

LEGACY ITEM:

The Lantern Of Tevariers

By Mike Bourke, Johnn Four & Michael K Tumey



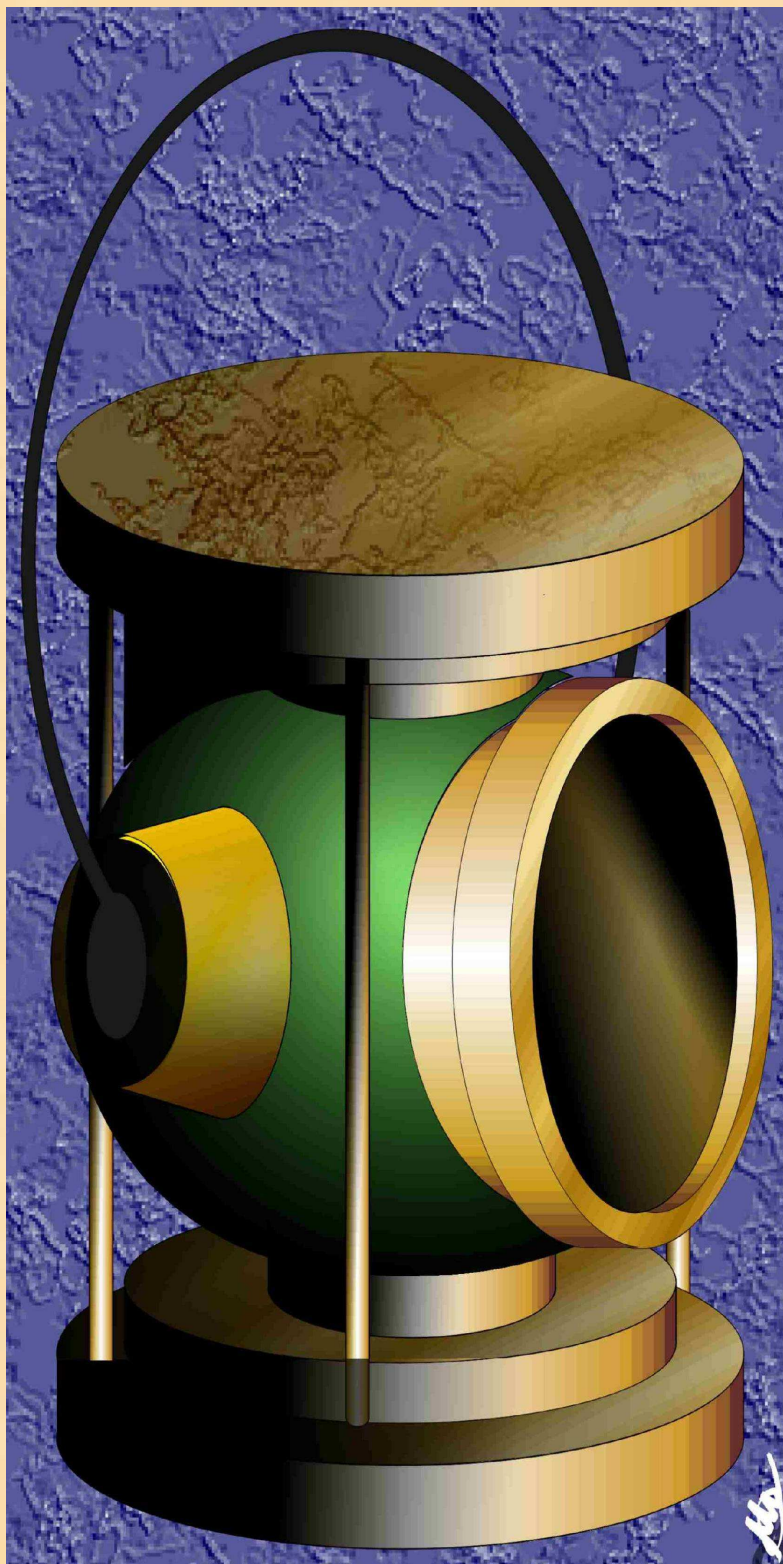
This is one of eight Legacy Items included in *Assassin's Amulet* which we are re-presenting here in a format optimized for use in play. There is no additional information included (other than this introduction); but the content is organized differently.

These supplements are organized into five parts. The first is this introduction. The second contains page(s) with the name, description, and an image of the item, as the typical PC would perceive it. The third part consists of a series of tables describing the Legacy Powers, with any appropriate notes – the first describes only the First Inheritance, the second describes both First and Second Inheritances, and so on. The fourth contains the history of the item, which is something a Player may discover – eventually. It also contains the pronunciation guide. The final part contains

the GM-only information that completes the Description of the Legacy Item.

Page Numberings have been manipulated throughout. This is not just one game supplement – it is nine. Each of the pages in section three has the SAME page number, so the player never needs to know that the Legacy Item contains a further power to be unlocked, or how long it will be until it happens. The GM simply hands the newly-printed page containing the additional Legacy Power to the player as a replacement for the one he already has. The remaining page numbers within the supplement are also tailored accordingly.

We have also included a page for additional notes, with NO page number showing. This can be printed as many times as necessary. Just print as many copies of the page as you need to contain the additional info for the player. Enjoy....



The Lantern of Tevariers

The lantern is highly polished metal with hinged covers of onyx. A black candle lies within it. The basic shape of the lantern is round, with circular disks on top and bottom. The lantern's metal defies casual analysis. From a distance, it appears to be brass, but closer inspection reveals material of something else entirely; no one knows exactly what. Some describe the lantern as being heavier than expected if made of brass and by others as being lighter than expected.

Inheritance	Base Ranking	Modified Ranking††	Description
First	3	-	+2 Spot, &
	0	-	Permits wielder to scry through a non-magical crystal ball (1,000gp minimum value) as a focus‡, &
	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†,
Total: 3			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

† Only if/when using crystal ball and Lantern of Tevariers as scrying tools. -1 ranking modifier applied for this limitation.

‡ Lantern must shine onto the crystal ball

Notes:

Inheritance	Base Ranking	Modified Ranking††	Description
First	3	-	+2 Spot, &
	0	-	Permit wielder to scry through a non-magical crystal ball (1,000gp minimum value) as a focus‡, &
	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†
Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from ' <i>See but not hear</i> ' to ' <i>Hear but not see</i> '†
Total: 7			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

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	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†
Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from ' <i>See but not hear</i> ' to ' <i>Hear but not see</i> '†
Third	3	-	+2 Sense Motive, &
	4	-	+4 Gather Information ¹ , &
	4-1=3	4	Double duration of scrying†
Total: 11			

Table Notes:

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1: Use Diplomacy for the Pathfinder Roleplaying Game

Notes:

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	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†
Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from ' <i>See but not hear</i> ' to ' <i>Hear but not see</i> '†
Third	3	-	+2 Sense Motive, &
	4	-	+4 Gather Information ¹ , &
	4-1=3	4	Double duration of scrying†
Fourth	5	-	+8 to save vs. scrying on you, &
	5-1=4	-	+2 to Gather Information, Spot, Listen, Sense Motive checks ² made while scrying†, &
	4-1=3	-	Ability to scry nearest secret or plot not known to the caster†, &
	4-1=3	5	Ability to switch targets within a single scrying session†
Total: 16			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

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2: Use Diplomacy and Perception for the Pathfinder Roleplaying Game

Notes:

Inheritance	Base Ranking	Modified Ranking††	Description
First	3	-	+2 Spot, &
	0	-	Permit wielder to scry through a non-magical crystal ball (1,000gp minimum value) as a focus‡, &
	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†
Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from ' <i>See but not hear</i> ' to ' <i>Hear but not see</i> '†
Third	3	-	+2 Sense Motive, &
	4	-	+4 Gather Information ¹ , &
	4-1=3	4	Double duration of scrying†
Fourth	5	-	+8 to save vs. scrying on you, &
	5-1=4	-	+2 to Gather Information, Spot, Listen, Sense Motive checks ² made while scrying†, &
	4-1=3	-	Ability to scry nearest secret or plot not known to the caster†, &
	4-1=3	5	Ability to switch targets within a single scrying session†
Fifth	5-1=4	-	Halve scrying save modifiers (after all other adjustments)†, &
	4-1=3	-	The <i>inability to scry</i> penalty after a failed scrying attempt is reduced to 12 hours†, &
	5-1-1=3	4	A -8 modifier to scrying save bonuses when attempting to scry on developments in a known secret or plot†
Total: 20			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

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Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from 'See but not hear' to 'Hear but not see'†
Third	3	-	+2 Sense Motive, &
	4	-	+4 Gather Information ¹ , &
	4-1=3	4	Double duration of scrying†
Fourth	5	-	+8 to save vs. scrying on you, &
	5-1=4	-	+2 to Gather Information, Spot, Listen, Sense Motive checks ² made while scrying†, &
	4-1=3	-	Ability to scry nearest secret or plot not known to the caster†, &
	4-1=3	5	Ability to switch targets within a single scrying session†
Fifth	5-1=4	-	Halve scrying save modifiers (after all other adjustments)†, &
	4-1=3	-	The <i>inability to scry</i> penalty after a failed scrying attempt is reduced to 12 hours†, &
	5-1-1=3	4	A -8 modifier to scrying save bonuses when attempting to scry on developments in a known secret or plot†
Sixth	4	-	Know when someone is attempting to scry on you, &
	5-1=4	4	Base casting time for scrying reduced to 15 minutes†
Total: 24			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

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Inheritance	Base Ranking	Modified Ranking††	Description
First	3	-	+2 Spot, &
	0	-	Permit wielder to scry through a non-magical crystal ball (1,000gp minimum value) as a focus‡, &
	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†
Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from 'See but not hear' to 'Hear but not see'†
Third	3	-	+2 Sense Motive, &
	4	-	+4 Gather Information ¹ , &
	4-1=3	4	Double duration of scrying†
Fourth	5	-	+8 to save vs. scrying on you, &
	5-1=4	-	+2 to Gather Information, Spot, Listen, Sense Motive checks ² made while scrying†, &
	4-1=3	-	Ability to scry nearest secret or plot not known to the caster†, &
	4-1=3	5	Ability to switch targets within a single scrying session†
Fifth	5-1=4	-	Halve scrying save modifiers (after all other adjustments)†, &
	4-1=3	-	The <i>inability to scry</i> penalty after a failed scrying attempt is reduced to 12 hours†, &
	5-1-1=3	4	A -8 modifier to scrying save bonuses when attempting to scry on developments in a known secret or plot†
Sixth	4	-	Know when someone is attempting to scry on you, &
	5-1=4	4	Base casting time for scrying reduced to 15 minutes†
Seventh	5-1=4	-	Ability to scry on someone who is attempting to scry on you (-8 penalty to save roll)†, &
	5-1=4	4	Ability to trade scrying casting time (+ 1 min) for increased difficulty of save (-1) or vice versa†
Total: 28			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

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‡ Lantern must shine onto the crystal ball

- 1: Use Diplomacy for the Pathfinder Roleplaying Game
- 2: Use Diplomacy and Perception for the Pathfinder Roleplaying Game

Notes:

Inheritance	Base Ranking	Modified Ranking††	Description
First	3	-	+2 Spot, &
	0	-	Permit wielder to scry through a non-magical crystal ball (1,000gp minimum value) as a focus‡, &
	5-1-1=3	3	Target's saves vs. scrying are at -8 if the target is plotting against someone or to do something†
Second	3	-	+2 Listen, &
	4	-	Wielder receives +4 to saves vs. scrying (i.e. it is harder to scry on them), &
	4-1=3	4	Option to switch failed save effect from ' <i>See but not hear</i> ' to ' <i>Hear but not see</i> '†
Third	3	-	+2 Sense Motive, &
	4	-	+4 Gather Information ¹ , &
	4-1=3	4	Double duration of scrying†
Fourth	5	-	+8 to save vs. scrying on you, &
	5-1=4	-	+2 to Gather Information, Spot, Listen, Sense Motive checks ² made while scrying†, &
	4-1=3	-	Ability to scry nearest secret or plot not known to the caster†, &
	4-1=3	5	Ability to switch targets within a single scrying session†
Fifth	5-1=4	-	Halve scrying save modifiers (after all other adjustments)†, &
	4-1=3	-	The <i>inability to scry</i> penalty after a failed scrying attempt is reduced to 12 hours†, &
	5-1-1=3	4	A -8 modifier to scrying save bonuses when attempting to scry on developments in a known secret or plot†
Sixth	4	-	Know when someone is attempting to scry on you, &
	5-1=4	4	Base casting time for scrying reduced to 15 minutes†
Seventh	5-1=4	-	Ability to scry on someone who is attempting to scry on you (-8 penalty to save roll)†, &
	5-1=4	4	Ability to trade scrying casting time (+ 1 min) for increased difficulty of save (-1) or vice versa†
Eighth	6-1-1=4	3	Ability to scry past events at a specific time and location, or a specific time and subject. Requires a Spellcraft check at DC 20, +1 per day, +20 if the attempt is to view a scene or event previously subject to a scrying failure. A new Scrying check must still be made†.
Total: 31			

Table Notes:

Inheritances apply to Greater Scrying as well as Scrying (where appropriate).

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‡ Lantern must shine onto the crystal ball

1: Use Diplomacy for the Pathfinder Roleplaying Game

2: Use Diplomacy and Perception for the Pathfinder Roleplaying Game

Notes:

Origins & History

Tevariers was a mage who never troubled the writers of history. If any of them had been inclined to document his contributions, however, they would have written that he was insecure to the point of paranoia, and hence became a master of Divination magic.

To aid in his use of scrying tools to discern plots and threats around him, Tevariers created his lantern, a device to illuminate all movement, literal or metaphorical, in the shadows, by bathing them in shadow light. Moreover, into this device he poured all his suspicion and insecurity.

Gossip soon began to tell the tale of the diviner who could penetrate any secret. Soon rumour outstripped reality. The very existence of Tevariers' Lantern changed his nightmares into a self-fulfilling prophecy. It made him a consideration plotters had to take into account, a hazard that needed neutralizing, before any plot or conspiracy, no matter how minor, could succeed.

This just fueled Tevariers' paranoia, and he became convinced every whispered word or clandestine meeting was a plot aimed in his direction. No romantic dalliance or illicit affair was safe and secret while Tevariers had his lantern, and everyone for leagues and in neighboring kingdoms knew it, and Tevariers knew that they knew it.

He became ever more insular and hermit-like. He purchased dogs to use as food testers, but then worried druids or mages might control the dogs, or others might subvert the animals with training, so he got rid of them and relied on his divination powers. Unseen servants prepared all his meals, at great expense, and his tower accumulated a collection of labor-saving arcane devices, to the point where it became a target of thieves. Tevariers would scry

upon the preparation of every meal, seal every spice jar after use, purify all water by magic before drinking it or cooking with it.

It was perhaps fortunate that Tevariers was not a man of action, or given to telling others of what he learned, else his enemies would have multiplied beyond his ability to track them. Even with his insular nature, those who would conspire with each other had to wonder whether this was the plot that would impinge upon the mage's personal interests enough to drive him to intervene. The presence of the lantern was sufficient cause for all those in the vicinity to begin exhibiting a milder form of the same paranoia that had driven Tevariers to create his instrument of illumination.

Their paranoia and defensiveness in turn affected their neighbors, who were forced to take the attitude into account, together with the propensity to overreact in response to perceived plots aimed at them, and so were forced to acquire an even milder form of the same condition. Like ripples on a pond, an edgy wariness spread outward from The Lantern of Tevariers.

The best early warning system in existence cannot protect you from the things you did not think of, and when the end came for Tevariers, it was not through any of the things his paranoid watchfulness was looking for, but through accident. Tevariers was gathering mushrooms (because he did not trust the town merchants to not include toadstools) when a group of militia chasing a killer from the nearby city mistook the deep-cowled mage for their target. Arrows filled the air before Tevariers could identify himself.

So began a series of conflicts over ownership of the lantern. None of the local nobility could abide the concept of the lantern being in the possession of a rival. Certainly,

attempts were made to conceal possession of it, but the first hint of ability to divine the future—even that conferred by mages and clerics without unusual ability—was sufficient to create a temporary alliance of convenience by the surrounding nobles,

even if they had been at war just days or weeks earlier. Thus, paranoia descended into war, and war into anarchy, and the arcane device that caused it all became lost.

Pronunciation guide

Tevarians: Tev-ar-ee-erz

GM Information Section

In play

The description of the events that befell Tevariers should provide a template for the character effects, suitably reinforced by the powers of the lantern. Equally important is the impact on outside society once awareness of lantern becomes known. I encourage you to base your campaign effects on the pattern established above.

Some powers of the lantern require the ability to scry. They operate by shining the shadow light from the lantern into the crystal ball while scrying through it. The light illuminates things not normally observable by scrying.

Suggested Unlocking Challenges

Low level:

- Obtain a crystal ball valued at least 1,000gp
- Reveal a secret that someone would kill to keep hidden
- Use a secret to the character's personal benefit

Mid level:

- Expose and eliminate a plot aimed at a third party
- Identify someone spying on the possessor of the lantern
- Fight off an attack aimed at stealing the lantern

High level:

- Identify and neutralize someone trying to spy on the possessor of the lantern
- Expose and eliminate a plot aimed at the possessor of the lantern
- Use scrying to undermine an enemy's power, wealth or authority

Designer's notes: The Lantern of Tevariers

This Legacy Item offers a key example in three ways. It illustrates how to combine multiple powers or benefits into a single Inheritance. It illustrates how to construct safe Legacy Items for mages, avoiding the potential problems listed under Game Balance, above. It also demonstrates how to blur the lines between a regular but exotic magic item and a Legacy Item.

Combining multiple powers into a single Inheritance – here are the calculations for several of the Inheritance Powers:

First Inheritance: Three powers, one rated as a 3, one rated as a 5 but modified to a 3 by restrictions, and one rated as 0 ranks because it just adds another option to the Material Focus list for two spells included as a free benefit. Two powers at a 3 rating are equivalent to one power at a 4 rating, less 1 for being appropriate to the item concept, giving a total rating for the Inheritance of 3.

Second Inheritance: One power rated 3, one power rated 4, and one power rated 4 but modified by restrictions to a rating of 3. Two 3 ratings combine to give one rating of 4; two ratings of 4 combine to give a rating of 5. So the overall inheritance is ranked as a 5, less 1 for being appropriate to the item concept, giving a total rating for the Inheritance of 4.

Fourth Inheritance: One power rated 5, one rated 5 but modified to a 4, and two powers rated 4 but modified to 3s. The two 3 ratings make one 4, which then combines with the second 4 to give a 5, which then combines with the 5 to give an overall total of 6, less 1 for being appropriate to the item concept, giving a total rating for the inheritance of 5.

Note that several powers had to be adjusted to give a rating that enabled them to be combined; for example, the *-8 to saves vs. scrying of the target is plotting against someone or to do something* was determined by working backwards to match the 3 base rating of the Spot bonus.

This example also illustrates how to create safe Legacy Items for mages, which can impose special problems as discussed in the section on Game Balance in the Legacy Item rules of Assassin's Amulet.

The lantern is *safe* because it is specific in its effects, does nothing to enhance or diminish a wizard's combat abilities, and is tightly restricted in connecting Inheritance Powers to the original concept.

In theory, the lantern falls into a middle ground between a standard Legacy Item and a typical Wondrous Item. It is unique, but with deliberate manufacture. It follows the operational rules of a Legacy Item even though the origin does not fit the standard template. It is less powerful and more restricted than an Artifact. By demonstrating this blurring of definitions, by extension it opens up a whole new avenue for you to create unique magical treasures for your campaigns

The following page can be printed to provide additional notes to a player who has come into possession of Lantern of Tevariers.

The font used for body text in the other pages of notes is **Book Antiqua, 11 pt**, which should be available on any Windows system.

Note that the page numbering earlier assumes that there will be one page produced in this way for Inheritances 1 through 4 (Legacy Power 5 is the first one to require a second page of notes).

Notes (cont):

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