Mistress of Angels

Eylvian and Vonysa Ameluri (Acrobatics, Diplomacy, Intimidate, Perform [Any], or Sleight of Hand; all PCs gain a +4 they if mention the wedding bands or steer the topic back to their honeymoon)		
Clue 1 Eylvian informs the PCs that they were on their way home from a theatre performance staged by a local dancer when they decided to ask for a blessing at the Mistress of Angels on their way back to the inn. They saw a group of shady individuals in black garb gathering around the monument.	**Clue 2** To the Ameluris, it appeared as if these people were drawing something in chalk around the monument. They wanted to avoid trouble, so they moved quickly and pretended to see nothing.	**Clue 3** Vonysa describes the appearance of some sort of unholy symbol around each of the cultist's necks—an image of a faintly glowing skull.
Havaroc Tharvius (Diplomacy, Intimidate, or Profession [Barrister]; PCs take a -4 to checks using Diplomacy)		
Clue 1 Havaroc works an overnight shift at the Golemworks twice a week, so he was on his way to work when he happened past the crime. He recalls seeing strange people wearing heavy cloaks and some sort of glowing necklaces.	**Clue 2** Havaroc called out to the shady group, asking them what they were doing loitering in a place like the Ordellia's Townhouse. Someone—he presumes their leader—responded angrily, speaking Common but with an accent Havaroc wasn't familiar with.	**Clue 3** Havaroc recalls the group's leader saying that they needed to find someone named "Looney Vire." He is likely to have misheard the name.
Kysu Xitan (Bluff, Craft [Any], Diplomacy, or Perform [Any]; all PCs gain a +2 if they temporarily relieve him of his groceries, kitsune PCs that aren't in human guise gain a +4)		
Clue 1 Kysu informs the PCs that he noticed a group of cloaked individuals chasing what looked like a blue-skinned human with magnificent butterfly wings through the streets. Kysu confesses that he quickly hid in a nearby alley when he realized what was going on.	**Clue 2** Kysu speaks Celestial, and he distinctly remembers the winged man calling out for Ordellia Whilwren in Celestial as he fled through the streets, though Kysu is unsure what business a butterfly man would have with the town's ghostly guardian.	**Clue 3** Kysu realizes that he recognizes the butterfly man's appearance, having seen a tapestry that depicts three people who look like him dancing in a swamp along a riverbank. This clue serves as foreshadowing for Part 2 of the adventure.
Ysandre Glitterwing (Bluff, Diplomacy, or Perform [Dance]; all PCs gain a +4 if at least one flatters her style and skill at dancing or openly identify as a follower of Ashava or Desna)		
Clue 1 Ysandre recalls that after her last performance at the Rose and Rake, she spotted a group in dark cloaks headed west away from the Mistress of Angels. There was a faint smell of decay in the air as they passed, like rotting vegetation. Out of curiosity she inspected the area, only to find it marred with some sort of strange graffiti that reminded her of the Thassilonian runes that have been appearing in museums over the past decade. She admits that she has no genuine experience with Thassilonian lore, however.	**Clue 2** Ysandre noted that whatever the runes did, they seemed to have reversed the monument's blessings. Instead of invigorating the heart, they now seem to fill it with doubt and indecision.	**Clue 3** Last night, Ysandre saw the ghostly visage of Ordellia Whilwren appear before her at her namesake theatre. The ghost is an uncommon sight around the city, but Ysandre notes that she seemed distant, terrified, and desperate for help. Ordellia left abruptly without saying anything—an unusual occurrence.

The Mistress of Angels (Knowledge [Arcana], Knowledge [Religion], Perception, or Spellcraft]; all PCs gain a +8 if Davorge is assisting with the investigation)		
Clue 1 A strange, chalky substance coats the ground around the monument even after several weeks. Markings resembling runes are scrawled upon the ground.	**Clue 2** The butterfly emblem in the statue's hand is a holy symbol of Desna. However, in place of the typical images of stars within the symbol's wings, there are leering skulls.	**Clue 3** A spot of dried blood is splashed on the side of the monument, indicating that something violent occurred here recently. Based on the blood's location, it stands to reason that there was once more blood here, but it was cleaned up in a hurry.

The Cenotaph

Blessed Spirit (Diplomacy, Fly, Knowledge [Religion], Perform [Sign)	
Overshadow -10 penalty on Bluff, Disguise, Sleight of Hand, and Stealth, and cannot willingly accept polymorph affects for the duration.	**Overshadow** -10 penalty on Bluff, Disguise, Sleight of Hand, and Stealth, and cannot willingly accept polymorph affects for the duration.
Disoriented Spirit (Diplomacy, Knowledge [Local], Knowledge [Religion], Sense Motive	
Overshadow –2 penalty to Dexterity, Intelligence, and Charisma.	**Overshadow** –2 penalty to Dexterity, Intelligence, and Charisma.
Gaunt Spirit (Bluff, Diplomacy, Heal, Knowledge [Religion])	
Overshadow Fatigued condition and takes 5 points of nonlethal damage (10 points in Subtier 6–7). Cannot recover from this damage while he remains under the influence of this spirit.	**Overshadow** Fatigued condition and takes 5 points of nonlethal damage (10 points in Subtier 6–7). Cannot recover from this damage while he remains under the influence of this spirit.
Scared Spirit (Bluff, Diplomacy, Intimidate, Knowledge [Religion])	
Overshadow Sickened condition.	**Overshadow** Sickened condition.
Youthful Spirit (Bluff, Craft [any], Knowledge [religion], Perform [dance])	
Overshadow -2 penalty to Constitution, Strength, and Wisdom.	**Overshadow** -2 penalty to Constitution, Strength, and Wisdom.