



Winging It

(The Mageborn Saga - Part Two)

By Catie Straiton

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

Hired? Check. Paid? Check. Plan? . . . um, Plan? . . . There IS a Plan, isn't there? For heroes of levels 1-8.

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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.

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

“Winging It” is Part 2 of the Mageborn Series. It is best to play in Part 1 (**LSJ43 “Blood Brothers”**) prior to playing this module for the sake of continuity. But each module 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 events in the “Mageborn” series are not necessarily related plots, but each scenario involves one or more of these races, their history and their renewed contact and interactions with the people of Amthydor.

This scenario is Part Two of an open-ended series introducing the ‘mageborn’ races of Raia, five races of humanoid/animal hybrids created eons ago through magical experimentation. Having fled the distant Chaldean Empire during its fall nearly two thousand years ago, these races have been hiding in remote lands. They have remained in contact with each other, but have had only limited contact with the outside world.

In *LSJ43 “Blood Brothers”*, the first scenario of the Mageborn saga, two of the mageborn races, the canine lupaari and the feline tabreen, ended their centuries of isolation and sent a diplomatic mission to Amthydor, once a colony of the same empire that had created and enslaved the mageborn. The ship carrying the ambassadors and their entourage was beset by pirates, and the captured lupaari and tabreen were taken to Jadenspur and sold as ‘curiosities’ to a collector of unusual creatures. A lupaari advance scout waiting in Amthydor hired the PCs to locate the ambassadors once it became apparent that their ship was overdue. The heroes were able to locate and rescue the prisoners and return them to Amthydor to continue their diplomatic mission. Friendly relations were established, allowing trade and travel between these long lost children of the fallen Chaldean Empire.

Now, a third mageborn race, the bird-like osperr, has resurfaced. Celestria, an osperr priestess and a Favored of the god Aurelian, has been compelled by her deity to bring a sacred osperr child to a shrine high in the mountains above Amthydor. The young osperr girl is believed to have been touched by Aurelian and to be the prophesied reincarnation of Aeraskya Starsinger, the Chosen priestess who helped to lead the mageborn out of slavery nearly two millennia ago. As the child is too young to fly, the pair has been forced to travel

overland from the highest peaks of the Telsigir Mountains far to the east of Amthydor. The pair was attacked, shortly after reaching the guild city of Perallin, by followers of the goddess Graala. Celestria was killed, but not before she was able to hide her charge. The terrified child was discovered by a clan of tengu and given shelter in their nest.

GM NOTE This event introduces two special groups of clergy, the *Favored* and the *Chosen*. For each deity worshiped on Raia there are seven *Favored* clergy, priests and priestesses who are blessed with a closer than normal relationship with their god and who are bestowed additional powers. Each deity also has three *Chosen* who are closer still to the Power they serve and act as direct conduits for their deity’s will.

Introduction – Unnatural windstorms plague Amthydor, and the PCs are summoned by their neighbors to the shrine of Aurelian.

Encounter 1: An air portal has appeared inside the shrine of Aurelian, and the high priestess has been plagued with visions that she cannot explain or interpret. The PCs may ask questions before stepping through the air portal and undertaking their mission.

Encounter 2: The Perallin City Watch has questions of their own for the heroes, who have arrived in the middle of a minor crime wave and are the logical suspects.

Encounter 3: The PCs can help investigate the thefts in Perallin, as a means of proving their own innocence while continuing their own search.

Encounter 4: The PCs can explore their mysterious destination, the Guild City of Perallin, gathering information and learning about their surroundings.

Encounter 5: The PCs can visit the ruins and locate the body of Celestria, the osperr priestess who was bringing the osperr child Aerastina to Amthydor, and encounter the harpies who killed her.

Encounter 6: The PCs discover the tengu, who are responsible for the thefts of minor valuables throughout the city, and who have rescued the prophesied osperr child.

Encounter 7: Followers of the beast goddess Graala make one last effort to claim the osperr girl for their own use.

Conclusion A – The PCs return to Amthydor with Aerastina.

Conclusion B – Aerastina is lost to the servants of Graala, and faces an unknown future.

INTRODUCTION – THE PERFECT STORM

Before presenting the **Introduction**, provide any PC worshipers of Aurelian and any air elem, sky elf, lupaari or tabreen PCs with **Player Handout #2**.

The entire city is at the center of a massive windstorm of hurricane-force winds (75-174 miles per hour). Flying creatures suffer a -12 penalty to Fly checks. Large size creatures are ‘checked’ and must succeed at a **DC 20 Fly** check to move in any direction except the direction in which the wind is blowing. Medium and smaller creatures are ‘blown away’ and must succeed at a **DC 25 Fly** check or be blown 2d6 x 10 feet in the direction that the wind is blowing. A creature that is blown away must still make a **DC 20 Fly** check to move due to also being checked. The wind changes direction randomly each round. Roll 1d6 –

- | | |
|-------------|---------------|
| 1 – Forward | 4 – Right |
| 2 – Back | 5 – Downdraft |
| 3 – Left | 6 – Updraft |

The wind howls and shrieks through the streets and between the buildings, driving all but the most stalwart citizens to seek shelter inside their homes and businesses. Even the peal of the iron bell used to toll the hours is all but drowned out by the roar of the windstorm that envelops the city.

The windstorm completely engulfs Amthydor and the surrounding area for a distance of 20 miles from the city and 5000 feet (yes, nearly a mile) upward.

This event begins at mid-afternoon. The PCs are presumed to be taking shelter indoors in their own residence, as any reasonable person would. If a player insists that their character is elsewhere, modify the box text appropriately.

An insistent knocking on your door grows louder and more impatient, struggling to be heard over the scream of the storm. The shouts of your uninvited guests are audible as little more than a whisper. “We know that you’re in there. Open up. You have to help.”

The PCs can certainly refuse to open the door, and after ten more minutes the neighbors will go away in search of other adventurers to help. If the PCs attempt to **Sense Motive** on their visitors (no check required), the NPCs are insistent (even a little desperate) but not aggressive or angry. The NPCs assume (you know where that gets people, don’t you?) that the PCs know what to do and where to go. After all, the PCs are supposed to be the professionals here. Ad lib as necessary to finish setting the hook and reel the heroes in if they don’t accept right away.

☞ **Who are you?:**

“We live or work in the district. We were all talking about the storm, and decided that someone needed to look into it, because it just didn’t seem natural.”

These people are the PC’s neighbors, common citizens from Amthydor’s neighborhoods.

☞ **Who sent you?:**

“No one sent us. We want to hire you ourselves.”

They are just eliminating the middle man by going directly to the PCs.

☞ **What do you need my help for?:**

“People say that you’re an adventurer, and adventurers help with this sort of thing.”

The PCs want a reputation as heroes and brave adventurers. Here’s their chance.

☛ **How much are you paying?:**

“If we pool our money, we can pay you sixty gold crowns.”

This is for the entire party, not per PC. Hey, these are common citizens (a street sweeper, a stable hand, a dockworker, a bricklayer, a housewife, etc). This is their life’s savings. Give a sob story about having to buy day old bread and two day old vegetables instead of fresh to feed their families, and not buying any salted fish (the cheapest meat available) so that they can afford to pay the party. The PCs can ask for more, but they won’t get it. If they insist on more money, their neighbors will go elsewhere for help, and the PCs will gain a reputation as greedy mercenaries.

☛ **Have you been to the Diamond Legion?:**

“They’re looking into it, but they don’t know any more than anyone else right now. They are having the same trouble as everyone else who tries to go outside, and they are advising everyone to stay indoors in a sturdy building for their own safety. Even the eagle riders are grounded because of the winds. Besides, they get help from adventurers all the time, so they’d probably be contacting you soon anyway.”

True enough.

☛ **Have you talked to the temples?:**

“We came to you first. It was hard enough just getting here, much less trying to visit every temple and shrine in the city. We had to tie ourselves together to keep from being blown away. If you wouldn’t agree to help us we were going to go to the shrine of Aurelian next.”

The Hall of the Four Winds, shrine of Aurelian, is the logical place to begin the investigation, and the only place that the PCs can find real information.

☛ **What do you already know?:**

“No one, even the Legion, can get around safely to investigate, so there isn’t much to tell you.”

The NPCs can impart what they know of the nature of the storm and events leading up to their arrival on the PCs’ doorsteps.

☛ The winds started late the previous afternoon, steadily increasing in velocity through the night.

☛ The winds have been accompanied by swirling black clouds and lightning, but no rain.
☛ Storms normally blow through and continue on, but this one seems to be hovering over the city and the surrounding area.
☛ The divine powers with the most influence over the weather or storms are Ardra, Aurelian and Kohr.

Ardra is the goddess of Life, and her temple is a prominent member of Amthydor’s Quorum of Faith. Kohr is the evil god of Destruction, and worship of him is not legal in Amthydor. Aurelian is the god of Air. Though worship of Aurelian is legal in Amthydor, the faith is not part of the Quorum. The shrine of Aurelian is considered ‘unofficial’. It is located in the Services District, and it is the next logical step in the PCs’ investigation.

- If the PCs agree to accept the mission and visit the shrine of Aurelian **GO TO Encounter 1 (page 5).**
- If the PCs agree to accept the mission, and want to visit somewhere other than the shrine of Aurelian, just run with it. No one else will have any answers at this point, even most of Amthydor’s shrines and temples. Moving around the city is difficult and dangerous, and required three times as long as normal. The Diamond Legion and other potential investigators are having just as much trouble as the PCs when it comes to moving from place to place.
- If the PCs refuse to take the bait then their only opportunity to enter the scenario is to somehow find their way to the shrine of Aurelian.

ENCOUNTER 1 – WHICHEVER WAY THE WIND BLOWS

Clever players might think to ask about traveling through the sewers. Getting permission would require reaching the Diamond Legion, and then waiting for approval. It will take the PCs less time to fight the winds and travel directly to their destination.

Creatures braving the winds to move from one location to another suffer 1d3 points of nonlethal bludgeoning damage per ATL each time that they move through the city.

The winds pummeling the city abruptly cease as you approach the shrine of Aurelian, an eye of calm in the heart of the storm.

It is as if a wall of force encircles the shrine, blocking out the wind and lightning, a column of protected space surrounding the building and reaching upward, with clear blue sky visible above.

The small shrine to Aurelian could not be more different than the area surrounding it. The violent maelstrom only a few yards away cannot touch the airy, open pavilion that marks the Hall of the Four Winds. The space between the white painted supporting pillars is open, allowing breezes to flow unobstructed through the structure. Large cages filled with brightly colored songbirds and cooing white doves hang from the roof beams, adding to the gentle music of a faint breeze rustling through the leaves of trees. A handful of young clergy in pale blue robes move through the shrine as a white robed priestess approaches to greet you.

The woman, High Priestess Zyrinna, is an air elem, with silver blonde hair and pale blue eyes.

“Few are those of Amthydor who seek the wisdom of this humble hall. Do you come because of the storm, or have you another purpose for your visit?”

If the PCs attempt to Sense Motive, she is hesitant and suspicious, as if she expects the PCs to blame the shrine for the storm.

If the PCs accuse the shrine of any wrong doing High Priestess Zyrinna will become defensive, protesting the shrine’s innocence and insisting that the PCs leave. She will not speak with the PCs further until they either return with a warrant from the Diamond Legion (requiring 8 hours) or succeed at a **Diplomacy** check **DC 18 + ATL** to apologize and make amends.

If the PCs mention that they are there looking for help in finding the storm’s cause she will breathe a small sigh of relief.

“Perhaps you should come inside and we can talk.”

She shows you to a small garden, the trees adorned with crystal wind chimes.

“I sent a message early this morning to the Lord Monarch, offering the shrine’s assistance in discovering the cause of the storm and finding a means to disperse it, but there has been no reply as yet. I had a dream last night that I believe may be significant. I was above a city, as if I was flying. I looked to the sides and saw that I had glossy black wings. There were others above and below me, in front and perhaps behind, birds with shining black feathers.”

The dream is familiar to any PC worshipers of Aurelian and to air elem, sky elf, lupaari and tabreen PCs as the vision described in **Player Handout #2**.

If the PCs ask, she will describe the layout of the city as best she can. PCs who are natives of the Guild City of Perallin can recognize the description of the city’s distinctive central guild complex, a large octagonal structure situated upon a manmade hill at the center of the city. A successful Knowledge (geography) skill check DC 20 will allow a PC to recognize the layout of the central government complex of the Guild City of Perallin.

If the PCs express interest in investigating further and ask additional questions or if they have any official standing within the city (PC Amthydor Noble, members of the Diamond Legion or PC Noble Guards) she will continue.

“There is something in the heart of the shrine that you should see. It appeared just after sunrise.” She leads you through the shrine to a comfortable room walled in panels of ornate stained glass in shades of blue and white.

The glass panels depict images of clouds, mountain peaks and aspects of Aurelian (an amorphous figure, a young man with silver hair and eyes garbed in shades of blue, an old man seated on a silver throne, etc).

In the center of the room, suspended in midair like a mirror or a window with no frame, is a portal formed of roiling gray and black mist shot through with small arcs of lightning.

“No one has been able to approach it since it appeared. Each time that we try, bolts of lightning arc out to force us back. One of the acolytes was struck and burned.”

The portal appears the same viewed from both the front and the rear. It is seven feet high and three feet wide, large enough for the PCs to pass through.

As soon as one or more of the PCs approaches within 10 feet of the portal it will abruptly change.

The chaotic swirling of the dark mists that form the portal abruptly change to silver and blue, then clear to reveal the image of a large city dominated by an octagonal structure at its center. Birds circle lazily above the city, and puffy clouds float serenely past.

The PCs are clearly the trigger for the change, and are expected to enter the portal. Only the PCs (and their attendant animals, cohorts, etc) may pass through. If the PCs hesitate the sounds of the storm outside will increase dramatically, and the ‘wall’ of the storm will push inward 10 feet towards the shrine. Every minute that the PCs continue to delay the storm will push inward another 10 feet, until it has pushed in 100 feet, the PCs force their way back out through the storm or the PCs enter the portal.

If the PCs attempt an *augury* to determine if they should enter the portal, the answer will reflect that the only beneficial course is to pass through, though even that is not without risk.

- If the PCs enter the portal **GO TO Encounter 2 (page 7).**
- If the PCs refuse to enter the portal **GO TO Conclusion C (page 33).**

ENCOUNTER 2 – THE AIR UP THERE

PCs passing through the portal will arrive above the Guild City of Perallin exactly as they saw it through the portal’s mists...way above. Aurelian can hardly allow his chosen heroes to die before completing their mission, so the PCs really aren’t in any danger, but feel free to make the players sweat a little.

Don’t present the box text until every PC has entered the portal. Offer a description of a ‘wormhole’ effect if the PCs only enter one at a time and wait to see what happens to the unlucky first volunteer.

Swirling silver clouds envelop you as you pass through Aurelian’s portal. The city is laid out like a carpet below your feet. As the clouds melt away beneath you, you realize that there is nothing to support you in the air and the wind begins to rush past as you plummet toward the ground, gaining speed with every heartbeat.

PCs with a means of flying or floating safely to the ground on their own may do so, but it isn’t required. Modify the box text as necessary if they do so.

The central courtyard of the massive octagonal building rushes up to meet you, the fine details of shrubs, fountains and paving stones becoming clearer. Your descent abruptly slows and you gently drift the remaining fifty feet to the manicured paths of the courtyard. As you drop below the top of the roofline, iron bells begin to peal and there are shouts of alarm from the guards who take note of your unusual arrival.

PCs who are able to fly or otherwise direct their own descent may land outside of the courtyard, at which point the militia will surround them at their landing point and reunite the party for questioning. **GM Note** PCs who are able to remain airborne on their own and choose to do so will cause the party to be split and will be out of the scenario until they surrender and rejoin their companions in custody. If the entire party has a means of avoiding landing then the scenario is on hold until the players choose to drink the fruit punch and play along.

With solid ground once again beneath your feet, you find yourselves in the center of an octagonal courtyard. Two dozen uniformed men have formed a welcoming party for you, complete with loaded crossbows and drawn falchions. One man sheathes his weapon and approaches you.

“We knew that you would eventually return to the scene of your crime, we just didn’t expect such a...flamboyant arrival. I should thank you for saving us the work of hunting you down like common thieves. Your cells are prepared, and the magister is ready to hear evidence.”

The PCs can choose to resist their ‘arrest’ and fight the Perallin Guild Militia, but that will just delay the mission and cause more problems, and the PCs will get hurt. If the players insist on combat, 100 more fighters will arrive immediately, with an additional 100 fighters arriving each minute, until there are 500. 45% are 1st level, 25% are 3rd level, 15% are 5th level, 10% are 7th level and 5% are 9th level.

The man is Corbin, commander of the Perallin Guild Militia. He is a reasonable fellow, but a recent rash of mysterious thefts in the Guild complex and throughout the city has him a bit on edge. The PCs can talk their way out of being arrested with a successful **Diplomacy** check **DC 15 + ATL**.

If the party is arrested they may request aid from the local shrine of any deity worshiped by one or more of the PCs or the shrine of Aurelian. While the predominant faith in Perallin is that of Lucor (god of merchants and trade), other faiths have a minor presence. It will take one of these temples twelve hours to contact Amthydor and confirm the PCs’ story. Once they are released, present the box text below.

If the PCs avoid arrest present the box text below.

“My apologies for the confusion. I am sure that you can see how your unusual arrival could easily be perceived as suspicious. We have had a number of unusual thefts recently both within the Guild complex itself and in the city as a whole.”

The PCs may accept this official apology and go on their way or they can take the bait ask about the thefts. It isn’t absolutely necessary for the PCs to look into the thefts but it certainly cannot hurt.

If the PCs ask about the thefts –

“The stolen pieces are mostly jewelry, crystal or precious metals. All are small, portable and easily concealed. In several cases the thieves have left behind more valuable items such as paintings, statuary and ornamental carvings.”

The stolen objects are all small, bright and shiny.

☛ **May we look into the thefts?:**

“It is possible that you may have more luck, actually, as people who would normally be

reticent to speak with authorities may be more willing to confide in you. If you were able to learn anything useful to the investigation we would be willing to offer you fair compensation for your efforts.”

Colin will not go into detail about possible payment at this time. Such decisions are for the Guildmistress to make.

☛ **Has any evidence been recovered?:**

“Nothing of note. There were black feathers found on a few of the balconies and rooftops, but that isn’t unusual here. Surely you noticed the crows. There are a few more than normal, but the birds are a constant presence around the city.”

The PCs may examine the feathers if they want. A successful **Knowledge (nature)** skill check **DC 15** will reveal that the feathers are from an especially large crow or raven.

☛ **Do you have any suspects?:**

“None, and we haven’t been able to locate any useful witnesses.”

☛ **When did the thefts occur?:**

“All of the thefts took place at night, on overcast or moonless nights. There are always petty thefts, but they started to become much more common half a year ago.”

Just about the same time that the tengu arrived in Perallin.

☛ **Have there been any unusual strangers in the city?:**

“Perallin is a major trade center, and most of the guilds have established their main guildhalls here. There are always new people in the city.”

The tengu make a point of not being seen.

☛ **Do you have a list of the stolen items?:**

“Yes, though there is little to connect the items, victims or locations.”

Corbin will provide the PCs with **Player Handout #3**.

☛ **Do any of the locations have anything in common?:**

“Not that we have been able to determine.”

☛ **Have there been any witnesses?:**

“One visiting master smith returned to his rooms after a late night meeting to see a dark cloaked figure slipping out of his window. He ran to see where the thief went, but there wasn’t any sign of him. There was no ladder, no trees nearby to jump to, and it was a 30 foot drop to the ground.”

The master smith has already left to return to his own hall in a distant city and it unavailable for further testimony. He described his missing property as a blown glass globe filled with liquid and tiny gem chips, depicting a scene of snowy mountains (a snow-globe).

☛ **Do any of the victims have anything in common?:**

“Several work or live within the central Guild complex but have nothing else in common. Others are from different parts of the city and have no connection to each other.”

The only real theme connecting the various thefts is that all of the objects are small, bright or shiny and valuable.

☛ **Have any of the stolen items been recovered?:**

“One piece, a jeweled necklace, was found on the roof of a nearby building. We believe that the thieves dropped it during their escape.”

☛ **Can you think of any place where the thieves might be hiding out?:**

“Small groups of bandits sometimes use the ruins outside of the city. We make an expedition every spring to clear them out before the caravan season starts. You’re welcome to check them out if you wish. Some of the local farmers and a few travelers claim that the ruins are haunted, but ”

Corbin will offer a bit of parting advice if the PCs decide to look into the thefts –

“You have no official standing in Perallin, so you cannot search private property without permission, and you cannot actually arrest

anyone, though you may defend yourselves if someone attacks you first. Any evidence that you discover, as well as all recovered property and spoils must be turned over to the Guild Militia immediately, along with a full report of all of your activities.”

- If the PCs want to investigate the thefts and speak to the victims **GO TO Encounter 3 (page 9).**
- If the PCs want to gather information throughout Perallin **GO TO Encounter 4 (page 11).**
- If the PCs forfeit the quest and return to Amthydor **GO TO Conclusion C (page 33).**

ENCOUNTER 3 – A LITTLE BIRD TOLD ME

The PCs may speak with one or more of the victims and view the locations of the thefts. Not all of the victims are available, and many of those who are have similar stories. There are seven victims currently available. A brief synopsis of available information is provided for each victim. The PCs may visit as many or as few as they wish. Visiting each victim requires one hour. The players should catch on fairly quickly that bright shiny objects are taken while less visually appealing ones with higher values are left behind.

GM NOTE – The feathers found at the crime scenes are common crow and raven feathers, and will not be helpful for casting *locate creature* to find the tengu.

Victim #1

Moneychanger

Theft occurred 5 months ago.

Location: Business

Stolen Object: A hand-high gold and platinum statuette of a phoenix rising, with rubies, topaz and yellow diamonds adorning the tail. The statuette was left on a desk in the back office of the shop. It is valued at 4,500 gp. Several stacks of coin were undisturbed. The office has a window looking out onto a small courtyard. A black feather was found

on the windowsill. The only access to the courtyard is through the shops that surround it or by air. The moneychanger was in the front of the shop meeting with a late client when the theft occurred.

Victim #2

Bard

Theft occurred 1 month ago.

Location: Residence

Stolen Object: A crystal windchime. The windchime was hanging in an open window of the bard's upstairs flat. While lovely, it has a value of only 5 gp. The owner was not at home when the theft took place.

Victim #3

Temple of Lucor

Theft occurred 10 days ago.

Location: Temple

Stolen Object: A blown glass egg encrusted with sapphires, emeralds and diamonds. The egg was valued at 5,000 gp. It had been placed on display with other tithe objects on a long table in the shrine. The table was against the wall, beneath one of the shrine's large windows that allow sunlight in to illuminate the gold-ornamented interior. The other tithe objects were a land grant, a carved wooden ceremonial mask, a pouch of coin (10,000 gp) and a carved ivory rose (complete with leaves and thorns) valued at 5,000 gp. A black feather was found on the floor under the table, but it could easily have been tracked in on the bottom of someone's shoe.

Victim #4

Journeyman Goldsmith

Theft occurred 3 weeks ago.

Location: Residence

Stolen Object: An heirloom necklace of rubies and amethysts on a platinum chain valued at 3,500 gp. The journeyman had been tasked by his master to repair the clasp on the piece. Concerned about the thefts in the area where his master's shop is located, he took the piece home for the night for safekeeping. He stayed up late to do some additional work on it and after completing the repairs and cleaning it he fell asleep at his table, the necklace nearby. When he awoke it was gone.

The window in his flat is too small to allow a small humanoid creature to enter. The necklace was found on the roof of a building half a block away.

Victim #5

Dancer

Theft occurred 16 days ago.

Location: Public Bathhouse

Stolen Object: An enameled ornamental hair comb worth 1 gp. The owner left it on a narrow shelf in the ladies changing room of a public bathhouse. When she returned to redress the hair comb was gone. There is a low window just above the shelf. A black feather was found on the floor nearby.

Victim #6

Foreign Emissary (Landseer Isles)

Theft occurred 6 days ago.

Location: Ship

Stolen Object: A jeweled gold and emerald torc worth 7,000 gp. The emissary returned to his ship following a late night trade meeting. He removed the torc and placed it on his dressing table before going to bed. The torc was missing in the morning, though several valuable rings that were with it were not taken. The cabin has a small porthole.

Victim #7

Wealthy Merchant's Daughter

Theft occurred 3 days ago.

Location: Residence

Stolen Object: A charm bracelet, with charms made gemstones carved into the shapes of animals. The bracelet is valued at 1,500 gp. The young lady received the bracelet as a gift from her betrothed the same evening that it was stolen. The pair had been walking in the park, near the old belltower, when the gentleman placed the gift on her wrist. She removed it when she went home and prepared for bed, leaving it in her open jewelry box. She left the room briefly to speak with her mother, and when she returned the bracelet was gone. Other valuables, including heavy gold bracelets, a pearl necklace with matching earrings and several paintings were untouched. She thought that she saw a shadow and heard wings beating on her balcony when she returned to her room, but when her father came and looked out no one was there.

While there are additional victims in the city, they are unavailable or unwilling to converse with the PCs. The PCs should not read anything suspicious into this. The persons involved are either extremely busy or choose not to speak with foreigners, having already given their statements to the Guild Militia.

- If the PCs want to gather information throughout Perallin **GO TO Encounter 4 (page 11).**
- If the PCs have learned of the tengu and seek them out **GO TO Encounter 5 (page 15).**

ENCOUNTER 4 – A WING AND A PRAYER

The PCs can visit several locations in Perallin in their quest to learn more about the purpose of their mission.

TEMPLES and SHRINES

The predominant faith in Perallin is Lucor, but every other non-evil deity has a shrine somewhere in or near the city. Only the temple of Lucor and the shrines of Ardra, Aurelian and Illudra will have any useful information for the PCs.

Lucor –

The PCs may examine the location of the theft at the temple of Lucor as well as ask about divinations.

“We have looked at length into the thefts that are plaguing the city. The only answer that we have received is vague at best.

‘The daughter of sky and wind will travel far ‘ere she finds her place among the eagles’.

The thieves have repeatedly taken only a single object, leaving behind pieces of greater value that were as or even more accessible. It’s more like children, or someone playing a scavenger hunt, rather than serious thieves out to obtain wealth.”

The ‘daughter of sky and wind’ is the osperr child who is currently hidden away in Perallin. Lucor’s

domains include Travel, so it is reasonable that the temple would receive such a divination. The PCs may recognize the reference to eagles as applying to Amthydor, sometimes called the ‘city of eagles’. Other than that, Lucor’s priests don’t know what it means, and welcome the PCs’ insight.

Ardra –

Ardra is the ‘mother goddess’ and the keeper of life. Even those among the mageborn that do not actively worship Ardra still honor her. Her shrine has no information on the thefts, but may provide some insight into the PCs’ mission in Perallin.

“We have sensed something coming, someone or something dear to Ardra in danger, but the Mother has not made clear to us what is over the horizon. She has however given us a vision.

‘The Chosen shall be reborn, and shall take shelter from her enemies in the nest of the trickster.’

The title of ‘Chosen’ is sometimes used to refer to a living being who has been touched by his or her deity and specially selected to act as an instrument of that Power. Those who are so touched are often blessed with great longevity, but if one were to perish through unnatural means it is reasonable that their deity would allow their spirit to be reborn into a new body.”

If the players cannot make the leap to ‘reborn’ equaling child or ‘nest’ equaling birds she will continue –

“If such a Chosen were reborn, he or she may be a child right now, and in need of aid. A nest could imply birds or the home of some bird-like creature.”

Aurelian –

The most information can be found at the shrine of Aurelian, from the High Priest.

☛ **Do you know anything about the ‘daughter of sky and wind’?:**

“I suspect that it is a reference either to a member of a race favored by Aurelian or to a particularly devout priestess of the Sky Lord.”

☛ **What do you know about a ‘Chosen’?:**

“Each of the high Powers is served by a number of mortal-born beings – seven Favored and three Chosen. These individuals are normally, but not always, priests or holy warriors. Each is blessed by their deity with powers and abilities beyond those granted to normal clergy. The Favored may use these extra abilities at the command of their god. The Chosen are more direct conduits of divine will and may use their gifts more freely in service to their faith. To my knowledge there are neither Favored nor Chosen of any Power in residence in Perallin. Aurelian’s own Favored and Chosen are seldom human. Nearly always they are of the skyborn races – air elem, avoral, djinn, sky elves and the like.”

☛ **Do you know of any avian-humanoid races in the area?:**

“Such beings tend to be rather reclusive or to hide their true nature when traveling among those who are land-bound. I have seen sky elves in the area, but they are usually only travelers passing through. I don’t know of any that are permanent residents.

There have been some stories lately, from people claiming to see strange bird men, but the witnesses are seldom reliable. I haven’t seen anything like that myself.”

If the PCs ask for details on the sightings, he will point out an area on the map. The approximate location indicated is mostly low rolling hills and young forest, with a few ruined stone forts.

☛ **What can you tell us about the ruins?:**

“The ruins are the remains of a series of miniature forts that served as sentry towers at a time when raids by orcs and gnolls were common. The superstitious claim that the ruins are haunted, and that screams and other strange sounds can be heard coming from them on dark nights. They also say that the spirit of a watchman still walks among the ruins, lantern in hand, guarding against intruders.”

☛ **Do you have any information on the thefts?:**

“We have heard about the thefts. In fact, something was left in the tithing bowl early this morning. I just finished sending word to the Guild Militia about it.”

He takes a small package from his desk, removing the silk wrapping and laying it out for all of you to see – a pair of delicate sapphire and blue diamond earrings.

“This isn’t the sort of thing that most people leave as a tithe to the shrine. There was also a beautiful black feather on the altar, but no one was seen coming or going.”

The earrings match the description of a pair stolen just the night before. The feather matches others found at the locations of some of the previous thefts.

If the PCs are alert for any deception a successful Sense Motive skill check DC 12 + ATL will reveal that the priest does have a suspect in mind even if he doesn’t have any proof. He suspects the presence of the tengu clan in the city, though he doesn’t know that that is what the race is called. He hasn’t seen any of them himself, and isn’t certain that they are responsible for the thefts. He knows nothing of the osperr.

☛ **What can you tell us about the crows?:**

“They have always been here, but in recent months they have become much more common. They nest in several of the older buildings or in the abandoned ruins outside of the city.”

Many of the additional crows are the familiars and companions of the tengu.

If the PCs specifically mention the black feathers or ask about crows in relation to the thefts –

“Crows and ravens are known to have a liking for bright shiny objects. They line their nests with sparkling trinkets, small enough to carry away. If there were an open window, and such an object were in view, they might fly in and take it.”

Illudra –

Illudra is the goddess of tricksters and rogues, and one of the deities favored by the tengu.

☛ **Can you tell us anything about the thefts?:**

“No one is admitting anything, naturally, though there has been something extra in the tithe a day or two after the thefts. It isn’t much, in comparison to the value of the items taken, just a few coins. There have been a few new faithful at some of our services, but most of our members conceal their identities, so I’m afraid that I can describe them to you.”

The priest won’t refer to any of Illudra’s faithful as rogues or thieves, even though he knows that is what many of them really are.

☛ **Do you know anything about the crows?:**

“Crows are especially favored by Illudra. They are natural tricksters and are drawn to small shiny objects. Some...acquisition specialists...use them as scouts or spies. Several of our members have them as pets and companions. Of course, I have never witnessed any illegal activity by any of our members.”

Again, he knows what many of the members of his congregation do for a living, but he won’t say the words ‘thief’ or ‘rogue’ in reference to them.

☛ **Can you tell us anything about the ruins?:**

“They were built in the early days of the city, as watch towers to protect against raiders. As travel became more frequent and they city built up a strong militia, the raiders were driven off and the fortifications were abandoned and fell into disrepair. Periodically small groups of bandits will use the ruins as a base of operations, but the militia routs them as soon they learn about it. Recently there have been reports from travelers and the local shepherd that some of the ruins are haunted. They report hearing unearthly screams and seeing odd dark flying shapes above the ruins.”

He hasn’t been to the ruins himself, so he can’t offer any firsthand insight.

MERCHANTS and GUILDS

The PCs may visit any number of merchants or guildhalls looking for information. Finding someone to answer each question requires a successful **Diplomacy** skill check **DC 12** (no

check required for natives of Perallin) to gather the information.

☛ **Can you tell us anything about the thefts?:**

“We’ve heard about the thefts, of course. On the larger scale they haven’t had any noticeable effect on us. It is unfortunate when one or two members lose property, but it is a risk that we all take in this business.”

The merchants are not the best source of information, being focused on daily profits and their own business.

☛ **Do you know anything about the crows?:**

“Nuisance birds. They follow along after our caravans like scavengers. This year’s been the worst. There are more of them than ever, and bigger ones too. We see them flying in the distance.”

☛ **Do you know anything about the ruins?:**

“When the city was first founded there were problems with raiders, and the watchtowers were built to help combat them. Once the city expanded and was strong the raiders were driven off, and the towers weren’t needed anymore. They’re falling down now, and some people claim that they’re haunted. Caravans report hearing screams and seeing strange figures floating above the walls.”

He isn’t the superstitious sort, but the ruins scare him a little.

BARDS and TAVERNS

The PCs may visit any number of taverns or find bards willing to talk to them. Finding someone to answer each question requires a successful **Diplomacy** skill check **DC 18** (**DC 13** for natives of Perallin) to gather the information. PCs who are conversant in *Rogues’ Cant* gain a +5 bonus to their roll to gather information from local bards in this case.

☛ **Do you have any information about the thefts?:**

“It isn’t anyone local. That...community of people is small around here, and most of ‘that sort’ know each other. Someone would have

heard about it. It has to be someone new to the city. It's also unusual that more valuable pieces would be left behind. If it weren't for the fact that some of the items were minor trinkets I would say that the thief was looking for a specific piece. As it is, it's almost as if the thieves are children or someone with a compulsion to steal 'anything', regardless of value, as long as they take 'something'."

The local bards know about the thefts because, well, bards hear everything eventually.

☛ **Do you know anything about the crows?:**

"Crows and ravens are favored by some arcane practitioners as familiars. The birds also have a liking for bright shiny objects. They collect them to use for attracting mates and in lining their nests. There have always been a few nesting in and around the city, but they have become much more common in the past several months. Some of the new arrivals are also somewhat larger than average. They nest in some of the older buildings in the city proper and in the old ruins outside of the city."

He doesn't know if they roost specifically in the old belltower, but he won't rule it out as a possibility. There are a dozen or so taller buildings with abandoned or little used towers or rooftop extensions that could easily house the birds.

☛ **What can you tell us about the ruins?:**

"They're haunted, at least according to the local shepherds and some of the caravan guards. People claim to see mysterious figures moving through the ruins and hear terrifying cries. A few people have vanished near there in the past few months. The occasional bandit hides out there, but the militia clears them out every spring to make things safe for the caravans."

The cries are the harpies and their victims. The most recent mysterious figures were Celestria, Aerastina and the tengu.

GENERAL POPULATION

The common people on the street hear almost as many rumors as the bards, they are just not as good at putting the information together.

☛ **Can you tell us anything about the thefts?:**

"There's been more than what the Militia knows or cares about. Lots of common people have been victims too. It just baubles and bits, not worth much, but the stuff is still important to the people who own it. One person lost a set of chimes that hung on their porch and sparkled in the sun, and another had a length of fine fabric taken. One even had a small stuffed toy bear that she had just finished sewing for her little girl taken."

The polished metal chimes were taken from an open kitchen window. The stuffed teddy bear toy was taken from an upstairs room above a candlemaker's shop. The cloth, a length of pale blue linen, was taken from a tailor's shop.

☛ **Do you know anything about the crows?:**

"There are a lot more of them lately than there used to be, and some of them are awfully big. They roost in some of the empty buildings and in the ruins outside the city."

Many of the locals claim that some of the crows are as big as eagles, but you know how unreliable eyewitnesses can be, right?

☛ **Do you know anything about the ruins?:**

"Those ruins are haunted, if you ask me. Screams and weird cries come from them at night, and people who go there disappear. One shepherd found a bunch of his sheep torn to shreds nearby after leaving them out to graze overnight. The Militia said that it was just wild dogs or something, but I don't believe that."

- If the PCs want to visit the ruins **GO TO Encounter 5 (page 14).**
- If the PCs want to explore the belltower and other empty structures in the city **GO TO Encounter 6 (page 21).**

ENCOUNTER 5 – FOUL WINDS

The harpies have set up residence in the ruins.

Crumbled stone towers are overgrown with weeds and scraggly shrubs. The wind keens among the piles of tumbled stone and shattered walls and distorted shadows stretch across the ground.

The ruins are spread across a large area, on a series of small hills. The ruins are in an arc around the city, approximately two miles from the walls, and about a half mile apart. The PCs will need to check at least three sets of ruins for anything to happen.

The first few ruins show signs of old campfires, discarded litter and the passing presence of local animals. When you reach the remains of the third watchtower, a solemn silence greets you. A rough wooden scaffold made from branches and sticks lashed together stands in the center of the circle of broken walls. A body wrapped in cloth and bound with cord has been laid out on the scaffold. A motley collection of leaves, flowers and feathers have been spread over the still form.

The leaves and feathers are all from the immediate area. Most of the feathers are black, though a few are the same gray brown of a falcon. The black feathers are from tengu, and may be used to help target a *locate creature* spell. The cloth is the pale blue linen fabric that was stolen from the tailor's shop.

The PCs may, if they wish, unwrap and examine the body. If they do, they will find the body of Celestria, the osperr *Favored* who was bringing Aerastina to Amthydor. An osperr has a human body and the head of a falcon (think of the Egyptian god Horus). As a *Favored* and the special escort for the child, Celestria has a pair of large falcon-like wings on her back. Lupaari nad Tabreen PCs will recognize Celestria as an osperr, and will know that wings are not normally part of the package. Celestria was killed by a clan of harpies who serve Graala. A successful **Heal** check **DC 12 + ATL** will show that she died from **multiple** claw wounds and her throat and chest have been torn to shreds. Also wrapped up with the body is the dead female's holy symbol (Aurelian) and the jeweled phoenix statuette that was stolen. The PCs may *speak with dead*, if they have the means to do so. Celestria's alignment is CG, but her spirit will consent to speak with any non-evil caster. Her spirit can reveal the following in response to questions –

- ☞ Her name is Celestria.
- ☞ She is a member of the mageborn race known as the Osperr.
- ☞ She is a priestess of Aurelian.

- ☞ She was following a command from her god to deliver Aerastina, a sacred osperr child, to Amthydor.
- ☞ The pair were attacked by harpies.
- ☞ Celestria was able to hide Aerastina among the ruins, near an 'eye of stone', before the harpies made their final attack and killed Celestria.
- ☞ Aerastina must reach the shrine of Aurelian or Ardra safely.
- ☞ She is content with this form of 'burial'.

As long as the PCs voice some promise to find Aerastina and deliver her safely to Amthydor then Celestria's spirit can rest in peace and she has no great desire to be raised from the dead, though her spirit will return if the spell is cast. Celestria does not know that it was the tengu who found her body and performed this 'burial' ceremony, but it is similar to the rituals of her own people and an appropriate disposition of her mortal remains.

On a successful Diplomacy skill check **DC 15 + ATL** the PCs can convince a priest from one of the local shrines to cast *speak with dead*. A priest of Lucor will be able to ask six (6) questions. A priest of any other allowed faith will be able to ask four (4) questions.

The PCs may search the area for clues to Aerastina's hiding place.

Perception DC	Information Gained
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- | | |
|--------------------|--|
| DC 10 | There are patches of blood all throughout this set of ruins, as if a fight took place among the stones. Some effort has been made to clean up the blood. |
| DC 10 + ATL | Several dirty dark brown feathers are scattered among the ruins, as well as a handful of glossy falcon-patterned ones and two rich black feathers. |
| DC 12 + ATL | The body of a harpy, struck down while airborne and crashed among the ruins where her companions couldn't readily locate her. [Heal check DC 15 will reveal that she died about the same time as the osperr, from thousands of small cuts (Spellcraft DC 23 to recognize the effect of <i>blade barrier</i>)]. |
| DC 15 + ATL | A large rock, with a hole through the center like a window (or an eye), balances on a |

small hill among one of the nearby sets of ruins (not adjacent, but one set beyond the neighboring hill).

DC 18 + ATL (upon reaching the appropriate hill with the eye rock) A small niche, beneath the eye stone, that has recently been occupied by some small creature, and a silky gray-brown feather.

Survival Check DC	Information Gained
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DC 10	The tracks of medium sized taloned feet fill the area, and arrive and leave from all directions of the ruined tower.
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DC 10 + ATL	There are also barefoot medium humanoid footprints beneath the taloned tracks. The taloned tracks are bird-like.
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DC 12 + ATL	The humanoid tracks come into the ruins from one side, among rocks and grasses, rather than directly north or south (the directions of the adjacent ruined towers).
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DC 15 + ATL	There are two types of taloned tracks. One type appears suddenly, as if the creature landed, while the other type arrived overland from the direction of the city and leave both back towards the city and in the direction of the ruins to the north.
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DC 18 + ATL	The humanoid tracks come into the ruins from across open ground, from the northeast, rather than by means of the rough trail that connects each of the ruined towers that encircle the city. Some effort has been made to conceal these tracks.
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DC 20 + ATL	The humanoid tracks lead to a set of ruins two hills to the northeast.
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DC 20	(upon reaching the appropriate hill and the eye rock) More of the taloned tracks that came from the city, and a set of small bare humanoid footprints (which quickly disappear as if the person was picked up, while one set of taloned tracks grow deeper as if weight increased), headed in the direction of Perallin.
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The tracks are those of harpies (taloned, arrived and departed by flying), tengu (taloned, arrived and departed on foot) and osperr (barefoot humanoid).

If the PCs explore the nearby hill with the eye rock they will find that the rock's opening brackets the city of Perallin. The tengu found Aerastina hiding

in the ruins, beneath the eye rock, and took her to their nest in Perallin's old belltower.

The PCs search has not gone unnoticed by the harpies, who are still seeking their prize.

Taking a final look among the ruins you realize that you are not alone. Several winged figures are circling above you, and begin to descend quickly in your direction.

The harpies won't hesitate to attack the party, and cannot be negotiated with. Graala wants the osperr child, and the harpies intend to get her, even if they have to go through the PCs to do it.

GM NOTE – The PCs should be forced to expend 25% of their resources (spells, hit points, etc) on this combat. If they are not sufficiently challenged by the opponents provided, add an additional opponent (2 at ATLS 9 & 11). If the NPCs possess class levels, a fighter-class harpy should be added.

ATL 1**✧ Harpy (1)**

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**AC** 17, touch 13, flat-footed 14; (+2 armor, +2 Dex, +1 dodge, +2 natural)**hp** 55 (7d10)**Fort** +4, **Ref** +7, **Will** +6**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +8/+3 (1d8+1) or 2 talons +3 (1d6+1)**Full Atk** morningstar +8/+3 (1d8+1), 2 talons +3 (1d6+1)**Ranged** bolas +9 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +7; **CMB** +8; **CMD** 21**Feats** Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas**Special Abilities**

Captivating Song (Su): A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-

affecting charm effect. The save DC is Charisma-based.

ATL 3**✧ Harpy (2)****ATL 5****✧ Harpy (4)**

ATL 7**⚔ Harpy Bard 2 (1)**

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**AC** 19, touch 13, flat-footed 16; (+4 armor, +2 Dex, +1 dodge, +2 natural)**hp** 67 (7d10+2d8)**Fort** +4, **Ref** +10, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft., fly 80 ft. (average)**Melee** morningstar +9/+4 (1d8+1) or 2 talons +4 (1d6+1)**Full Atk** morningstar +9/+4 (1d8+1), 2 talons +4 (1d6+1)**Ranged** bolas +10 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 3 (DC 14 + spell level)**Spells Known 0 level** – *daze, flare, read magic, resistance*; **1st level** – *grease, hideous laughter, sleep***Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 18**Base Atk** +8; **CMB** +9; **CMD** 22**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (Bluff)**Skills** Bluff +9, Fly +12, Intimidate +9, Linguistics +1, Perception +7, Perform (song) +7**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +2**Special Abilities** bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1, versatile performance, well-versed**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 17 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before

moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Fighter 1 (4)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +7**AC** 20, touch 14, flat-footed 16; (+4 armor, +3 Dex, +1 dodge, +2 natural)**hp** 62 (8d10)**Fort** +6, **Ref** +7, **Will** +6**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft., fly 80 ft. (average)**Melee** morningstar +10/+5 (1d8+2) or 2 talons +3 (1d6+1)**Full Atk** morningstar +10/+5 (1d8+2), 2 talons +3 (1d6+1)**Ranged** bolas +11 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +8; **CMB** +9; **CMD** 23**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (Bluff)**Skills** Bluff +7, Fly +14, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +2, ~~*oil of magic weapon*~~ +1**Special Abilities****Captivating Song (Su): DC 16 Will**

ATL 9**⚔ Harpy Bard 3 (2)**

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**AC** 20, touch 13, flat-footed 17; (+5 armor, +2 Dex, +1 dodge, +2 natural)**hp** 73 (7d10+3d8)**Fort** +5, **Ref** +10, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft., fly 80 ft. (average)**Melee** morningstar +11/+6 (1d8+1) or 2 talons +5 (1d6+1)**Full Atk** morningstar +11/+6 (1d8+1), 2 talons +5 (1d6+1)**Ranged** bolas +11 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 4 (DC 14 + spell level)**Spells Known 0 level** – *daze, flare, lullaby, read magic, resistance*; **1st level** – *expeditious retreat, grease, hideous laughter, sleep***Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 18**Base Atk** +10; **CMB** +11; **CMD** 24**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (Bluff)**Skills** Bluff +10, Fly +13, Intimidate +9, Linguistics +1, Perception +7, Perform (song) +9**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +3, ~~*oil of magic weapon*~~ +1**Special Abilities** bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1, versatile performance, well-versed, inspire competence +2**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 17 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before

moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Fighter 3 (4)

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +7**AC** 21, touch 14, flat-footed 17; (+5 armor, +3 Dex, +1 dodge, +2 natural)**hp** 76 (10d10)**Fort** +7, **Ref** +8, **Will** +7 (+8 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft., fly 80 ft. (average)**Melee** morningstar +12/+7 (1d8+2) or 2 talons +5 (1d6+1)**Full Atk** morningstar +12/+7 (1d8+2), 2 talons +5 (1d6+1)**Ranged** bolas +13 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +10; **CMB** +11; **CMD** 25**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Skill Focus (Bluff)**Skills** Bluff +7, Fly +16, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +3, ~~*oil of magic weapon*~~ +1**Special Abilities** armor training 1, bravery +1**Captivating Song (Su): DC 16 Will**

ATL 11**⚔ Harpy Bard 5 (2)**

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +8**AC** 22, touch 14, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +2 natural)**hp** 85 (7d10+5d8)**Fort** +5, **Ref** +12, **Will** +10**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +12/+7 (1d8+1) or 2 talons +6 (1d6+1)**Full Atk** morningstar +12/+7 (1d8+1), 2 talons +6 (1d6+1)**Ranged** bolas +12 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 5, 3 (DC 16 + spell level)**Spells Known 0 level** – *daze, flare, lullaby, read magic, resistance, virtue*; **1st level** – *expeditious retreat, grease, hideous laughter, sleep*; **2nd level** – *blur, sound burst, summon swarm***Str** 12, **Dex** 16, **Con** 10, **Int** 8, **Wis** 12, **Cha** 18 (22)**Base Atk** +11; **CMB** +12; **CMD** 26**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Mobility, Skill Focus (Bluff)**Skills** Bluff +10 (+12), Fly +15, Intimidate +9 (+11), Linguistics +1, Perception +8, Perform (song) +11 (+13)**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment* +4, *oil of magic weapon* +1, *potion of eagle's splendor*~~**Special Abilities** bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +2, versatile performance, well-versed, inspire competence +2, loremaster 1x/day**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 19 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the

effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Fighter 5 (4)

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +7**AC** 22, touch 14, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +2 natural)**hp** 90 (12d10)**Fort** +7, **Ref** +8, **Will** +7 (+8 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +18/+13 (1d8+6) or 2 talons +9 (1d6+3)**Full Atk** morningstar +18/+13 (1d8+6), 2 talons +9 (1d6+3)**Ranged** bolas +15 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** nil**Str** 12 (16), **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +12; **CMB** +13 (15); **CMD** 27 (29)**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Skill Focus (Bluff), Weapon Focus (Morningstar)**Skills** Bluff +7, Fly +17, Intimidate +7, Perception +7, Perform (song) +6**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment* +4, *oil of magic weapon* +2, *potion of bull's strength*~~**Special Abilities** armor training 1, bravery +1, weapon training 1 (flails)**Captivating Song (Su): DC 16 Will**

The harpies want the osperr child, and will demand that it be delivered to them immediately. Naturally the PCs will refuse, and combat will be inevitable. The harpies are more afraid of the Graalan priestess than they are of the PCs, plus they just enjoy killing people. They don't know why the beast goddess Graala wants the child, and they don't care. They will taunt the PCs with the gory details of their fatal attack on Celestria, and threaten to do the same to the entire city if Perallin if that is what it takes for them to get their claws on the child.

Once the PCs defeat the harpies they can continue their investigation. If the PCs are overmatched and endanger of a TPK, a few well-placed arrows will help to dispatch their attackers, and the PCs will find only a few glossy black feathers among the ruins to identify their benefactor. The feathers are from one of the tengu sheltering Aerastina, and can be used to help target a *locate creature* spell. Likewise, the gray-brown feathers found below the eye rock are Aerastina's and can be used as well.

- If the PCs return to Perallin but are uncertain of where to look next **GO TO Encounter 6 (page 21).**
- If the PCs return to Perallin to explore the old belltower and other empty buildings or are guided by *locate creature* **GO TO Encounter 7 (page 22).**

ENCOUNTER 6 – HONOR AMONG THIEVES

The raven-like tengu have been 'collecting' unattended object and are starting to draw attention to themselves. If the PCs are unable or unwilling to cast or obtain a *locate creature* spell or are otherwise uncertain of where to go next present the following –

Most passersby on Perallin's busy streets pay you little heed, but one scruffy youth seems to be paying special attention as you make your way through the city. He seems to brace himself, almost as if coming to a difficult decision, then

darts among the laden wagons that crowd the broad cobbled lanes and falls into step with you.

This is Oliver, a local...rogue. He and his friends are concerned that the activities of the tengu might be bad for 'business' and draw unwanted attention to Perallin's underground society. They are more than happy to throw the tengu under the wagon, so to speak, if it means getting rid of the competition and turns the militia's attention to other things. The PCs may attack him if they choose, but it will cost them information if they do so.

The boy appears to be in his teens, and in need of a good meal, but he keeps up with you easily, dodging heavy wagons and lumbering animals. He looks expectantly at you as he tags along. "Someone said that you were looking into the thefts around the city, that you were helping people to get their stuff back. Is that true?"

Oliver is unarmed and unarmored, because of course someone in armor carrying a weapon would be a threat and he is just a simple boy. He doesn't really care about the items that were taken from the rich merchants and guildmasters, but he hates to see his commoner neighbors lose the few possessions that they have.

"If someone takes something because they don't know better, or because they can't stop themselves, that isn't as bad as taking something out of greed, right? And if they were willing to give the stuff back and go away that would be ok, wouldn't it? You might help them not go to prison, right?"

Oliver understands that the tengu would not fair well in a prison, and he doesn't want them to suffer, but he does want them to leave Perallin.

"Because someone that was different, really different, might not do very well in prison. I mean, most humans wouldn't be comfortable sleeping up in the top of a belltower, right? Some creatures might die just from being locked up in jail. You would want to stop that, wouldn't you?"

Oliver won't be more specific than this, and will vanish into the crowd once he thinks that his message has gotten through to the PCs.

- Once the PCs are ready to confront the tengu **GO TO Encounter 7 (page 22).**

ENCOUNTER 7 – BIRDS OF A FEATHER

The slender spire of the old belltower rises five stories above public gardens and the sprawling structures that surround it. A winding stone staircase spirals up the center of the tower to the large open room at the top that houses the great iron bell. Startled crows take wing at your approach, scattering in all directions and settling to roost on other nearby buildings to watch you warily.

As the stairway opens up into the room at the tower's peak, several dark figures step from the shadows, an odd blending of man and beast. Loose dark clothing covers their feathered human-like bodies, balanced lightly on taloned feet. Clawed hands rest on the hilts of daggers and rapiers, and dark eyes in crow-like faces regards you intently.

These are the tengu. They aren't anxious to fight the PCs, but are prepared to do so if attacked. There are eleven adults and three children, plus Aerastina. Give the PCs a moment to take in their situation before continuing.

The silent tension is abruptly broken by a small figure clutching a stuffed teddy bear who peeks out from between two of the black-feathered birdmen. They step protectively closer to the child, but not before you get a clear look at the downy falcon-like head and the wings that sprout from the little girl's back.

It is up to the PCs to signal that there will be no combat. The tengu will fight to defend the child (they will lose, but they will still fight).

Once the PCs stand down, so will the tengu, and as they do so the harpies will attack.

The creatures guarding the child relax slightly, and a murmur of reassurance passes through the clan. As a few begin to make gestures of welcome, a raucous cry of warning comes from the crows on

the nearby rooftops and a pair of sharpened metal weights joined by a leather cord flies spinning through one of the arched window openings to wrap around the throat of the tengu leader. A dozen harpies swarm the tower, attacking all who resist.

The tengu's throat is crushed, and if he does not receive healing within 10 rounds he will die. In the meantime, the harpies are attacking.

The tengu will also fight off the harpies. The numbers here are only for those creatures attacking the PCs.

ATL 1**⚔ Harpy (1)**

CE Medium monstrous humanoid

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

AC 17, touch 13, flat-footed 14; (+2 armor, +2 Dex, +1 dodge, +2 natural)

hp 55 (7d10)

Fort +4, **Ref** +7, **Will** +6

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

Spd 20 ft., fly 80 ft. (average)

Melee morningstar +8/+3 (1d8+1) or 2 talons +3 (1d6+1)

Full Atk morningstar +8/+3 (1d8+1), 2 talons +3 (1d6+1)

Ranged bolas +9 (1d4) (trip)

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

Special Attacks captivating song

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5

Languages Common

SQ nil

Gear morningstar, leather armor, bolas

Special Abilities

Captivating Song (Su): A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-

affecting charm effect. The save DC is Charisma-based.

ATL 3

⚔ Harpy Cleric 1 (Graala) (1)

CE Medium monstrous humanoid

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

Aura evil

AC 17, touch 13, flat-footed 14; (+2 armor, +2 Dex, +1 dodge, +2 natural)

hp 61 (7d10+1d8)

Fort +6, **Ref** +7, **Will** +8

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

Spd 20 ft., fly 80 ft. (average)

Melee morningstar +8/+3 (1d8+1) or 2 talons +3 (1d6+1)

Full Atk morningstar +8/+3 (1d8+1), 2 talons +3 (1d6+1)

Ranged bolas +9 (1d4) (trip)

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

Special Attacks captivating song

Spell-Like Abilities nil

Spells Known 0-level *bleed*, *guidance*, *resistance*; 1st level *enlarge person**, *inflict light wounds*;

Domains fear, madness; **DC** 11 + spell level

Str 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 17

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +6

Languages Common

SQ nil

Gear morningstar, leather armor, bolas

Special Abilities channel negative energy 1d6, orisons

Captivating Song (Su): A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and

offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Dread Touch (Su): You can touch a creature as a melee touch attack, giving it an enhancement penalty to a single attack roll, skill check, ability check or saving throw equal to your cleric level. This bonus last 3 rounds or until used. Once a creature has been affected by *dread touch*, it is immune to its effects for 1 day. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

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.

ATL 5**⚔ Harpy Cleric 2 (Graala) (1)**

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +7**Aura** evil**AC** 18, touch 13, flat-footed 15; (+3 armor, +2 Dex, +1 dodge, +2 natural)**hp** 67 (7d10+2d8)**Fort** +7, **Ref** +7, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +9/+4 (1d8+1) or 2 talons +4 (1d6+1)**Full Atk** morningstar +9/+4 (1d8+1), 2 talons +4 (1d6+1)**Ranged** bolas +9 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** 0-level *bleed, guidance, resistance*; 1st level *enlarge person**, *entropic shield, inflict light wounds*; **Domains** fear, madness; **DC** 11 + spell level**Str** 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 17**Base Atk** +8; **CMB** +9; **CMD** 22**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +7**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +1**Special Abilities** channel negative energy 1d6, orisons**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take

no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Bard 2 (1)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**AC** 19, touch 13, flat-footed 16; (+4 armor, +2 Dex, +1 dodge, +2 natural)**hp** 67 (7d10+2d8)**Fort** +4, **Ref** +10, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +9/+4 (1d8+1) or 2 talons +4 (1d6+1)**Full Atk** morningstar +9/+4 (1d8+1), 2 talons +4 (1d6+1)**Ranged** bolas +10 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 3 (DC 14 + spell level)**Spells Known** 0 level – *daze, flare, read magic, resistance*; 1st level – *grease, hideous laughter, sleep***Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 18**Base Atk** +8; **CMB** +9; **CMD** 22**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (Bluff)**Skills** Bluff +9, Fly +12, Intimidate +9, Linguistics +1, Perception +7, Perform (song) +7**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +2**Special Abilities** bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1, versatile performance, well-versed**Captivating Song (Su): DC 17 Will**

\ Harpy Fighter 1 (2)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +7

AC 20, touch 14, flat-footed 16; (+4 armor, +3 Dex, +1 dodge, +2 natural)

hp 62 (8d10)

Fort +6, **Ref** +7, **Will** +6

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

Spd 20 ft., fly 80 ft. (average)

Melee morningstar +10/+5 (1d8+2) or 2 talons +4 (1d6+1)

Full Atk morningstar +10/+5 (1d8+2), 2 talons +4 (1d6+1)

Ranged bolas +11 (1d4) (trip)

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

Special Attacks captivating song

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +8; **CMB** +9; **CMD** 23

Feats Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (Bluff)

Skills Bluff +7, Fly +14, Intimidate +7, Perception +7, Perform (song) +5

Languages Common

SQ nil

Gear morningstar, leather armor, bolas, ~~oil of magic vestment~~ +2, ~~oil of magic weapon~~ +1

Special Abilities

Captivating Song (Su): DC 16 Will

ATL 7**⚔ Harpy Cleric 3 (Graala) (1)**

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +8**Aura** evil**AC** 18, touch 13, flat-footed 15; (+3 armor, +2 Dex, +1 dodge, +2 natural)**hp** 73 (7d10+3d8)**Fort** +7, **Ref** +8, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +11/+6 (1d8+1) or 2 talons +5 (1d6+1)**Full Atk** morningstar +11/+6 (1d8+1), 2 talons +5 (1d6+1)**Ranged** bolas +10 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** 0-level *bleed*, *guidance*, *resistance*; 1st level *enlarge person**, *entropic shield*, *inflict light wounds*; 2nd level *scare**, *sound burst*;**Domains** fear, madness; **DC** 11 + spell level**Str** 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 17**Base Atk** +9; **CMB** +10; **CMD** 23**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Skill Focus (Bluff)**Skills** Bluff +7, Fly +13, Intimidate +7, Perception +8, Perform (song) +7**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +1**Special Abilities** channel negative energy 2d6, orisons**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take

no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Bard 3 (1)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**AC** 20, touch 13, flat-footed 17; (+5 armor, +2 Dex, +1 dodge, +2 natural)**hp** 73 (7d10+3d8)**Fort** +5, **Ref** +10, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +11/+6 (1d8+1) or 2 talons +5 (1d6+1)**Full Atk** morningstar +11/+6 (1d8+1), 2 talons +5 (1d6+1)**Ranged** bolas +11 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 4 (DC 14 + spell level)**Spells Known** 0 level – *daze*, *flare*, *lullaby*, *read magic*, *resistance*; 1st level – *expeditious retreat*, *grease*, *hideous laughter*, *sleep***Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 18**Base Atk** +10; **CMB** +11; **CMD** 24**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (Bluff)**Skills** Bluff +10, Fly +13, Intimidate +9, Linguistics +1, Perception +7, Perform (song) +9**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~*oil of magic vestment*~~ +3, *oil of magic weapon* +1**Special Abilities** bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1, versatile performance, well-versed, inspire competence +2**Captivating Song (Su): DC 17 Will**

\ Harpy Fighter 3 (2)

CE Medium monstrous humanoid

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

AC 21, touch 14, flat-footed 17; (+5 armor, +3 Dex, +1 dodge, +2 natural)

hp 76 (10d10)

Fort +7, **Ref** +8, **Will** +7 (+8 vs fear)

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

Spd 20 ft., fly 80 ft. (average)

Melee morningstar +12/+7 (1d8+2) or 2 talons +5 (1d6+1)

Full Atk morningstar +12/+7 (1d8+2), 2 talons +5 (1d6+1)

Ranged bolas +13 (1d4) (trip)

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

Special Attacks captivating song

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +10; **CMB** +11; **CMD** 25

Feats Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Skill Focus (Bluff)

Skills Bluff +7, Fly +16, Intimidate +7, Perception +7, Perform (song) +5

Languages Common

SQ nil

Gear morningstar, leather armor, bolas, ~~oil of magic vestment~~ +3, ~~oil of magic weapon~~ +1

Special Abilities armor training 1, bravery +1

Captivating Song (Su): DC 16 Will

ATL 9**⚔ Harpy Cleric 5 (Graala) (1)**

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +8**Aura** evil**AC** 19, touch 13, flat-footed 16; (+4 armor, +2 Dex, +1 dodge, +2 natural)**hp** 85 (7d10+5d8)**Fort** +8, **Ref** +8, **Will** +10**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +12/+7 (1d8+1) or 2 talons +6 (1d6+1)**Full Atk** morningstar +12/+7 (1d8+1), 2 talons +6 (1d6+1)**Ranged** bolas +10 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** 0-level *bleed, guidance, resistance*; 1st level *enlarge person**, *entropic shield, inflict light wounds, protection from good*; 2nd level *align weapon, scare**, *sound burst*; 3rd level *crushing despair**, *sound burst*; **Domains** fear, madness; **DC** 11 + spell level**Str** 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 13, **Cha** 17**Base Atk** +10; **CMB** +11; **CMD** 24**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Skill Focus (Bluff)**Skills** Bluff +7, Fly +13, Intimidate +7, Perception +8, Perform (song) +9**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~oil of magic vestment~~ +2**Special Abilities** channel negative energy 3d6, orisons**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a

second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Bard 5 (2)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +8**AC** 22, touch 14, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +2 natural)**hp** 85 (7d10+5d8)**Fort** +5, **Ref** +12, **Will** +10**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +12/+7 (1d8+1) or 2 talons +6 (1d6+1)**Full Atk** morningstar +12/+7 (1d8+1), 2 talons +6 (1d6+1)**Ranged** bolas +12 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 5, 3 (*DC 16 + spell level*)**Spells Known** 0 level – *daze, flare, lullaby, read magic, resistance, virtue*; 1st level – *expeditious retreat, grease, hideous laughter, sleep*; 2nd level – *blur, sound burst, summon swarm***Str** 12, **Dex** 16, **Con** 10, **Int** 8, **Wis** 12, **Cha** 18 (22)**Base Atk** +11; **CMB** +12; **CMD** 26**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Mobility, Skill Focus (Bluff)**Skills** Bluff +10 (+12), Fly +15, Intimidate +9 (+11), Linguistics +1, Perception +8, Perform (song) +11 (+13)**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~oil of magic vestment~~ +4, ~~oil of magic weapon~~ +1, ~~potion of eagle's splendor~~**Special Abilities** bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +2, versatile

performance, well-versed, inspire competence +2,
loremaster 1x/day

Captivating Song (Su): DC 19 Will

✂ Harpy Fighter 5 (2)

CE Medium monstrous humanoid

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

AC 22, touch 14, flat-footed 18; (+6 armor, +3
Dex, +1 dodge, +2 natural)

hp 90 (12d10)

Fort +7, **Ref** +8, **Will** +7 (+8 vs fear)

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

Spd 20 ft., fly 80 ft. (average)

Melee morningstar +18/+13 (1d8+6) or 2 talons +9
(1d6+3)

Full Atk morningstar +18/+13 (1d8+6), 2 talons
+9 (1d6+3)

Ranged bolas +15 (1d4) (trip)

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

Special Attacks captivating song

Spell-Like Abilities nil

Spells Known nil

Str 12 (16), **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha**
17

Base Atk +12; **CMB** +13 (15); **CMD** 27 (29)

Feats Dodge, Flyby Attack, Great Fortitude,
Hover, Improved Initiative, Skill Focus (Bluff),
Weapon Focus (Morningstar)

Skills Bluff +7, Fly +17, Intimidate +7, Perception
+7, Perform (song) +6

Languages Common

SQ nil

Gear morningstar, leather armor, bolas, ~~oil of
magic vestment~~ +4, ~~oil of magic weapon~~ +2,
~~potion of bull's strength~~

Special Abilities armor training 1, bravery +1,
weapon training 1 (flails)

Captivating Song (Su): DC 16 Will

ATL 11**⚔ Harpy Cleric 8 (Graala) (1)**

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +8**Aura** evil**AC** 21, touch 13, flat-footed 18; (+6 armor, +2 Dex, +1 dodge, +2 natural)**hp** 118 (7d10+8d8+15)**Fort** +10, **Ref** +9, **Will** +12**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +15/+10 (1d8+1) or 2 talons +9 (1d8+1)**Full Atk** morningstar +15/+10 (1d8+1), 2 talons +9 (1d8+1)**Ranged** bolas +13 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Known** 0-level *bleed, guidance, resistance*; 1st level *enlarge person**, *entropic shield, inflict light wounds, protection from good, shield of faith*; 2nd level *align weapon, bear's endurance, scare**, *sound burst*; 3rd level *bestow curse, crushing despair**, *prayer, sound burst*; 4th level *confusion**, *divine power, poison*; **Domains** fear, madness; **DC** 12 + spell level**Str** 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 14, **Cha** 17**Base Atk** +13; **CMB** +14; **CMD** 27**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Natural Attack, Skill Focus (Bluff)**Skills** Bluff +7, Fly +13, Intimidate +7, Perception +8, Perform (song) +9, Toughness**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~oil of magic vestment +4~~**Special Abilities** channel negative energy 4d6, orisons**Captivating Song (Su):** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a **DC 16 Will** saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the

harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

⚔ Harpy Bard 5 (2)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +8**AC** 22, touch 14, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +2 natural)**hp** 85 (7d10+5d8)**Fort** +5, **Ref** +12, **Will** +10**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft., fly 80 ft. (average)**Melee** morningstar +12/+7 (1d8+1) or 2 talons +6 (1d6+1)**Full Atk** morningstar +12/+7 (1d8+1), 2 talons +6 (1d6+1)**Ranged** bolas +12 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** captivating song**Spell-Like Abilities** nil**Spells Per Day** 5, 3 (DC 16 + spell level)**Spells Known 0 level** – *daze, flare, lullaby, read magic, resistance, virtue*; **1st level** – *expeditious retreat, grease, hideous laughter, sleep*; **2nd level** – *blur, sound burst, summon swarm***Str** 12, **Dex** 16, **Con** 10, **Int** 8, **Wis** 12, **Cha** 18 (22)**Base Atk** +11; **CMB** +12; **CMD** 26**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Mobility, Skill Focus (Bluff)**Skills** Bluff +10 (+12), Fly +15, Intimidate +9 (+11), Linguistics +1, Perception +8, Perform (song) +11 (+13)**Languages** Common**SQ** nil**Gear** morningstar, leather armor, bolas, ~~oil of magic vestment +4, oil of magic weapon +1, potion of eagle's splendor~~

Special Abilities bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +2, versatile performance, well-versed, inspire competence +2, loremaster 1x/day

Captivating Song (Su): DC 19 Will

⚔ Harpy Fighter 5 (4)

CE Medium monstrous humanoid

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

AC 22, touch 14, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +2 natural)

hp 90 (12d10)

Fort +7, **Ref** +8, **Will** +7 (+8 vs fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft., fly 80 ft. (average)

Melee morningstar +18/+13 (1d8+6) or 2 talons +9 (1d6+3)

Full Atk morningstar +18/+13 (1d8+6), 2 talons +9 (1d6+3)

Ranged bolas +15 (1d4) (trip)

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

Special Attacks captivating song

Spell-Like Abilities nil

Spells Known nil

Str 12 (16), **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +12; **CMB** +13 (15); **CMD** 27 (29)

Feats Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Skill Focus (Bluff), Weapon Focus (Morningstar)

Skills Bluff +7, Fly +17, Intimidate +7, Perception +7, Perform (song) +6

Languages Common

SQ nil

Gear morningstar, leather armor, bolas, ~~oil of magic vestment +4, oil of magic weapon +2, potion of bull's strength~~

Special Abilities armor training 1, bravery +1, weapon training 1 (flails)

Captivating Song (Su): DC 16 Will

- If the PCs deliver Aerastina safely to Amthydor **GO TO Conclusion A (page 32).**
- If the PCs failed to prevent Aerastina from being taken by the harpies **GO TO Conclusion B (page 33).**

CONCLUSION A – FINE FEATHERED FRIENDS

Once the harpies are defeated the tengu will introduce themselves and offer the PCs what little hospitality they can while telling their story. They came to Perallin six months earlier, seeking a new clan nest after their previous home was discovered by humans. They were exploring the ruins when they found dying priestess Celestria, who begged them to protect Aerastina. Unable to save Celestria, they honored her as best they could and searched out the child's hiding place. They have been protecting her for the past several days, seeking guidance as to what to do with her. After praying to Aurelian for guidance they are willing to turn her over to the PCs for safe delivery to Amthydor. They will also ask to accompany the PCs away from Perallin, as this city is no longer safe for them.

If the PCs will speak to the Lord Monarch on their behalf, the tengu will come to Amthydor.

With the harpies driven off and the stolen property recovered, you leave Perallin with the thanks of the Guild Militia and make your way back to Amthydor. The shrine of Aurelian has prepared a portal to speed your return. With your new charge in tow, you step through the swirling maelstrom and into the familiar courtyard of the Hall of the Four Winds.

Once word spreads of the arrival of the unusual child emissaries from the lupaari and tabreen come forward to explain that the girl is an osperr, one of the mageborn races created millennia ago by mages in the now fallen Chaldean Empire that once spawned Amthydor. They take the girl under their protection with the promise to guard her destiny.

THUS ENDS “WINGING IT”

TIME UNIT COST: 5 TU

CONCLUSION B – THE SPARROW’S FALL

Broken and defeated, you can only watch as the unusual girl is ripped from the hands of her guardians and carried into the air by the harpies. Perhaps you will be able to follow them once you recover and rescue the child from what is certain to be a cruel fate.

As you watch them vanish in the distance, a roaring wind fills your ears and a spinning maelstrom opens a portal at the center of the room, drawing you in and depositing you roughly back where you began, in the courtyard of the Hall of the Four Winds. The storm that raged when you departed has given way to a steady gentle rain, as if the gods themselves were weeping for some precious thing that has been lost.

THUS ENDS “WINGING IT”

TIME UNIT COST: 5 TU

CONCLUSION C – FALLEN ANGEL

The storm assaulting Amthydor continues to rage. Despite the best efforts of the city’s priests and mages to abate the damage, crops are ruined and rationing of food supplies is quickly put in place. After a month of incessant wind and rain there is not a single structure undamaged. All but the sturdiest navy vessels have fled the harbor, and many lie dashed against the rocks, damaged beyond repair. Even as the last of the winds die and the clouds drift away, there is a sense of something irreplaceable that has been irretrievably lost.

THUS ENDS “WINGING IT”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11
Module Experience	600	850	1200	1800	2900	4500
Intervening on behalf of the tengu	50	50	100	100	100	200
Roleplaying XP Bonus	50	50	100	100	100	200
Maximum Possible XP	700	950	1400	2000	3100	4900

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.

Introduction

- **60 gp**, total payment from the PCs' neighbors, if the heroes really want it

Encounter 2

- **100 gp per PC**, from the Perallin Guild Watch, for investigating the thefts and returning with information and evidence.

Encounter 5

- **Mundane Equipment**, Per harpy Sale value: 12 gp

Encounter 7

- **Mundane Equipment**, Per harpy Sale value: 12 gp

Conclusion A

- **Blessing of Aurelian**, 1 per PC (Value: NA, Caster Level: 10, Tradable: No, Rarity: Uncommon, Legality: Legal).

For your efforts in protecting his reborn Chosen, Aurelian has blessed you.

Once per day, for a number of rounds equal to 1 plus one half their character level (minimum 1 + 1), the PC may *fly* as if under the effect of the spell of the same name.

PCs who are lupaari, tabreen, air elem, sky elves or who are worshipers of Aurelian (log sheet or certified member of the Quorum of Faith) prior to playing this event receive the blessing for a number of rounds equal to 1 plus their character level.

This blessing fades after one year, on the date shown below.

Date Expires _____

- **Blessing of Ardra**, 1 per PC (Value: NA, Caster Level: NA, Tradable: No, Rarity: Uncommon, Legality: Legal).

For your efforts in protecting the reborn osperr child Aerastina Ardra has blessed you.

- ATLS 1 – 3 1 Permanent Hit Point
- ATLS 5 – 7 2 Permanent Hit Points
- ATLS 9 – 11 3 Permanent Hit Points

PCs who are lupaari, tabreen, air elem, sky elves or who are worshipers of **Aurelian** (log sheet or certified member of the Quorum of Faith) prior to playing this event may receive this blessing one step above that associated with their ATL (if available).

This blessing also redeems a drow PC in the eyes of Ardra, granting them access to one level worth of restricted abilities that the character already qualifies for.

- **Mistmail**, 1 available (Value: 2250 gp, Caster Level: 3rd, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

The fine links of this +1 chain shirt form a pattern of roiling clouds. On command once per day, the wearer can transform it into a thick fog that fills his space and provides concealment (20% miss chance). This mist moves with the character. Effects that disperse the mist or destroy it cause the armor to reform into its solid shape on the character's body, as does speaking the command word or entering a place where the fog-magic doesn't function (such as underwater). If the character tries to don another suit of armor while the mistmail is in fog form, it reforms at the character's feet.

- **Dustburst Bullets**, 1 available (Value: 1960 gp, Caster Level: 5th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

This gray leather pouch contains 10 of the gritty and irregular +1 sling bullets. Each explodes into a cloud of choking dust when it successfully strikes its target. This effect fills a 5-foot cube and follows the target for 1d6 rounds before dispersing. Any creature ending its turn in the cloud must make a DC 15 Fortitude save or be sickened and blinded for 1 round.



- **Ring of Maniacal Devices**, 1 available (Value: 0 gp, Caster Level: 3rd, Tradable: Yes, Rarity: Uncommon, Legality: Illegal).

This deceptively precious looking ring grants the wearer a +5 competence bonus on all Craft (traps) and Disable Device checks. Even if he has no ranks in these skills, the wearer may make Craft (traps) and Disable Device checks as if he were trained in them.

This item is illegal in the city of Amthydor. Should the Diamond Legion learn that you possess the ring at the very least it will be confiscated and perhaps worse.

Should you desire to turn the ring in to the Amthydor authorities contact lsj-coord@theshiningjewel.com for further instructions.

- **Dust of Emulation**, 1 available (Value: 2400 gp, Caster Level: 1st, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

This gray leather pouch contains three doses of glittering golden dust. A creature coated with the dust can interact with any one item or object as if she had successfully used the Use Magic Device skill to emulate a class feature or race (if the exact result of the check matters, treat the character's result as a 25). If the user of the dust does not mentally select the intended item or object while coating herself with the dust, the magic of the dust applies to the first eligible object she encounters. She can apply the result of this automatic check when dealing with the item or object for 1 hour after exposure to the dust.



- **Clamor Box**, 1 available (Value: 2000 gp, Caster Level: 10th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

This delicate tin music box can produce a great volume of noise at a specific time determined by its owner. Four command words determine what sorts of sounds it is to play (battle, fire, massacre, or riot), and a fifth determines the delay (anywhere from 1 round to 20 minutes) until the box begins to produce the desired sound. The noise from the box is as loud as 40 people. The sound persists for 2d6 rounds.

- **Boots of Friendly Terrain - Forest**, 1 available (Value: 2400 gp, Caster Level: 5th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

These supple brown leather boots correspond to the Forest Terrain, as defined by the ranger's favored terrain class feature. A ranger wearing these boots can treat Forest as one of his favored terrains. If he already has forest as one of his favored terrains, his bonus for forest increases by +2.

Conclusion B

- **Blessing of Aurelian**, 1 per PC (Value: NA, Caster Level: 10, Tradable: No, Rarity: Uncommon, Legality: Legal).

For your efforts in protecting his reborn Chosen, Aurelian has blessed you.

Once per day, for a number of rounds equal to 1 plus one half their character level (minimum 1 + 1), the PC may *fly* as if under the effect of the spell of the same name.

PCs who are lupaari, tabreen, air elem, sky elves or who are worshipers of Aurelian (log sheet or certified member of the Quorum of Faith) prior to playing this event receive the blessing for a number of rounds equal to 1 plus their character level.

This blessing fades after one year, on the date shown below.

Date Expires _____

Conclusion C

- **Disfavor of Ardra and Aurelian**, 1 per PC (Value: NA, Caster Level: 10, Tradable: No, Rarity: Uncommon, Legality: Legal).

For your failure to render aid to the reborn osper child the gods have looked upon you with disfavor.

For one year from the date that this event is played, the PC named above suffers a -2 penalty to all Charisma based skill checks when dealing with followers of Ardra or Aurelian. This penalty increases to -5 if the PC is a lupaari, tabreen, air elem or sky elf or was a worshiper of Aurelian (log sheet or certified member of the Quorum of Faith) prior to playing this event.

Furthermore, the PC named above suffers a -2 penalty to all saving throws versus cold or electrical effects during this time.

This disfavor fades after one year, on the date shown below.

Date Expires _____

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.
Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ39 "The Edge of Night" <input type="checkbox"/> LSJ43 "Blood Brothers"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ39 "The Edge of Night" <input type="checkbox"/> LSJ43 "Blood Brothers"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ39 "The Edge of Night" <input type="checkbox"/> LSJ43 "Blood Brothers"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ39 "The Edge of Night" <input type="checkbox"/> LSJ43 "Blood Brothers"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ39 "The Edge of Night" <input type="checkbox"/> LSJ43 "Blood Brothers"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ39 "The Edge of Night" <input type="checkbox"/> LSJ43 "Blood Brothers"

PLAYER'S HANDOUT #2

Tabreen, Lupaari, Air Elem, Sky Elves or PC Worshipers of Aurelian

Mageborn, flying races and followers of the elemental god of Air know that it is a foul wind that blows no good.

Your dreams this night have been filled with odd images – visions of a large city spread out below you, dominated by an octagonal building with a large central court. Beyond the blanket of the city, a circle of small ruins surround the city. Your wings beat steadily as you glide over the city, and the black shapes of your avian kindred soar around you.

PLAYER'S HANDOUT #3

The Thefts

- A fist-sized glown glass globe filled with liquid and tiny gem chips, depicting a scene of snowy mountains (a snow globe). The globe was valued at 500 gp.
- A hand-high gold and platinum statuette of a phoenix rising, with rubies, topaz and yellow diamonds adorning the tail. It is valued at 4,500 gp.
- A crystal windchime valued at 5gp.
- A blown glass egg encrusted with sapphires, emeralds and diamonds. It has a value of 5,000 gp.
- An heirloom necklace valued at 3,500 gp. It is made of rubies and amethysts on a platinum chain. RECOVERED.
- An enameled ornamental hair comb. Value 1 gp.
- A jeweled gold and emerald torc valued at 7,000 gp.
- A charm bracelet containing 12 carved gemstone charms, each in the shape of a different animal. Value 1,500 gp.
- A drinking cup carved from a huge blue topaz. Value 6,000 gp.
- A pair of delicate sapphire and blue diamond earrings valued at 2,500 gp.

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

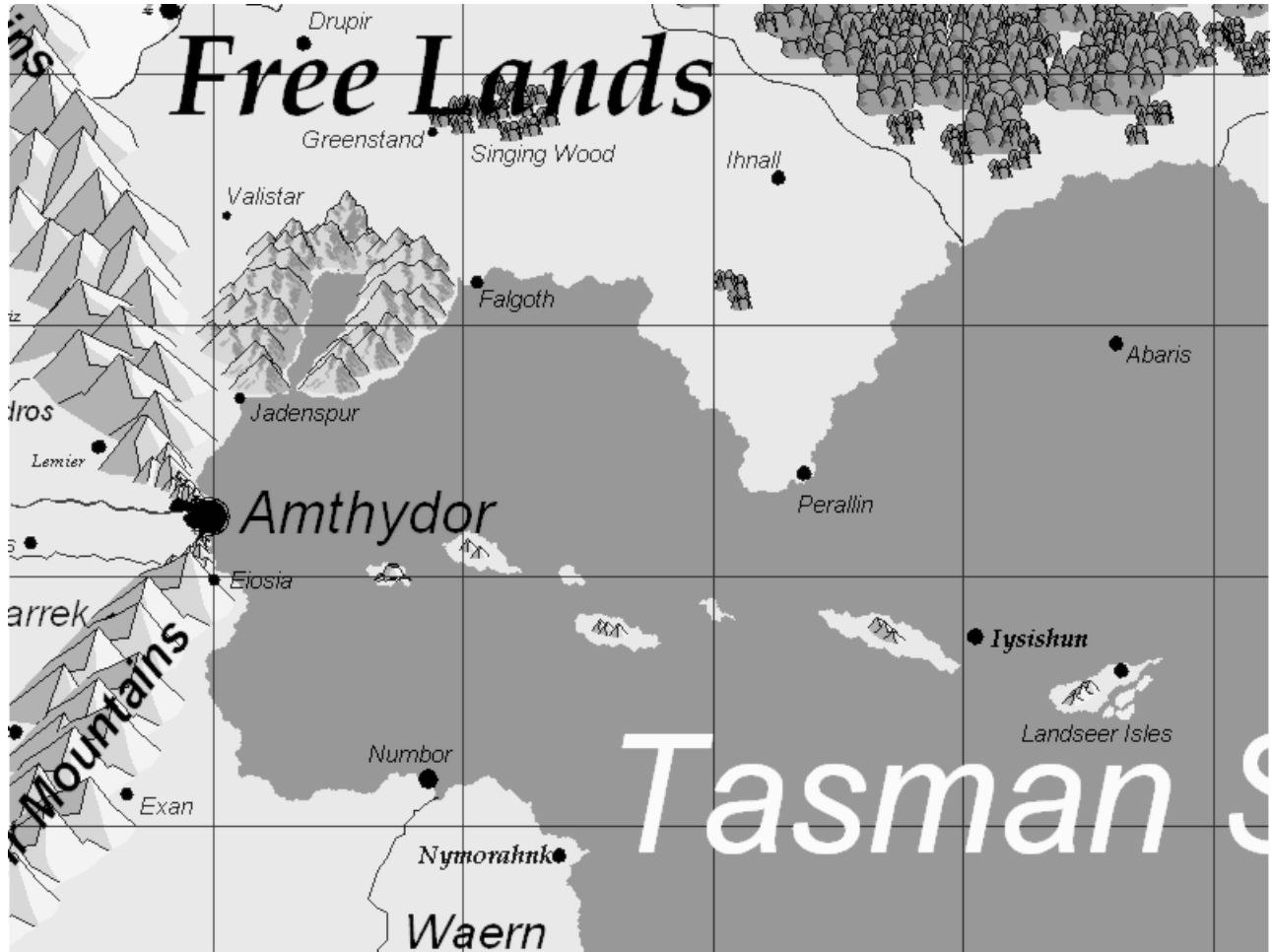
	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ39 "The Edge of Night"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ43 "Blood Brothers"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

High Priestess Zyrinna - (LSJ39)
Lupaari and tabreen race - (LSJ43)

GM PLAY AID #2

The Northwest Tasman Sea



CRITICAL EVENT SUMMARY: WINGING IT

Convention: _____ Date: _____

1. What was Celestria's status at the end of the module?

Still Dead Raised and left in Perallin Raised and taken to Amthydor

2. What was Aerastina's status at the end of the module?

Dead Taken by the harpies Alive and taken to Amthydor

Alive and left in Perallin

3. How did the PCs deal with the tengu? (Circle all that apply)

Respectfully Attacked them Killed them

4. Did the PCs allow the tengu to accompany the party back to Amthydor? Yes No

5. Did a PC keep the *ring of maniacal devices*? Yes No

If yes, please list Player Name _____ PC Name _____

Email Address _____

6. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to 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: WINGING IT

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.

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