



# The Harvest

(Trial by Air - Part 1)

**By Daniel Lewis**

Someone is slaughtering Sky Elves; and not just individuals – entire villages. Only the bravest heroes can answer their cry for help and hunt down a mass-murderer inside their own territory. A one-round adventure for heroes level 5-16.

*(Updated May 2013)*

**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 ..... Daniel Lewis  
Editor(s) ..... (Name)  
Plots Coordinator ..... David Samuels  
[lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com)  
Playtesters ..... (Names)

## **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 boxed ***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.

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**

*"The Harvest"* is Part 1 of the “Trial by Air” Series. It is best to play this module first for the sake of continuity. But each module in the series can be played unto themselves and can be played individually.

## **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 147 of the *LSJ Campaign Guide*.

## ADVENTURE BACKGROUND

The players have no way of knowing, but the pirate slavers that were introduced in the Trial by Water series were just a small part of a larger and much more sinister plot. The next stage of this plan will unfold during the events of this series.

There is an entity, unknown and unknowable to the players at this time, which has a need for a variety of very special materials for a ritual that it is conducting.

One such material is wings. Specifically the wings of sentient mortal creatures, as they are the most pliant and receptive to the dark magic that is used to shape flesh.

This entity has sent a minion, a demon summoner of no small skill named Larissa Vantos, to collect the wings of sky elves living in the Delambir mountains. Try to understand the scale here...Larissa is a 17<sup>th</sup> level wizard and she's doing a "run to the store for milk" quest for her master.

Larissa uses a host of summoned demons overwhelm and trap entire villages of sky elves at once. Her own magic is formidable, but she rather prefers poisons because of the added suffering they cause. She will overpower as many elves as possible, but actually prefers to take them alive.

She is not merely tearing the wings from the elves' bodies, but rather surgically removing them. This serves the dual purpose of allowing her to collect the best specimens she can, and also satisfies her urge to cause pain and suffering, as she conducts her surgeries on those that are still alive and conscious.

Larissa is quite good at her job, and delights in the mayhem, but she is not foolish. She knows that the elven population and the nearby cities will eventually look into her actions.

As such, she is conducting her work quickly and efficiently, leaving plenty of evidence but hoping that she can finish her task and return to her master before anyone can find her.

Introduction: Things in the city and surrounding countryside have been calm, and the PCs have received a summons from General Skyrider of the Eagle Riders; a friend of hers needs help.

Encounter 1: The PCs will meet Father Eirdrien Cloudclimber when they answer the summons. He would like the PCs to investigate some troubling dreams and missing people.

Encounter 2 & 2A: The PCs will travel to Telesa Aauno O Anso in the Delambir mountains. There they will find the first evidence of Larissa's work, along with a clue as to where to go next.

Encounter 3: The PCs can chase the killer along a mountain path towards the next village, Telesa Aaudo O Eynho. They encounter the remains of the priest where he caught up to Larissa and was killed and mutilated. They will be ambushed by the demon that was summoned from his remains, as it was waiting for people to investigate.

Encounter 4: The PCs catch up to Larissa at the next village, but are too late to save anyone there. There will be a scene to portray Larissa, but she will escape. The PCs will have to stop the incoming demons, and will have a chance to save some of the elves afterwards

Encounter 5: The PCs can return to Eirdrien Cloudclimber, and may try to raise some of the elves, and possibly get an explanation.

Conclusion A: The PCs successfully track down the killer, end her rampage, and hopefully save some sky elves. Nevertheless, it won't feel like a real victory.

Conclusion B: The PCs are killed by the demons.

Epilogue: An out-of-character scene that provides some grim foreshadowing about Larissa's master and his plan for his ritual.

Check to see if anyone has played the module <i>Wind's Inheritance</i> , as it affects some boxed text.
---

## INTRODUCTION – SO VERY SAFE

*The morning has been pleasantly quiet, and you made the mistake of challenging fate by thinking you might get a day off; so the knock on your door is not a huge surprise.*

*What is surprising is the person calling on you. Most messages are carried by the children of the city, but today you are greeted by a fit young man wearing the distinctive white and blue uniform of the Eagle Riders division of the Diamond Legion. He has sergeant's stripes, and an embroidered nametag reads "Bryce".*

*He wears a single pauldron of thick, scarred leather, upon which stands a large gold-plumed eagle. The bird is a powerful specimen, standing tall and wearing a custom-fitted silk garment of the same colors as the sergeant, and bearing a matching nametag.*

*"Good morning sir (ma'am)." He says as he hands you a message tube.*

*"I've come with a message from General Skyrider. She requests your presence in her office this afternoon. I'll convey your answer to her; if you accept, do not be late."*

*The message tube inside bears a formal memorandum from the General requesting your presence in her office at 2 bells this afternoon. She advises you to eat only a light lunch and to be prepared to travel.*

Sergeant Bryce will wait until the PC answers, then leave, and definitely will not take a tip. If they ask, he is traveling with the bird that will become his mount, to form a bond with him. The bird shares his name, as part of this process.

The players should remember General Llandra Skyrider from the module *Wind's Inheritance*. In that story the players discovered that she was a sky elf and helped return her lost wings. General Skyrider is the commander of the Eagle Riders, just below the High Warrior and the Lord Monarch in authority.

Let the PCs make whatever preparations they want, as they have all day. When they are ready, **GO TO Encounter 1.**

## ENCOUNTER 1 – I DREAMED A DREAM

This is mostly to provide some more detail and atmosphere to the Diamond Legion district. Paraphrase as necessary for players that have, or have not, played *Wind's Inheritance*.

*The Eagle Riders control a large area of the Diamond Legion district in the city, and it's clear why. With wingspans of up to 20', the eagles that serve as the basis for the city's aerial forces need a large area to themselves.*

*Their zone features few bulky structures, and is mostly dominated by an immense, flat, open area with numerous "nests" of lumber and hay scattered around. The Riders would never consider keeping their winged mounts in anything like a stable, and instead they provide copious raw materials and allow the birds to build their own living quarters as they see fit.*

*The eagles themselves are much smarter than any normal bird, and the layout of their nests shows it. They are built more-or-less in orderly rows, leaving plenty of room for mobility on the ground in between. The eagles currently in the yard all wear custom-fitted silk tunics in the colors of the Eagle Riders and bearing the same names as the knights who ride them.*

*The riders themselves reside in the nearby barracks, and there are large, open covered areas where the birds can go if they want to be out of the rain. The headquarters of the Eagle Riders is a very tall but lean structure, clearly intended to provide an excellent viewpoint for the commander, rather than to withstand an attack.*

*Sergeant Bryce meets you when you arrive, and escorts you up to the top of the tower to General Skyrider's office. The office features an entire glass wall that is hinged and opens onto an adjoining terrace large enough for a grown eagle mount.*

*Llandra Skyrider herself is a lithe but powerful sky elf, dressed in the uniform of the Eagle Riders tailored to not restrict her flight.*

*With her is an elderly sky elf man who wears light silk robes with the holy symbol of Aurelian embroidered on them. As you enter they turn and General Skyrider addresses you.*



"Good afternoon everyone, I'm glad you've come. You may know Eirdrien Cloudclimber, from the sky elven enclave of Telesa Aaula A Pala in the Delambir Mountains; he is a priest of Aurelian and a friend. He's come seeking my help, but alas I have nobody to spare and I cannot afford to go myself. Please hear him out; if you can help him, I would consider it a personal favor."

*Father Cloudclimber turns his violet eyes to you, his voice echoing the concern on his face.*

"For the last 2 weeks I have been plagued by strange dreams; I see terrible scenes of homes burning, children screaming, and piles of sky elven bodies covered in blood.

"I asked Aurelian for peace but the dreams only became more intense. I began to fear that I was seeing things from places I'd visited, so I sent one of my acolytes, Dayai Windheart, to fly to the nearby villages. He didn't return for more than 5 days, and the trip never takes that long, even at my age.

"I was sick with worry, so I went to look for him myself. As I approached the nearest village my spells failed, as if they had been purposely negated, and I fell from the sky; I barely caught myself in time to land safely.

"When I landed I was immediately attacked by a strange creature. It was dog-like but huge, with scaled skin and feathered wings. It was like no celestial or demon I'd ever read of, and it fought viciously; I was barely able to flee with my life. I returned the next day by a different path, and got the same result.

"Now Dayai has been missing for a week, I have been attacked by a creature I've never heard of in our own lands, the dreams have not subsided, and I have no idea what is going on.

"But I am too old to be fighting off this creature and searching for Dayai myself. Would you be willing to dispatch this creature, and see if there is anything to be found of our villages, and of Dayai? I can use my magic to make your trip through the mountains easier."

Eirdrien Cloudclimber is more than 800 years old, so instead of flying he uses *wind walk* to get around, which gets him between villages in about 2 hours. He is much too old and frail to adventure.

He will calmly wait for the PCs to ask whatever questions they choose, and he has no reason or desire to hide anything.

PCs may remember that "Telesa Aaula A Pala" is auran for "Home Where Air is Sweet."

#### ☛ **What's the pay/reward?**

"A great many personal treasures were given to the faith of Aurelian when the withering sickness struck Telesa Aaula A Pala. I would be willing to give some to you as payment."

*General Skyrider nods and looks at you:*

"Telesa Aaula A Pala engages with trade and information sharing with Amthydor, so I can also authorize a small payment for your time."

#### ☛ **Why aren't you sending other sky elves to search for him? Why do you want us?**

"I must confess that I came here to ask for help out of my own fear. There are few among us truly suited to the life of adventure and danger. I fear I may have already sent one of our best into danger, and to be honest I do not wish to risk another. General Skyrider speaks very highly of your skills, and so I ask for your help to spare my own people the burden."

#### ☛ **Where did you send your acolyte?**

"Telesa Aaula A Pala lies to the northwest of Amthydor, high in the Delambir mountains. When Dayai left, he went even farther northwest, to the settlement of Telesa Aauno O Anso, or 'Home of the High Water' in common. "It is straight northwest of Telesa Aaula A Pala, situated next to the only mountain lake in the area, it is very easy to find."

#### ☛ **What can you tell us about Dayai?**

"Dayai Windheart is just a young man, but he survived when the withering sickness came, and he is both a capable warrior and a fine student. "You will know him by his deep gold plumage, and a bite scar around his left eye, the result of a fight with a mountain cat during his youth."

☛ **Can you describe this...creature?**

"It fought on all fours, and was powerfully muscled. It had skin covered in dark red and green scales, and two pairs of large feathered wings. It was no celestial I've ever heard of, and the feathered wings and shape of its body do not sound like any demon or devil."

Eirdrien is describing the prototype *blood beast*. He did not experience the creature's poison bite, and although he knows his magic was negated, he doesn't know that it was the *blood beast* that did it.

☛ **What do you want us to do if we find him?**

"Just find out what took so long and bring him home. Dayai does not often get distracted or forgetful, so I can only assume something has specifically delayed him. If you could find out what that something was, I would be grateful."

☛ **How long will it take to get there?**

"Telesa Aaula A Pala is 3 days northwest of Anthydor, as the elf flies. At my age, I prefer to *wind walk*, which makes it more like 2 hours. "Telesa Aauno O Anso is 2 days farther north west by wing, 5 days by foot. I will take you to my home in Telesa Aaula A Pala by *wind walk*, and after that you can use the spell to move around the mountains much more easily."

Father Cloudclimber is a 12<sup>th</sup> level cleric of Aurelian, so 2 castings of his *wind walk* spell is enough to transport all of the PCs at once, and the effect will basically last until they sleep it off.

Each sky elven settlement is about 110 miles apart. With their fly speed of 60', that's 16 hours by wing. They can't fly that long in one stretch, so it's 2 days of flying travel, 5 days of ground travel, or about 2 hours by *wind walk*.

☛ **Can you describe your visions/dreams?**

"Yes, but the detail is always sketchy. I've seen images of sky elves killed and butchered in piles. Flashes of movement and light that are reminiscent of combat and violent magic. And a constant sense of terror, almost as if I could see that emotion, in these images."

☛ **What was this withering sickness...?**

"A time of great pain for my people, and indeed all feathered fliers. Many lost their feathers and died painfully. I lost several friends...if it's alright with you I'd rather not talk about it."

☛ **What is 'Telesa Aaula A Pala'?**

"The name is Auran for 'Home where Air is Sweet', and it is our largest settlement in the Delambir mountains.

"It is a beautiful place, set in a high-altitude valley between even taller mountains. It is filled with large trees and has spectacular views. We live in structures that are melded with the trees themselves, leaving the mountain forests as untouched as we can. We have a temple to Aurelian there, where I make my home."

☛ **What is 'Telesa Aauno O Anso' like?**

"It is smaller than Telesa Aaula A Pala, and also at a slightly lower altitude. They also live in dwellings amongst the trees, but there are fewer people and the trees are younger and don't hold as much. When Telesa Aauno O Anso was first settled, long ago, we took great care to introduce fish to the lake, so now it provides food, as long as they do not over-fish."

☛ **Have your enclaves been attacked before? / Do you think you are being attacked now?**

"Our settlements have never been directly attacked, no. Aside from the incident with the withering sickness, we have remained pleasantly peaceful. We still maintain a standing guard, but thankfully blood has not been shed on our home soil in a long time.

"I have no reason to believe that we are under any kind of attack and I dearly hope I'm right."

☛ **Are there other enclaves in the mountains?**

"Yes, my people have settled a wide stretch of the Delambir mountains. Our towns and homes are set along a mostly straight line northwest along the mountains, about every 110 miles or

so. There is a trade path along the route, for things too heavy to carry by wing.

"Past Telesa Aauno O Anso there is the settlement of Telesa Aaudo O Eynho, or 'Home of Cold Winds'; it's always snowing there.

"Then there is Telesa Aaulo A Dahho, 'Home Where the Moon Watches'; it borders on known stone giant territories and so we keep a constant guard there."

Each sky elven settlement is about 110 miles apart. With their fly speed of 60', that's 16 hours by wing. They can't fly that long in one stretch, so it's 2 days of flying travel, 5 days of ground travel, or about 2 hours by *wind walk*.

☛ **Can you give us a map of these settlements?**

"I am sorry, but I do not have such a map to give you, and I fear it would take too long to produce one for you right now."

There's almost certainly a map of these settlements available to the sky elves themselves, but not one that they have a spare of that they're willing to give away just now. Perhaps after the next module.

After all the questions are answered, and the PCs have agreed to take the job, **Go To Encounter 2.**

## **ENCOUNTER 2 – LIKE LAMBS TO THE SLAUGHTER**

This encounter combines a bit of travelogue with the trip to the first village, Telesa Aauno O Anso.

It's all part of the same boxed text, more-or-less, so it may be necessary to break it up if the PCs want to ask more questions.

*When you finish your questions, General Skyrider wishes you the best of luck, and Father Cloudclimber gathers you together on the balcony outside for his magic.*

*Your group takes on a form that's misty and translucent, and the wind carries you up and away from the city, providing a spectacular view of the eagle riders' district, then the outer walls, then the countryside around the city.*

*You fly in loose formation over the plains and up through the foothills of the Delambir mountains, the afternoon sun warming your faces against the rapidly cooling air.*

*After a short few hours, you break above a jagged cliff wall and are presented with an inspiring vista of a high-altitude valley. The valley is surprisingly dense with coniferous trees and is enclosed on all sides with other cliff faces and towering mountains.*

*The town of Telesa Aaulo A Pala is visible amongst the forest as homes melded with the trees, with wooden rope bridges connecting structures. Father Cloudclimber takes you towards the largest of the trees, with a spiraling staircase along its sides, which has the temple to Aurelian built into its highest branches. Once there, he bids you rest a moment, and summons a fantastic feast on the veranda.*

*"Please, my friends, eat and ask any last questions you may have. Once you are finished I will grant you what magical protection I can and let you be on your way."*

Father Eirdrien Cloudclimber will cast a *hero's feast* spell for the PCs; he is 12<sup>th</sup> level, so calculate the bonuses accordingly.

He will answer any more questions the PCs have, but only from the information in **Encounter 1.**

Once the PCs have finished eating and asking their questions, Father Cloudclimber will cast a *life bubble* spell (APG, pg. 230) on everyone; he is a 12<sup>th</sup> level caster for calculating the bonuses.

Basically it protects the subjects from all forms of natural environmental concerns, such as cold and thin air on the mountains, for 24 hours, as per endure elements plus an allowance for breathing. He will also refresh the duration on their *wind walk* spells. He was well prepared to cast multiple repeating buff spells on non-sky elf mercenaries.

When the PCs are done feasting (minimum 1 hour) and asking questions, and Father Cloudclimber is done casting his buff spells on them, proceed with the boxed text:

*With his fortifying magic in place, Father Cloudclimber wishes you luck and speed, and points you along the path into the mountains that shows the way to Telesa Aauno O Anso. The wind picks you up and carries you off, the trade path clearly visible beneath you.*

*In a little under two hours you begin to make out the shape of the mountain lake that Eirdrien described, and as you draw closer, you can make out structures built into the trees. More disturbingly, you see no signs of movement, and several thin wisps of smoke curl up into the sky.*

*Unlike Eirdrien Cloudclimber's visit, your magic is not cancelled as you fly over and land in the settlement of Telesa Aauno O Anso, nor are you attacked, though neither of these things makes the scene any easier to witness.*

*The settlement has been slaughtered, down to the last child. The dead are piled in a clearing in the middle of the area; hundreds of sky elves, rotting in a heap. Many of the elves are wingless, and some have no feathers on their heads either.*

*Next to the pile of dead is a long, flat wooden table, stained a deep crimson; large spikes are nailed into each corner with ropes tied to them, also stained the same crimson. All around the area shows clear evidence of a fierce battle: feathers of many colors, types and sizes are littered across the ground, pools of blood everywhere, and numerous drag marks show where bodies were taken to be thrown in the heap.*

#### GM Use Only

-Do not share this information with the players. This is so that you are familiar with what actually happened, for the sake of giving descriptions to the players when they use their skills to investigate.

#### The Scene

Larissa Vantos was sent by her mysterious master to gather wings from sky elves for his (its?) dark ceremony. She figured (correctly) that Telesa Aauna A Pala was too close and too familiar to Amthydor, and instead decided to start with Telesa Aauno O Anso.

She used Summon Monster 7/8/9, along with her *Wand of Greater Metamagic: Extend* to summon a swarm of 20+ Vrock demons outside the town. She ordered these demons to subdue the sky elves, and more importantly, to keep any of them from flying away to warn anyone.

This included breaking into every home to grab the ones who were hiding, and pulling the still-flying ones out of the sky. But demons don't follow directions very well and they ended up capturing only about 20% of the population alive.

Once the battle was over (leaving an awful mess of sky elf and vrock feathers and blood all over the area) and the vocks were gone, she set up a table to tie the elves to. She used a *flaming* flensing knife to "surgically" remove the wings of the elves that were still alive.

This process cauterized the wounds to keep them from bleeding out too fast, as Larissa delights in suffering. Once their wings were removed, she cut their tongues out as a defense against *speak with dead*, as they might have seen her face. She killed the ones she "operated" on with a neurotoxin poison, so that they could suffocate to death.

She put all the pairs of wings in a *bag of holding* and traveled towards Telesa Aauno O Eynho, but was caught by Dayai along the trail, as the setup for Encounter 3.

Let the players sink in the description, and let them ask any questions they want, but only answer from the boxed text above (just to the left of this line, not the GM Only section).

When they players want to start using their *skill checks* to investigate, rather than just ask questions outright, **Go To Encounter 2A.**



## ENCOUNTER 2A – CSI: SKY ELVES

You can use the description of events in the GM Only section to help paraphrase your answers, but *do not tell the PCs what happened*, as there's really no way for them to find out for sure.

If the PCs want to investigate the entire town for all of the information, it will take the whole rest of the day. Encounter 3 will not happen until dusk anyway, so try to encourage the exhaustive search.

A given skill check in one area should take about 30 min. Find each skill (or spell) listed below, and check the PCs' skill checks against the listed DCs. A check that beats a given DC also gets all the information for the lower DCs in that area as well.

### Perception

#### Center of town/Pile of bodies

- **DC 10:** There are a bunch of stubby shreds of green vines littered around the pile of bodies.
- **DC 15:** There are a *lot* of feathers scattered around, and they are not all sky elfen.
- **DC 20:** Only about 1 in 5 elves had their wings removed, including a few children; they are piled together, with no pattern in the selection of victims; Dayai is not among them.

#### Edge of town/people's homes

- **DC 5:** The village was not looted (appraise)
- **DC 10:** Dayai is nowhere in or near the town.
- **DC ATL+10:** Some people tried to hide in their homes, but they were broken into and they were dragged outside to be killed.
- **DC ATL+20:** There's an obvious perimeter around the town; all the combat was inside it.
- **DC ATL+25:** From the layout of dropped feathers, pools of blood, and the number of homes/beds vs. bodies in the pile, it doesn't look like anyone escaped, even by flying.

#### The Lake

- **DC ATL+5:** There are no bodies in the lake.
- **DC ATL+20:** There aren't any bodies in the lake at all, even underwater, or even any blood.

#### Trade trail towards Telesa Aaudo O Eynho

- **DC ATL+20:** Nobody ran away, but there are shallow footprints, like someone *walked* away

### Survival

#### Center of town/Pile of bodies

- **DC 5:** There are hundreds of sets of footprints, obvious signs of a large scale combat.
- **DC 10:** There are dozens of footprints that are clawed and heavy.
- **DC 12:** The vine shreds around the bodies are not growing out of the ground.
- **DC ATL+10:** One set of footprints goes back and forth from the pile to the table many times; they seem to be from someone fairly light, but heavier than a sky elf.
- **DC ATL+15:** These bodies have been here for at least 5 days, judging by the decay on some.
- **DC ATL+20:** The clawed footprints are not any kind of natural animal or magical beast.
- **DC ATL+25:** The elves without wings are not being eaten by the scavenger animals; they have a sweet-sickly odor, like some poisons.

#### Edge of town/people's homes

- **DC ATL+20:** People's homes were broken into by things that had wings themselves, and also claws and tails.
- **DC ATL+25:** There are depressions in the ground near the edges of town with feathers embedded in the mud; something with wings crashed into the ground in those spots.

#### The Lake

- **DC 10:** Nothing happened to the fish.
- **DC ATL+10:** There are no disturbances on the shore; nobody tried to swim away or escape under the water; nothing came from the water.

#### Trade trail towards Telesa Aaudo O Eynho

- **DC ATL+5:** There are tracks leading towards Telesa Aaudo O Eynho, and you can follow them easily; the clawed tracks are gone.
  - **Follow-up: DC ATL+8:** The tracks completely vanish after about 200 yards.
- **DC ATL+10:** The tracks match the tracks that were going back-and-forth from the pile of bodies to the table.

### Appraise

#### Anywhere in Telesa Aaudo O Anso

- **DC 5:** The village was not looted at all. Unlocked strongboxes weren't opened, and coins are sitting out in the open.

### Heal

#### Center of town/Pile of bodies

- **DC ATL+5:** The elves that still have wings were killed in combat with claws and burns; the elves without wings have several bruises.
  - **Follow-up: DC ATL+10:** The wingless elves have clear ligature marks around the ankles and wrists; they were tied down with tight ropes and they pulled against them while they were still alive and tied.
- **DC ATL+15:** The elves with no wings died of asphyxiation (blue-ish skin/lips, pinpoint blood spots in the eyes, swelling in the throat...)
- **DC ATL+20:** The wings of the disfigured elves were removed while they were still alive; the wounds were cauterized to prevent too much bleeding, and their wrists and ankles show signs where they fought back while they were still tied down.
- **DC ATL+25:** The wingless elves were suffocated with neurotoxin (paralytic poison); it was either slow-acting, or was administered after the "surgical" removal of their wings; it was administered with a very small stab to the blood vessels in the neck

#### Edge of town/people's homes

- **DC ATL+5:** There are several pools of blood around the town (but not in the middle of town, near the pile), marking what was obviously a very large battle
- **DC ATL+10:** Not all the blood is sky elven; some is oily and thick, more black than red; it slides off a knife blade like water off a duck
- **DC ATL+15:** Some of the fallen feathers scattered around are not sky elven

### Craft (Alchemy)

#### Identify the neurotoxin

- **DC 20:** An oil suspension of Azure lily pollen. In its gaseous form it causes harmless paralysis, but concentrating it into a gel increased its potency enough to stop the subjects' breathing.

#### Identify the non-elven blood

- **DC 15:** This blood is not from any creature known in this world; Knowledge (Planes) might help

### Knowledge (Religion)

#### Sky Elven bodies

- **DC ATL+10:** There are no markings or glyphs anywhere around; no ritual took place here.
- **DC ATL+15:** Some profane rituals require sacrifices, but these elves weren't sacrificed.
- **DC ATL+25:** Some demon-summoning rituals use body parts as sacrifices or foci for spells

### Knowledge (Nature)

#### Sky Elven bodies

- **DC ATL+8:** The shreds of vines scattered around the bodies are not natural plants.
- **DC ATL+10:** Whatever killed these sky elves did not do anything to any of the wildlife
- **DC ATL+15:** There are no creatures in this area capable of causing these kinds of wounds
- **DC ATL+20:** The odor of the wingless elves says they were poisoned with something made from a plant; nothing that grows in this area has those exact kinds of poisonous properties

#### Identify non-elven feathers

- **DC 20:** These are not from any known bird on this world; Knowledge (Planes) might help

#### Identify the poison (along with Craft (Alchemy))

- **DC ATL+15:** Azure lilies only grow in the Mystwood, far to the northeast

### Knowledge (Dungeoneering)

#### Anywhere in Telesa Aauno O Anso

- **DC 10:** There are no subterranean monsters in the area capable of doing any of this damage

### Knowledge (Planes)

#### Identify the non-elven blood

- **DC ATL+15:** Demon blood; not sure which

#### Identify the non-elven feathers

- **DC ATL+15:** They are the feathers of a flying demon; but you're not sure which kind

#### Identify demon (need both other checks successful)

- **DC 20:** The blood and non-elf feathers are from Vrocks; the vines are from their *spores* ability
- **Follow-up: DC 25:** There's about 20 different sets of Vrock feathers; to summon and control that many would require extreme magic

### Knowledge (Arcana)

#### Sky Elven bodies

- **DC ATL+10:** There are no markings or glyphs anywhere around; no ritual took place here.
- **DC ATL+15:** Specifically targeting the wings of the elves, with no preference of victims, shows that the wings have a ritualistic purpose
- **DC ATL+25:** Some demon-summoning rituals require specific body parts as sacrifices and are used as a focus for such rituals

#### Identifying the demons (with Knowledge (Planes))

- **DC 20:** Vrocks can only be summoned in small numbers, and only with the strongest of summoning magics; they are resistant to control
- **DC ATL+20:** To have the vrocks last long enough to kill the entire town, the summoner would have had to be very powerful and also had to *extend* the duration of the spells

#### detect magic

- **DC ATL+15:** Any magical auras that would have been present have faded away several days ago; allows use of *spellcraft* (below)

### Spellcraft

#### Sky Elven bodies

- **DC ATL+10:** Since there was no favoritism among the victims, that tells you that it's the wings that are the important part of the ritual
- **DC ATL+15:** The wings were removed from these elves in a similar way that other body parts are removed from other creatures to be used as a focus for summoning rituals
- **DC ATL+20 (with *detect magic*):** The sky elves were not under any magical effects when their wings were amputated

#### Identifying the demons (with Knowledge (Planes))

- **DC 20:** The only spells that can summon vrocks are *summon monster 7/8/9*, & *gate*; the spellcaster that summoned them was powerful.
- **DC ATL+20:** The vrocks probably did most of the damage, as the magic to control a demon is complex and time-consuming; they do not have the patience for "surgery" on the wings.

#### detect magic

- **DC ATL+30:** The auras of past spells have faded, but there is a trace of *conjunction* that had to have come from casting a lot of spells

### Speak with Dead

#### Elves without wings

The elves who had their wings amputated also had their tongues cut out, so they can't answer questions beyond nodding their heads 'Yes' or 'No'.

- Did you see what happened? Yes
- Did this person kill you? <description> Yes
- Did she take your wings? Yes
- Do you know who she was? No
- Did you provoke the attack? No
- Can you tell us where she went? No

#### Elves that still have their wings

Remember that they can only answer for things that happened while they were still alive, so if they died before it happened, they don't know it.

- What happened here?  
"We were attacked by nightmare vultures and a woman spellcaster who summoned more of them."
- When did this happen?  
"I don't know how long I've been dead."
- What attacked the village?  
"Huge, walking vulture-monsters and a woman spellcaster who summoned more of them."
- How many were there?  
"About 20 of the vulture-monsters, and her."
- How did they fight?  
"With insane violence; some danced and spat lightning at us, others made vines grow out of our flesh; she was casting spells and summoned more."
- Can you describe her?  
"Human woman, brown hair, green eyes, scar on her left cheek, only four fingers on her left hand."
- What happened to their wings?  
"I don't know."
- Did she say why she wanted the wings? "No."
- How did you die?  
"One of the vulture-monsters clawed me to death."
- Did she say what she/they wanted?  
"She wanted us alive, for our wings."
- Then why are you dead?  
"The vulture-monsters killed us."
- Why did they attack you?  
"She gave them orders to capture us all."
- Did they take anything?  
"I don't know."
- Where did she go?  
"I don't know."

detect magic

Center of town/Pile of bodies

- There is a *very faint* aura on the pile  
*spellcraft DC ATL+20*: it is *necromancy*
- There is no way to determine what spell or effect left the aura, as it is several days old

Outside town/people's homes

- The homes have no aura in/around them
- There is a *faint* aura just outside the town, along the trade path from Telesa Aaula A Pala (the way the PCs came from)

*spellcraft DC ATL+25*: it is *conjunction*

- There is no way to determine what spells or effects left the aura, as it is several days old

-----  
-If the PCs haven't noticed by now, or they just ask outright, throw them a bone and just tell them that Dayai is not here (see the **Perception** skill, above.)

-By the time the PCs are done investigating, they may be so disturbed by what they found that they may go back to Father Eirdrien Cloudclimber right away. If so, use this boxed text:

*As you let the wind carry you back towards Telesa Aaula A Pala, you are having a hard time thinking of what you're going to tell Eirdrien. You arrive back at the enclave in the dead of night, but the temple to Aurelian is easy to find, as is Father Cloudclimber sleeping inside.*

*He listens intently to your tale, growing paler with each moment. When you describe the slaughter and the dismemberment he looks as if he'll be sick, though he calms down a little when you explain that Dayai was nowhere to be found.*

*"The scene you've described is beyond horrible... I don't know what I can do for them, except to put their spirits to rest, but I will try.*

*"I will pray on this, and gather some others to travel there with me in the morning. But please, find Dayai; I don't want him to suffer a similar fate. And if you can find the one who did this to the village, and punish them, it would give those poor people some peace."*

-----  
-If the PCs want to go on, **Go To Encounter 3.**

**ENCOUNTER 3 – REST IN AGONY**

Dayai caught up to Larissa on the trail, and she killed him and used his body to summon a spare *blood beast*, which she left behind to ambush any other pursuers (like the PCs).

The intent of this encounter is for the PCs to find Dayai's mutilated body as they are traveling along the trail from Telesa Aauno O Anso (Encounter 2) towards Telesa Aaudo O Eynho (Encounter 4). If the PCs deviate from that path, find a way to get them here before they go to Encounter 4.

It doesn't matter what time of day it is, as the *blood beast* (Appendix A) will ambush them whenever it can, using *invisibility* to hide for the ambush.

Feel free to paraphrase the boxed text however you need to, but one way or another the PCs need to be stopped and they need to investigate Dayai's body (and be attacked) before Encounter 4.

If for some reason they don't, they won't get the XP for Encounter 3, as they will not have found Dayai.

Have everyone make a **Perception** check before the boxed text starts. To see the body along the trail requires **DC 10** during daylight, **DC 15** at dusk, or **DC 20** during the night. But honestly, if *everyone* fails, just give it to them anyway...

*Once more you take to the skies, following the winding trade trail northwest through the Delambir mountains. As the trail climbs in elevation the trees become sparse, mostly replaced with boulders, snow and mountain goats.*

*About an hour after leaving Telesa Aauno O Anso (assuming wind walk), the tree line ends and the trail is clears. In the distance you can see the high rocks that border the rest of the trail, but one of them is darker in color than the others.*

(to the player with the highest **Perception**)

*As you draw closer, you begin to make out a shape against the stone, and before long you realize the shape is a person, stuck to the rock.*

*You cannot get a good look while you are flying, but the body does not look like it is moving, and seems to be nailed to the rock.*



Hopefully this should be enough to get the PCs to land and check it out. If they don't, they'll never find Dayai Windheart (he's the body nailed to the rock), and they'll miss their chance to kill a *blood beast* while it's alone.

The *blood beast* is *invisible*, but it is not silent, or even stealthy, so it will wait until the PCs start to investigate the body (by making skill checks) before it attacks.

If the PCs want to investigate the body, use the following to give responses to their skill checks:

*As you land and move up to the body, you get your first good look at how horribly it has been mutilated. This sky elven man has been nailed to the rock wall along the side of the trail with climbing pitons and hempen rope.*

*His wings have been cut off, and his wrists and ankles are crushed from how tightly the ropes are tied. His extremities are covered in claw marks and burns, and his armor and clothing has been torn to shreds and dumped in a heap. But most disturbingly, his chest has various arcane symbols and glyphs carved into it with an extremely sharp knife; the flesh inside those symbols has been burned to charcoal, while everywhere else shows profuse bleeding.*

*The man's face has a large scar in the shape of a bite mark around his left eye, and the dark gold plumage of his head shows through the caked-on blood; he used to wear a holy symbol of Aurelian on a pendant, but the pendant was melted into his flesh. It seems you've found Dayai Windheart, but too late.*

-----  
Let the PCs make skill checks for info, but as soon as they have made 2 checks (or cast 2 spells), and received 2 responses, the *blood beast* attacks!

The *blood beast* is acting as an ambush predator, using its *invisibility* to wait until the PCs are distracted making skill checks.

Once it's dead they can make more skill checks.

### Heal

- **DC ATL+10:** Along with the wings, his eyes and tongue were also cut out.
- **DC ATL+15:** His wounds weren't cauterized, and he died of blood loss about 3 days ago.
- **DC ATL+20:** From the bleeding, the symbols were carved into his flesh while he was alive.

### Perception

- **DC ATL+10:** There are footprints all around, but only 2 sets, so it wasn't a big fight.
- **DC ATL+15:** The winner of the fight walked up the trail towards Telesa Aaudo O Eynho.
- **DC ATL+20:** Cleaning the blood off his torso shows that the symbol carved over his heart is a large 4-winged dog shape with sharp horns.

### Survival

- **DC ATL+10:** There's no animal tracks of any kind around; and no evidence of scavengers.
- **DC ATL+15:** The tracks leaving this fight match those leaving Telesa Aauno O Anso too.
- **Follow-up: DC ATL+18:** The tracks seem to vanish after 200 yards or so.

### Knowledge (Religion)

- **DC ATL+10:** This body has been *curse*d, so it'll need to be *removed* before he can be *raised*
- **DC ATL+15:** There are no holy symbols in the carvings on his body.

### Knowledge (Arcana)

- **DC ATL+10:** These symbols are the type used in summoning and binding rituals.
- **DC ATL+15:** His body was used as a platform to summon something, but no telling what.

### Knowledge (Nature)

- **DC ATL+10:** The scavengers have not come; also he doesn't smell or look like he's rotting
- **DC ATL+15:** There is no trace of poison here

### Spellcraft / detect magic

- There are no lingering magical auras at all

**Speak with dead**

Dayai has had his tongue cut out, so he can only answer questions by nodding his head 'Yes' or 'No'.

- Are you Dayai Windheart? 'Yes'
- Did this person kill you? <description> 'Yes'
- Did she take your wings? 'Yes'
- Do you know who she was? 'No'
- Did you provoke the attack? 'Yes'
- Can you tell us where she went? 'No'  
-nods his head up the trail toward O Eynho
- Will you let us raise you? 'Yes'  
-spell fails anyway due to curse
- Did she say what she wanted? 'Yes'  
-thick mumbling that sounds like "suffer"
- Is she still in this area? 'No'

Let the PCs make skill checks for info, but as soon as they have made 2 checks (or cast 2 spells), and received 2 responses, the blood beast attacks!

It is possible that some PCs might be standing watch, but they're being attacked by an invisible flying monster, so determine surprise accordingly.

*As you busy yourselves examining the scene, your concentration is broken by the sound of flapping wings and a rush of air as something huge, and invisible lands near your group.*  
(make 1 claw attack...see Appendix A)  
*Its first attack breaks the spell and you see a large, powerfully muscled dog-like creature. It has red and green scaled skin, a pair of sharp horns, 2 pairs of feathered wings, and its mouth drips a nasty green ichor.*

It should be fairly obvious that this is the beast that Eirdrien Cloudclimber described in Encounter 2.

**Roll for Initiative.** See the stats in Appendix A. See the Tactics and Order of Battle below.

**Tactics and Order of Battle**

· Round 1: The blood beast (which is flying around invisible) lands next to the PC farthest from the group and takes its surprise attack.

· Round 2 → until end: The blood beast focuses on the same target until they go down. It will only

change targets if someone shows a holy symbol or displays very bad defenses.

-It likes to target spellcasters with *dispel magic* to make them easier to kill.

-Pay special attention to the *blood beast's* various special powers that are used when it deals damage.

-It does not surrender, and fights until dead.

Its body will dissolve into a puddle of formless flesh 5 rounds after it dies, but the PCs can examine it with skill checks before then.

**Perception, DC ATL+10** will note that this creature matches the image carved into the flesh of Dayai's chest.

During the fight, Perception DC ATL+15 will notice some of the *blood beast's* special abilities in action (see Appendix A).

**Heal DC ATL+20** will note that the beast's claws and teeth are hollow, allowing it to draw blood from the wounds it causes. Also its bite is poisonous, but the claws are not.

**Survival DC ATL+10** will show that the creature did not leave any tracks around here, so it has been flying this whole time.

**Knowledge (Religion) DC 10** shows that this is not any kind of known demon or devil.

**Knowledge (Arcana) DC ATL+20** tells the PCs that since this thing is not known or natural, it might have been flesh-crafted, like how the lupari and tabreen were crafted from arcane experiments.

During the fight, Spellcraft DC (varies) will identify some of its spell-like abilities.

Let the PCs examine it in as much detail as they can manage in 5 rounds, and feel free to let them speculate as much as they please.

There's another one waiting for them at Encounter 4 anyway.

When the players are ready to move on,

**Go To Encounter 4.**

If the players die, go to **Conclusion B**

## ENCOUNTER 4 – GOTCHA! OH, WAIT...

*You proceed along the trail towards Telesa Aaudio O Eynho, winding your way higher into the mountains. When you finally take the last turn, the trail opens up into a wide, flat mountain plain. The town is set among a handful of stubbornly-growing pine trees, with some wooden structures and holding pens for herd animals on the ground level. A thin layer of snow covers most flat surfaces.*

*It would all be very picturesque if not for the wholesale slaughter.*

*What confronts you is a scene duplicated from the horrors at Telesa Aaudio O Anso. Blood and fallen feathers are everywhere, and a pile of sky elfen bodies is situated in the center of town.*

*A long, flat table is set up near the pile, and a now-wingless sky elf is strapped to it, twitching slightly. A robed and hooded figure stands over the sky elf, and one of the 4-winged dog-monsters stands to the side. The dog-monster follows your approach and gives a low growl.*

*As you watch, the hooded figure hefts one of the sky elf's amputated wings off of the table and places it into a bag on the ground. The figure then turns to you, lowering her hood. She has brown hair and a scar along her left cheek, and the left hand she used to lower her hood only has 4 fingers on it.*

"Well, I was wondering when you would arrive. I take it you're the ones who killed my master's pet? Such a shame, it was a beautiful creature. And the sacrifice that summoned it was such a fiery one. What did he say his name was? Da Guy Windfart or somesuch?

"Well, anyway, I have another. I imagine you think you're here to 'stop me'. No matter, you are too late, my work here is done. You're more than welcome to feed yourselves to my beast, but I have somewhere else to be."

This is probably enough to provoke a fight from most groups, in which case **Roll for Initiative** and use the Tactics and Order of Battle shown below.

Other groups might actually try to talk to her:

☞ **Who are you?**

"Not that it matters, but my name is Larissa Vantos. I do not care who you are."

☞ **What are you doing? And why?**

"My master commanded me to collect their wings, so I have collected them. He didn't say anything about talking with fools, or delaying my return."

☞ **Who is your master?**

"You'll know soon enough, as he will be your master also."

☞ **Don't do this; just surrender, give us their wings back and we won't hurt you...**

"HA! As if I'd get mercy anywhere. Save your useless lies; I have completed my task and I'm returning to my master."

☞ **Why does he want their wings?**

"They will be the key to your destruction."  
How?  
"Shut up."

☞ **We don't have to fight!**

"You're half right. I am leaving, but my master's pet *blood beast* will finish you."

☞ **What's a blood beast?**

"This magnificent creature is a *blood beast*, crafted by my master's own efforts."  
(she indicates the 4-winged dog-monster)

If the PCs just continue asking questions, Larissa will get annoyed and **Start the Surprise Round**.

It doesn't matter if the PCs start the combat or she does, no matter what Larissa starts with a *Quickened Time Stop, Gate, and Summon Monster*, so that the PCs are fighting minions and she leaves.

## ENCOUNTER 5 – BRING OUT THE DEAD

### Tactics and Order of Battle

· Surprise Round: Larissa casts *Quickened Time Stop*, then *Summon Monster* (by ATL), and *Gate*. She takes the bag of wings and leaves through the *gate*, which closes before the *time stop* is over

· Round 1: Larissa escapes, just as shown in the Surprise Round above.

The *blood beast* attacks the nearest player, and focuses until they're dead.

· Round 2 - End: The summoned creature attacks a different target than the *blood beast*, and also focuses until they're dead.

-Just like Encounter 3, this *blood beast* dissolves into a puddle 5 rounds after its death, but the PCs can attempt the same skills that they used before.

-Larissa escapes this fight. No matter what. She gets off her *quickened time stop*, summons a monster and a way out, takes the bag of wings, and leaves. End of story, do not change this.

Her stats are shown below, there's no way the PCs can stop her before she gets off 1 quickened spell.

*With the demons and the beast dealt with, you finally have a chance to take stock of the area. The pile of bodies in the center of town stands as a grim testament to Larissa's work, but not all of the elves are dead.*

*Many of those who still have their wings are moaning and thrashing, laying on the top layer of the pile, as are a few without their wings, including the poor soul still strapped to the table.*

The text intentionally ends here; the PCs know that they can stay and help, but no prompts as to how.

-There are **4d10+10** elves who are still alive.

-Of that number, **25%** still have their wings, but have been very badly beaten (0 HP).

-Elves without wings are critically injured (0 HP, conscious enough writhe due to the pain), and have also been **Poisoned, DC ATL+20**.

-They can make 1 save vs. the poison under the PCs care, if they fail they die.

Remind players that there is a use of the **Heal** skill called *treat deadly wounds* (PCR, pg. 99).

-There are no more threats in this mod, so the PCs can stay and help as much as they want.

-If the PCs voluntarily raise, or donate the money to raise, any of the elves (only the ones with wings are willing) there is a special cert for them. Do not tell them this, and the NPCs don't mention it either.

If they restore at least one sky elf (who still has their wings) to 10 HP or more, that elf will fly back to Telesa Aaula A Pala to summon Eirdrien Cloudclimber. Otherwise, if the PCs spend at least 2 days tending to the elves here, he will arrive on his own. When he gets there, use this boxed text:

*Eirdrien Cloudclimber surveys the carnage with deep sadness, and then your efforts to help with a soft smile.*

**"Thank you for everything you have done, my friends. It's a shame you couldn't catch the fiend that did this, but you have given peace to these people. We'll stay and do what we can to help, and I will meet you back at our temple."**

When the PCs are done, proceed to Conclusion A

One the demons and the *blood beast* are dead,

Go To Encounter 5

If the players die, go to Conclusion B



## **CONCLUSION A - SUCCESS**

This would be the default result from this module. Paraphrase as necessary if the PCs saved any elves.

*You return to the enclave of Telesa Aaula A Pala, a town in mourning. With so many dead, it seems everyone has lost someone they knew or loved. Your efforts, and those of Father Cloudclimber and his priests, dull the pain somewhat, but the pall of death hangs heavy on everyone here.*

*Nevertheless, all of the elves you helped save come to see you, offering heartfelt thanks for your efforts, and pledges of support from now on.*

*The sheer number of dead and maimed exceeds the capabilities of body, soul, and magic to heal, and it will be hard for these elves to push past it. Although the true fiend that did this escaped your grasp, these people know that they can count on you.*

*You are sickened by the idea of what that spellcaster might have been intending to do with the wings she harvested from these people, but you can't shake the feeling that she'll be back, probably sooner rather than later.*

*Back in Amthydor, General Skyriders meets you in her office in the Eagle Riders ward.*

**"I was deeply troubled to hear about what you found, and the suffering that evil woman brought down on those people. I am all too familiar with what the survivors are feeling right now. I can only hope that we'll get another chance to find this...Larissa...and put a stop to her before she hurts anyone else.**

**"This wasn't an official assignment from the Legion, but nonetheless we are indebted to you for helping our friends. Please take this small reward, and my thanks. You've proven your skill time and again, and I'm glad you were here to help."**

Reward = ATlx50 gp, Favor of General Skyriders

## **CONCLUSION B - FAILURE**

The players would only get this result if they were defeated and killed by Larissa's demons.

*You awaken in a cold sweat on a flat slab of stone, seemingly roused by the sounds of chanting around you. The last thing you remember was the pain, and the cold darkness. When you are able to sit up on your own, the priest welcomes you back and bids you get cleaned up and dressed*

*You learn that your corpses were found by a sky elven scouting party, and you were returned to Amthydor and raised from your own funds.*

*Sky elves did not fare as well, though as the one who butchered the towns you visited did not spare them the same fate. You wonder who did this to all of those innocent people, but it seems they are now beyond your grasp.*

Players lose whatever gold and items they need to in order to pay for a *raise dead* spell.

Note: Sky Elven PCs have also had their wings brutally amputated. They lose the capability for flight, and suffer 4 points of Constitution drain that cannot be restored until their wings are back.

No gp reward, no Favor cert

## **EPILOGUE**

No matter which Conclusion the PCs get.

*Father Eirdrien Cloudclimber checks back with the Eagle Riders from time to time, and occasionally stories reach your ears through friends and gossip. It seems that although there haven't been any more attacks on sky elven enclaves, there have been some reports of strange creatures attacking other outlying villages.*

*Unreliable stories tell of giant dog monsters with scaled skin and 2 pairs of wings, and even the rumors make your blood run cold...*

## **THUS ENDS "THE HARVEST"**

**TIME UNIT COST: 8 TU**

## EXPERIENCE POINT SUMMARY

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>
PCs used at least 6 of the skills or spells investigating Encounter 2	50	50	100	100	100	200	200	500	500
PCs found/investigated the body of Dayai Windheart in Encounter 3	50	50	100	100	100	200	200	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500
<b>Maximum XP</b>	<b>750</b>	<b>1000</b>	<b>1500</b>	<b>2100</b>	<b>3200</b>	<b>5100</b>	<b>7600</b>	<b>12000</b>	<b>18500</b>

Experience earned is based on the Average Table Level (ATL), and no PC receives 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.

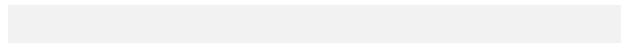
<p>A. Value: 8,100 gp</p>	<p><b>ITEM 1</b></p>	<p>A. Value: Varies (see cert)</p>	<p><b>ITEM 4</b></p>
<p>A. Value: 9,500 gp</p>	<p><b>ITEM 2</b></p>	<p>A. Value: 12,500 gp</p>	<p><b>ITEM 5</b></p>
<p>A. Value: 7,500 gp</p>	<p><b>ITEM 3</b></p>	<p>A. Value: 4,000 gp</p>	<p><b>ITEM 6</b></p>

# **APPENDIX A - Prototype *Blood Beast***

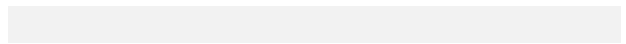
ATL 5

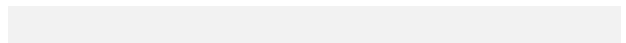


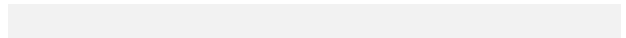
**ATL 7**

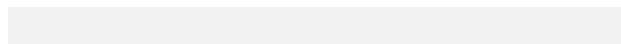
















# Critical Event Summary: The Harvest

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

1. Did the PCs question the eagle-on-the-shoulder in the intro? Yes No  
If 'Yes', what did they ask about? \_\_\_\_\_

2. Did any of the PCs react to seeing General Skyrider or Eirdrien Cloudclimber? Yes No  
If 'Yes', describe how they reacted or remembered them: \_\_\_\_\_

3. How did the players react to the scene set up in Encounter 2?  
Dismayed Uninterested Intrigued Tried to run after a killer that wasn't there

4. Describe how any sky elves in the group reacted to the scene in Encounter 2: \_\_\_\_\_

5. How many of the skills/spells were the PCs able to use in the investigation in Encounter 2?  
1 - 3 4 - 6 7 - All If they did something wildly different, describe it: \_\_\_\_\_

6. How did the PCs respond to the *blood beast* and its dynamic combat abilities in Encounter 3?  
Said it was unfair, but they managed just fine PCs were slaughtered b/c of poor reactions to its abilities Said it was an interesting new challenge

7. Briefly describe their tactics to kill the *blood beast* in Encounter 3: \_\_\_\_\_

8. How did the PCs respond to basically being "robbed" of a kill in Encounter 4?  
Said it was unfair Didn't care Focused on the fight with the *beast*

9. Did the PCs stay to help the sky elves in Encounter 4 on their own? Yes No  
If 'Yes', how? \_\_\_\_\_

10. Which Conclusion did the PCs get? A B  
If B, briefly describe why: \_\_\_\_\_

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).

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



## ROSTER OF HEROES: THE HARVEST

**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.

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

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

\* 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.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

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 Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

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

INSERT YOUR TITLE, Copyright 2010, The Shining Jewel, LLC, Author INSERT YOUR NAME.