

The Eyes Above

a one-page Dark Return, SagaBorn D100 compatible adventure module

by Michael Bielaczyc

Edited by Dane Clark Collins and Jeff Mackie

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GETTING STARTED

SAGABORN D100

The system is easy; everything is a d100 (percentile 1-100 % chance) skill. Want to listen? If your skill is 54, roll a d100, and success is 54 or below. Things can be difficult (skill halved) or easy (skill doubled). Everything else - talents, combat tactics, and magic - adds complexity, but the core system remains simple percentile-based resolution. Want to see the full system? Check out the full online System Resource Document at www.d100srd.com.

STORYGUIDE SYNOPSIS

A mysterious stranger visited Simon's alchemy shop, wanting to sell a magical amulet that, with a spoken ritual, would summon a being that would grant desires. Simon, who was not superstitious, felt bad for the "drifter" and bought the amulet for a few silver. Later that night, after looking through his accounting and seeing his taxes owed to the Ministry, he fell into desperation and, thinking nothing would come of it, recited the ritual. That night, a small demon arrived and promised Simon that he would get him out of debt. Simon agreed. The demon left, and all seemed normal until people started showing up dead. And all of the dead had gold that ended up with Simon.

What is happening

The small impish demon has imprisoned lesser malicious spirits in the gargoyles above the Beaker. The imp sends the gargoyles out to murder anyone whom the imp feels has "wronged" Simon. The imp is a navirite and spiteful one. It enjoys seeing Simon tormented and the hurting of others. In some demented, magic way, this imp feeds off of this tragedy and has no empathy for others.

To stop it, the heroes must root out the imp and banish or slay it.

HOOKS

- Simon is a supplier of alchemical goods to the Resistance. A Resistance leader contacted the heroes to investigate the murders before someone else does.
- Someone close to the heroes passes away, and suspicion points towards Simon.
- A portent, cast by a mage in the Resistance, says that Simon's arrest may point to more people who are part of the rebellion.



PEOPLE

Simon Alles the Alchemist

Simon is an alchemist in the Squats (the poor quarter of Kowal) who owns the Beaker, an alchemy and potion shop. Simon is a skinny, short, teran with goggle-like glasses and short, wiry hair. He is a quiet, unassuming person, though he hates the Empire and supports the Resistance in any way he can. He is known to be solitary but nice to those he meets. His shop offers the standard range of alchemist goods, but he never dabbles in poisons.

He is obviously aware that he summoned the demon, but does not know how the demon is killing these people or getting their gold. He is unaware of the gargoyles.

What they want:

Simon wants the killings to end, both to save any future victims and so he doesn't end up being imprisoned by the Ministry.

Secrets and Knowledge:

- Simon knows he summoned the imp, and that it occasionally visits.
- Simon has asked for this to stop, but the imp is enjoying it too much.
- Simon is unaware of the gargoyles.

Iggy the Constable

Iggy is the lawman of this part of the Squats and will be helpful to the heroes.

What they want:

Iggy wants the crime to stop and the guilty punished.

Secrets and Knowledge

- Iggy is fairly certain Simon isn't the murderer, but is somehow connected.
- Iggy is aware of the strange claw marks on victims, but he hasn't shared this information with others yet.
- Iggy knows that the Ministry is getting ready to be involved and wants to solve the mystery before they arrive.
- Iggy is secretly a navirite as well.

Talinth the Imp

Talinth is a demon from the Navirim. He feeds off of pain.

What they want

Talinth wants to keep using Simon to cause harm.

PLACES

The Beaker

This musty shop is situated within an old worship hall dedicated to Mooruuk, the god of death. The purchase price was cheap, as many superstitious people wouldn't want to live inside such a morbid place. Simon saw an opportunity, and he has owned the building for almost a decade. Some locals refer to it as the "Death Shop," which may be why his business has never taken off. It is a stone building with leaded windows and a ring of three gargoyles peering out from the broken tile roof.

SCENES

Here are three scenes, along with instructions on how to use them and how to resolve them. Feel free to add more if you want the adventure to last longer.

SCENE 1: SIMON AT THE BEAKER

The heroes meet Simon. They should not feel like he would harm people, but play up the suspicion that he is hiding something. The heroes may use *Persuasion* to get the secrets out of him, *Sense* to notice something feels off, or *Spot* to see that Simon has a lot of gold behind the counter. This scene should lead to finding Iggy the Constable and the latest murder.

SCENE: 2 THE NEW MURDER

Iggy has come to see Simon about a group of ruffians who were found dead in an alley nearby. Iggy wants all the help he can get and will happily recruit the heroes. At the scene, the three ruffians have obvious claw marks around their torsos. They were assaulted last night. The heroes can use *Spot* to find clues, such as the one ruffian with a crumpled note from Simon, rejecting their order for the poison Konk. If the heroes are stumped, maybe allow them to see Talinth up above and have him fly back to the Beaker.

SCENE 3: THE BEAKER

The heroes should be led back to the Beaker and a confrontation with Talinth. If the imp is attacked, the gargoyles become animated and attack as well. Simon cowers in the corner.

Talinth and 3 Gargoyles

STR	CON	SIZ	INT	ACU	DEX	SOC
12	13	8	10	10	9	10

CV: 3

Class: Monster

Type: Navirite (Fey)

Speed: 20', Fly 30'

HP: 18

Armor Value: 3

Attack: Claws (x2) 65% 1d6+1

Skills: Dodge 65%, Listen 60%, Hide 60%, Spot, 60%

Special: Fly, Stone Blast

Weaknesses: Wind-based magic, Sonic (double)

Stone Blast - they can shoot a stone from their hand that is a Ranged Weapon; 60% and does 1d4+2 damage.

Conclusion: Simon will be glad to be rid of the demon and will reward them with 200 gp. Iggy will be happy to mark the case closed before the Ministry finds out. Talinth may be dead or gone, but who was the mysterious person who sold Simon the amulet?

For more adventures or a deeper look at this one, visit

www.darkreturn.com/adventures/eyes-above

