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SHATTERED STAR

CURSE OF THE LADY'S LIGHT WEB SUPPLEMENT

By Mike Shel and James Jacobs

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CURSE OF THE LADY'S LIGHT WEB SUPPLEMENT

The following pages contain additional handouts, encounters, and scenes for you to expand upon *Pathfinder Adventure Path* #62's adventure, "Curse of the Lady's Light." These elements are intended to enhance your experience and provide additional aid to your players in the form of new allies, clues, and foreshadowing of events to come in future adventures, but also to provide some extra experience points for groups lagging behind. The following supplement presents information that works best at the start of "Curse of the Lady's Light," before the PCs finally reach the Lady's Cape, and as such should all be considered an expansion to Part One of that adventure.

SHEILA'S HANDOUT

While you can certainly just roleplay out Sheila Heidmarch's discussion with the PCs at the start of the adventure where she reveals to them what she's learned of the Shattered Star, that's a fair amount of information to expect the PCs to retain over the course of the next

several adventures. To help the PCs keep on target, you can use the following handout as something Sheila's prepared for the PCs to reference as they adventure. Of course, if you want to keep hints and revelations about the powers and features of the various shards a secret, consider truncating or not using this handout at all. Giving the PCs an idea of what they can look forward to when they recover these shards is a great way to not only foreshadow the adventures to come, but to keep the PCs excited about their quest.

JASPER KANDAMERUS

Before the PCs set out for the Lady's Cape, Sheila mentions that it might be a good idea to look for some additional advice about the region, if only to get a better idea about the dangers that lie in wait for them. Of course, if the PCs plan on walking through the swamp rather than simply taking a boat south, a guide's advice will be invaluable. Sheila Heidmarch suggests the PCs seek out Jasper

The Shattered Star consists of seven shards, each attuned to a different school of Chassilonian magic, and each crafted from a different skymetal. Each also bears its own unique curse that can be countered by affixing a specific type of ioun stone. The shards are linked in sequence, with each shard pointing the way to one of that shard's oppositional school, as defined by Chassilon's schools of magic. In this way, you can use the shards themselves as a roadmap to the next shard—but bear in mind that whoever possesses the final shard, the shard of sloth, may well be able to use that shard to find their way back around to the first shard. My notes indicate that the curse of that final shard might be enough to counteract the compulsion to seek out the next in the sequence, though, so that should grant some level of safety—if indeed that final shard is in someone's possession and not hidden away in some long-forgotten vault.

In any event, I've learned the sequence of the remaining five shards, along with their associated

ioun stone, skymetal, and rumored powers—those shards are as follows.

Shard of Lust: Associated with enchantment magic; made of a djezet alloy; pink and green sphere ioun stone; allows limited mind control and enhances ability to react to sudden danger.

Shard of Gluttony: Associated with necromancy magic; made of inubrix; pink rhomboid ioun stone; increases ability to withstand damage and grants the power to absorb the health of foes.

Shard of Envy: Associated with abjuration magic; made of noqual; dusty rose prism ioun stone; enhances defenses and the dispelling of magic.

Shard of Wrath: Associated with evocation magic; made of siccacite; deep red sphere ioun stone; allows the creation of bursts of fire and enhances weapon damage.

Shard of Sloth: Associated with conjuration magic; made of abyssium; incandescent blue sphere ioun stone; allows the summoning of monstrous minions and provides insight and focus to spellcasting.

Kandameras, an eccentric who, if the PCs can get him to focus his mind, has traveled the southwestern Mushfens more than anyone else the venture-captain knows. She warns them that Jasper is a bit “unhinged,” though, and that they should bring some patience with them if they hope to gain his aid.

DEFENDING THE STREET PROPHET (CR 5)

Jasper has no fixed address—he spends much of his time in Rag’s End these days, preaching to any who walk by about dire apocalypses that will surely soon come to Varisia. Sheila warns that Jasper’s never been quite right in the head since Varisia’s close brush with Runelord Karzoug rising from his tomb several years ago, and is now convinced that event presaged an unavoidable doom that surely will come to Varisia within a year. If this worries the PCs, Sheila wryly observes that Jasper’s been prophesizing the “end of Varisia by the end of the year” for several years now, and that he is more mad than prophetic in nature. Still, his knowledge of the Mushfens is solid, and if the PCs can get his madness to abate for a short time, interviewing him should give them some key tips on how to proceed. Sheila can advise the PCs on certain tools that will help to calm Jasper down enough to talk with him—spells like *hypnotism* or *calm emotions* work, as do drugs like flayleaf or opium (although she hopes the PCs won’t stoop to such methods, and mentions such options only with a bit of distaste).

Finding Jasper during the day is a simple enough task—1d4 hours of wandering Beacon’s Point or a successful DC 12 Diplomacy check to gather information is enough to locate the street preacher’s current territory. Approaching Jasper’s street corner, the PCs are likely to hear his raspy voice before they spot him in the flesh. Jasper is a wild-haired bearded man clad in patchwork rags and armed with a heavy flail with skull-shaped heads, ranting in a stentorian tenor at any who care to listen. The following is a typical excerpt from Jasper’s impassioned sermons.

“Woe! Woe unto thee, O Magnimar, for oblivion approaches and thy lamentations shall drown out the sounds of the sea! The Great Whore straddles a two-headed beast and rides this way, sowing the contaminated seeds of her blasphemies as she draws nearer. Weep! Weep, O Generation of the Damned, for none shall escape the pitiless scythe of oblivion. Heed my warning and turn to Groetus! Grasp this mortal hand I offer and we shall march into the void together!”

Jasper Kandameras has his good days and his bad days—and today is edging toward a bad day, where the visions in his head have grown more bleak and dire. The only way he knows to combat these visions is to attempt to

warn the world about the coming end, ranting and raving on street corners until he collapses from exhaustion. For Jasper, who prefers to preach of the coming end times in public rather than in prison, avoiding the attentions of the guards is paramount—he keeps to parts of the city where the city watch generally doesn’t travel. Rag’s End is a new favorite of the eccentric cleric, and most of the locals in the area have learned to more or less ignore him. Most—but not all.

As the PCs approach Jasper, two things occur in quick succession. First, as Jasper notices the PCs, he pauses in his sermon and stares in their direction with a look of jubilant awe before he bellows exultantly:

“Behold! The Blessed Ushers of the End Times! The Holy Escorts of Oblivion! Soldiers of the Void, champions of mighty Groetus himself!”

At the same moment, a group of three thugs who have been waiting for Jasper to suddenly become distracted seize the moment to make their move against the doomsayer. Each of these ruffians is clad in cracked leather armor and wields a stout club. Their lips and the corners of their mouths are stained black—side effects of the pesh cut with night lotus root they’re all addicted to. These three thugs, all high on pesh and filled with a false sense of bravado, think that by publicly beating the priest they’ll earn the respect of the local thieves’ guild, the Night Scales. That the Night Scales ultimately won’t notice or care about this display of brutality will be little comfort to Jasper if the PCs don’t intervene.

These three thugs are cousins—pesh addicts who call themselves the Black Kiss Boys. “Oil!” shouts one of them. “You filthy beggar! We’ve had jus’ about enough of your mad racket, scarin’ honest merchants, frightenin’ away customers with your gloomy twaddle!” He and his two companions immediately raise their clubs and step forward to teach Jasper a lesson—unless the PCs intervene, Jasper (who has learned from previous similar run-ins) doesn’t put up a fight and more or less takes the beating the addicts have to give him. If this occurs, the thugs hoot and holler in triumph after Jasper’s been reduced to negative hit points before they flee into the alleyways to await invitations into the Night Scales that will never come.

JASPER KANDAMERUS

CR 2

XP 600

Male cleric of Groetus 3

CN Medium humanoid

Init +2; Senses Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

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hp 23 (3d8+6)

Fort +4, Ref +3, Will +6 (+1 vs. enchantment)

Weakness schizophrenia

OFFENSE

Speed 25 ft.

Melee +1 *heavy flail* +3 (1d10+1/19–20)

Special Attacks channel positive energy 6/day (DC 12, 2d6), destructive smite (+1, 6/day)

Domain Spell-Like Abilities (CL 3rd; concentration +6) 6/day—vision of madness (+/–1)

Spells Prepared (CL 3rd; concentration +6)

2nd—*enthrall* (DC 15), *resist energy* (DC 15), *touch of idiocy*^D

1st—*bane* (DC 14), *cause fear* (DC 14), *lesser confusion*^D (DC 14), *shield of faith*

o (at will)—*create water*, *detect magic*, *detect poison*, *stabilize*

D Domain spell; Domains Destruction, Madness

TACTICS

During Combat When attacked by the Black Kiss Boys, Jasper must make a DC 16 Will save each round to avoid becoming confused for 1d6 rounds due to his madness. If he acts normally, he fights using total defense. If the PCs step in to help defend him, Jasper hoots, hollers, and jeers the thugs as he moves about to support the PCs by healing them. If Jasper joins the PCs in their journey south, he continues this role, preferring to heal the PCs and keep them alive, since his visions have shown him that without the PCs, the doom he predicts for Magnimar will not come—the PCs must live if the apocalypse he hopes for so fervently is to occur at all.

Morale Jasper never flees from a fight.

STATISTICS

Str 10, Dex 14, Con 12, Int 8, Wis 17, Cha 13

Base Atk +2; CMB +2; CMD 14

Feats Extra Channel, Selective Channeling, Toughness

Skills Knowledge (geography) +1, Knowledge (history) +4, Knowledge (religion) +3, Linguistics +4, Survival +5

Languages Common, Thassilonian, Varisian

Combat Gear *potions of cure light wounds* (3), *potion of cure moderate wounds*, *scroll of cure moderate wounds*, *scroll of neutralize poison*; Other Gear padded armor, +1 *heavy flail*, *whispering coin* (bears the symbol of lust)

SPECIAL ABILITIES

Schizophrenia Jasper suffers from schizophrenia (GameMastery Guide 251). He has a –4 penalty on Wisdom- and Charisma-based skill checks and cannot take 10 or 20. He must make a DC 16 Will save whenever in a stressful situation (such as combat) to avoid becoming confused for 1d6 rounds.

BLACK KISS BOYS (3)

CR 2

XP 600

Male rogue 3

NE Medium humanoid (human)

Init +7; Senses Perception +5

DEFENSE

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

hp 26 (3d8+9)

Fort +3, Ref +7, Will +0; –2 vs. illusions and mind-affecting effects

Defensive Abilities evasion, trap sense +1; Immune fear

OFFENSE

Speed 30 ft.

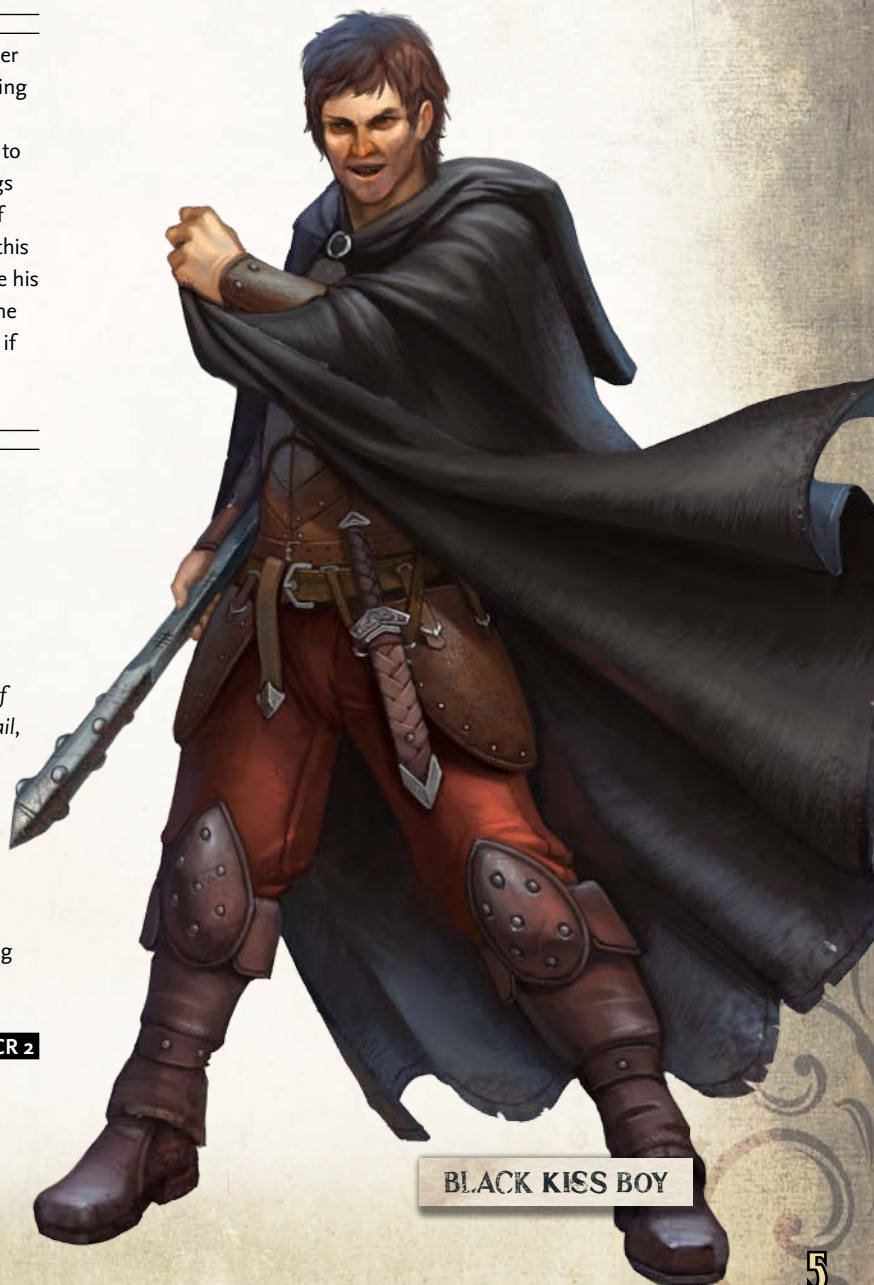
Melee mwk club +7 (1d6+3)

Ranged sling +4 (1d4+3)

Special Attacks sneak attack +2d6

TACTICS

During Combat The Black Kiss Boys focus their attacks on Jasper, who defends himself using total defense rather than fight back. They do lethal damage with their attacks,



BLACK KISS BOY

but as soon as Jasper drops, they abandon him and flee into the city. If the PCs intervene, the thugs turn their attention one at a time to the PCs, only abandoning the attack on Jasper if all three of them are attacked. They prefer to gang up on smaller or less armored foes, flanking to maximize sneak attacks.

Morale A Black Kiss Boy flees the combat if reduced to less than 8 hit points.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (club)

Skills Acrobatics +8, Bluff +5, Climb +9, Escape Artist +8, Intimidate +5, Knowledge (local) +7, Perception +5, Sense Motive +5, Sleight of Hand +8, Stealth +8

Languages Common, Varisian

SQ high on pesh, rogue talents (combat trick), trapfinding +1

Combat Gear 5 doses of pesh (75 gp); **Other Gear** +1 leather armor, masterwork club, 15 gp

Story Award: If the PCs manage to defeat or drive off the Black Kiss Boys before they can render Jasper unconscious, award the PCs 600 XP (as if they had defeated Jasper in combat).

JASPER'S STORY

Jasper is a wild-eyed madman, a dogged cleric of the god Groetus who's convinced that the end of the world is just around the corner. The man stands 6 1/2 tall with piercing blue eyes and a tremendous head of wild hair. Add to that image the fearsome flail he favors (a weapon whose twin heads resemble grinning, almost spherical skulls), and the result is an imposing figure indeed.

But Jasper wasn't always a doom-spewing street preacher. Born Jasper Smallwood, the man who would become Jasper Kandameras grew up in the village of Abken on the Yondabakari River, son of a heretical worshiper of Pharasma named Fala. At the age of 15, Jasper left home and stowed away on a barge bound for Kaer Maga, intent on becoming a priest of Pharasma. But the heresies he learned from his mother so appalled the resident clergy that he was soon cast out of the faith along with accusations that he was "mad enough to dance with Groetus."

Jasper lived on the streets of Kaer Maga for a time before he discovered a new home under a ruined building in the district of Oriat. Once the home and library of a reclusive scholar of Thassilonian history, the building's upper floors were destroyed decades ago when the Brothers of the Seal suffered their violent schism. The day after he moved into the ruined chambers below, Jasper came upon an ancient gold coin wedged in the spine of a volume

entitled *The Void's Desire and Oblivion's Black Trumpet*. This was a *whispering coin* (see *Pathfinder Adventure Path* #62, page 63), and a passage within the book described its oracular powers. Still a novice at speaking Thassilonian, Jasper misread the passage, coming away with the mistaken belief that the coin could be used over and over again and that its revelations were not limited to the immediate future. The first question he posed to test its power was "Is my death near?" The coin couldn't answer that, spun for a minute, then landed by chance heads up. Jasper interpreted this answer as a yes—just as death is near for all mortals. His second immediate question was "Should I now proclaim the coming of the End Times?" Again, the coin spun and by chance landed heads up. That was all Jasper's increasingly unstable mind needed.

Jasper found much to distract him in the hidden chambers that yet existed under the ruins, and for the next several years he dwelt there in peace, learning Thassilonian and growing ever more distant from his faith in Pharasma. The Phrasmins' accusation about Groetus further intrigued Jasper, and when he found several ancient tomes that spoke of that god's worship in ancient Thassilon, he grew more and more fascinated. And more and more insane, for few can study the teachings of Groetus without going mad. Jasper grew particularly obsessed with a man named Kandameras, an ancient Thassilonian priest of Groetus who, the legends told, found a pair of massive doors deep under a region referred to as "The Rasp" that were carved with strange runes that prophesized the end of days. This Kandameras carved a temple to Groetus out of the stone surrounding this so-called "*Doomsday Door*," but never managed to open the doors. Jasper's growing schizophrenia soon caused him to identify more with Kandameras than himself, so that by the time the man (now a devout follower of Groetus) had studied all the tomes his home had to offer, he'd come to think of himself as Jasper Kandameras, reborn into this new world to witness the end... which was surely only a few years away! (GM's Note: The PCs will have a chance in *Pathfinder Adventure Path* #64: "Beyond the Doomsday Door," to actually meet this ancient, undead cleric of Groetus!)

Jasper took to Kaer Maga's streets to spread warnings of the imminent end, but quickly wore out his welcome. He left Kaer Maga and worked his way west, hoping some day to reach the Varisian Coast (the region known as the Rasp during Thassilon's height), so that he might learn more about the location of the Doomsday Door. He came to Magnimar in the same year that Karzoug nearly rose from slumber—and in the years to follow, watched as time and time again strange events shook Varisia, prime among them a falling star that struck the island of Devil's Elbow near Riddleport.

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Now, Jasper's mental state fluctuates between two extremes—periods of madness and periods of lucidity. While mad, Jasper wanders the slums of Magnimar, preaching to any who will listen about the coming end of the world. The durations of his lucid times are growing progressively shorter—he spends the bulk of these times researching the possible location of the Doomsday Door. For many months, he was convinced the door was located in a cavern under the Lady's Light, and he made several expeditions to that site to explore the region. He eventually found proof that the original Kandamergus was an agent of Bakhra Khan, and as such, his temple would have not lay in Eurythnian lands but would likely be further to the northwest—the realization that the Doomsday Doors may well lie inaccessible to Jasper deep under the waters of the Varisian Gulf has been a major factor in the quickening deterioration of his sanity.

SIDE QUEST

Jasper's schizophrenia is a significant disadvantage. Curing it is no simple task—his madness is deep seated, and he cannot recover on his own. In order to cure him, one of the following spells must be cast: *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*. Scrolls of *greater restoration*, *heal*, and even *limited wish* are available for purchase in Magnimar, or the PCs could use the *heal* scroll from area L18 of the dungeons below the Lady's Light to cure him. **Reward:** 2,400 XP. In addition, Jasper gives the PCs his *whispering coin* in thanks for curing his madness—he may even become a cohort to the PCs if you wish.

SPEAKING WITH JASPER

Securing Jasper's cooperation requires more than merely saving his life from local thugs. He's suffering from schizophrenia, and his madness is currently in full form. Until the PCs can calm him down, talking to him is an exercise in futility. A DC 20 Diplomacy check is enough to get him to settle down long enough to talk to him, as is a successful *hypnotism*, *hypnotic pattern*, *enthral*, *touch of fatigue*, or *calm emotions* spell (or any effect that successfully fascinates or fatigues him, such as opium or flayleaf). Jasper remains calm for 1d8 hours after the effect's normal duration ends, but still remains schizophrenic and can become confused if he's subjected to stress (such as combat or an Intimidate attempt).

Once Jasper is calm enough to speak to, he expresses his thanks to the PCs for saving him from the Black Kiss Boys. He confirms that he knows much about the southwestern Mushfens and the Lady's Cape, indicating that for many months he sought something of interest in the region. If pressed for more details, he only morosely replies that, "It doesn't matter now—the *Doomsday Door* was probably in Bakhra Khan anyway, and is likely

underwater today." Getting further information about what he knows about the *Doomsday Door*, his namesake, and his personal history should be difficult—something that you should parse out to the PCs only over the course of several days of association with Jasper and as a result of multiple DC 20 Diplomacy checks as you see fit.

Asked specifically about the Lady's Cape, Jasper can give the PCs the following three particularly useful bits of advice.

Maroux: First, they should seek out the witch Maroux. Jasper can give the PCs directions to the witch's home, but warns them that she's somewhat easily angered by trespassers. He tells them that as they approach her hut, they should call out to her, "Greetings, Lady



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JASPER'S PROPHECIES

Jasper Kandamerus is prone to uttering strange prophecies and predictions—while his conviction and zeal might give these utterances the appearance of being divine sendings from Groetus, they are in fact mere manifestations of his madness. At periodic times during the adventure, particularly in cases where Jasper “babbles incoherently” while confused, you can roll 1d12 and consult the table below to determine which fanciful prophecy the insane priest spews out.

Roll	Prophecy
1	“Beware the woman who bears nature’s bounty—she hides Midnight’s Viper in her bosom!”
2	“Steel is a thin reed on which to hang thy hopes—remember the strength of stone!”
3	“Choose thy allies wisely, for the armored one who rides with arms akimbo will prove thy most precious comrade!”
4	“O unwise generation, ye labor for naught! Abandon thy plow and heed the tolling of Oblivion’s bell!”
5	“When vexatious choice presents itself, the rightward path always leads to safety!”
6	“Only with the green fire of copper wilt thou triumph!”
7	“Better to lose thy finger than burn cold the spirit that animates it.”
8	“Fear is wiser than folly, but folly will aid thee in the nights to come!”
9	“The blue-eyed raven marks the grave of one of thee... the one who heeds my warnings yet does not believe!”
10	“Embrace annihilation in thy heart, intrepid few! It wipes clean Golarion’s canvas for Divinity’s next design!”
11	“The penultimate gray door holds something more prized than rubies and more potent than the learning of sages!”
12	“All know that the Dark Child sings on the salted wind. Be wary of the chorus that presages Oblivion’s watery denouement!”

Maroux—Jasper sent us to you. We seek your advice!” Furthermore, he suggests they offer their help to the woman, since she’s always got little tasks she wants done but lacks the motivation or courage to attempt these tasks herself (Jasper warns the PCs not to tell her he said that!). She knows much about the region, and more to the point, has lived at the Lady’s Cape all this time and as such will know much more about current

conditions and events in the area than Jasper will, as his information is at least a year old.

Navigating the Mushfens: Jasper can scrawl several notes and landmarks onto a piece of paper for the PCs. This serves as a map of the region, granting a +4 circumstance bonus on all Survival checks made to avoid becoming lost in the Mushfens while traveling south to the Lady’s Light.

Troglodytes and Boggards: Jasper can also warn the PCs that the Lady’s Cape is home to numerous monsters, but none more fecund than the troglodyte and boggard tribes. These two tribes have long bickered, and the PCs may be able to use that to their advantage, given the right circumstances.

Accompanying the PCs: As their conversation draws to a close, and if the PCs haven’t already suggested as much themselves, Jasper gets an eager glint in his eyes and suggests that he should accompany them south as a guide. Unfortunately, as long as he remains mad, Jasper could well become more of a liability than an asset, but the additional healing he brings to the expedition could well offset the times he goes a bit too crazy in combat. If the PCs turn Jasper’s offer down, he remains intrigued enough that he may well make his own way down to the Lady’s Light, surreptitiously following the PCs. In this event, Jasper can show up to save the day in the event the PCs get in over their head in an encounter, or he could end up allying with the troglodytes or boggards to play more of an antagonistic role, as you see fit.

THE JOURNEY SOUTH

Regardless of what route the PCs take to reach the Lady’s Light, they should experience at least one significant encounter along the way. Presented below are two example encounters—one that works if the PCs make the journey on foot, and one if they decide to make the journey by sea. Feel free to add additional encounters along the way as you wish. The encounter table on page 83 of *Pathfinder Adventure Path* #62 can serve to randomly generate new encounters with appropriate monsters for the region—check for wandering monsters four times a day (at dawn, noon, dusk, and midnight). There’s a 20% chance of an encounter occurring, but no more than two encounters should occur in any one 24 hour period.

You can augment the following encounters with Flip-Mats and Map Packs, both available at paizo.com or game stores. *Flip Mat: Swamp* works well for “The Manticore’s Trap,” while *Flip Mat: Pirate Ship* works for “Murder on the Wanton Ways.”

THE MANTICORE’S TRAP (CR 5)

As the PCs trudge their way south through the swampland, the landscape never grows monotonous—there are

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always strange trees and verdant vistas to look upon. The Mushfens have about them a strange, eerie sort of beauty. But danger lurks here as well—both of the hazardous type and the monstrous kind. In some cases, as in this encounter, both dangers are encountered together.

Creature: A manticore named Neegog has set up a clever ambush point along one of the semi-traveled game trails the PCs are following south, where a 15-foot diameter patch of quicksand lies across the trail. As the PCs approach the ambush point, they should have a chance to spot the manticore hiding behind a large fallen tree as well as notice the quicksand—it's a Perception check opposed by Neegog's Stealth check to notice the lurking manticore, while it's a DC 15 Survival check to spot the quicksand before anyone blunders into it. Rules for quicksand can be found on page 427 of the *Pathfinder Core Rulebook*.

The manticore rises up to fire tail spikes at the PCs as soon as he's noticed, or as soon as his intended victims blunder into the quicksand. Neegog focuses his attacks on any foes who avoid the quicksand (he prefers to attack those who are trying to help allies out of the mire).

Neegog is certainly monstrous, but he's no fool. If he's reduced to 15 or fewer hit points, he cowers and begs for mercy, promising to help the PCs out if they spare his life. Neegog is good for his word—he knows quite a bit about the region, and can escort the PCs south to the Lady's Cape if they wish. With the manticore as a guide, the PCs not only get a +4 bonus on all Survival checks to avoid becoming lost, but also enjoy the added security of a monstrous ally. Any time you roll for a wandering monster, roll the percentage dice twice and take the higher result as the actual result. Neegog would prefer to serve only as long as it takes to get to the Lady's Cape—using Diplomacy to convince him to help explore the Cape and aid in fights against the monsters there counts as both giving lengthy or complicated aid and an additional request for help. Neegog's starting attitude in this case is merely indifferent, so it's a DC 24 Diplomacy check to get his help in this way. If the PCs don't grant Neegog mercy, the manticore attempts to flee into the swamp, abandoning his treasure and seeking out a new lair further to the east.

NEEGOG

CR 5

XP 1,600

Manticore (*Pathfinder RPG Bestiary* 199)

hp 57

Treasure: In a small pile near the base of the swampy willows are the belongings of a few of Neegog's less fortunate victims. PCs find a very finely made spyglass worth 1,000 gp, a filthy pouch containing 150 gp, and a

gold ring set with a tiny ruby worth 400 gp, as well as a couple of muddled cloaks, a pair of damaged boots, a 50 foot length of silk rope, and a *potion of water breathing*.

Story Award: If the PCs secure Neegog's aid, grant them XP as if they had defeated him in combat. If they manage to secure his aid in exploring the Lady's Cape, grant them an additional 800 XP.

MURDER ON THE WANTON WAYS (CR 6)

If the PCs indicate to Sheila that they'd prefer to take a ship to the Lady's Cape, the venture-captain gives them the name of Yarnelle Fessenger, captain of the *Wanton Ways*. With the letter of introduction she provides the PCs, they won't need to pay for this journey—but the ship leaves the next morning at dawn. If they dally, they'll need to secure their own passage.

The *Wanton Ways* makes a monthly run between Riddleport, Magnimar, and Korvosa, and is currently bound for Korvosa. Captain **Yarnelle Fessenger** (N human female fighter 2) commands a compliment of 30 sailors (N human male warrior 1). Yarnelle is polite and professional with the PCs, but she tolerates no shenanigans aboard her ship. The party and any mounts can barely be squeezed onboard, as it is stuffed with Korvosa-bound cargo. Not an inch of extra space is left on the fat vessel. Casual observation reveals that the captain's first mate, **Pockeye Sewel** (N human male rogue 3), is a rather brutal taskmaster and is strongly disliked by the crew. His brother, **Chebbey Sewel** (NE human rogue 2), quiet and shifty, is his right hand man and, by all accounts, an instigator who enjoys goading the crew into doing things that get them punished by Pockeye. Captain Yarnelle tolerates these two because of the efficiency their harsh manner achieves. Apart from the PCs, one other passenger is onboard, a woman named Dialla Marteme. Quiet and not terribly interested in conversation, Dialla boards the ship at the last minute, after the PCs have already arrived. If any PC seems particularly curious about this last-minute addition to the *Wanton Ways*, allow them a DC 20 Perception check to notice Dialla hand the captain a small but bulging pouch after a short but quiet argument. The captain accepts the pouch quickly and immediately changes her tune, obviously agreeing to let Dialla join the already full ship. (This pouch was a bribe of gems—see *Treasure*, below.) Once the ship sets sail, Dialla keeps to herself, but doesn't act particularly secretive or sinister.

Dialla's true reason for boarding the *Wanton Ways* is revenge—Chebbey Sewel is the man who murdered her sister. Dialla initially planned on murdering Chebbey as the *Wanton Ways* neared Korvosa, but once she's in his proximity she can't hold back her anger that long. She murders Chebbey while the man is on watch the first

SHATTERED STAR

night out from Magnimar, surreptitiously dumps his body overboard, cuts loose one of the ship's two boats to make it appear she's left the ship, then assumes Chebby's appearance using her *hat of disguise*. Her plan from there is to lay low, use Bluff as needed, and then jump ship at Korvosa, leaving the *Wanton Ways* apparently missing its second Sewel at that time.

The journey south to the Lady's Cape takes a full day—the PCs should expect to reach their destination the next morning. Ask the PCs what they're doing that evening, because at midnight, Diallya makes her move. Unless the PCs follow her without her noticing them, she'll swiftly murder Chebby by sneak attacking him while he's distracted at watch. At this point, Chebby makes a strangled cry of pain—allow the PCs a DC 5 Perception check to hear the cry (you can assume no other crewmember hears this). This DC increases by +10 for any PC who's below deck, and by a further +10 if a PC is asleep. If someone hears, and if they immediately move up to the deck to investigate, they're just in time to see Diallya dumping Chebby's bleeding body, his throat slashed ear to ear, over the side of the deck. Diallya's bloody dagger leaves little confusion as to what just took place.

If the PCs catch Diallya in the act, she assumes a defensive stance and speaks to the PCs. The PCs are free to attack her at any time during her speech (in which case she fights as detailed in her tactics).

"I have no quarrel with you: I am Diallya Marteme, of the Balconies of Bis in Kaer Maga. That offal you saw me kill is responsible for the death of my niece. She was only thirteen years old, friend, and the damned Ardocs bought the alibi Chebby's pig-of-a-brother provided. My sister deserved justice Kaer Maga's "society" failed to provide, and so that task fell to me. I've been tracking Chebby for going on seventeen months, and now the deed is done. Yet I have no wish to taste the captain's justice. I ask only for your silence—I have a plan to assume Chebby's appearance for the rest of the voyage. I was going to cut loose a rowboat to make it look like I'd left the ship, pose as Chebby, then leave and retrace home to Kaer Maga once we reach Korvosa. If you remain silent and let me go, I'll give you my dagger and this ring in thanks. What say you?"

If the PCs agree to help, Diallya gives them her magic dagger and magic ring, then uses her *hat of disguise* to assume Chebby's form. She'll make no further contact with the PCs, and as the ship makes its way on to Korvosa,

the crew quietly and thankfully mutters about how much more calm and agreeable Chebby's become.

DIALLA MARTEME

CR 7

XP 3,200

Female rogue 4/sorcerer 4

CN Medium humanoid (human)

Init +2; Senses Perception +7

DEFENSE

AC 21, touch 14, flat-footed 18 (+3 armor, +1 deflection, +2 Dex, +1 dodge, +4 shield)

hp 71 (8 HD; 4d8+4d6+36)

Fort +5, Ref +7, Will +5

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 dagger +8 (1d4+2/19–20)

Ranged dagger +7 (1d4+1/19–20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 4th;

concentration +6)

5/day—touch of destiny (+2)

Sorcerer Spells Known (CL 4th;

concentration +6)

2nd (4/day)—invisibility

1st (7/day)—alarm, charm person (DC

13), magic missile, shield

0 (at will)—daze (DC 12), flare (DC 12), ghost

sound (DC 12), mage hand, read magic

Bloodline Destined

TACTICS

Before Combat Diallya casts *shield* on herself. She also casts *invisibility* before she attacks Chebby.

During Combat Diallya tries to charm all of the PCs into helping keep her cover—she'd rather not attack them since wounds and, worse, deaths would reveal her true intentions to the captain and crew.

Morale If she's unable to charm the PCs, Diallya attempts to escape the ship on one of its two rowboats.

STATISTICS

Str 12, Dex 14, Con 16, Int 8, Wis 10, Cha 15

Base Atk +5; CMB +6; CMD 20

Feats Arcane Armor Training, Combat Casting, Dodge, Eschew Materials, Toughness, Weapon Finesse

Skills Acrobatics +10, Bluff +12, Disable Device +12, Escape Artist +12, Knowledge (local) +6, Perception +7, Stealth +11

Languages Common, Varisian

SQ bloodline arcana (gain luck bonus to saves when casting personal-range spells), fated (+1), rogue talents (bleeding attack +2, finesse rogue), trapfinding +2

Combat Gear *potion of cure light wounds*; Other Gear +1 leather armor, +1 dagger, *hat of disguise*, *ring of protection* +1, 218 gp



DIALLA

CURSE OF THE LADY'S LIGHT WEB SUPPLEMENT

Treasure: If the PCs defeat Dialla, then inform the captain what happened, Captain Fessenger thanks the PCs for their aid. She didn't like Chebby much, but he did his job and having his murderer captured or put to death satisfies the captain's sense of justice. She gives the PCs the pouch of gems Dialla used to bribe her way on board as a reward—this pouch is worth 1,000 gp in all.

Development: At dawn on the second day, the *Wanton Ways* reaches the Lady's Cape. The Lady's Light rises majestically and eerie above the morning fog. Captain Fessenger anchors offshore just to the north of the Cape itself, then aids the PCs in offloading their gear and mounts, if any, via the ship's boat. The *Wanton Ways* can't approach the Cape itself due to the reefs, so the crew sets the PCs ashore just to the north and wishes them luck

on their adventure. Captain Fessenger won't stay behind to wait for the PCs—once they finish, they are expected to find their own way back to Magnimar. A bribe of 100 gp is enough to secure her promise to stop here on her way back from Korvosa to Magnimar 26 days hence. She'll anchor offshore in the same location for a day—if the PCs wish her to send the boat to pick them up at that time, they need only signal her with a fire on the beach. No amount of money can convince her to stay and wait, though—her honor prevents her from abandoning her promises to those in Korvosa who await the shipments the *Wanton Ways* carries.

Story Award: If the PCs help Dialla escape or help cover up the murder, award them XP as if they defeated her in combat.

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