs approach the incapacitated or captured thug. (Note that if it's Brayenna that got captured, you may have to modify the text as written below.)

ATL 1**⚔ Albert, male human, Fighter 1**

LE Medium humanoid (human)

Init +6; **Senses** Perception +2**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 13 (1d10+3)**Fort** +4, **Ref** +2, **Will** +3**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** longsword +4 (1d8+2/19-20x2)**Full Atk** longsword +4 (1d8+2/19-20x2)**Ranged** dagger +3 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +1; **CMB** +3; **CMD** 15**Feats** Improved Initiative, Iron Will, Weapon Focus (longsword)**Skills** Acrobatics +1, Climb +0, Perception +2, Ride +0, Stealth +0**Languages** Common**SQ** nil**Gear** chain shirt, longsword, dagger, 10 gp**Special Abilities** nil**⚔ Brayenna, female human, Sorcerer 2**
(Arcane)

N Medium humanoid (human)

Init +2; **Senses** Perception +1**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 21 (2d6+9)**Fort** +2, **Ref** +2, **Will** +3**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** dagger +1 (1d4/19-20x2)**Full Atk** dagger +1 (1d4/19-20x2)**Ranged** dagger +3 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** 0-level *daze*, *detect magic*, *ray of frost*; 1st-level *cause fear*, *color spray*, *mage armor*, *magic missile*; **Spells per Day** cantrips, 5;**DC** 13 + **spell level****Str** 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 16**Base Atk** +1; **CMB** +1; **CMD** 13**Feats** Combat Casting, Eschew Materials*, Toughness**Skills** Acrobatics +4, Knowledge (arcana) +5, Perception +1, Spellcraft +6**Languages** Common**SQ** nil**Gear** robes, dagger, silver ring (15 gp value), ~~*potion of mage armor*~~**Special Abilities** arcane bond**⚔ Carey & Dirk, male humans, Rogue 1**

LE Medium humanoid (human)

Init +3; **Senses** Perception +5**AC** 17, touch 13, flat-footed 14; (+2 armor, +3 Dex, +2 cover)**hp** 11 (1d8+3)**Fort** +1, **Ref** +5, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** short sword +1 (1d6+1/19-20x2)**Full Atk** short sword +1 (1d6+1/19-20x2)**Ranged** light crossbow +4 (1d8/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +1d6**Spell-Like Abilities** nil**Spells Known** nil**Str** 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 13**Base Atk** +0; **CMB** +1; **CMD** 14**Feats** Point Blank Shot, Weapon Focus (light crossbow)**Skills** Acrobatics +7, Bluff +5, Disguise +5, Escape Artist +7, Perception +5, Ride +4, Sense Motive +5, Sleight of Hand +7, Stealth +7, Use Magic Device +5**Languages** Common**SQ** nil**Gear** light crossbow, 20 bolts, short sword, leather armor, 5gp**Special Abilities** trapfinding

ATL 3**⚔ Albert, male human, Fighter 4**

LE Medium humanoid (human)

Init +6; **Senses** Perception +5**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 46 (4d10+12)**Fort** +5, **Ref** +3, **Will** +4 (+5 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** longsword +7 (1d8+6/19-20x2)**Full Atk** longsword +7 (1d8+6/19-20x2)**Ranged** dagger +6 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 15, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +4; **CMB** +6; **CMD** 18**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Acrobatics +4, Climb +0, Perception +5, Ride +0, Stealth +3**Languages** Common**SQ** nil**Gear** chain shirt, masterwork longsword, dagger, 10 gp**Special Abilities** nil**⚔ Brayenna, female human, Sorcerer 5 (Arcane)**

N Medium humanoid (human)

Init +6; **Senses** Perception +4**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 44 (5d6+20)**Fort** +3, **Ref** +5, **Will** +4**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** dagger +2 (1d4/19-20x2)**Full Atk** dagger +2 (1d4/19-20x2)**Ranged** dagger +4 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** 0-level *acid splash*, *daze*, *detect magic*, *ray of frost*; 1st-level *cause fear*, *color**spray*, *identify*, *mage armor*, *magic missile*; 2nd-level *burning hands*, *expeditious retreat*, *invisibility*; **Spells per Day** cantrips, 7, 5; **DC 13 + spell level****Str** 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 17**Base Atk** +2; **CMB** +2; **CMD** 14**Feats** Combat Casting, Eschew Materials*, Improved Initiative, Lightning Reflexes, Toughness**Skills** Acrobatics +6, Knowledge (arcana) +7, Perception +4, Spellcraft +8**Languages** Common**SQ** nil**Gear** robes, dagger, silver ring (15 gp value), *potion of mage armor***Special Abilities** arcane bond, metamagic adept**⚔ Carey & Dirk, male humans, Rogue 3**

LE Medium humanoid (human)

Init +3; **Senses** Perception +7**AC** 18, touch 13, flat-footed 15; (+3 armor, +3 Dex, +2 cover)**hp** 29 (3d8+9)**Fort** +2, **Ref** +6, **Will** +2**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** short sword +3 (1d6+1/19-20x2)**Full Atk** short sword +3 (1d6+1/19-20x2)**Ranged** light crossbow +6 (1d8/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +2d6**Spell-Like Abilities** nil**Spells Known** nil**Str** 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 13**Base Atk** +2; **CMB** +3; **CMD** 16**Feats** Point Blank Shot, Precise Shot, Weapon Finesse*, Weapon Focus (light crossbow)**Skills** Acrobatics +9, Bluff +7, Disguise +7, Escape Artist +9, Perception +7, Ride +4, Sense Motive +7, Sleight of Hand +9, Stealth +9, Use Magic Device +7**Languages** Common**SQ** nil**Gear** light crossbow, 20 bolts, short sword, studded leather armor, 5gp**Special Abilities** evasion, trap sense +2, trapfinding

ATL 5**⚔ Albert, male human, Fighter 6**

LE Medium humanoid (human)

Init +6; **Senses** Perception +7**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 66 (6d10+18)**Fort** +6, **Ref** +4, **Will** +5 (+7 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** longsword +10 (1d8+7/19-20x2)**Full Atk** longsword +10/+5 (1d8+7/19-20x2)**Ranged** dagger +8 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 15, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +6; **CMB** +8; **CMD** 20**Feats** Combat Reflexes, Disruptive, Dodge, Improved Initiative, Iron Will, Lunge, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Acrobatics +6, Climb +0, Perception +7, Ride +0, Stealth +5**Languages** Common**SQ** nil**Gear** chain shirt, masterwork longsword, dagger, 10 gp**Special Abilities** nil**⚔ Brayenna, female human, Sorcerer 7**
(Arcane)

N Medium humanoid (human)

Init +6; **Senses** Perception +6**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 60 (7d6+28)**Fort** +4, **Ref** +6, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** dagger +3 (1d4/19-20x2)**Full Atk** dagger +3 (1d4/19-20x2)**Ranged** dagger +5 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** 0-level *acid splash*, *daze*, *detect magic*, *prestidigitation*, *ray of frost*; 1st-level *cause fear*, *color spray*, *identify*, *mage armor*, *magic missile*, *sleep*; 2nd-level *burning hands*, *expeditious retreat*, *hideous laughter*, *invisibility*; 3rd-level *dispel magic*, *fly*, *hold person*; **Spells per Day** cantrips, 7, 7, 5; **DC** 13 + **spell level****Str** 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 17**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Combat Casting, Eschew Materials*, Improved Initiative, Iron Will, Lightning Reflexes, Toughness**Skills** Acrobatics +6, Knowledge (arcana) +9, Perception +6, Spellcraft +10**Languages** Common**SQ** nil**Gear** robes, dagger, silver ring (15 gp value), ~~*potion of mage armor*~~**Special Abilities** arcane bond, metamagic adept**⚔ Carey & Dirk, male humans, Rogue 6**

LE Medium humanoid (human)

Init +3; **Senses** Perception +10**AC** 18, touch 13, flat-footed 15; (+3 armor, +3 Dex, +2 cover)**hp** 56 (6d8+18)**Fort** +3, **Ref** +8, **Will** +3**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** short sword +5 (1d6+1/19-20x2)**Full Atk** short sword +5 (1d6+1/19-20x2)**Ranged** light crossbow +8 (1d8/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +3d6**Spell-Like Abilities** nil**Spells Known** nil**Str** 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 12, **Cha** 13**Base Atk** +4; **CMB** +5; **CMD** 18**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse*, Weapon Focus (light crossbow)**Skills** Acrobatics +12, Bluff +10, Disguise +10, Escape Artist +12, Perception +10, Ride +7, Sense Motive +10, Sleight of Hand +12, Stealth +12, Use Magic Device +10**Languages** Common**SQ** nil**Gear** light crossbow, 20 bolts, short sword, studded leather armor, 5gp

Special Abilities evasion, ledge walker, resiliency,
trap sense +3, trapfinding, uncanny dodge

ATL 7**⚔ Albert, male human, Fighter 8**

LE Medium humanoid (human)

Init +6; **Senses** Perception +9**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 86 (8d10+24)**Fort** +7, **Ref** +4, **Will** +5 (+7 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** longsword +13 (1d8+8/19-20x2)**Full Atk** longsword +13/+8 (1d8+8/19-20x2)**Ranged** dagger +10 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +8; **CMB** +11; **CMD** 23**Feats** Combat Reflexes, Disruptive, Dodge, Improved Initiative, Iron Will, Lunge, Mobility, Step Up, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Acrobatics +8, Climb +0, Perception +9, Ride +0, Stealth +7**Languages** Common**SQ** nil**Gear** chain shirt, masterwork longsword, dagger, 10 gp**Special Abilities** nil**⚔ Brayenna, female human, Sorcerer 9**
(Arcane)

N Medium humanoid (human)

Init +6; **Senses** Perception +8**AC** 17, touch 13, flat-footed 14; (+4 armor, +2 Dex, +1 dodge)**hp** 76 (9d6+36)**Fort** +5, **Ref** +7, **Will** +8**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** dagger +4 (1d4/19-20x2)**Full Atk** dagger +4 (1d4/19-20x2)**Ranged** dagger +6 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** 0-level *acid splash, daze, detect magic, open/close, prestidigitation, ray of frost*; 1st-level *cause fear, color spray, identify, mage armor, magic missile, sleep*; 2nd-level *burning hands, expeditious retreat, hideous laughter, invisibility, scorching ray*; 3rd-level *dispel magic, fly, heroism, hold person*; 4th-level *dimension door, lesser globe of invulnerability, stoneskin*; **Spells per Day** cantrips, 7, 7, 7, 5; **DC** 14 + **spell level****Str** 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 18**Base Atk** +4; **CMB** +4; **CMD** 16**Feats** Combat Casting, Dodge, Eschew Materials*, Improved Initiative, Iron Will*, Lightning Reflexes, Toughness**Skills** Acrobatics +8, Knowledge (arcana) +9, Perception +8, Spellcraft +12**Languages** Common**SQ** nil**Gear** robes, dagger, silver ring (15 gp value), ~~*potion of mage armor*~~**Special Abilities** arcane bond, metamagic adept**⚔ Carey & Dirk, male humans, Rogue 8**

LE Medium humanoid (human)

Init +8; **Senses** Perception +12**AC** 18, touch 13, flat-footed 15; (+3 armor, +3 Dex, +2 cover)**hp** 74 (8d8+24)**Fort** +3, **Ref** +10, **Will** +3**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** short sword +7 (1d6+1/19-20x2)**Full Atk** short sword +7 (1d6+1/19-20x2)**Ranged** light crossbow +11 (1d8/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +3d6**Spell-Like Abilities** nil**Spells Known** nil**Str** 13, **Dex** 18, **Con** 12, **Int** 14, **Wis** 12, **Cha** 13**Base Atk** +6; **CMB** +7; **CMD** 20**Feats** Point Blank Shot, Improved Initiative, Precise Shot, Rapid Shot, Weapon Finesse*, Weapon Focus (light crossbow)**Skills** Acrobatics +15, Bluff +12, Disguise +12, Escape Artist +15, Perception +12, Ride +10, Sense Motive +12, Sleight of Hand +15, Stealth +15, Use Magic Device +12**Languages** Common**SQ** nil

Gear light crossbow, 20 bolts, short sword, studded leather armor, 5gp

Special Abilities evasion, ledge walker, resiliency, trap sense +3, trapfinding, uncanny dodge

The now-helpless thug stares at you with a mixture of pain and fear in his (or her) eyes. He extends his hands before him, palms up, in a sign of submission. “Take it easy! Look... times haven’t been easy in this city, you know. People have to make a living, right?”

Seeing your less-than-sympathetic reactions to his words, he begins to speak more quickly. “Uh, look, we were hired by this weirdo to get your noses out of his business. His name is... uh... Ro, yeah that’s it. Cevas Ro. He’s a real lech. Kept leering at Bravenna – she’s our witch – and he gave her the creeps. He told us to take care of you people, and then return to him for our pay. We was supposed to meet him over what used to be Bressen’s Meats. It’s abandoned now, since the undead attacked and put old Bressen on a hook in the window of the butcher’s own shop, the poor bugger. It’s on the western end of Graystone Lane.”

“See, who says I ain’t got heart and compassion for my fellow man? Maybe you all have the same and could let me go for being so helpful-like...”

A Knowledge (Amthydor or local) or Profession (Butcher) roll (DC 10) will allow the PC to verify the existence of the butcher’s shop. It’s easy to find, right where the thug said it would be.

The PCs can let the thug(s) go or turn them into the Diamond Legion as they desire. If any of the thugs were killed, the PCs will realize that they should alert the Diamond Legion so they are not subsequently implicated in a claim of murder. Unless there is some compelling reason why they would not, the Legion will take such claims at face value and will not arrest the PCs. The NPCs are well-known troublemakers.

If the PCs bring the thug(s) to the Legion, they will have a very strong feeling of being watched. There will be no visible reason for this, but even the

thug(s) seem to notice. Once the PCs arrive at the Legion’s post, they will begin the process of taking a statement from the thugs and putting them into custody.

In the event that the PCs bring the thug(s) to the Legion without questioning (example: knocking a thug out and not bothering to wake him), the guards will rouse him while the PCs are filling out paperwork. The thug will insist on speaking with the PCs, wanting to spill his information about Cevas Ro in exchange for leniency by the PCs in pressing charges. The cellblock guard will come and get the PCs, notifying them that the thug wishes to speak with them, “as a lot of lives might depend on it.”

The booking process will take about an hour, although the PCs won’t be held up any longer than ten minutes.

At one point, when the guards have stepped away, the thug will hiss:

“Didn’t you feel that on the way over here? He knows that we didn’t stop you. Time’s running out, heroes. He’s probably getting ready to leave the city right now – he knows he’s been found out!”

This is to give the PCs the impetus to leave immediately and go after Cevas Ro without the Legion’s help.

- If the PCs immediately go after Cevas Ro **GO TO Encounter 5 (page 20).**
- If the PCs delay at all Cevas Ro will escape **GO TO Conclusion B (page 28).**

ENCOUNTER 5 – DISCOVERY

Bressen’s butcher shop is an ugly, squat building that sits perched on the western end of Graystone Lane.

You stand outside what was once a butcher’s shop, which was itself converted from a small warehouse. The front door has been chained shut, but, the large display windows in the front of the building have been broken. The building is

fifty feet square and is two stories tall. The first story has windows evenly spaced every ten feet around the ground floor, but the second story has no windows. No noise can be heard within.

No map is provided for this encounter, as the layout of this encounter is fairly simple. The building is fifty feet square, and two stories in height. The ground floor was the butcher's shop, and the top floor was where the man and his family lived. The top floor has no interior walls, and was arranged in the manner of a (large) modern-day studio apartment.

Ground Floor, Front Room

Looking into the front room, you can see a large counter stretching across the room. Rusted meat hooks dangle from just inside the front display windows. The ground floor is divided midway by a wall that separates the front room from the back. Aside from bits of trash and broken glass, the front room appears otherwise bare.

There is nothing of interest to the PCs in the room.

Ground Floor, Back Room

Peering into the back room, you see that this area contains more debris than the front room. Within the room is a very large overturned butcher's block, the fine stone counter-top shattered into pieces on the hardwood floor. There are tables and chairs in the room, many overturned and most broken. In one of the room's far corners, a wrought-iron circular staircase can be seen leading upwards. A cold storage room, fifteen feet square, can be seen in the corner opposite the staircase. The storage room door hangs from a bent and twisted hinge and is somewhat ajar.

The staircase has been rigged to alert Cevus Ro to any intruders. The second and third steps on the stairs are not welded to the frame; rather, they are fastened by a simple series of thin wires. Anyone climbing the stairs, unless they state they are not stepping on the second and third steps, will find their weight snapping the wires and sending the step to the ground with a clatter. This noise will alert Cevus Ro and his Sprite Orbs companion. The alarm may be spotted with a Search check (DC 15) and may be disabled normally by a rogue, or

simply avoided by stepping over the second and third steps.

Upper Floor

Cevus Ro is here with Gavlandt, his powerful Sprite Orbs servant. At lower EL's Gavlandt is an advanced Sprite Orb. At higher EL's Gavlandt is a Fey Orbs.

The top floor is a windowless fifty-foot square area. The GM should illustrate the room with a bed, table, desk and other furniture as noted in the read-aloud text.

Ascending the dark metal staircase, you spiral upwards and onto the second floor. This is a large living space devoid of any interior walls, arranged in the manner of a large studio apartment. The room is neat but there is an odd, musky odor here. A bed sits near a roll-top desk. A table is arranged in a semblance of a dining area, although it has but a single chair. What is most disconcerting is a low, rectangular table that seems to have been converted into some kind of dreadful shrine. The skull of some unknown humanoid leers at you from beneath a sheen of lurid red candle wax. The skull has an oval shape carved out of the center of its forehead.

If Cevus Ro was alerted to the party's imminent arrival (either by the rigged stairs, or the sounds of spell-casting on the lower floor), read the first paragraph following. If the party managed to surprise him, read the second one instead.

Standing near the center of the room are a human male and a Orb-like creature - larger than any of the others you've seen so far - ready for your arrival. The human is armored and clearly ready for trouble. He carries a cruel-looking morningstar and a large metal shield, emblazoned with a large green orb hangs from his belt, and upon his head is a circlet of silver. With horror, you see that the circlet sports an orb jade that drips noisome fluids onto the wooden floor.

OR:

Standing near the center of the room are a human male and a Orb-like creature – larger than any of the others you’ve seen so far – who wheel around in surprise to face you. He wears full plate armor, a large metal shield emblazoned with a large jade orb and a cruel-looking morningstar. A dagger hangs from his belt, and upon his head is a circlet of silver. With horror, you see that the circlet sports an orb of jade that drips noisome fluids onto the wooden floor.

IMPORTANT NOTE: The GM should review *GM Aid #2* before running this encounter.

ATL 1

⚔ Cevas Ro, Cleric 2 (Graala)

LE Medium humanoid (human)

Init +6; **Senses** Perception +5

AC 20, touch 11, flat-footed 19; (+7 armor, +1 Dex, +2 shield)

hp 22 (2d8+6)

Fort +5, **Ref** +1, **Will** +6

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Speed 20 ft.

Melee morningstar +3 (1d8+2/x2)

Full Atk morningstar +3 (1d8+2/x2)

Ranged dagger +2 (1d4/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *bleed, detect magic, resistance virtue*; 1st-level *bane, command, cure light wounds, enlarge person**; **Domains** madness, strength; **DC** 13 + **spell level** (14+ **spell level Enchantment**)

Str 14, **Dex** 12, **Con** 14, **Int** 12, **Wis** 17, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14

Feats Improved Initiative, Spell Focus (enchantment)

Skills Heal +7, Knowledge (religion) +6, Perception +5, Spellcraft +5

Languages Common

SQ aura (evil)

Gear masterwork banded mail, masterwork heavy steel shield, morningstar, dagger, brass (un)holy symbol, spell component pouches, 50 gp

Special Abilities channel negative energy 1d6, domain powers

Madness Domain *Vision of Madness (Sp)*: You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Strength Domain *Strength Surge (Sp)*: As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

⚔ Gavlandt, Advanced Sprite Orb

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +14

AC 18, touch 17, flat-footed 15; (+3 Dex, +1 natural, +4 size)

hp 9 (2d10-2)

Fort -1, **Ref** +6, **Will** +3

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -4 (1d3+1)

Ranged pulse ray +5 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** -4; **CMD** 9 (cannot be tripped)

Feats Skill Focus (Perception)

Skills Acrobatics +5, Bluff +2, Escape Artist +5, Fly +11, Intimidate +2, Perception +14, Stealth +17; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

Sprite Orbs (1+1 per 2 PCs)

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +13

AC 18, touch 17, flat-footed 15; (+3 Dex, +1 natural, +4 size)

hp 5 (1d10-1)

Fort -1, **Ref** +5, **Will** +2

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -5 (1d3+1)

Ranged pulse ray +4 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** -5; **CMD** 8 (cannot be tripped)

Feats Skill Focus (Perception)

Skills Acrobatics +4, Bluff +1, Escape Artist +4, Fly +10, Intimidate +1, Perception +13, Stealth +16; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

Sprite Orbs are floating entities that has formed in the ethereal planes. They represent those who were killed on the ethereal yet refuse to fade away. They cannot be domesticated or trained unless they are taken on as familiars by evil spell casters.

Sprite Orbs when appearing on the prime material plane take on a smooth, crystal like shape. Their concentrated center upon which the spirit centers becomes somewhat dark, giving them the appearance of floating eyeballs. In this form they lose their SR and DR qualities.

Combat: an Orb can attack once per round. If they come in contact with the body as a touch attack, they drain 1d3+1 hit points. Unlike regular

damage, this cannot be healed but will return at the rate of 1 hp per level per hour as if it were nonlethal damage. *Lesser restoration* will also restore the lost hit points.

Pulse Rays (Su): Orbs can use one of its spell-like abilities at a range of 30 feet as a touch attack:

- *Cause fear:* As the spell, range 35 feet. Will save, DC 10
- *Daze:* As the spell, range 35 feet. Will save, DC 10.
- *Mage Hand:* As the spell cast by a 4th level sorcerer. As the spell, range 35 feet.
- *Ray of frost:* As the spell, range 35 feet.

All-Around Sight (Ex): Sprite Orbs have a +8 racial bonus to Perception. Opponents of a sprite orb gain no flanking bonuses or precision damage when attacking it.

Flight (Ex): An orb's body is naturally buoyant, allowing it to *fly* as the spell, as a free action and at a speed of 40 feet. It also grants the effect of a permanent *feather fall* effect with a personal range.

ATL 3

⚔ Cevas Ro, Cleric 4 (Graala)

LE Medium humanoid (human)

Init +6; **Senses** Perception +8

AC 22, touch 11, flat-footed 20; (+9 armor, +1 Dex, +2 shield)

hp 40 (4d8+12)

Fort +6, **Ref** +2, **Will** +8

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Speed 20 ft.

Melee morningstar +6 (1d8+2/x2)

Full Atk morningstar +6 (1d8+2/x2)

Ranged dagger +4 (1d4/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *bleed*, *detect magic*, *resistance virtue*; 1st-level *bane*, *command*, *cure light wounds*, *enlarge person**, *protection from good*; 2nd-level *bear's endurance*, *bull's strength**, *cure moderate wounds*, *hold person*; **Domains** madness, strength; **DC 14 + spell level (15+ spell level Enchantment)**

Str 14, **Dex** 12, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 16

Feats Improved Initiative, Spell Focus (enchantment), Weapon Focus (Morningstar)

Skills Heal +8, Knowledge (religion) +8, Perception +8, Spellcraft +7

Languages Common

SQ aura (evil)

Gear masterwork full plate, masterwork heavy steel shield, morningstar, dagger, brass (un)holy symbol, spell component pouches, 50 gp

Special Abilities channel negative energy 2d6, domain powers

Madness Domain *Vision of Madness (Sp)*: You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Strength Domain *Strength Surge (Sp)*: As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

⚔ Gavlandt, Advanced Sprite Orb

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +15

AC 19, touch 17, flat-footed 16; (+3 Dex, +2 natural, +4 size)

hp 14 (3d10-3)

Fort +0, **Ref** +7, **Will** +4

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -3 (1d3+1)

Ranged pulse ray +6 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** -3; **CMD** 10 (cannot be tripped)

Feats Improved Natural Armor, Skill Focus (Perception)

Skills Acrobatics +6, Bluff +3, Escape Artist +6, Fly +12, Intimidate +3, Perception +15, Stealth +18; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

⚔ Sprite Orbs, Advanced (1+1 per 2 PCs)

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +14

AC 18, touch 17, flat-footed 15; (+3 Dex, +1 natural, +4 size)

hp 9 (2d10-2)

Fort -1, **Ref** +6, **Will** +3

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*
Speed 5 ft., fly 40 ft. (good)
Melee touch -4 (1d3+1)
Ranged pulse ray +5 (see below)
Space 1 ft.; **Reach** 0 ft.
Special Attacks nil
Spell-Like Abilities pulse ray
Spells Known none
Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** -4; **CMD** 9 (cannot be tripped)
Feats Skill Focus (Perception)
Skills Acrobatics +5, Bluff +2, Escape Artist +5, Fly +11, Intimidate +2, Perception +14, Stealth +17; **Racial Modifiers** +12 Perception, +12 Stealth
Languages Auran (cannot speak)
SQ flight
Gear nil
Special Abilities all-round sight

ATL 5

☩ Cevas Ro, Cleric 7 (Graala)

LE Medium humanoid (human)

Init +6; **Senses** Perception +10

AC 25, touch 12, flat-footed 22; (+9 armor, +1 Dex, +1 dodge, +4 shield)

hp 67 (7d8+21)

Fort +7, **Ref** +5, **Will** +9

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Speed 20 ft.

Melee morningstar +9 (1d8+3/x2)

Full Atk morningstar +9 (1d8+3/x2)

Ranged dagger +6 (1d4/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *bleed*, *detect magic*, *resistance virtue*; 1st-level *bane*, *bless*, *command*, *cure light wounds*, *enlarge person**, *protection from good*; 2nd-level *bear's endurance*, *bull's strength**, *cure moderate wounds*, *death knell*, *hold person*; 3rd-level *blindness/deafness*, *cure serious wounds*, *magic vestment**, *searing light*; 4th-level *divine power*, *unholy blight*, *spell immunity**;

Domains madness, strength; **DC 14 + spell level (15+ spell level Enchantment)**

Str 14, **Dex** 12, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 18

Feats Dodge, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Weapon Focus (Morningstar)

Skills Heal +8, Knowledge (religion) +11, Perception +10, Sense Motive +5, Spellcraft +10

Languages Common

SQ aura (evil)

Gear masterwork full plate, masterwork heavy steel shield, morningstar, dagger, brass (un)holy symbol, spell component pouches, 50 gp, *oil of magic vestment* +2, *oil of magic weapon* +1

Special Abilities channel negative energy 4d6, domain powers

Madness Domain *Vision of Madness (Sp)*: You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to

the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Strength Domain *Strength Surge (Sp)*: As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

☩ Gavlandt, Fey Orb

NE Small outsider (evil)

Init +6; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +21

AC 21, touch 14, flat-footed 18; (+3 Dex, +7 natural, +1 size)

hp 26 (4d10+4)

Fort +8, **Ref** +7, **Will** +7

Defense Abilities nil; **DR** --/--; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 30 ft. (good)

Melee touch +3 (1d6+1)

Ranged pulse ray +6 (see below)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 10, **Dex** 16, **Con** 12, **Int** 15, **Wis** 17, **Cha** 15

Base Atk +4; **CMB** +3; **CMD** 16 (cannot be tripped)

Feats Skill Focus (Stealth), Skill Focus (Perception)

Skills Acrobatics +7, Escape Artist +7, Fly +7, Intimidate +6, Knowledge (arcane) +4, Perception +21, Sense Motive +10, Stealth +13, Survival +5; **Racial Modifiers** +8 Perception

Languages Auran, Common (cannot speak)

SQ flight, telepathy

Gear nil

Special Abilities all-round sight

Fey orbs are larger relatives of sprite orbs. They have collected on the ethereal plane, forming a greater self-consciousness. They represent those

who were killed on the ethereal yet refuse to fade away. Fey orbs have their own agendas from time to time, though they mostly wander causing mischief and trouble. Will o' the Wisps are believed by some scholars to be related to fey orbs. Fey orbs understand Common, Auran and Sylvan but communicate telepathically.

Combat: An Orb can attack once per round. If they come in contact with the body as a touch attack, they drain 1d6+1 hit points. Unlike regular damage, this cannot be healed but will return 1 hp per level per hour as if it were nonlethal damage. In addition, the target must make a Fort save (DC 13) or lose 1 point of Int (as Temporary Int Loss). When brought to zero, the target falls to the ground helpless. A lesser restoration will also restore the lost hit points and Int.

Pulse (Su): The Fey Orb can use one of its spell-like abilities once per round, even if the Orb is attacking or moving at full speed. Each pulse acts as a ray spell cast by a 13th level sorcerer (see the *Pathfinder RPG Core Rulebook*). Each ray's range is 150 feet. The ray's effects are:

- *Inflict Serious Wounds:* As the spell, 3d8+13 hp of damage (Will save DC 16 for ½ damage).
- *Hold Monster:* As the spell (Will save DC 17).
- *Suggestion:* As the spell (Will save DC 15). The *suggestion* is usually to "leave in peace."
- *Cause Fear:* As per the spell (Will Save DC 15).

Telepathy (Su): Can communicate with any creature. The range of this ability is 100 ft.

All-Around Vision (Ex): Gains +8 to Perception checks. The creature also cannot be flanked.

Flight (Ex): A fey orb's body is naturally buoyant, allowing it to *fly* as the spell, as a free action and at a speed of 30 feet. It also grants the effect of a permanent *feather fall* effect with a personal range.

Plane Shift (Su): As the spell but affecting only the fey orb

☞ **Sprite Orbs, Advanced (1+1 per 2 PCs)**

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +15

AC 19, touch 17, flat-footed 16; (+3 Dex, +2 natural, +4 size)

hp 14 (3d10-3)

Fort +0, **Ref** +7, **Will** +4

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -3 (1d3+1)

Ranged pulse ray +6 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** -3; **CMD** 10 (cannot be tripped)

Feats Improved Natural Armor, Skill Focus (Perception)

Skills Acrobatics +6, Bluff +3, Escape Artist +6, Fly +12, Intimidate +3, Perception +15, Stealth +18; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

ATL 7**☧ Cevas Ro, Cleric 9 (Graala)**

LE Medium humanoid (human)

Init +6; **Senses** Perception +12 (+14)**AC** 26, touch 12, flat-footed 23; (+9 armor, +1 Dex, +1 dodge, +5 shield)**hp** 85 (9d8+27)**Fort** +8, **Ref** +6, **Will** +10 (+12)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Speed 20 ft.**Melee** morningstar +10 (1d8+3/x2)**Full Atk** morningstar +10/+5 (1d8+3/x2)**Ranged** dagger +7/+2 (1d4/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** 0-level *bleed*, *detect magic*, *resistance virtue*; 1st-level *bane*, *bless*, *command*, *cure light wounds*, *enlarge person**, *protection from good*; 2nd-level *bear's endurance*, *bull's strength**, *cure moderate wounds*, *death knell*, *hold person*, *spiritual weapon*; 3rd-level *blindness/deafness*, *cure serious wounds*, *magic vestment**, *prayer*, *searing light*; 4th-level *divine power*, *unholy blight*, *spell immunity**, *summon monster IV*; 5th-level *flame strike*, *righteous might**; **Domains** madness, strength; **DC 16 + spell level (17+ spell level Enchantment)****Str** 14, **Dex** 12, **Con** 14, **Int** 12, **Wis** 19 (23), **Cha** 12**Base Atk** +6; **CMB** +8; **CMD** 19**Feats** Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Weapon Focus (Morningstar)**Skills** Heal +8 (+10), Knowledge (religion) +11, Perception +12 (+14), Sense Motive +7 (+9), Spellcraft +12**Languages** Common**SQ** aura (evil)**Gear** masterwork full plate, masterwork heavy steel shield, morningstar, dagger, brass (un)holy symbol, spell component pouches, 50 gp, ~~oil of magic vestment +3~~, ~~oil of magic weapon +1~~, ~~potions of owl's wisdom~~**Special Abilities** channel negative energy 5d6, domain powers**Madness Domain** *Vision of Madness (Sp)*: You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.*Aura of Madness (Su)*: At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by *confusion* unless they make a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier. The *confusion* effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.**Strength Domain** *Strength Surge (Sp)*: As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.*Might of the Gods (Su)*: At 8th level, you can add your cleric level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.**☧ Gavlandt, Fey Orb**

NE Small outsider (evil)

Init +6; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +21**AC** 21, touch 14, flat-footed 18; (+3 Dex, +7 natural, +1 size)**hp** 26 (4d10+4)**Fort** +8, **Ref** +7, **Will** +7

Defense Abilities nil; **DR** --/--; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 30 ft. (good)

Melee touch +3 (1d6+1)

Ranged pulse ray +6 (see below)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 10, **Dex** 16, **Con** 12, **Int** 15, **Wis** 17, **Cha** 15

Base Atk +4; **CMB** +3; **CMD** 16 (cannot be tripped)

Feats Skill Focus (Stealth), Skill Focus (Perception)

Skills Acrobatics +7, Escape Artist +7,

Fly +7, Intimidate +6, Knowledge (arcane) +4,

Perception +21, Sense Motive +10, Stealth +13,

Survival +5; **Racial Modifiers** +8 Perception

Languages Auran, Common (cannot speak)

SQ flight, telepathy

Gear nil

Special Abilities all-round sight

Fey orbs are larger relatives of sprite orbs. They have collected on the ethereal plane, forming a greater self-consciousness. They represent those who were killed on the ethereal yet refuse to fade away. Fey orbs have their own agendas from time to time, though they mostly wander causing mischief and trouble. Will o' the Wisps are believed by some scholars to be related to fey orbs. Fey orbs understand Common, Auran and Sylvan but communicate telepathically.

Combat: An Orb can attack once per round. If they come in contact with the body as a touch attack, they drain 1d6+1 hit points. Unlike regular damage, this cannot be healed but will return 1 hp per level per hour as if it were nonlethal damage. In addition, the target must make a Fort save (DC 13) or lose 1 point of Int (as Temporary Int Loss). When brought to zero, the target falls to the ground helpless. A lesser restoration will also restore the lost hit points and Int.

Pulse (Su): The Fey Orb can use one of its spell-like abilities once per round, even if the Orb is attacking or moving at full speed. Each pulse acts as a ray spell cast by a 13th level sorcerer (see the

Pathfinder RPG Core Rulebook). Each ray's range is 150 feet. The ray's effects are:

- *Infllict Serious Wounds:* As the spell, 3d8+13 hp of damage (Will save DC 16 for ½ damage).
- *Hold Monster:* As the spell (Will save DC 17).
- *Suggestion:* As the spell (Will save DC 15). The *suggestion* is usually to “leave in peace.”
- *Cause Fear:* As per the spell (Will Save DC 15).

Telepathy (Su): Can communicate with any creature. The range of this ability is 100 ft.

All-Around Vision (Ex): Gains +8 to Perception checks. The creature also cannot be flanked.

Flight (Ex): A fey orb's body is naturally buoyant, allowing it to *fly* as the spell, as a free action and at a speed of 30 feet. It also grants the effect of a permanent *feather fall* effect with a personal range.

Plane Shift (Su): As the spell but affecting only the fey orb

☞ **Sprite Orbs, Advanced (1 per PC)**

NE Diminutive outsider (evil)

Init +3; **Senses** all-around sight 60 ft., darkvision 60 ft., lowlight vision; Perception +15

AC 19, touch 17, flat-footed 16; (+3 Dex, +2 natural, +4 size)

hp 14 (3d10-3)

Fort +0, **Ref** +7, **Will** +4

Defense Abilities nil; **DR** 10/magic*; **Immune** command and charm effects; **SR** 15*

Speed 5 ft., fly 40 ft. (good)

Melee touch -3 (1d3+1)

Ranged pulse ray +6 (see below)

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

Special Attacks nil

Spell-Like Abilities pulse ray

Spells Known none

Str 6, **Dex** 16, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** -3; **CMD** 10 (cannot be tripped)

Feats Improved Natural Armor, Skill Focus (Perception)

Skills Acrobatics +6, Bluff +3, Escape Artist +6,

Fly +12, Intimidate +3, Perception +15, Stealth +18; **Racial Modifiers** +12 Perception, +12 Stealth

Languages Auran (cannot speak)

SQ flight

Gear nil

Special Abilities all-round sight

If the party has managed to sneak up on Cevas Ro and Gavlandt, they will get a surprise round in which to act. Cevas Ro was preparing to flee the city, which is why he is armed and armored.

Tactics: If Cevas Ro is alerted to the presence of the PCs by the stair trap, he will begin casting spells on himself and/or Gavlandt to bolster them every round. He will cast as many of these spells as he is able before the heroes arrive. Once the PCs ascend the staircase he will charge the stairs if they attack immediately in an attempt to keep them from entering room.

However, in the spirit of any good cinematic villain, he'll be happy to rant and rave about his scheme if the PCs give him a chance. All the while, he will be leering at any female PCs with blood in his eyes (Again, refer to *GM Aid #2* for some suggestions on how to role-play Cevas Ro).

Gavlandt will do nothing unless the PCs or Ro attack. If they do he will fly, remaining outside of melee if at all possible, barraging the PCs with pulse attacks.

At the lower ATLS Gavlandt is a sprite orb under the control of Cevas and his *Crown of the Orbs*. At the higher ATLS, where Gavlandt is a Fey Orb, he is a willing participant and ally in Cevas' scheme.

Cevas Ro will attack male PCs first. Against female PCs he will strike to subdue (at a -4 to hit) or cast spells that incapacitate without killing such as *hold person*. Don't detail the logic behind this to the PCs; let them figure out the dark details on their own.

The twisted cleric knows that he'll swing from the gallows for harboring such beasts in the city and will fight to the death.

Assuming our heroes defeat Cevas Ro and Gavlandt, they can search the place. It is clear that Ro was making preparations to flee Amthydor. The heroes can find Ro's journal, a hand-sized book. It is bound in the tanned skin of the necromancer whose skull now sits on Ro's makeshift shrine. If the heroes read the journal, GM should relate the background of the module as outlined in the *Adventure Summary and Background* section. The GM should also relate Cevas Ro's background as detailed in *GM Aid #2*.

- If the PCs defeat Cevas Ro **GO TO Encounter 5 (page 20)**.
- If the PCs lose to Cevas Ro, he will still flee the city, leaving his journal behind. The Diamond Legion will discover the bodies of the PCs and deliver them to the appropriate temple, to be raised or buried, according to each PC's financial situation and wishes.

CONCLUSION A - SUCCESS

Nileena Quinn will be very grateful to the heroes for their efforts. She will award them the balance of their gold (fifty gold pieces, as promised, for a total of one hundred), and they will have earned her favor. Nileena sees and hears a great deal, and she is a woman whose social skills could come in handy for any adventurer of Amthydor.

If the scheme is reported to the Diamond Legion, they will be relieved to hear of the blow against the establishment of an Orb cult in the city. They will thank the PCs profusely and will offer some benefit and gifts as well.

Finally, the heroes can return the *Crown of the Orbs* to the church of Galvandt for an additional reward. If the PCs did not get the information about the *Crown* from the Temple, a priest of Galvandt will contact them shortly after their battle to make arrangements to take the *Crown* from the PCs. They will receive compensation for their surrendering the item to the authorities. The *Crown* is not certified and cannot be retained by the PCs.

THUS ENDS “BEDROOM EYES”

TIME UNIT COST: 5 TU

CONCLUSION B – FAILURE (OR, THE EYES HAVE IT)

The most immediate effect of the PCs not defeating Cevan Ro is their probable demise. If Ro somehow escapes, Nileena Quinn will be disappointed and fearful, but will understand that the PCs did what they were able. She will award them 25 gp apiece (for a total of 75 gp) for their efforts. The PCs will receive nothing further for

their efforts from either Nileena or their Anonymous Benefactor.

The Diamond Legion will provide a reward of 50 gp for the return of Ro’s journal, but nothing else.

THUS ENDS “BEDROOM EYES”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	650	900	1300	1900

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don’t earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC’s level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don’t become too powerful too quickly so as not to overpower a table of their peers.

If it's not on this list, the PCs cannot keep it.

Encounter 1

- Down Payment from Nileena Quinn 50 gp per PC

Encounter 4

- Mundane equipment (total sale value: ATL 1 – 116gp, ATL 3+ 281gp)
- GP taken from thugs 20 gp
- Bravenna's silver ring (15gp)

Encounter 5

- Mundane equipment (total sale value: ATL 1 – 203 gp, ATL 3+ 828gp)
- Gp taken from Cevas Ro 50 gp

Conclusion A

- The balance of Nileena Quinn's payment 50 gp per PC
 - 50 gp per PC reward from the Diamond Legion for Cevas Ro's journal (only if they found it and gave it to the Legion)
- *Potion of Lesser Restoration* (one per PC): For turning over the Crown of Cevas Ro to the church of Galvandt, you have been rewarded with this potion. (Value 300 gp; Caster Level 3rd; Legality Legal; Tradable Yes; Rarity Common)
- An Anonymous Gift (one per PC) (Value varies gp; Caster Level varies; Legality Legal; Tradable varies; Rarity Common): Following your efforts at helping Nileena Quinn and defeating Cevas Ro, you received a gift from an anonymous patron. Choose one of the gifts from those presented below. The identity of your unknown benefactor may be revealed in a future *Legends of the Shining Jewel* module.
 - You may go to a known magical artisan of the city to have enchanted any suit of armor or shield of your choice. This enchantment adds a

magical bonus of +1 to any non-magical, masterwork item of the types listed above. You must provide the item. The item need not be chosen immediately, but the item must be noted here once it is enchanted or this certificate becomes invalid. The item chosen is: _____ (Value +1000 gp; Caster Level 5th; Legality Legal; Tradable No; Rarity Common)

You have received a small silver key emblazoned with runes. This key is a wondrous magic item. Once per adventure, the key can be inserted into any lock and turned. Doing so will generate the effects of a *knock* spell cast as a 3rd level sorcerer. (Value 1,080 gp; Caster Level 3rd; Legality Legal; Tradable Yes; Rarity Common)

You have received a fashionable vest. It is of exceptional craftsmanship and has a bold, stylish cut. The garment is a *Vest of Resistance +1* (identical to the cloak of the same name except for clothing type) (Value 1000 gp; Caster Level 5th; Legality Legal; Tradable Yes; Rarity Common)

- Adventurer's Company Charter (one per PC) (Value 1000 gp; Caster Level N/A; Legality Legal; Tradable No; Rarity Common): In gratitude for the PCs efforts in defeating the machinations of Cevas Ro, the Diamond Legion has arranged (through the Fraternity of Venturers) for the named PC the right to found an officially-recognized adventuring company of up to four members within Amthydor. The normal fee for this licensing has been waived. PCs may belong to more than one adventuring company, and these certs may be combined to increase the size of the company. List the four members of the company below (the PC awarded this certificate must be one of the names). Details on the benefits of adventuring companies will be detailed in the near future.
- Favor of Nileena Quinn (1 per PC) (Value N/A; Size N/A; Caster Level N/A; Legality Legal; Tradable No; Rarity Common); The PC

named on this certificate has won the favor of Nileena Quinn, an escort in the employ of *The Gilded Cage*. This has varying effects based on the PC's race and gender. Each effect uses one charge of three. Players should mark off the uses at the bottom of this certificate when used.

If the PC is a male human, half-elf or elf, Nileena Quinn will offer her services as an escort for the PC, free of charge, on three occasions. (Check off each use on this cert) Nileena Quinn has the poise, style and grace to give the PC a +2 circumstance bonus on any Charisma-based skill checks during any kind of social function. Examples include parties, weddings, and festivals. She will remain in the PC's company for up to eight hours per use of the favor, but will not expose herself to danger under any circumstances. The PC may also use these favors for the effects listed below.

If the PC is a female human, half-elf or elf, Nileena Quinn will offer her services as an expert in makeup and clothing. She will do this up to three times for a PC. (Check off each use on this cert) Nileena Quinn knows how to dress, both herself and others. Her wardrobe choice for the PC will grant that character a +2 circumstance bonus on any *Charisma*-based skill checks made by the PC for the next eight hours. She will not expose herself to danger under any circumstances. The PC may also use these favors for the effects listed below.

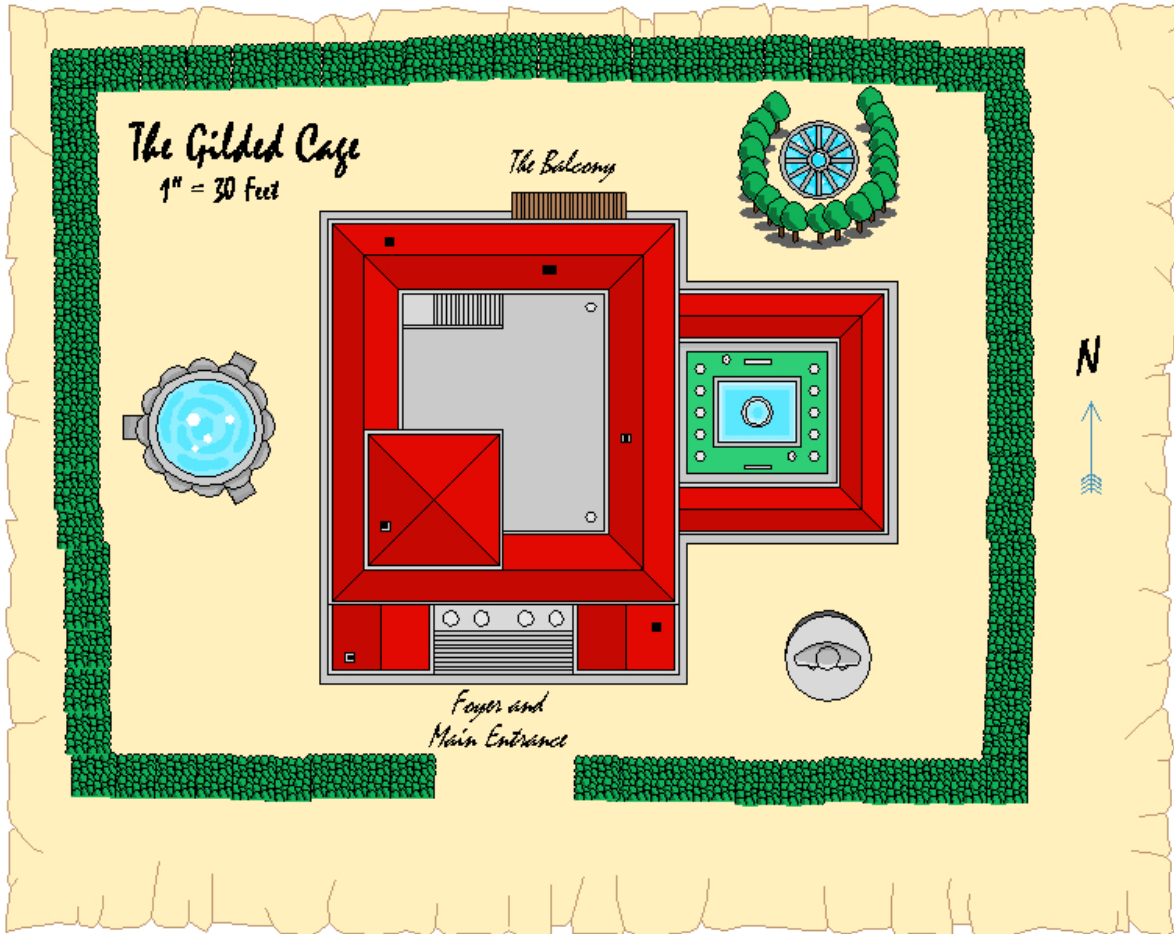
If the PC is of a race other than human, half-elf or elf, Nileena Quinn will volunteer her services as an information contact. Nileena is an intelligent woman who hears and sees a great deal. A PC may call upon Nileena's services up to three times. (Check off each use on this cert). Nileena can make a skill check on behalf of the PC, and has a +10 to *Diplomacy*, and *Knowledge (history, local and nobility)*.

Conclusion B

- 50 gp per PC reward from the Diamond Legion for Cevas Ro's journal (only if they found it and gave it to the Legion)

PLAYER'S HANDOUT #1

The Gilded Cage



PLAYER'S HANDOUT #2

A Letter from High Guardian Miekauf Nactrune of Galvandt

Seekers of Knowledge,

I have divined your quest. You seek eyes that watch others, even as the Eye of Galvandt watches them. The creatures you seek are the kin of Dread Orbs, but not true members of the species, known as Sprite Orbs. Still, they are dangerous and should not be taken lightly.

A month ago, adventurers who had recovered it from a monster's hoard sold a magical circlet in the city. It was a headband emblazoned with a large jade orb on its brow. Wondering if the artifact was related in some way to worship of Galvandt, a cleric was sent to examine it. We determined that the circlet was actually related to the worship of an Orb cult. I decided that it would be best if the magic item was purchased by the temple and studied, but before we were able, the item was purchased anonymously and disappeared.

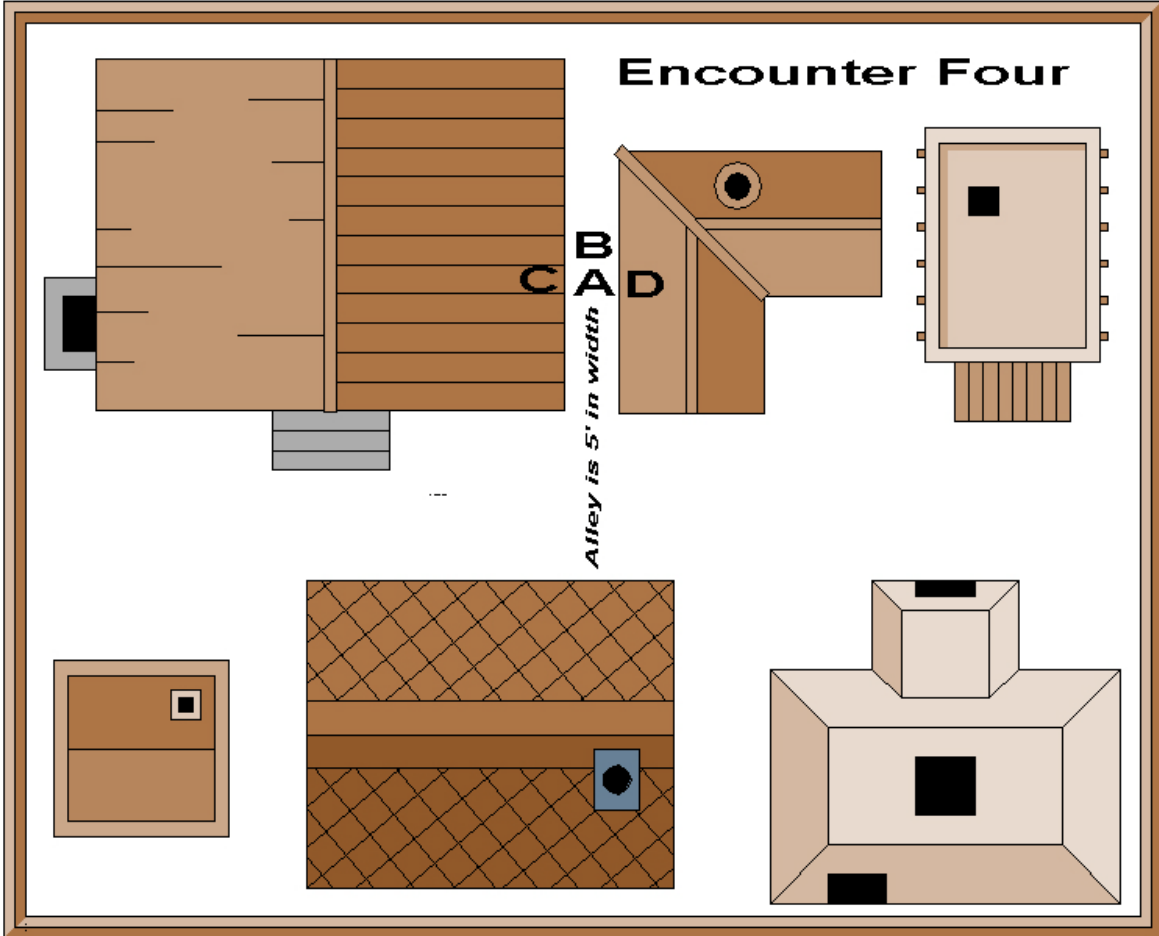
It is my belief that this circlet allows the wearer to control and direct these Sprite Orb beasts – creatures that otherwise cannot be charmed or dominated magically. Further, it may be possible that the wearer may be able to share the senses of the Sprite Orbs he or she controls.

I offer you this information in the hopes that you can root out those who use the symbol of the Orb for evil ends. Should you recover the circlet, my church will reward you for turning it over to us.

High Guardian Miekauf Nactrune

GM PLAY AID #1

Encounter Four Area Map



GM PLAY AID #2

Cevas Ro and the Crown of the Orbs

Appearance

Cevas Ro is a dirty-looking human male in his fifties. His hair has prematurely whitened and he has an odd, feral odor around his body. His eyes gleam with madness, intelligence and the zeal of a devout priest. He sometimes drools when he speaks. His lecherous nature makes him unable to keep from staring at any female with a Charisma of 10 or greater, and he often mutters evil suggestions as to what he would do to them if given the chance. (See GM note below)

Background

Once a priest of the goddess Elianna, he was thrown out of the priesthood for attempting to cause a schism in the church. He believed that the worship of Elianna, Dymona and Krayve should be combined to form the ultimate expression of debauched pleasure. He espoused that a single, perfect act of perversion would release in him a spark of divinity. Cevas Ro was imprisoned for these beliefs, and his time in prison cemented his madness.

After his release, Ro studied the writings of a sage who was an expert in the Orb race. Something about the worship of the beasts, and the tales of the Orb necromancers, appealed to his warped mind. He spent the next several years tracking down a Dread Orb who would agree to perform the ritual to allow him to become an Orb Necromancer, but found none. He then came to the conclusion that the Great Mother, the goddess of the Orbs, would look favorably upon one who emulated the propensity of the great beasts to dine on the flesh of their enemies. Cevas Ro tracked down an Orb Necromancer who was attempting to create a cult within Vanyr. He murdered the necromancer and feasted on his flesh, but was grief-stricken to find that the consumption did not give him the necromancer's powers.

Ro fled to Amthydor and now hopes that by establishing a Orb cult in the city, he might gain the favor of the goddess whom he continues to court. In the meanwhile, the skull of the necromancer that he slew sits on his shrine to the Great Mother, reminding him of his failure.

GM Note

The GM should take the opportunity to make Cevas Ro as frightening, debauched and perverse as he thinks his players could stand. *However, under no circumstances should a GM offend his or her players.* When role-playing Cevas Ro, the GM should think of the villains played by such actors as Anthony Hopkins in *The Silence of the Lambs*, Anthony Perkins in *Psycho* or Jack Nicholson in *The Shining*. A party of good – and even neutral – adventurers should feel that they are doing something very worthwhile and meaningful when they put Cevas Ro out of action.

The Crown of the Orbs

The magic item is a silver circlet set with a carved jade orb that sits on the wearer's forehead. The item radiates strong evil and *Enchantment* and *Conjuration* magic. When the powers of the item are active, the jade eye drips noisome fluids best left not described.

The *Crown* summons up to 12 HD worth of Sprite Orbs to the wearer. The summoning works out to a range of a hundred miles; any Orbs within that range are immediately summoned to the wearer. The wearer may then control up to 12 HD worth of Sprite Orbs up to a range of ten miles. Non-controlled orbs will treat the wearer as if they are under the effects of a *Charm Monster* spell.

The wearer's control over these creatures is crude. He may share their senses and order them to attack. He can control up to four of the creatures; however, he can only issue a single order each round. This means that a pod of orbs ordered to attack a target will *all* attack the same target, using the same pulse attack.

While sharing the senses of the orbs, the wearer remains vulnerable to spells that affect sight senses. Thus, he can be affected by spells such as *Command*, *Flare*, *Sound Burst*, and so on. A spell that affects the wearer should also be considered to affect the Sprite Orbs as well (even if they are spells to which they are not normally vulnerable). Thus, if the wearer is controlling an Orb, and is subject to a *Command* spell to "Flee!", both the Orb and the wearer will do so if the wearer fails his saving throw.

Please send completed form to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to
lsj-roster@theshiningjewel.com.



ROSTER OF HEROES: BEDROOM EYES

Judge Name: _____ **Convention:** _____ **Date:** _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

OPEN GAME LICENSE Version 1.0

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 in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such 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 RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Player's Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Bedroom Eyes, Copyright 2010, The Shining Jewel, LLC, Author Christian Alipounarian.