

SECOND EDITION

# PATHFINDER<sup>®</sup>



## Curtain Call

ADVENTURE PATH

## Stage Fright

By Richard Pett



# Kintargo

650 FEET



• THE TARRY IMP

• KINTARGO OPERA HOUSE

• SWAN'S SHADOW THEATER

• ARIA PARK

• THE FEATHERED FOX

• SONGBIRD HALL



# PATHFINDER

## AUTHOR

Richard Pett

## ADDITIONAL WRITING

Rue Dickey, Sasha Laranoa Harving, Katrina Hennessy, James Jacobs, Dave Nelson, and Isis Wozniakowska

## DEVELOPER

James Jacobs

## ADDITIONAL DEVELOPMENT

Vanessa Hoskins

## EDITING LEAD

Patrick Hurley

## EDITORS

Felix Dritz, Patrick Hurley, Priscilla Lagares, and Ianara Natividad

## COVER ARTIST

Miguel Regodón Harkness

## INTERIOR ARTISTS

Mylene Bertrand, Roman Kierszenbaum, Robert Lazaretti, Ilina Naydenova, and Elisa Serio

## ART DIRECTION AND GRAPHIC DESIGN

Sonja Morris

## PUBLISHER

Erik Mona



# Curtain Call

ADVENTURE PATH

ADVENTURE PATH 1 OF 3

## Stage Fright

### Campaign Overview

by James Jacobs

3

### Stage Fright

by Richard Pett

6

#### Chapter 1: Nemesis

8

#### Chapter 2: No Business like Show Business

26

#### Chapter 3: Payment Comes Due

56

### Showtime!

by Rue Dickey

70

### Adventure Toolbox

by Sasha Laranoa Harving, Katrina Hennessy, Dave Nelson, Richard Pett, and Isis Wozniakowska

78

#### Treasure

79

#### Operatic Feats

81

#### Creatures

##### Azarpal

84

##### Furnerico

85

##### Hellshadow

86

##### Ockomlire

87

##### Rezzelki

88

##### Siktempora, Anguish

89

#### NPCs

##### Fallenta Sumac d'Venoux

90

##### Nemesis

92



Paizo Inc.  
15902 Woodinville-Redmond Rd  
NE, Unit B  
Woodinville, WA 98072-4572  
[paizo.com](http://paizo.com)







# Campaign Overview

Stories of heroes have excited the masses for as long as the art of storytelling has existed. Often for such stories, the more grandiose and outlandish the medium, the better it is at conveying the epic struggles and legendary victories heroes achieve. Stories are still told in the Inner Sea region today of Iomedae's acts leading up to her ascension to godhood, of Old-Mage Jatembe's magical legacies, or of High King Taargick's storied Quest for Sky. More recently, tales of still-living heroes who stood against the runelords of Varisia, who helped to close the demonic rift in the Worldwound, who saved the northern River Kingdoms from an invasion from the First World, and more have proven to be popular inspirations for more modern audiences.

Traditionally, legends of these heroes have arisen organically from their adventures inspiring bards and writers years after their exploits have settled into the annals of history. For Fallenta Sumac d'Venoux, the passage of time between deed and stage seemed awkward at best and wasteful at worst. Why wait years for these legends to find their way to the stage when one could simply work with the actual heroes fresh off their most recent acts of derring-do and hire them as consultants for Kintargo's biggest opera since the foundation of Ravounel?

## WELCOME TO THE BIG TIME!

In the *Curtain Call* Adventure Path, Fallenta chooses the PCs as the heroic subjects of her new opera! While the PCs face off against their most infamous foe, possibly returned from death to seek revenge against those who defeated them, Fallenta is already preparing invitations. Soon, the PCs will meet her in Kintargo to discuss an opera based on their exploits. Of course, being heroes, it won't be long before the PCs find themselves embroiled in a brand new adventure, one destined to set them against one of the gods!

## PLAYING CURTAIN CALL

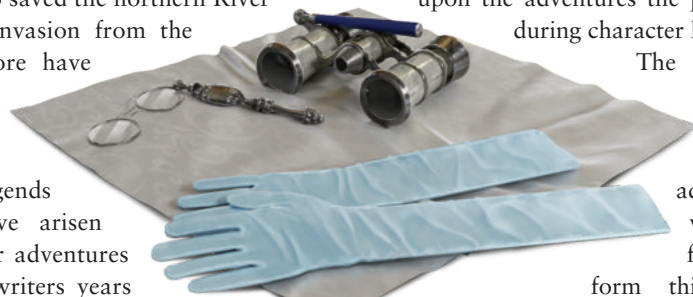
The *Curtain Call Player's Guide* is a free PDF available at [paizo.com](http://paizo.com). This adventure assumes the players have built their characters (or possibly adapted existing ones) according to the advice and suggestions presented in that document, but if you choose not to use the Player's Guide in your campaign, you'll at least want to let your players know that this Adventure Path focuses on a more whimsical and lighthearted premise than the norm—the production of an opera based upon the adventures the players participated in during character levels 1 through 10.

The Player's Guide helps you and your PCs work out the details of their previous adventure—the one that will serve as inspiration for the opera that helps

form this Adventure Path's central plotline. It could be a published Adventure Path that runs from 1st to 10th level (such as the *Abomination Vaults* Adventure Path), or it could be a series of adventures of your design. This inspiration could just as easily be a story and plot you and your players come up with. The *Curtain Call Player's Guide* provides methods to craft such a history for your group, but if you aren't using that document, you should spend time with your players to draft up rough details of what their 11th-level characters were up to during their first 10 levels.

## THE NEMESIS

An important part of this Adventure Path's context is the party's "Nemesis"—the primary villain of their previous campaign. *Curtain Call* begins as the PCs learn this old enemy must be defeated once again, and this Nemesis will become a recurring theme. Unlike most NPCs, you as the GM must personalize Nemesis (not the least of which involves giving them a proper name); pages 92–93 of this volume provide some assistance here, along with a generic Nemesis stat block you can use to get started.



Opera Trinkets



## PERSONA TRAITS

In the *Curtain Call Player's Guide*, the players select a public persona for their character. Regardless of the actual PC's personality, motives, and goals, the public perception of their legend might be something quite different as a result of rumors, misinterpreted events, fanciful imaginings, or even deliberate attempts by a character to foster a different persona.

This public persona is summarized by one of eight persona traits. At the start of this campaign, each player must choose a trait, and these choices can overlap. Certain encounters and NPCs in *Curtain Call* will react differently to the presence of a PC with a specific persona trait, so it's important that each player picks one before play begins (or at the very least, before Chapter 2 of the first adventure begins). Each persona has a positive and a negative aspect to it; both of these elements can play into the associated encounters.

The eight persona traits are as follows.

**Flirt:** The PC is perceived to be the most romantic of the group by the public and might be thought of as a seducer or vapid who brings nothing of value to the group.

**Guardian:** The PC is perceived to be the healer and protector of the group by the public and might be thought of as being too softhearted and meek to be a "true hero."

**Leader:** The PC is perceived to be the leader of the group by the public and might sometimes be thought of as too brash or pompous.

**Scholar:** The PC is perceived to be the problem solver and brains of the group and might be thought of as arrogant or incapable of physical tasks.

**Scoundrel:** The PC is perceived to be the one who gets the distasteful but necessary things done in the group and might be thought of as a criminal or potential traitor to the party.

**Underdog:** The PC is perceived as someone who accidentally got swept up by the group and is a "fish out of water," and might be thought of as a weak link or loser.

**Warrior:** The PC is perceived to be the strong-arm of the group who excels in physical fights and might be thought of as cruel or uncouth.

**Wildcard:** The PC is perceived to be the source of the more outlandish ideas and whimsy in the group and might be thought of as a liability or erratic.

## CAMPAIGN TIMELINE

Important events that lead to the start of *Curtain Call* are presented below.

Date	Event
Age of Creation	Gorum emerges as a god of strength.
Age of Creation	Gorum becomes a god of war during the clash between Ihys and Asmodeus.
Age of Creation	Gorum aids in the imprisonment of Rovagug by working with Torag to craft the Dead Vault, using portions of his armor as "seed" material for the demiplane's superstructure.
1673 AR	The city of Vyre is founded.
1860	Norgorber is born in Vyre.
1893	Norgorber passes the Test of the <i>Starstone</i> ; establishes Duskfathom under Axis.
3213	Kintargo is founded.
4382	A coven of hags establishes a shrine to Mahathallah under Kintargo.
4606	Age of Lost Omens begins.
4707	Fallenta flees Kintargo to travel the Inner Sea and hone her craft.
4714	Fallenta begins a six-year contract at the Ivy Playhouse in Absalom.
4715–4716	A group of freedom fighters known as the Silver Ravens arise in Kintargo, leading to the nation of Ravounel seceding from Cheliax.
4720	Scarlet Triad criminal gang is defeated in Kintargo; Fallenta returns to Kintargo.
circa 4720–4723	The PCs of <i>Curtain Call</i> undertake a quest and accomplish a notable triumph that sees their fame begin to spread far and wide.
4724	Present day.

## CAMPAIGN SUMMARY

In *Curtain Call*, the PCs become the heroic stars of the show. At first, they're hired to work as consultants for an opera based upon the adventures that took them from levels 1 to 10, but they soon step into the roles of coproducers. At the same time, a sinister conspiracy of thieves and cultists continue to disrupt the show, whose conclusion is interrupted by an explosive event. This is a day everyone on Golarion will remember for the rest of their lives: Godsrain, when fragments of the slain deity Gorum will rain down upon all the worlds where he was worshipped. It turns out that another deity, the cunning Norgorber, had suspected the advent of Godsrain and preemptively positioned



himself to steal a precious fragment of Gorum's body. Yet, Norgorber has failed to anticipate heroes who can stand against him and, hopefully, prevent the god of greed and murder from adding another role to his portfolio: that of a saboteur whose machinations could threaten national stability throughout the Inner Sea region and beyond.

---

## STAGE FRIGHT

---

By Richard Pett

**Pathfinder Adventure Path #204, Levels 11–13**

This adventure begins as the PCs learn that their Nemesis somehow survived their climactic fight not long ago and has established a stronghold in the mountains of southern Osirion. The PCs travel there to infiltrate this underground stronghold, where they discover that what they believed to be their Nemesis is in fact a fearsome brainchild who has been born from their Nemesis's history.

With the brainchild's defeat, the PCs return home to discover that an eager director named Fallenta wishes to turn their previous adventures into an opera to debut within a year at the Kintargo Opera House. The PCs travel to Kintargo to meet with Fallenta, who has them "audition" for the role of consultants (by proving they can perform the feats from their stories and confirm they aren't charlatans).

Soon after the PCs successfully prove their authenticity, they receive another task that tests their mettle: to help Fallenta navigate demands from the Dragonfly Society, a band of smugglers who specialize in identity manipulation. In return for the PCs' aid in recovering the smugglers' stolen goods in Vyre, the Dragonfly Society will absolve the debts Fallenta owes them. Now freed from these debts, Fallenta (and thus the PCs) can move forward in Ravounel without fear of reprisal from the smugglers or the queen of Cheliah.

---

## SINGER, STALKER, SKINSAW MAN

---

By Kendra Leigh Speedling

**Pathfinder Adventure Path #205, Levels 14–17**

Fallenta rewards the PCs for their aid by making them producers of the opera, granting them a larger portion of the show's profits and more creative control—but also more responsibility. Fallenta hopes to get a famous (and famously eccentric) star to play the role of the opera's primary villain (their Nemesis). The star Fallenta has chosen is Oriole, who has semiretired from the business and retreated into obscurity. The PCs must track Oriole down to their remote home in the Shackles, deal with a dragon who placed Oriole's

home under siege, and then convince Oriole to take the role.

Once the PCs do so, they return to Kintargo and become more involved in the opera's creation—casting actors, dealing with scandals, securing sponsors, seeking out rare supplies, and so on. Fallenta has secured the aid of a gifted seamster named Fenton Vilorgo, whose knack for amazing costumes and creating masks will help the opera be even more memorable. Secretly, Fenton is a worshipper of the Skinsaw Man, an aspect of Norgorber, and harbors an obsession for Oriole.

As the premiere date for the opera draws near, Fenton abducts Oriole and flees to his hidden lair in Vyre. The PCs must travel to the notorious city to rescue Oriole and defeat Fenton. In so doing, they're confronted by the manifestation of Father Skinsaw and realize that the cult of Norgorber is up to no good... but with only days before their opera's premiere, they don't have much time to look into the sinister plot.

---

## BRING THE HOUSE DOWN

---

By Sen H.H.S.

**Pathfinder Adventure Path #206, Levels 18–20**

Hell Month begins! This last month before a production's premiere earns its traditional name due to all the last-minute scrambles and unexpected emergencies that pop up as time runs short. The PCs must address these complications as they arise, making sure everything is ready to go for the night of the premiere! During the opera, they'll have to scramble even faster to fix unexpected troubles, but nothing can prepare them for what interrupts their stage bow at the show's conclusion—an event that will become known as Godsrain, as reality quakes from Gorum's death.

During Godsrain, their Nemesis crashes through the roof of the opera house to confront the PCs, having transformed into a powerful undead after being judged in the afterlife. After defeating their Nemesis for the last time, the PCs discover that the aspects of Norgorber weren't just there to meddle—they'd come to gather the strange fragments of metal left behind by Godsrain. The PCs return to Vyre to seek out the four manifestations of Norgorber, where they discover that the aspects are hoping to use these fragments to not only manifest a fifth aspect—one associated with propaganda and sabotage—but to turn all five of them into separate gods. The PCs defeat the four, but the divine energy they'd been harnessing is siphoned into Norgorber's realm of Duskfathom. Worse, the PCs' search for the god's secrets eventually attract his attention, and he whisks the PCs into his divine realm, where they must confront Norgorber himself.







# Stage Fright

## Chapter 1: Nemesis .....8

The PCs track their Nemesis to the desert sands of Osirion, where they lurk within the desiccated, wind-lashed tunnels of an ancient long-dead waterfall called the Choke. The PCs encounter not only their Nemesis, but also the Choke's previous guardians before finally confronting their foe and their scorpionfolk followers deep in the belly of the mountain.

## Chapter 2: No Business like Show Business ..... 26

The PCs have an unexpected encounter with Fallenta, the protege of a famous opera impresario, and are invited to the city of Kintargo to meet her and discuss an exciting job offer. Fallenta hopes to create an opera based on the PCs themselves! Before agreeing, she sets the PCs upon a simple task to confirm they're the very heroes they claim to be. This task turns into something sinister as the PCs face some of Kintargo's traumatic legacies that live on in its shadows, after which the PCs are promoted to coproducers of the opera and attend a gala hosted by the city's high priest of Shelyn.

## Chapter 3: Payment Comes Due..... 56

When a mysterious figure comes to visit Fallenta, she realizes she's been found out by the Dragonfly Society. She asks the PCs to help her resolve her impossible debts by making a dangerous trip to the infamous city of Vyre.

## KINTARGO AND VYRE

During the course of this Adventure Path, all pertinent information about the cities of Kintargo and Vyre are provided in context with the events as they take place, but if you're looking to expand your game's presentation of either city, check out the following.

### *Pathfinder Lost Omens World*

**Guide:** A two-page summary of the nation of Ravounel appears on pages 104-105 of this book, including some information about Kintargo. A paragraph of information about Vyre appears on page 105.

### *In Hell's Bright Shadow (Hell's Rebels Adventure Path, Book 1):*

This volume presents an extensive gazetteer of Kintargo that can give you a great starting point for expanding upon the events of Curtain Call.

### *Dance of the Damned (Hell's Rebels Adventure Path, Book 3):*

This volume presents an extensive gazetteer of Vyre that can give you a great starting point for expanding upon the events of Curtain Call.

### *Tomorrow Must Burn (Age of Ashes Adventure Path, Book 3):*

This volume provides a quick update to many of the locations in Ravounel and Kintargo in a post-Hell's Rebels era.

**Curtain Call Player's Guide:** Finally, this Player's Guide presents much of the above information as well, in a player-friendly format.

## ADVANCEMENT TRACK

"Stage Fright" is designed for four characters.

- 11** The PCs begin this adventure at 11th level.
- 12** The PCs should be 12th level before they begin the audition in Chapter 2.
- 13** The PCs should be 13th level before they travel to Vyre in Chapter 3.

The PCs should reach 14th level by the time they complete the adventure.





## Chapter 1: Nemesis

The PCs have just defeated a significant foe and completed a long campaign. They truly deserve the chance to bask in the glory of their triumphs, to ponder what might come next, and possibly even to rest and recover from the trials their defeated enemy put them through. All around the region, their friends, allies, and even people in the street have been sharing stories about their heroic exploits—they are, quite literally, the talk of the town. Their fame is even spreading beyond the region in which their previous adventures took place—with some PCs potentially encountering awkward hero worship, tall tales, and scandalous rumors about them and their party, sometimes spreading to distant ports that none of the group has ever visited.

Such is the price of fame for an accomplished team of adventurers, but as the PCs are about to learn, some of these side effects are significantly more dangerous.

### GETTING STARTED

This Adventure Path's plot doesn't really begin until Chapter 2—this first chapter functions more as a necessary prelude to help establish the PCs' previous legacy in the game world. You and your players should determine that legacy—the adventures the PCs went on from 1st level through 10th level—which will form the basis for the opera Fallenta hopes to create. It's strongly recommended that your group uses the *Curtain Call Player's Guide* (available as a free



download at [paizo.com](http://paizo.com)) to help generate notes and key plot points of those adventures. Alternatively, if your players have already played through and completed a campaign that brings them up to 11th level and are playing those characters in Curtain Call, all that work will have been done already!

Any of Paizo's 1st- to 10th-level Adventure Paths will work well in this regard. If your players are creating new characters, you can, with all the players' consent, use the plots of one of these campaigns to stand in for their previous campaign as well—as long as no one in your group has plans to play that campaign themselves and wants to preserve the Adventure Path's surprises for later!

"Stage Fright" begins as the PCs learn that their previous campaign's primary villain (referred to as "Nemesis" throughout the rest of this Adventure Path) seems to have returned—possibly even coming back from the dead—to establish a new base of power in the Barrier Mountains of southern Osirion. The PCs should already know this information, with the adventure beginning as they draw near to Nemesis's mountain stronghold, but at your discretion, you could expand the trip the PCs make from wherever they left off in their last adventure as they journey to southern Osirion.

The easiest way to have the PCs discover that Nemesis has returned is for each character to experience a harrowing nightmare in which Nemesis threatens the party with vengeance, all but daring the PCs to confront Nemesis in their new domain in the Barrier Mountains. These visions are, of course, the result of a *nightmare* spell cast by Nemesis to specifically bait the PCs into challenging them in their lair, hoping that the heroes take the bait and come to them. If the PCs resist this lure, you can use other methods to get them to the mountains as needed—including the abduction of allied NPCs, theft of important treasures, or threats to their homes. However, make sure these additional motivations don't rob the PCs of their agency: don't abduct NPCs or steal items the PCs need or would be frustrated to lose without giving the characters a chance to prevent the abduction or theft!

## CREATING NEMESIS

Regardless of how the campaign's previous villain was defeated, the Nemesis the PCs face in this adventure isn't actually that foe—instead, this Nemesis is a brainchild: a living mental construct come to life from the intense emotions associated with this villain while they yet lived. These same emotions tie to the

## TIMING THE START

While Curtain Call is written to follow up a previous campaign, it's best if you allow some time to pass between the climax of the previous adventure and the start of this one. Doing so gives time for the legend of the PCs' exploits to grow across the Inner Sea region and also gives time for the brainchild Nemesis to manifest and establish itself. A good way to handle this period is to give the PCs several months to pursue downtime, including allowing players to retrain if they wish to adjust their PCs as suggested in the *Curtain Call Player's Guide*.

PCs as well—instilling this living illusion with an almost overwhelming need to get revenge against the adventurers who previously defeated them, even though Nemesis only came into existence recently.

Regardless of who Nemesis appears as and is inspired by, their stats are roughly the same, as presented on pages 92–93 of this volume. You'll want to pick an additional offensive ability and defensive ability to help Nemesis feel more like the PCs' old foe, returned to antagonize them again, but at some point during this chapter, the PCs should realize the truth: this Nemesis is a dangerous duplication of their old foe and nothing more. The point of this chapter is less to set up an ongoing battle against a villain the PCs have already defeated and more to contextualize this foe in play so that their legacy has more heft as the rest of Curtain Call plays out.

## MOCKING VOICES

As a brainchild, Nemesis has two key methods to taunt and torment the PCs—*nightmare* and *sending*. The brainchild uses both of these tools daily to vex the party, selecting different PCs each time it casts these spells. Tailor and adjust the messages these spells convey to the party as needed so that the PCs stay eager to track down and confront Nemesis. If the PCs get stuck progressing the story, you can use these spells to drop taunting clues. Alternatively, if the PCs are doing well, the messages can be used to lay false tracks or bad advice for navigating the dungeon in Chapter 1. Don't overdo it, though! If it seems that the Nemesis's mockery and taunts are growing tiresome, consider that Nemesis might believe the job done for the moment and give the PCs a few days' reprieve before resuming the torment again.

The most important messages are the first ones. In these *nightmares* and *sendings*, Nemesis reveals to the



## TROUBLESHOOTING

Curtain Call assumes that the PCs' Nemesis perished at the climax of their previous campaign, defeated soundly in an epic final encounter after which the PCs became 11th-level. Sometimes, however, a foe need not be slain to be defeated. It's easy to avoid using foes whom the PCs have rescued or redeemed simply by not choosing such villains, but what if the best choice still lives? Their Nemesis might have escaped or could've been captured alive and now bides their time while imprisoned.

In this event, you have an opportunity to replace the brainchild version of Nemesis in this chapter with the actual foe, either come back out of hiding or after they've escaped from prison. You'll want to adjust the foe's statistics to be a level 13 creature, but otherwise, you can simply swap them into this adventure and give the PCs one more chance to defeat their enemy, once and for all!

A Nemesis who survives Chapter 1 should continue to vex the PCs throughout the Adventure Path, and they'll likely eventually team up with the cult of Norgorber to help orchestrate the disruption of the PCs' opera. It could take a fair amount of work for you, but in such a case, this Nemesis could even step in to become costume creator Fenton Vilorgo in the second adventure, disguised and posing as a talented stage technician waiting for the right time to strike.

PCs that they have returned to life and intend to get their revenge against the PCs'. With *sending*, the PCs can reply—feel free to have following *sendings* supply the PCs with explanations as to how their foe might have come back to life, but the most important thing is to convey to the PCs that their Nemesis awaits them in a place in Osirion known as “the Choke.” A *nightmare* might include the PCs catching a glimpse of towering mountains surrounded by a vast desert and a vague memory of being trapped in a cavern they instinctively know as “the Choke,” and upon waking, they experience a momentary conviction that unless they seek out “the Choke,” their Nemesis will someday slay them and everyone they love. A PC who endures this *nightmare* can recognize the mountains as the Shining Mountains in Osirion's Scorpion Coast with a successful DC 23 Desert Lore or Mountain Lore check or DC 26 Nature check to Recall Knowledge. For a PC who's been to Osirion, their outcome for this check is one degree of success better.

A *sending* is more to the point, with an initial message sounding like the following.

“You thought me gone, but I yet live! I await your visit to the Scorpion Coast. Now... come to me! The Choke shall be your grave!”

Nemesis doesn't give their name in the *sending*, but the PCs should instantly recognize their Nemesis from the sound of their voice. With a successful DC 15 Desert Lore or DC 18 Nature check to Recall Knowledge, a PC identifies the Scorpion Coast as the arid northeastern portion of Osirion. For a PC who's been to Osirion, their outcome for this check is one degree of success better.

## SEEKING NEMESIS

Nemesis's initial taunting messages are vague, but they do want the PCs to come challenge them in their hidden lair, arrogantly thinking themselves to be the spider to the PCs' unwitting flies. If the PCs don't realize the initial messages reveal that Nemesis is luring them to northeast Osirion, a PC who attempts a DC 20 Diplomacy check to Gather Information in any sizable settlement discovers this information after a few hours of asking around. If the PCs continue to miss this detail, Nemesis's following messages become increasingly obvious.

The key bit of information the PCs should investigate is “the Choke.” A PC who succeeds at a DC 26 Nature check or an appropriate DC 23 Lore check (such as Cavern Lore or Mountain Lore) to Recall Knowledge about this name while contextualizing it with the Scorpion Coast or the Shining Mountains recognizes it as a regional name for a cave entrance in the western Shining Mountains—a cave once hidden by a waterfall that in turn led into a river that emptied into the River Sphinx to the west. On a critical success, the PC also knows that recently, the area around the Choke has been claimed by a group of desert giant bandits who overwhelmed and subjugated the kholos who dwelt in the territory before them. A PC who succeeds at a DC 23 Diplomacy check to Gather Information over the course of 2 hours in a sizable settlement can net the same information.

Once the PCs determine the Choke is located in the western Shining Mountains, they can journey there with relative ease. The simplest route is to travel to the city of Sothis, then head up the River Sphinx to approximately the midpoint between the cursed town of Djefet and the city of An. There, on the east bank, a seemingly unremarkable dry riverbed winds further east into the mountains. The PCs can use this riverbed as a trail to travel the remaining 20 or so miles into the Shining Mountains. While this adventure assumes you



cover the PCs' journey from wherever they start the trek up the dry riverbed to the Choke with only a few lines of description, feel free to expand this journey as you see fit with additional encounters and intrigues of your design.

## INTO THE DESERT

Once the PCs leave the comforts offered by the River Sphinx, the harshness of the arid environment strikes at once. As long as the PCs stick to the dry riverbed, a group on foot can make it to the vicinity of the Choke after a day's travel, but doing so through the mild heat means the PCs become fatigued halfway through their journey. They can avoid this condition by splitting the trip over 2 days, but those thinking to travel at night face mild cold, resulting in fatigue after 4 hours of travel as well. Wise PCs split the trip over 2 days. The further east the PCs travel, the more rugged the land surrounding the riverbed becomes, shifting from desert sands to wind-gouged rocky badlands. Thorny cacti, some of considerable size, are the predominant form of vegetation, but even they grow sparse the closer the PCs draw to the rugged cliffsides of the Shining Mountains. All throughout, the wind churns and blows, lashing the land and filling the air with periodic, mournful howls as it rushes over hollows in the rocky landscape.

Near the end of the PCs' trek, a particularly towering and ragged mountain resolves into the point of their journey as the riverbed's route visibly leads up to the base of a rugged, sheer cliff with jagged tors and narrow ledges. A thin gorge cuts into the cliffside, but before the PCs can make it here, they'll have their first encounter with the locals.

## THE CACTUS EATERS

Low 11

**Creatures:** As soon as the PCs come in sight of the gorge leading to the Choke, they'll encounter a small band of kholos, part of the giant-subjugated community who lives throughout this region of badlands. A group of four desert giants lead the kholos; these giants stride loudly at the rear and drive the kholos forward whenever they lapse or tarry, barking orders or threateningly swiping at them with scimitars. If anyone in the party is using the Scout exploration activity, the party notices the approaching creatures in time to react before they're spotted.

These desert giants are cruel and abusive, and they've largely subjugated the local kholo population into servitude. Those approaching the PCs follow a warlord they call the Slumbering King, who has taken

up residence in the Choke. While the giants don't know this warlord's true nature, they fully believe the warnings the Slumbering King has given them that a group of heroes (the PCs) are coming to murder them all. These warnings are lies, for the Slumbering King is none other than Nemesis, whose cunning use of *nightmare* to manipulate local giant leaders has secured their allegiance without ever having to meet in person.

Once the giants notice the PCs, they pause in shock. One of them points to the PCs and cries out, "It's them! The ones the Slumbering King warned us of!" before fleeing in terror. The other three giants grimly clutch their scimitars and then charge in to attack, leaving the bewildered kholos unattended. The giants don't bother trying to communicate with the PCs, whom they regard with fear as a result of the warnings they've received about these very heroes from the Slumbering King (see The Choke on page 13). As soon as one of the giants is slain, though, the others flee screaming into the desert, leaving the kholos behind.

If the PCs do nothing and watch from hiding, they can observe as the giants lead the kholo prisoners up to the mountain gorge and soon thereafter to area A2; there, the giants bind the kholos, place them on the lift platform, and then yell up into the shaft, "LIFT 'EM UP!" before heading back out into the desert. In this case, the PCs can encounter the dozen Cactus Eaters again in area A4, or if they take too long (at your discretion), they'll find the prisoners' partially eaten remains at the bottom of area A9.

For any fight involving the giants, a simple grid is all you need, but feel free to drop in a few patches of shrubbery or boulders to provide variety to this riverbed battle.

## DESERT GIANTS (3)

CREATURE 9

*Pathfinder Bestiary 3 109*

**Initiative** Perception +19

## CACTUS EATERS (12)

CREATURE 2

Kholo hunters (*Pathfinder Monster Core 208*)

**Initiative** Perception +7

### SPEAKING WITH THE CACTUS EATERS

The Cactus Eater kholos conspicuously avoid making eye contact or attempting to communicate with the PCs as long as the giants live, but any PC who observes the way the Cactus Eaters behave as the giants march them toward the Choke can attempt a DC 26 Perception check to Sense Motive. On a success, the PC notes that the kholos' fear and meekness seem



faked, and on a critical success, the PC realizes the kholos are deliberately acting scared to trick the giants but are, in fact, eager and excited.

These 12 brave kholos hope to find out what became of the previous Cactus Eaters who the giants selected and brought to the Slumbering King. They offered themselves up as prisoners to the giants, knowing this course of action was their best chance at infiltrating the Choke without being slaughtered by the guards. They hope to rescue their missing friends and family, or at the very least learn their kin's fates and then help at least one of their number escaped to convey what their findings to the rest of their people. The giants, in their arrogance, haven't clued in to this trickery, but the kholos, as brave as their act is, are doomed without the PCs' aid.

If the PCs defeat the giants, the kholos break their silence and angrily accuse the PCs of "ruining everything" and say things like "now we have to get captured all over again!" If the PCs attack, the greatly outmatched kholos flee; otherwise, the frustrated Cactus Eaters return the way they came to attempt their foolhardy plan again in several days.



**Cactus Eater**

In order to learn more from the kholos, the PCs will need to interact with them as a group; run this as an influence encounter. Fortunately, the Cactus Eaters speak Common as well as Kholo. This influence encounter plays out over the course of 4 rounds, each of which lasts for 15 minutes. After an hour, the Cactus Eaters insist it's time for them to return to their families and reevaluate their plans for how to deal with the giants who have been tormenting them.

## CACTUS EATERS

LEVEL 11

UNIQUE HUGE KHOLO HUMANOID TROOP

Foolhardy infiltrators

**Perception** +21

**Will** +19

**Discovery** DC 28 Perception, DC 26 Society

**Influence Skills** DC 23 Performance (to share methods of entertainment with the kholos and put them at ease), DC 26 Religion (to honor Gozreh's traditions), DC 28 Intimidation, DC 28 Society (to respect Cactus Eater culture and seek to learn more about them), DC 30 Diplomacy, DC 33 Deception

**Influence 2** The kholos reveal that they'd been hoping to trick the desert giants and volunteered to be captured, all to be brought into the giants' lair in the Choke so the Cactus Eaters could then escape and seek their missing kin; even though the kholos understand they'll be outclassed by the giants, they hope that the daring nature of the plan and the giants' arrogance would even the odds. The PCs earn 20 XP.

**Influence 5** The kholos are impressed enough with the PCs that they eagerly ask the party to investigate the Choke and seek out their missing kin, but more importantly, the kholos ask the PCs to defeat this "Slumbering King" who has rallied the giants to their cause. The kholos don't know who or what the Slumbering King is but do know the giants have been bringing kholos to the Choke as offerings to this mysterious monarch. The PCs earn 40 XP.

**Influence 8** The kholos reveal to the PCs that one of their peoples' treasure caches lies nearby; they'll lead the PCs to it and offer the treasure contents as advance payment for defeating the Slumbering King. See Treasure on page 13 for more information. The PCs earn 60 XP.

**Resistances** The Cactus Eaters bristle at any implication that they're monster worshippers or Lamashtu cultists; if a PC ever says as much or even implies it, the DCs for all further checks by that PC to Influence the Cactus Eaters increase by 5.

**Weaknesses** Song is an important part of Cactus Eater culture; a character who incorporates singing as part of a Performance check to Influence them reduces



the DC by 5. A character who Influences the Cactus Eaters in Kholo gains a +1 circumstance bonus to their Influence check.

**Background** The Cactus Eater kholos have dwelt in the western Shining Mountains for decades, spread out across a dozen small settlements with an average population of 50 kholos in each. These settlements are located at small oases the groups protect as their primary water source, but they augment these resources through their favorite meal—the various cacti that grow in the region. The Cactus Eaters live at peace with the environs, worship Gozreh, and largely avoid confrontations with other creatures. They’ve long feared the desert giants who dwell in the sandy reaches that lie to the south of the Shining Mountains, but until recently, the giants never bothered the kholos. Desert giants started raiding kholo settlements in the recent months and have, to date, abducted nearly two dozen kholos from various settlements; this group is the third to be taken, and the first to volunteer to prevent the giants from taking just anyone.

**Appearance** The 12 kholos dress in colorful but ragged leather and silk that has suffered wear and tear from their rough journey; none of them carry weapons or wear armor, but several have small symbols of Gozreh dyed into their fur on a shoulder, bicep, or chest.

**Personality** Brave, nervous, supportive of each other

**Treasure:** If the PCs influence the Cactus Eaters well enough to be told about the treasure cache, it takes only 1 hour to reach from their current location. The kholos eagerly lead the PCs there before departing back for their homes to the north. The cache, wrapped in a camel’s hide and tucked into a narrow niche at the base of a cliff, consists of four moderate elixirs of life, two *potions of flying*, and a *type I spacious pouch* filled with 25 Bulk of water and food in the form of unusually sweet-tasting cactus jerky; one piece of this jerky is wrapped in red silk and functions as power journeybread (*Pathfinder Treasure Vault* 49).

## THE CHOKE

It wasn’t by chance that the PCs’ Nemesis chose this spot as their lair, for they were “born” within the caverns known as the Choke. After the PCs defeated the primary villain of their previous adventure, the emotional energy that infused not only the party, but all who’d been threatened, harmed, or frightened by the villain was suddenly released. Normally, such energy would simply dissipate, but in this rare case, it resulted in the creation of an anguish siktempora (page 89) on the edge of the Dimension of Time.

### ALTERNATE INTERROGATIONS

The Cactus Eater kholos the PCs encounter here are a closely knit troop, bound emotionally by their shared convictions and ordeals, which bolsters them significantly and results in a level 11 influence encounter, even though the individual kholos are all 2nd-level creatures. Interviewed separately, the kholos greatly resist revealing any secrets for fear of betraying their kin, but some groups might use mind-controlling magic or spells like *talking corpse* to extract the information needed. If the PCs prefer to use these methods, allow them to work; they can learn all of the information in the influence thresholds detailed in the stat block but have to ask the right questions to do so. Award the PCs no XP for using interrogation methods that bypass the influence encounter, as these invasive techniques are no challenge to a high-level party and conflict with the general themes of the Curtain Call Adventure Path.

This anguish siktempora didn’t remain in the Dimension of Time but instead returned to Golarion, eager to spread anguish to the world. It happened to emerge in the western Shining Mountains, and while it moved on from there to settle in the city of Vyre (where it’s destined to encounter the PCs in Chapter 3 of this adventure), the process of the anguish siktempora transitioning across dimensions left behind a sort of living phantasm of the vanquished villain: a brainchild. In a way, the brainchild is a sort of spiritual echo left behind by the anguish siktempora’s arrival, one inexorably and emotionally linked to the PCs.

Consumed with a need to torment the PCs, Nemesis took up the identity of the defeated villain and sought out a nearby lair, coming soon to the Choke: a twisting series of tunnels that infest one particular mountain like a canker. Some of these tunnels are huge—like the three featured in this particular dungeon—others are small, with most practically impossible to even crawl through. These passageways, and the curious sand-scouring winds that lacerate this corner of Osirion, combine to make an unsettling noise that puts visitors on edge. As a result, some locals call the mountain the “Singing Angel,” while others curse it as the “Lost Dreamer” on account of these songs. The eerie howling made by the wind throughout the Choke and the mountain it burrows within might have lured the anguish siktempora to the region in the first place, but now, Nemesis has claimed it as their lair.



THE CHOKE: LEVEL ONE  
ONE SQUARE = 5 FEET

THE CHOKE: LEVEL TWO

A4

A3

A2

A5

A6

A1

A7

A8

THE CHOKE:  
LEVEL THREE

THE CHOKE: LEVEL FIVE

A13

A9a

A9b

A9c

A10

A12

A11



THE CHOKE: LEVEL FOUR



Nemesis found the region inhabited by a group of girtablilus. Using their powers of nightmares and illusions, the brainchild tricked the scorpionfolk into believing they were the risen form of a revered, long-dead ancestor—the Slumbering King. To these scorpionfolk, Nemesis makes sure to appear in the form of a glowing girtablilu, while to the desert giants they soon subjugated, Nemesis appears as a giant. To the PCs, Nemesis intends reveal their “true” form, that of the villain the heroes so recently defeated. In fact, Nemesis truly believes they are that foe reborn.

In the weeks since gaining control of the Choke, Nemesis made sure to entrench themself as a figure to be feared by the girtablilus and giants. The girtablilus, being worshippers of Lamashtu, had no problem believing that Nemesis was their Slumbering King, but the brainchild had to work harder to compel the giants to serve. For several weeks, Nemesis sent the giants nightmares of a band of heroes coming to the land to murder them. They even used *vision of death* on some of the giants, adjusting the vision so that it would appear to be one of the PCs. While those who perished certainly helped spread more fear, the testimonies of those who survived the visions ultimately brought the remaining giants in line. The unfortunate kholos whom the giants had been delivering to the Choke served a particularly grim purpose—food to keep the hungry monster in the largest cavern of the Choke happy and compliant.

## CHOKE FEATURES

Numerous tunnels riddle the Singing Angel mountain, but the complex known as the Choke serves as Nemesis’s lair. These caverns were once the route of a majestic waterfall that flowed through the mountain’s heart, cascaded out from its face before flowing down to join the River Sphinx, but this river ran dry long ago, leaving behind a set of caverns that are as vertical as they are horizontal.

**Caverns:** The walls within the Choke have been worn smooth, almost to the point of appearing polished. Unless otherwise noted, a PC must succeed at a DC 40 Athletics check to Climb these smooth surfaces. The caverns have vaulted ceilings, reaching heights of 40 feet unless otherwise noted.

**Illumination:** In areas where desert giants are encountered, standing torches and braziers provide bright light, but in all other areas, the Choke is unlit, as the area’s other denizens use darkvision to see.

**Mournful Wind:** The wind that blows through the lower caverns creates a constant mournful dirge that never quite fades. A creature can get used to these

sounds after living in the area for a few months, but visitors—such as the PCs—take a –2 circumstance penalty to all hearing-based Perception checks while within areas A1–A7 of the Choke (levels 1–3). The mournful wind is still audible in areas A8–A13 (levels 4 and 5), but it’s not as distracting.

## A1. A CRUEL WELCOME

Low 11

The dry riverbed finally comes to an end at a bowl-shaped depression below a shaft worn into the mountainside, leading up to a cave entrance fifty feet above. A roughly twenty-foot-diameter circular platform of wood sits within this depression; six thick braided ropes leading up and over pulleys driven into the stone at the cave entrance reveals it to be a simple elevator. On a nearby wall, a message has been scrawled in charcoal. The wind whips and howls through the upper reaches, but at ground level, the air is strangely calm. To either side of the dry riverbed, a pair of wooden poles have been driven into the ground. Disturbingly familiar-looking figures clad in rags have been lashed to these poles.

The message on the wall reads, in Common: “Call out and we’ll haul you up!” The shaft leads up to area A2. Foolish PCs who trust the message, climb aboard the platform, and call out as requested will be lifted almost to the top by the giants in area A4, only for the giants to release the ropes and send the lift crashing back down to the ground. A PC on the lift at this time can cling to one of the ledges leading to area A3 or A4 by Grabbing an Edge (DC 28 Reflex save); otherwise, they take 20 points of damage from the fall plus an additional 2d6 piercing damage as shattering timbers skewer them.

The six ropes once affixed to the lift continue to hang down after this treachery, affording a much easier and safer way for PCs to Climb up with a successful DC 15 Athletics check.

**Hazards:** Nemesis amused themself during their wait for the PCs by crafting a sadistic welcome for their hated foes. Lashed to the four poles driven into the ground are four dead kholos, but each has been disguised by a magical hazard that causes them to appear to be the dead bodies of the PCs’ friends, family, and associates—a conviction that becomes harrowingly clear as soon as anyone approaches.

## CRUEL WELCOME (4)

HAZARD 8

RARE COMPLEX MAGICAL TRAP

Stealth +21 (trained)


**Description** A loved one, tied to a post with thick ropes, suddenly lurches to life and begins to shriek in anguish as soon as one of the PCs comes within 20 feet.



**Disable** DC 31 Thievery (expert) to remove the small runes carved on the pole that focus the magic, or DC 28 Occultism (trained) to recognize the occult illusions woven into the trap and disable the underlying magic

**AC** 27; **Fort** +19, **Ref** +13

**HP** 66 (BT 33); **Immunities** critical hits, object immunities, precision damage

**Become Cruel**  (emotion, fear, mental, occult) **Trigger** A PC approaches within 20 feet of the trap; **Effect** The rag-wrapped figure cries out in pain. The triggering PC must attempt a DC 26 Will save or become frightened 1 (frightened 2 on a critical failure). The trap then rolls initiative.

**Routine** (1 action; illusion, mental, occult, visual) The cruel welcome's head lifts, and it gazes at the closest PC within 20 feet; if there are no PCs in range, the trap does nothing, its turn ends, and it deactivates until midnight. The target must attempt a DC 26 Will save.



**Cruel Welcome**

**Critical Success** The PC is unaffected. For the next 24 hours, the PC gains a +4 circumstance bonus to all saving throws against cruel welcome traps.

**Success** The PC recognizes the face of the tormented figure on the pole as that of a loved one, and the anguish of the sight results in 4d10 mental damage. For the next 24 hours, the PC gains a +4 circumstance bonus to all saving throws against cruel welcome traps.

**Failure** As success, but 4d10+22 mental damage.

**Critical Failure** As failure, but 8d10+44 mental damage, and the PC becomes stupefied 1 for 24 hours.

**Reset** A cruel welcome trap resets at midnight.

**Treasure:** Once the hazard is defeated, a PC who examines the dead kholos realizes each died of poisoned puncture wounds. With a successful DC 16 Nature check to Recall Knowledge, a PC believes the wounds resulted from the stings of giant scorpions, while on a critical success, the PC confirms the killer was a girtablilu. One of the dead kholos was a priest, and she still wears a pair of *greater healer's gloves*.

## A2. THE LESSER THROAT

Cave mouths open to the northwest and northeast of this shaft, which continues upward until it emerges a hundred feet above into the open air and downward forty feet to the mouth of a dry riverbed. A pair of weathered faces carved into the stony walls leer into the shaft from either side of the northeastern cave entrance. Pulleys hung with ropes have been affixed to the walls; these ropes then lead into the northeastern cavern. From further in, a constant howling sound echoes.

Before Nemesis arrived, the girtablilus who dwelt in these caves had already rigged this elevator to help them come and go from their den. It's not mechanized; in order to be raised or lowered, a pair of creatures must work together to turn the immense cranks found further in the cave, near the entrance to area A4. The platform moves at a rate of 5 feet per round that two creatures work together to turn the cranks. Clasps automatically prevent the platform from dropping if someone stops turning the cranks, but each crank also features a quick-release lever that, with a single Interact action, causes all the ropes to loosen and drop the platform back to the ground at area A1.

The winches are large and awkward for Medium or smaller creatures to turn, and to turn a crank for 1 round, such a creature must succeed at a DC 25 Athletics check attempted as a 3-action Interact activity.



If the PCs called out to be let up at area **A1**, two of the giants from area **A4** are stationed here, and those who remain in area **A4** and also the one on guard in area **A3** are ready to join a fight to defend the Lesser Throat; if all six of these giants get involved in a fight at once, that's a Severe 11 encounter. Likewise, if the PCs were particularly loud in area **A1** while dealing with the traps there, the six giants are ready to defend this area.

If the PCs make their way up here stealthily, only one giant will be on guard in area **A3**; if he notices the PCs, he raises the alarm, and the other five giants in area **A4** come running as soon as they can.

The weathered, carved faces on the walls predate the girtabliu presence here by several thousand years; with a successful DC 20 Religion check to Recall Knowledge, a character confirms that the badly eroded visages are ancient depictions of an enraged Nethys. A PC who succeeds at a DC 28 Nature or Perception check to Recall Knowledge discerns that the distant howling sound is the distorted noise of wind blowing over openings deeper in the cave, while on a critical failure, they believe the noise is a wounded dragon shrieking in pain.

### A3. GUARD BALCONY

TRIVIAL 11

A large stack of boulders has been loosely heaped to the side of this cave entrance, partially blocking the opening. The cave floor overlooks the shaft to the southwest, resting ten feet higher than the floor leading to the northeastern cavern.

**Creatures:** A single desert giant is on guard duty here at all times, although during the night, the guard posted here tends to be drowsy and distracted and thus takes a -4 penalty to Perception checks unless they've been alerted. If this giant notices anyone creeping up the shaft, they wait until the PCs appear halfway in or out of the area before raising the alarm.

The giant can Interact with the cunningly stacked boulders to cause a small avalanche of stones and rocks to rain down into the shaft. Any creature on the ground below takes 10d6 bludgeoning damage (DC 28 basic Reflex save) from the falling rocks. Normally, the giants clamber into this cave after raising the platform to stand on, but if that platform isn't available, they prefer to navigate the gap with a Long Jump since the cave walls are too smooth for them to safely Climb.

### DESERT GIANT

CREATURE 9

*Pathfinder Bestiary* 3 109

**Initiative** Perception +19

### A4. OLD SHRINE

SEVERE 11

The cave walls north of a sandy riverbed to the south have been worked into flat surfaces here to create an enormous, cathedral-like space. The ceiling is sixty feet high, and the walls are adorned with countless angry faces, sphinxes, and complicated curls of hieroglyphs. Three slender stone pillars stand in the middle of the room, each decorated with carvings depicting fire, lightning, and rain. Twin stairs lead up to the eastern end of the room, where a curving dais against the wall might have once held religious treasures but now is covered in a heap of furs, weapons, broken timbers, rocks, and the periodic glitter of something metallic. More furs and tattered reed mats lay strewn haphazardly over the floor with many spilling out into the cavern to the southwest. The howling sounds even louder to the east, around the corner and deeper into the cavern.

A PC who succeeds at a DC 20 Religion check to Recall Knowledge can identify the decor of this room as being sacred to Nethys; on a critical success, they also note that this room once served as a shrine devoted to his anger and fury—his aspect as a force of destruction in particular. The depiction of Nethys as a sphinx is unusual but not unheard of, also indicating an aspect of the mysteries of magic.

**Creatures:** This chamber (and the cavern just to the southwest) have been given over to a small group of desert giants who now serve Nemesis, although none of them have actually seen their so-called "Slumbering King" in person yet. There are five desert giants posted here. While at first they felt honored to be afforded a close place to their new lord, over time they've grown somewhat bored and distracted.

If the PCs make it this far stealthily, they're likely to find the five desert giants playing a game they call "clatterbones." Similar to ninepins or skittles, this game consists of rolling a human's skull (bound in strips of leather and cold iron bands to give it a rounder shape) to knock over a set of camel bones set up in one of dozens of stacked configurations. The goal of a game is to roll a skull at the stack of bones and knock one away, thus scoring a point. If the roll causes the entire stack to collapse, the bones clatter apart loudly, and that roller automatically loses the game. Whichever roller ends up with the most points at the end without causing a clatter wins. A typical game is played with two contestants, each armed with four "balls" each.

If the PCs manage to make it this far without alerting the giants, the giants are surprised but don't immediately attack. Instead, they challenge one of the PCs to a game of clatterbones; if the PC wins, the giants will allow the PCs to leave without a fuss, but if the



PCs lose, they must surrender and become prisoners (and, eventually, monster food). A PC who succeeds at a DC 21 Perception check to Sense Motive can tell that the giants seem nervous and jittery—they recognize the PCs and worry that Nemesis's prediction that the party is here to kill them means they're in danger (with a critical success, the PC realizes the giants intend to use the game of clatterbones as a way to put the PCs at ease before attempting a surprise attack).

If the party agrees, they'll need to nominate one of their own to play the game. That PC and a giant take turns rolling a skull to try to knock aside a bone; the giants graciously allow the PC to have first roll. In order to knock aside a bone and earn a point, a character must attempt a ranged attack by rolling a skull; giants can use their thrown rock ranged Strike for this, but other characters must resolve them as an attack with an improvised weapon—furthermore, the bulk and size of the weapon means that a Medium creature gains the clumsy 1 condition when Striking with one (as normal for when a character wields a Large weapon). At the start of the game, the camel bone stack has AC 22; as bones are knocked aside, the stack grows harder to hit without causing a clatter (represented in-game by the stack's increasing AC).

**Critical Success** The character knocks aside a bone and earns 1 point but also upsets the balance of the bones so that the next roll takes a -2 circumstance penalty to the Strike. Increase the AC of the stack by 2.

**Success** The character knocks aside a bone and earns 1 point. Increase the AC of the stack by 2.

**Failure** The character misses the stack and earns no points; don't increase the stack's AC.

**Critical Failure** The character causes the stack of bones to topple and automatically loses the game.

If the PCs win the game, the giants are shocked, then quickly attack. Likewise, if the PCs critically fail, the giants attack, but this time amid guffaws and jeers. If the PCs choose to attack at any time during the game, the giants are caught off-guard; the PCs can opt to roll Deception or Stealth for initiative, but the giants roll for initiative with a Perception check at a -4 status penalty. Otherwise, if the game reaches a final round, just as the giant is about to attempt their last roll, the giants attack the PCs, gaining a +2 circumstance bonus to their Perception checks to roll initiative.

Once combat breaks out, the giants see the fight as a welcome break from the boredom and a chance to kill the PCs before they have a chance to commit the murders the Slumbering King warned the giants about. On the first round of combat, one of the giants hurls a clatterbones skull along the ledge to the east to hit the

wooden barrier in area A5, so as to alert the guards in area A6 to prepare for battle. Thereafter, the giants work to prevent anyone from moving further east into the caves. These giants fight to the death.

If the PCs allowed the desert giants at the start of this chapter to pass by and deliver their kholo prisoners, the PCs can find those kholos here, bound tightly together in a heap to the east. The kholos hope to escape but haven't had an opportunity to do so yet when there weren't giants nearby, and if the PCs take too long, they'll be fed to the monster in area A9. See Speaking with the Cactus Eaters on page 11 if the kholos are here, and the PCs rescue them.

## DESERT GIANTS (5)

## CREATURE 9

*Pathfinder Bestiary* 3 109

**Initiative** Perception +19

**Treasure:** Each of the eight skulls used for clatterbones are partially wrapped in cold iron bands; this cold iron is 1 Bulk of standard grade material, worth 250 gp per skull. Among the giants' mundane items are simple survival objects, such as knives and mostly empty waterskins, but a few curious objects can be found here as well, including an urn depicting a jackal-headed figure that contains the ashes of a hermit who dwelt here centuries ago. The hermit's beloved obsidian *greater charm of fire resistance* remains within the ashes in the urn, along with the bones of her favorite vulture. A camel hide bag contains 212 gp, a large pottery jar filled with dead flies (each the size of a nectarine), and a sumptuously woven keffiyeh depicting a giant eating a live basilisk worth 100 gp. Hidden in the keffiyeh is a slate tablet and a stylus. The tablet depicts some crudely drawn half-scorpion, half-human figures and, looming above them, an oddly stylized figure that's clearly the PCs' Nemesis. There are 47 scorpion-humanoids depicted (inaccurately) on the tablet.

**Reward:** If the PCs play a game of clatterbones with the giants, grant them 20 XP. If they win the game or use it to launch a surprise attack, grant them an additional 20 XP.

---

## A5. THE SWALLOW

---

A deep shaft rises and falls here, leaving a sand-strewn five-foot-wide ledge to the south. Below, the shaft drops away into darkness, while a mere twenty feet above, it pinches to a five-foot-wide crack in the ceiling. From this crack, the howling sound issues. To the east, a wall of hides and wooden beams mostly blocks off a twelve-foot-wide opening into a larger cavern.



For a few hours around noon, a bit of sunlight shines through the crack in the ceiling to provide dim light here. Water once filled the 100-foot-deep shaft below but is now dry. A character who falls into the shaft takes 50 bludgeoning damage from the drop.

Large creatures (such as giants and girtabrilus) can move across this rimmed ledge safely by treating it as difficult terrain, but if they move at full speed, they must succeed at a DC 20 Acrobatics check to Balance to avoid falling into the pit; Medium or smaller creatures can move along the ledge normally.

The wood-and-hide wall is a movable barricade. A character who succeeds at a DC 30 Athletics check to Force Open the wall can push it aside (any attempt to do so from area A6 reduces the DC to 20, due to the numerous handholds and better leverage available from that side of the barricade). Alternatively, the wall can be destroyed to access the room beyond; the wall has AC 20, Hardness 10, 40 Hit Points, and BT 20, and it's immune to critical hits and precision damage.

Note that the guards in area A6 might be prepared to attack intruders in this room through the barricade, as detailed in that area.

A character who makes their way up into the crack in the roof and navigates its length upward for another 30 feet eventually emerges into the air above on a narrow cliffside ledge. At your discretion, clever PCs who scout the region might come upon this secondary entrance into the caverns and approach from here, potentially bypassing areas A1–A4 entirely.

## A6. HONOR GUARDS

Low 11

Old, weathered carvings of an angry face cover the walls of this sandy cavern. Three particularly large carvings leer from an alcove to the east, the floor of which has been strewn with mattresses to give it the appearance of a giant's throne. Elsewhere stand stacks of crates, several barrels, and some drying racks covered in strips of unpleasantly gray pieces of meat. To the northeast, a wide, smooth-walled shaft leads further up, and a wooden platform affixed to six ropes that wind up into the shaft sits on the ground. A movable wood-and-hide barricade stands to the west.

The shaft in the northeast of this cave is shown by a dotted circle. When the giants are ready to send up kholo prisoners, they call up the shaft, and the girtabrilus raise the platform to their perch in area A8, 80 feet above. These girtabrilus have been instructed to do the same if the PCs call up from below—Nemesis is eager to face the party, after all, but doing so also allows the girtabrilus to ambush the PCs from area A7.

The platform functions the same as the one in area A1 but doesn't have a quick-release mechanism.

**Creatures:** A pair of elite desert giants earned the right to serve as honor guards even closer to the Slumbering King's domain. These two giants are well-respected not only for the fact that they stand a full head taller than the other giants, but because they both own particularly unusual weapons—magically augmented *dragon-mouth pistols*! The two giants are well trained with the weapons, but a while has passed since they were resupplied by the shady arms dealer who's been seeking to arm several groups in Osirion's Scorpion Coast with these rare firearms. Each honor guard only has enough ammunition for five more shots.

The howling of the wind in area A5 is unlikely to let these giants know there's trouble unless a giant alerts them with a thrown skull (area A4). If they're aware of intruders, the two giants move into position



Honor Guard



near the barrier and place their *dragon-mouth pistols* such that the barrels push against bits of stretched hide while the honor guards peek through cracks in the slats. A character in area **A5** can spot the movement beyond the barricade with a successful DC 28 Perception check; otherwise, the giants fire through the hide at the PCs when a character comes within 10 feet of the barricade.

Once combat begins, the giants do their best to remain at range and fire their guns—the thunderous sounds being more than enough to alert the girtablilu guardians at areas **A7** and **A9**. The giants resort to melee only if the PCs force it, but regardless, they fight to the death, eager to please the Slumbering King.

### HONOR GUARDS (2)

### CREATURE 10

Elite desert giants (*Pathfinder Bestiary* 3 6, 109)

**Initiative** Perception +21

**Items** *doubling rings*, +1 striking *thundering dragon-mouth pistol* (10 rounds, *Pathfinder Guns & Gears* 151), leather armor, scimitar, +1 striking *scimitar*

**Ranged** ♦ *dragon-mouth pistol* +19 (concussive, range 40 feet, scatter 5 feet), **Damage** 2d6+6 piercing plus 1d6 sonic

**Treasure:** A character who spends 10 minutes Searching the containers turns up a few items of value, including 112 gp, three *climbing bolts*, two doses of spider root poison in a pottery container with an obsidian lid etched with an image of a spider (the lid is worth 125 gp), and a hefty iron box. Kept within the iron box are several of the desert giants' most treasured possessions: objects connected with their rich oral history that have little value beyond the giants' reverence for them. These objects include several dozen fingers hung from a great iron key ring—many bear crudely made rings crafted from fine ore, worth 250 gp in total, but one of them is a *shadow signet*. A broken maul sits atop a giant set of bagpipes made of exquisitely carved horns and antlers worth 150 gp. A leathery bag contains the preserved hair and beard of an ancient leader, a clay and lapis token depicting a rat riding a scarab worth 100 gp, and a preserved camel foot thrust into the mouth of a dodo skull with two large garnets for eyes worth 125 gp each. Stuffed into the camel foot is a bejeweled penny whistle that's actually a *moderate maestro's instrument*.

### A7. THE GREAT THROAT

### LOW 11

At a height of 40 feet, midway between area **A6** below and **A8** above, two sizable alcoves look out over the shaft. Each alcove is obscured from within the shaft

by an illusion of a cave wall (indicated on the map as a dotted red line) created ages ago via a 5th-rank *illusory object* spell. Each opening is only 10 feet high.

**Creatures:** A pair of girtablilu guardians stand watch here, ready to attack intruders. Both have long ago disbelieved the illusory walls and can see through them. As a PC passes by, each girtablilu moves to attack through the illusory walls, rolling Perception for initiative. If the PCs are on the platform as it's being raised to area **A8**, these two girtablilus first move to the edge next to the shaft. Once the PCs pass by, they then roll initiative and attempt to use their pincers on a PC who's in reach, hoping to Grab and pull the character back into their niche with their grappled prey while the platform continues to rise. At the standard rate of 5 feet per round, the platform moves halfway up the entrance to each ledge at the end of a round, so that 2 rounds after this tactic, the platform will block easy access to the ledges, now below. If there aren't any PCs in reach to grab, the girtablilus either sting them or fire arrows at them, depending on the range; the girtablilus then call up the shaft to have those above stop pulling the platform up, leaving the PCs 5 feet above the ground level from the ledges in this area, so the girtablilus can continue firing arrows at them from below. The two girtablilu guardians are fanatically loyal to their leader, Emriss, and fight to the death.

### GIRTABLILU GUARDIANS (2)

### CREATURE 10

RARE LARGE BEAST

Variant girtablilu sentry (*Pathfinder Bestiary* 3 112)

**Perception** +22; darkvision, tremorsense (imprecise) 60 feet

**Languages** Common, Girtablilu

**Skills** Athletics +22, Intimidation +19, Religion +20, Survival +22

**Str** +6, **Dex** +4, **Con** +6, **Int** +3, **Wis** +6, **Cha** +3

**Items** +1 *hide armor*, +2 striking *flaming shortbow* (20 arrows), steel shield, +1 striking *flaming temple sword*

**AC** 30; **Fort** +20, **Ref** +18, **Will** +22

**HP** 180

**Shield Block** ⤵

**Speed** 40 feet

**Melee** ♦ *temple sword* +23 (monk, trip), **Damage** 2d8+12 slashing plus 1d6 fire

**Melee** ♦ pincer +22 (agile), **Damage** 2d8+12 bludgeoning plus Grab

**Melee** ♦ stinger +22 (reach 10 feet), **Damage** 2d6+12 piercing plus girtablilu venom

**Ranged** ♦ *shortbow* +22 (deadly d10, range 60 feet), **Damage** 2d6+6 piercing plus 1d6 fire

**Constrict** ♦ 2d8+9 bludgeoning, DC 26

**Desert Stride** As girtablilu sentry.

**Girtablilu Venom** (poison) As girtablilu sentry, but DC 28.



## A8. THE UPPER SHORE

TRIVIAL 11

A twenty-foot-diameter shaft opens in the floor here. Ropes attached to pulleys in the ceiling and further affixed to a set of winches to the southwest allow the shaft's lift to be raised or lowered. Further southwest, the cave widens into a large, almost spherical cavern.

The winches here control the lift down to area A6 and function identically to those in area A2, save that they lack a quick-release mechanism.

## A9. THE GREAT PARCHED LAKE

LOW 11

As the spherical cavern stretches out, the ground drops away into a long-dry lake bed. A pair of stone balconies look out over the lake bed to the northeast and southwest. The southwestern balcony has two levels: the second, higher level, located some sixty feet above, overlooks the cavern near the roof. In the cavern's middle, a single large pillar of rock rises up to a flat but irregular shape like an island, while to the west, a shelflike cave ledge hangs over the lake bed below. Wide rope bridges connect this island to the three balconies, and below, an astonishing number of bones from a wide range of creatures—many humanoid—lie strewn.

In ages past, a portal to the Plane of Water in area A11 channeled waters north through area A10. Those waters gathered in the lake that once filled area A9 and flowed further through areas A8, A6, A5, and A2 until they emptied out at area A1. From there, the waters continued along the now-dry riverbed before eventually reaching the River Sphinx to the west. When that portal's magic faded, those caverns and the lake here grew parched and dry.

The floors of areas A8, A9a, and A10 are all at the same height. The floor of area A9b is 10 feet higher, with the rope bridge connecting it to area A9a stretched out at an angle. The walls rise to a height of 80 feet above the floor of area A9a, while the lake bed lies 30 feet below area A9a. A character can Climb the steeply sloped sides of the lake between the balconies, the island, and the lake bed below with a successful DC 20 Athletics check.

The rope bridges are solidly built, but at each end, the ropes can be easily sliced through with a successful melee Strike against AC 25, provided the creature knows where to hack (a PC can spot these weak points if they Seek at the area of a bridge anchor and succeed at a DC 28 Perception check).

**Creatures:** A girtablilu guardian crouches in the shadows on the ledge at area A9b, keeping an eye out for intruders. If he spots a PC creeping into the large cavern,

### THE BATTLE ROYALE

Areas A9-A11 and A13 have their individual inhabitants. A stealthy party who can move from area to area is rewarded with opportunities to face these foes one at a time, but for many groups, these four areas are likely to "fuse" into a pair of sprawling, back-to-back battles.

**First Combat (Moderate 11):** The girtablilu guardian in area A9b, the rezzelki in area A9c, and the two girtablilu sentries at area A10 all keep a watch on the Great Parched Lake, and if any of them notices the PCs, they attack—alerting the others who then join the battle at once. Nemesis takes note of this fight from area A13; they observe the fight and might torment the PCs via *sending* or even shouted taunts, but Nemesis won't join the battle unless they're attacked first.

**Second Combat (Severe 11):** Nemesis awaits the PCs in area A13 and can trigger the first combat above if they notice the PCs entering area A9 while the other creatures don't. Nemesis watches the first combat but doesn't take part and, if the PCs survive, calls down to them from area A13 to taunt them as detailed in that section. After they finish, Nemesis and the four living nightmares at their side swoop down to area A9 to attack.

he attacks with his shortbow—the sight of the flaming arrow arcing across the cavern catches the attention of the other creatures in the area, triggering the First Combat (see the The Battle Royale sidebar on this page).

Below in the dust and bones strewn across the lake bed at area A9c, a curious monster has long dwelt. This long-snouted flying creature is a rezzelki, a creature the girtablilus have come to think of as a pet. They keep it happy and fed by periodically offering it captured kholos (this rezzelki's favorite meal), but never to the extent that it's ever fully satiated. It won't attack girtablilus, whom it has come to regard as friends, but any other creature it notices entering the cavern is fair prey. When it attacks, it flies up from below to start smashing at targets with its tail, which automatically alerts the others watching over the area and triggers the First Combat.

#### GIRTABLILU GUARDIAN

CREATURE 10

Page 20

**Initiative** Perception +22

#### REZZELKI

CREATURE 10

Page 88

**Initiative** Perception +21



### DANGEROUS BRIDGES

As a battle plays out in certain areas, there are two ways that the bridges connecting areas might collapse, potentially dropping the PCs into area **A9c**. A character who falls can Grab an Edge (DC 25 Reflex save) if they can reach one of the balconies or central island or if only one of the two bridge supports have been broken (in which case, the edge they grab is part of the remaining rope and planks from the partially collapsed bridge). A character who falls plummets 30 feet to the dry lake bed below.

**Girtablilu Chopping:** If a PC ends their turn on the bridge to area **A10**, or if they fear that the PCs are about to use the bridge the next turn, the girtablilu in area **A10** chop the supports there to collapse the bridge. Likewise, if a PC crosses the bridge toward area **A9b**, that girtablilu chops the supports.

**Rezzelki Attacks:** If the rezzelki attempts a Fracturing Smash on any character while they're standing on any bridge, attempt a DC 11 flat check. On a success, the force of the attack, regardless of whether it hits the PC or not, smashes through the bridge and destroys it.

### A10. THE OLD SHRINE

Low 11

Although this circular platform appears carved from worked stone, erosion has revealed its ancient nature. A five-foot-deep sandy channel in the middle appears to have once funneled waters from further within the cavern to the south down to the now-dry lake bed to the north. Four pillars support a roof forty feet above—each pillar adorned with angry faces and hieroglyphs. To the west, a ramp leads to an upper floor; along this ramp, two rag-shrouded bodies hang from ropes attached to pitons driven into the cave wall. Further into the cavern, large nests of bones, dry desert grass, and sand are scattered near the ancient dry riverbed.

The ramp leads up to area **A13**, but anyone who traverses it must contend with the two traps positioned on the wall.

This site once belonged to a small sect of Nethys worshippers who'd been drawn to the region by the mysterious portal to the Plane of Water that served as this river's source. The sect spent many years studying the magic and eventually embraced Nethys's aspect of destruction and destroyed the portal, causing this river to dry up. Viewing the act as a sort of religious triumph, the sect moved on shortly thereafter, leaving behind all the carvings as evidence of their stay. A PC

who reads Ancient Osiriani can study the hieroglyphs on the pillars here—2 hours of studying reveals this all-but-forgotten legacy of a long-dead Nethys cult but doesn't really provide much insight into Nemesis or the area's current defenders.

**Creatures:** The girtablilu have dwelt in this cavern for many years and only recently became drawn into Nemesis's service. The numerous nests to the south serve as their beds. Currently, only two girtablilu sentries are found here—they expect the PCs' arrival (having been told as much by Nemesis), and upon spotting any intruders, they attack, likely triggering the First Combat in area **A9**. They fight to the death.

### GIRTABLILU SENTRIES (2)

CREATURE 8

*Pathfinder Bestiary* 3 112

**Initiative** Perception +18

**Items** hide armor, +1 striking temple sword, +1 striking shortbow (20 arrows)

**Melee** ♦ temple sword +21 (monk, trip), **Damage** 2d8+9 slashing

**Ranged** ♦ shortbow +19 (deadly d10, range 60 feet), **Damage** 2d6+3 piercing

**Hazards:** The two bodies hanging along the ramp's wall leading up to area **A13** are two more cruel welcome traps.

### CRUEL WELCOME (2)

HAZARD 8

Page 15

**Stealth** +21 (trained)

### A11. DEAD WATERFALL

The cave walls have been particularly worn smooth, while near the ceiling fifty feet above, faint shimmering whorls dance along the stone.

A PC who Investigates the shimmering whorls for 10 minutes and succeeds at a DC 25 Nature check deduces that a portal to the Plane of Water, located near the ceiling of this cavern, once provided the source of the river that formerly flow through here, but the portal appears to have been inactive for centuries. A PC who critically succeeds at this check theorizes some methods that could reopen the portal. While such a task would take many months at minimum (and is thus beyond the scope of this adventure), the theories could prove quite valuable to the girtablilu leader, Emriss (area **A12**).

**Reward:** If the PCs learn about the primal source of the dead waterfall, grant them 20 XP. If they also develop a theory on how to reopen it, grant them an additional 20 XP.



## A12. THE SEER'S DOMAIN SEVERE 11

A large nest of sand, dry desert grass, and bones lies heaped against the northern wall of this cavern. To the south, a narrow tunnel leads downward.

The southern tunnel here winds through the rock for several miles before exiting into a hidden vale deep in the Shining Mountains to the south. The tunnel widens to 10 feet after traversing about 100 feet beyond this point, so the girtablilus only had to squeeze for a bit when they first came to this area many years ago.

**Creatures:** The leader of the girtablilus who have dwelt in the Choke for years is a seer named Emriss. Unlike most girtablilu seers, Emriss's magic comes from a primal source rather than a divine one. In fact, this source compelled her to seek out the Choke as a lair, essentially lured into the area by the latent energies from the deactivated portal in area A11. Her studies of the portal have so far come to naught, and with the arrival of Nemesis, they've been put on hold.

While the other girtablilus fully believe Nemesis to be an incarnation of a previous girtablilu and venerate them as the Slumbering King, Emriss has grown suspicious of the truth. She also realizes Nemesis is a powerful foe and knows further that their obsession with the PCs (whom Nemesis constantly refers to simply as "my enemies") is the only reason Nemesis is in the area. Consequently, if either Nemesis or the PCs were slain, she suspects she'll regain control of the Choke.

Emriss has no interest in fighting the PCs and tells them as much, saying, "You're the other one's obsession, not mine." She encourages the PCs to confront the Slumbering King, in fact, hoping that the two will somehow cancel each other out and leave her and her people in peace. While frustrated at any girtablilus the PCs might have slain already, she also understands and considers them to have paid a price for their fear. If the PCs ask how they can help her, she shrugs and says, "If you defeat your enemy, you give me back my people, and that's all I could ask for—I could get back to investigating the strange elemental echoes that linger in these caves in peace."

Pressed for further information, she mentions the old

portal and waterfall in area A11 and that she hopes one day to reactivate the portal. If the PCs can share with her their discoveries and theories gained from a critical success while Investigating in area A11, the girtablilu seer is impressed and rewards the PCs with the *horn of exorcism* from her collection of treasures.

Emriss is attended by four girtablilu sentries; they won't attack unless she gives the order but will fight to the death to defend her. If the PCs attack Emriss, she sighs in frustration and fights back as well. If reduced to fewer than 60 Hit Points, she casts *elemental form* to become an air elemental, flees to safety through the southern tunnel, and then blocks pursuit by casting *wall of stone* behind her at some point down the tunnel.

### EMRISS

### CREATURE 12

Variant female girtablilu seer (*Pathfinder Bestiary* 3 113)

**Initiative** Perception +25

**Primal Spontaneous Spells** DC 33, attack +24; **6th** (3 slots) *chain lightning*, *heal*, *truesight*; **5th** (3 slots) *elemental form*, *toxic cloud*, *wall of stone*; **4th** (3 slots) *dispel magic*, *heal*, *wall of fire*; **3rd** (3 slots) *blindness*, *fireball*, *heal*; **2nd** (3 slots) *create food*, *mist*, *revealing light*; **1st** (3 slots) *create water*, *fear*, *spider sting*; **Cantrips** (6th) *detect magic*, *electric arc*, *ignition*, *prestidigitation*, *stabilize*



Girtablilu Guardian



### GIRTABLILU SENTRIES (4)

Pathfinder Bestiary 3 112

**Initiative** Perception +18

**Treasure:** Emriss keeps a sizable amount of treasure—both as affectations and as a nest egg to help purchase supplies or bribe others, but once Nemesis arrived, she made sure to gather up this collection and keep it hidden within a *type III spacious pouch* she carries at all times. Within this pouch, she keeps 442 gp, a magnificent bone and ebony symbol of Nethys worth 230 gp, a *greater Endless Grimoire* (Pathfinder *Secrets of Magic* 162), a *candle of truth*, and a *horn of exorcism*.

**Reward:** If the PCs treat with Emriss and resolve the encounter peacefully, grant them XP as if they'd defeated all of the creatures here in combat.

### CREATURE 8

## A13. NEMESIS'S WATCH

SEVERE 11

The northeastern wall of this circular room is open, affording an expansive view of the dry lake bed cavern below. To the south, a ramp leads downward.

The above readaloud text is intentionally sparse because Nemesis has chosen this room as their own.

As such, they've decorated the area in a way that should reflect the nature of your group's history with Nemesis, only the decor here should evoke an obvious air of amateur stagecraft, as if a semi-talented group of local actors got together to haphazardly set up a low-budget rendition of the lair of the PCs' legendary foe. None of the furnishings here is particularly valuable, and in their time waiting for the PCs to arrive, Nemesis constantly tinkers, changes, and rebuilds their "set." Adjust the above text as needed to convey the scene.

The ramp to the south leads down to area A10.

**Creatures:** Nemesis lies in wait here, eagerly anticipating the PCs' arrival so they can spring their various ambushes and traps. The Battle Royale sidebar on page 21 showcases the plan Nemesis has to hit the PCs with two back-to-back fights, with herself along with their living nightmares swooping down in the second fight to deliver what they hope to be a coup de grâce.

The four living nightmares that accompany Nemesis are just that—variant animate dreams who have manifested almost as a side effect to the same occult forces that allowed Nemesis to form from the legends and rumors surrounding the primary villain the PCs previously faced. The appearance of these four





animate dreams should be tailored to match minions or agents used by the previous foe, but their forms look distorted and unsettling—nightmare versions of these types of enemies the PCs had fought in the past. They're entirely loyal and bound to Nemesis—they fight to the death, but if Nemesis is defeated, all of these living nightmares immediately vanish.

It's likely that the PCs have fought and defeated Nemesis already before they reach this area, in which case they should find this room to be a somewhat pathetic "shrine" of sorts built in their defeated foe's memory. If the PCs are stealthy and manage to confront Nemesis here, the brainchild reacts as one might expect a defeated foe to react—with curses and threats of vengeance before they attack.

## NEMESIS

## CREATURE 13

Page 92

**Initiative** Perception +23

## LIVING NIGHTMARES (4)

## CREATURE 8

Variant animate dreams (*Pathfinder Bestiary* 2 18)

**Initiative** Perception +18

**Occult Innate Spells** DC 26, attack +18; **4th** *nightmare*, *translocate* (at will), *sleep*, *vision of death*; **3rd** *fear*

**Thematic Innate Spell** In addition to the occult innate spells listed above, these living nightmares also have a 4th-rank thematic innate spell, chosen by you to match the themes and needs of the enemy the living nightmare embodies. For example, if the foe Nemesis is based on allied with will-o'-wisps, the living nightmares might have *invisibility* or *thunderstrike* as their additional thematic innate spell, or if the foe Nemesis is based on allied with mind-manipulating creatures from the frozen north, the living nightmares might have *chilling darkness* or *confusion* as their additional spell. Even though this spell is cast as an occult spell, you can pick a spell from another magical tradition if you wish.

**Treasure:** As a creature born of nightmares and rumors, Nemesis has no need or use for treasure, but the PCs can discover some valuable knowledge here. Amid the stagecraft of this lair's decor are plenty of scribbled notes, scrawled drawings, and other clues that an observant character can use to piece together what happened. A character who spends 10 minutes Investigating this area can attempt a DC 25 Occultism or DC 28 Society check to confirm their old foe hasn't, in fact, come back from death—but that this entity was a living illusion of their previous story somehow manifested as an "echo" of their past clash. The PC shouldn't yet fully understand why this happened, and they might fear that they'll face further brainchildren

in the future. They won't, but later in this adventure, the PCs will get some closure as to how Nemesis manifested in the first place!

**Reward:** When Nemesis is defeated, a wave of potent occult energy and raw belief and fear wash over the area and infuse the PCs, potentially cursing them with fears that Nemesis might come back again (see Nemesis's stats on page 93 for details of this curse). Whether or not any PC succumbs to this curse, all of the PCs associated with Nemesis gain a more positive effect as well, as this raw occult power bolsters them with supernatural energies that enhance their personal perceptions of self-worth, assurance, and destiny to become legendary. Much in the same way that powerful emotions spawned the anger *siktempora* that created Nemesis, this energy, now unleashed with Nemesis's destruction, bolsters each PC. What was once anger becomes purified into more positive emotional energy, as the legacy of their legendary deeds and worldly fame imparts new power to them. Each PC gains a bonus general feat, chosen from the following options: Armor Proficiency, Diehard, Fleet, Incredible Initiative, Shield Block, Toughness, or Weapon Proficiency—encourage each player to choose a feat that can represent what those who admire their characters might believe about them. A character who has a reputation for being tough to kill might gain Diehard or Toughness. One who many believe to be skilled in combat beyond the truth of their actual skills might gain Armor Proficiency, Shield Block, or Weapon Proficiency, and a character lauded for their reflexes might gain Fleet or Incredible Initiative.

Finally, if the PCs determine what Nemesis actually was by Investigating the area, grant them 60 XP.

## CONCLUDING THE CHAPTER

After defeating their Nemesis once more, there's little to keep the PCs in the Choke unless they want to explore any remaining areas they haven't yet discovered. Eventually, they'll return home—at which point the Curtain Call Adventure Path begins in earnest. Whether or not Fallenta's invitation to come to Kintargo is there waiting for each PC upon their return, or whether it happens at a later moment after you allow the PCs to pursue some downtime, their experiences in the Choke should have not only given your players more treasure and experience, but rekindled in their minds and imaginations the role their great enemy played in their previous campaign. The time to relive their old adventure in the form of an opera is nigh!





## Chapter 2: No Business like Show Business

Fallenta's invitation arrives in the form of an elegant scroll case made of silver, blue-painted oak, and abalone shell, hand-delivered by a courier. Within this case is a scroll curled around a long, slender object wrapped in silk. The scroll is the invitation, reprinted on page 27 as **Handout #1**, wherein Fallenta invites the PCs to speak to her about adapting their adventures into an opera. Within the rolled silk is a slender cylindrical incense container that holds one or more sticks of *netherwalk incense* (page 79)—enough for the party to travel from their current location to Kintargo (each stick allows for a group to cover up to 400 miles). A shorter scrap of paper wrapped around the incense gives precise instructions about how to use the consumable. Also included in the case are a few loose garnets worth a

total of 500 gp—the promised advance payment. The fine scroll case is worth an additional 250 gp.

A PC who succeeds at a DC 18 Theater Lore or a DC 25 Performance check to Recall Knowledge recognizes the name "Auntie Hemlock" as that of a leshy who serves as the narrator for the opera *Thread and Thorn*, written by Fallenta Sumac d'Venenoux. On a critical success, the PC notes that many believe Auntie Hemlock to be a self-inserted stand-in for the writer.

Any PC who succeeds at a DC 15 Theater Lore or Performance check or a DC 20 Society check has heard of Fallenta and knows she's a famous director whose productions have delighted audiences throughout the Inner Sea region (see pages 90–91 for more information).



*It is my great honor to present you all with the singular opportunity of a lifetime: immortality. Not literal deathlessness, but the immortality of the stage. Like so many others, I have followed your group's exploits, and they strike me as wonderful inspiration. I wish to turn your epic story into an opera, one that will thrill and delight audiences for ages to come. I ask you to visit me in Kintargo so that we may discuss the possibility of your involvement in this soon-to-be-classic production of your very lives! I've enclosed advance payment for your time, including this fine scroll case, but also enough netherwalk incense to cover your journey to Kintargo at speed. Should you choose to travel here via other means, consider the incense additional advance payment. When you arrive in town, seek me out at the Tarry Inn at any time between sunrise and sunset. I apologize in advance for contacting you without revealing my identity, but for the moment, I must use secrecy in order to maintain my advantage over possible competition. When you arrive at the Tarry Inn, simply let the kindly proprietor know that you are there to speak with Auntie Hemlock. I look forward to meeting you, and hopefully beginning a profitable and memorable relationship!*

**HANDOUT #1**

## OFF TO KINTARGO

Curtain Call assumes the PCs agree to meet with Fallenta and are open to the concept of helping turn their adventures into an opera—the *Curtain Call Player's Guide* encourages this mindset as well! If your group seems resistant to this idea, Fallenta comes to present her case to the PCs in person rather than bringing them to Kintargo. If the PCs continue to push back, consider running a different Adventure Path for them.

Once the PCs agree to take the meeting, it's time to head off to the city of Kintargo, located along the northern coast of the nation of Ravounel. This adventure doesn't cover that journey and assumes the PCs use the *netherwalk incense* supplied to them to make the trip. Fallenta is patient, in any event, so however long the PCs take to get to her shouldn't change how the adventure plays out.

### THE SILVER CITY

Known as the "Silver City," Kintargo is the largest settlement in Ravounel. The city gained this moniker for the silver salmon that dwell in the nearby Yolubilis River, the silvery sheen of the silty river's water at dusk and dawn, and the unique silver-streaked white stone used in the construction of many of its buildings. Kintargo is also one of the largest bastions for the arts on Avistan's west coast. Since its liberation from Cheliaz's oppressive rule, Kintargo has steadily grown in population (much of that number coming from halflings and nephilims fleeing from Cheliaz to the south) and has become an increasingly important trade port along Avistan's west coast.

Although it's a 12th-level settlement, Kintargo's status as a trade port makes more powerful items available for purchase in the city's shops. Higher-level or less common wares can be purchased at times, but many such items must be imported or sought out (and thus subject to the GM's discretion as needed).

If you're looking for more information about Kintargo, please see the guidelines on page 7.

### KINTARGO

### SETTLEMENT 12

**CITY**

Avant-garde, recently Cheliaz-emancipated trade hub and capital of Ravounel

**Government** Mayor (elected leader)

**Population** 15,960 (80% humans, 6% halflings, 5% hellspawn nephilim, 1% aiuvarins, 8% other)

**Languages** Common, Diabolic, Elven, Halfling

**Religions** Calistria, Cayden Cailean, Irori, Milani, Sarenrae, Shelyn, Zon-Kuthon

**Threats** competitive artists, criminal activity, lingering diabolic elements, political treachery

**Trade Port** Kintargo is an important trade port. Common items of level 14 or lower are readily available for purchase, and items above that level can be ordered and will arrive in the city after 1d4+2 days (or on the same day, if the shopper pays an extra 500 gp to have the item shipped via teleportation).

**Jilia Bainilus** (inspiring female human politician 11) mayor of Kintargo

**Zachrin Vhast** (philanthropic and friendly male human cleric of Shelyn 10) high priest of Songbird Hall

**Shensen** (famous female aiuvarin bard 12) leader of the Silver Raven Firebrands (currently abroad on a Firebrand mission)



## PRODUCTION POINTS

Throughout the *Curtain Call* Adventure Path, the PCs have opportunities to earn Production Points. These points can be gained whenever they accomplish something that can increase the quality of their opera's production—be it earning further admiration from key stakeholders, securing important resources, or simply bolstering their reputation. Keep track of Production Points the PCs earn publicly, so the party can keep an eye on how things are going. The *Curtain Call Player's Guide* contains more player-facing information about Production Points, which won't come into play directly until the third adventure, when they'll have a significant impact on the opera's financial, artistic, and critical success.

## THE TARRY IMP

Fallenta has very personal reasons for wanting to lie low, which is why she's asked to meet the PCs at a hole-in-the-wall eatery located down an alley in Kintargo's arts-and-entertainment district of Jarvis End—The Tarry Imp. A PC who succeeds at a DC 20 Kintargo Lore or DC 30 Society check to Recall Knowledge automatically knows the location of The Tarry Imp; otherwise, it takes just about 15 minutes of asking around to get directions.

As the PCs move through Jarvis End, and assuming they enter from the south along Ravounel Road, describe the sights of the People's Temple and Castle Kintargo as two of the most recognizable structures of the city skyline, but also call out the Kintargo Opera House, its facade recently restored from the damage the building endured during the city's rebellion against Cheliah. After the PCs navigate a few winding alleyways several city blocks north of the opera house, they reach their destination: a plain-looking doorway next to a post upon which perches a life-sized imp seemingly made of black wax. In fact, it's actually a real dead imp preserved in a layer of tar—both a warning to potential diabolists and a trophy of the city's triumph over House Thrune.

The Tarry Imp is a cozy eatery and coffee shop. Within, the heady scent of tobacco joins that of coffee. Behind the counter, a single elderly man named **Madriiss Crane** (observant male human merchant 6) looks slightly amused as he tips his crumpled hat to the PCs upon their entrance. If they ask about "Auntie Hemlock," he replies by saying, "She's waiting for you in the far room—head on back," while he indicates a door at the far end of the dining area.

## MEETING FALLENTA

Run this meeting with Fallenta as an influence encounter. When the PCs enter the room, Fallenta is already seated at a large table surrounded by chairs. Allow the PCs a chance to recognize who she is with a DC 18 Theater Lore or DC 23 Performance check just before she greets them.

"Well, look who it is! I'd know these faces anywhere—you are my inspiration, after all! Welcome to Kintargo! I've taken the liberty to arrange a light, four-course meal for us to enjoy as we chat. That way, even if nothing comes of our meeting, at least we'll be well-fed. And thank you for suffering my secretive shenanigans—Fallenta Sumac d'Venenoux, at your service!"

Fallenta moves from PC to PC, greeting them each by name and guiding them to the seat she's selected for them. The first course of the meal comes out immediately, as a few servers who are obviously excited to have a famous director in their establishment bustle in and out while somehow avoiding any overt fawning or awkward declarations of admiration. They're well paid for their discretion.

**Treasure:** As the PCs settle in for their meal, Fallenta clears her throat and informs them that she's thankful they took the time to speak with her. To both prove to them she's "all in" on telling the party's story and to serve as an initial "consultation fee" for agreeing to meet with her, she procures a maroon silk bag and then upends it onto the table. Out clatter a significant payment to the party in the form of six *runestones*: two etched with +2 *armor potency runes*, two etched with +2 *weapon potency runes*, and two etched with *greater striking* runes. These runes, she explains, are theirs to keep regardless of how the meeting plays out, but Fallenta notes that "if you do decide to work with me to turn your story into an opera, these will be but the first of your rewards!"

## DINNER WITH FALLENTA

This influence encounter plays out over the course of 4 rounds, each lasting 30 minutes and each corresponding to a different course of the meal that Fallenta has arranged for them all to share. At the start of each round, Fallenta speaks a few words to set the tone of that round's conversation, but the PCs are free to attempt Discover or Influence checks as they wish. Despite her initial intimations, Fallenta is already convinced she wants to explore the PCs' story, provided that they're the "real deal," of course.



**Round 1:** The meal commences with a starter of spiced hare soup steeped in ginger and nettles, served with mint tea. Fallenta starts the conversation by asking the PCs to continue to keep things hush-hush for now—restating that she’s worried about competitors stealing her ideas and rival companies potentially rushing less spectacular productions to the stage to steal their thunder. She then asks each PC to talk about their favorite theatrical productions, songs, stories, or other artworks.

**Round 2:** The second course consists of a tapenade made of artichokes, olives, capers, and anchovies, served with crisp crackers, fresh melon, and berries. Fallenta shifts the topic away from the theater to ask each of the PCs about their previous adventures, particularly if they’re willing to share their most positive and delightful memories, noting that “too often we storytellers focus on the grim and the violent.”

**Round 3:** The third course presents a relatively filling meal of jellied Ravounelian whole eel in hot sauce laced with chilies, paired with cabbage rolls containing beef, olives, and pork, and served with local wines. Fallenta turns the topic to the PCs’ foe, their Nemesis, and is particularly intrigued if the party brings up the brainchild that they just defeated.

**Round 4:** Dessert consists of coffee (the only part of the meal directly supplied by The Tarry Imp) paired with tiny chocolates and berry tarts. Fallenta finally comes right out and asks the PCs what they think of the concept of their adventures being turned into an opera.

Throughout the meal, the PCs’ host is courteous and charming while being incredibly well-informed about their adventures. If quizzed about how she knows so much, Fallenta simply replies that the PCs are being modest—they’re quite famous, after all!



Fallenta Sumac d'Venenoux

creating sets or costumes), DC 28 Diplomacy, DC 31 Deception, DC 32 Intimidation

**Influence 2** Fallenta reveals that she has high hopes for her newest opera and that petty enemies have tried to steal her ideas. She confides that she has other reasons for lying low as well but begs the PCs not to press her on them just yet. She swears on her honor that she has nothing sinister to hide, but that should her presence be made public, trouble will surely follow. The PCs impress her with how they comport themselves; the party earns 1 Production Point, and each PC earns 20 XP.

**Influence 5** Fallenta confides that she fled Cheliox some time ago and that certain shady groups who helped her escape would delight in tracking her down. She asks the PCs to keep her name out of any

discussions—for now—thanking them in advance for their understanding and trust as well as complimenting them on their disarming charms. The PCs also continue to impress her with their decorum; the party earns 1 Production Point, and each PC earns 40 XP.

**Influence 8** Fallenta can’t hold back how pleased she is with the PCs, and while she still intends to have them do an “audition,” she chooses to extend to them a method by which they can contact her with ease. She gives the PCs her *wand of sending*, explaining that the wand will help them to contact her from any distance as the need arises. The party earns 2 Production Points, and each PC earns 60 XP.

**Resistances** Fallenta has led an interesting life with trouble never far away. She doesn’t respond well to threats as a result, and if an attempt to Influence her through Intimidation (or at your discretion, any threatening behavior displayed during other Influence checks) fails, increase the DC for all remaining Influence checks during that round by 2.

**Weaknesses** Fallenta adores song and music. If a character incorporates these themes in their Influence check (either by performing music or just talking about it), reduce the DC for that Influence check by 1.

**Background** Fallenta is a satirist and opera director who fled Kintargo after producing several scathing works there while the city was under the rule of Cheliox; she now seeks new challenges and believes the PCs offer perfect inspiration for an incredible, original opera.

**Appearance** An elegant Garundi woman with steel in her bright eyes who carries herself with graceful poise; she wears colorful flowing robes with fingerless silk gloves.

**Personality** Artistic, assured, professional

## FALLENTA

## LEVEL 11

UNIQUE MEDIUM HUMAN HUMANOID

Famous director of operas

**Perception** +21

**Will** +22

**Discovery** DC 30 Perception, DC 28 Society, DC 26 Theater Lore

**Influence Skills** DC 25 Theater Lore (to talk shop with Fallenta and help inspire ideas), DC 26 Performance (to share stories of performances both successful and disastrous), DC 28 Crafting (to talk about methods of



**Penalty** The first time a PC makes demands about being paid or having artistic control over the opera, Fallenta bristles and says, "A bit early to be bringing those subjects up—I'm not even convinced you're the right ones for my production yet!" Antagonizing Fallenta further in this way reduces the number of influence rounds to 3 rather than 4, as she loses her patience with the PCs. If the demands continue to take place on round 4, she cuts the remainder of that round short, and the round ends immediately.

---

### ONE LAST REQUEST

---

At the end of the evening, Fallenta thanks all the PCs one by one. She then looks self-conscious before admitting she has a somewhat delicate and embarrassing final topic to broach, as follows.

"Please don't be offended by what I'm about to ask of you. You must understand I've been deceived by charlatans before—not everyone who inspires deserves to inspire. And so I beg your indulgence—I've set up a little test for you. An audition, if you will. A quick set of hopefully fun challenges for you to take on, so I can be assured that you are what you claim to be and not just talented fabulists."

Fallenta pauses, hoping the PCs take this topic well. Assuming they do, she explains that she's worked with local crafters and actors to prepare some challenges for the PCs to overcome, set up in an old playhouse that's been out of business since Barzillai Thrune's days. There's no real danger to the party, and they should consider this audition more as a set of enjoyable tests of prowess one might indulge in at a festival than anything else, but depending on how the PCs solve the problems Fallenta has set up for them, she'll be put at ease as to the veracity of their abilities as adventurers.

As soon as the PCs agree to this audition, Fallenta claps her hands in delight and asks them if they've arranged for accommodations for the evening. If not, she suggests the PCs secure rooms at the two-story inn where she's been staying—the Feathered Fox, which has rooms with several lovely views of the Kintargo Opera House on the far side of Aria Park. The Feathered Fox offers private rooms for two and a few extravagant suites (with Fallenta currently renting one of them). Normally, these rooms are at standard prices for lodging (*Player Core* 294), but with Fallenta's good word to **Tob Basalwain** (tight-lipped male halfling innkeeper 5), the PCs can have these rooms at a 25% discount, resulting in daily rates of 6 sp for each two-person private room or 75 sp for a six-person suite.

If the PCs want to take time to etch their new armor and weapon runes, Fallenta understands and even offers to help in the process by connecting the PCs with local artisans skilled enough to perform the task. She also uses her resources to pay for the etching process of these runes. If the PCs accept her offer, they can have all six of the runes etched to armor and weapons of their choice over the course of a single day by drawing upon talents spread throughout Kintargo, but Fallenta makes sure to let the PCs know this offer for aid won't extend to runes they might discover after this point—the PCs themselves are responsible for those potential etchings.

---

## THE AUDITION

---

Fallenta assumes the PCs would prefer to tackle their audition after getting a full night's rest and encourages the PCs to do so even if they're eager to go now. What she doesn't realize is that the site she chose has been compromised, and several of the hired actors are in danger—the PCs will actually face some real danger, even though they're told not to expect it.

When the PCs are ready, Fallenta informs them that their audition will take place in an old, abandoned playhouse called the Swan's Shadow Theater that she's "gussied up" with illusions and props. One of many buildings that fell into ruin during the short but violent reign of Barzillai Thrune, Swan's Shadow Theater remained abandoned for 8 years after Barzillai's defeat. With its previous owners one of many who vanished without a trace during that time of unrest, ownership of the theater fell to the city, and Fallenta purchased the dilapidated venue at a bargain price. While the theater is far too small and low-profile to be an appropriate place to debut her new opera, Fallenta does hope to rebuild and refurbish the location to serve as her office and headquarters in town—a place to hold early rehearsals and even to live once it's been properly restored.

In the meantime, it's the perfect place to set up a series of fun and complex puzzles for the PCs to navigate and demonstrate to Fallenta in person just how they handle themselves on an adventure. What Fallenta doesn't realize is that, before the audition is over, she'll see the PCs do their thing for real!

When the PCs are ready to begin their audition, Fallenta escorts them to Swan's Shadow Theater. There, she asks the PCs to wait for a bit while she takes 10 minutes to cast *mirage* (heightened to 6th rank) on the building and its interior, and then another 10 minutes to cast *illusory scene* to set up several preprogrammed events within. She doesn't need to actually enter the



building at this time to do so, having already scouted the site out (if she did, she would've noticed the hole in the stage floor at area **B5**, but that's for the PCs to discover).

Once she completes the illusions, Fallenta explains to the PCs that she intends to observe their progress through the use of *scouting eye* spells. Since she can cast this spell up to three times in a day, she tells the PCs they have 30 minutes to complete their audition. She then gives the PCs the following short speech.

"For this audition within, you'll face several challenges that I've designed to test your knowledge, personalities, and skills, but not your strength in battle or magical abilities. You should accomplish these challenges in order according to the numbers on each of the doors you'll find inside. As you complete steps in a challenge, an object will glow with silver light to let you know that step is completed—complete all of a challenge's steps in any order to win that challenge! If at any time an object glows red, though, you've failed the challenge and must move on. The final challenge consists of a mock battle against actors and life-sized marionettes on Swan's Shadow Theater's main stage, so here I ask you to use nonlethal attacks and magic—the use of lethal force against actors will cause you to automatically fail the audition. You'll need to succeed at more challenges than you fail to pass the audition!"

Again, Fallenta doesn't know the floor in area **B5** has collapsed and that her hired actors are now in danger below the building; once this development becomes clear, the audition turns into something else—see The Rescue Mission sidebar on page 36 for more details.

### SWAN'S SHADOW THEATER FEATURES

Kintargo has numerous small theaters and performance halls scattered throughout its neighborhoods. Swan's Shadow Theater opened for business in 4642 AR, two years after House Thrune consolidated power and ended the civil war that had wracked Cheliax. Its owner, an aiuvirin woman who went simply by the name Swan, hoped to use the theater and its shadow puppet plays as a venue to help her fellow Kintargans escape the recent horrors of the civil war. Over the next few decades, she built up the theater's reputation for being a family-friendly venue whose shadow puppet plays focused on comedic offerings, but that also increasingly included anti-Cheliax sentiments in its performances. Then, during the Night of Ashes in 4715 (the night Barzillai Thrune and his forces violently seized control of Kintargo), Swan was one of the many Kintargans who were arrested, imprisoned, and then excruciated (a vile practice in which enemies of House Thrune are

publicly tortured to death). Swan's Shadow Theater escaped being razed, but Barzillai Thrune seized control of the building to have it serve as one of the many barracks for his newly installed city guards (known as "dottari" in Cheliax). After the Silver Ravens liberated Kintargo in 4716, ownership of the theater reverted to the city, and for the next several years, the building was left to slowly fall into ruin.

All of this information is available to a PC who succeeds at a DC 20 Theater Lore or DC 25 Performance or Society check to Recall Knowledge. On a critical success, a character also recalls rumors that, rather than Barzillai having his dottari use the theater as a barracks, it was given over to the church of Asmodeus as one of several hidden shrines in the city from which the church could spy upon its citizens to ensure rebels and rabble-rousers were rooted out quickly. After the liberation of Kintargo, however, no sign of Asmodean presence in the building was discovered, and the generally accepted idea is that these cultists fled the city for parts unknown.

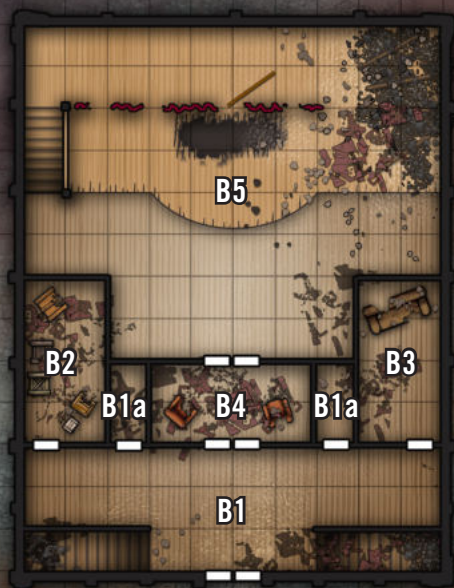
A PC who Investigates the immediate surroundings and alleys of the theater for 10 minutes and who succeeds at a DC 25 Society check notes that there's no sign of vagrancy in the vicinity. A PC who spends a couple of hours asking around on the streets and who then succeeds at a DC 25 Diplomacy check to Gather Information learns about local beliefs that the area is either haunted or cursed, with the only specific stories involving glimpses of "red fires" inside some buildings at night that never lead to full-scale conflagrations or claims of muffled screams seemingly coming from boarded-up basements.

The building is nestled away in the alleys of Old Kintargo, approximately 600 feet west of Aria Park, not far from the eastern side of the Old Kintargo Cemetery. The buildings surrounding Swan's Shadow Theater are all run-down and mostly abandoned as well, and these structures still bear evidence of violence from the Night of Ashes, from charred marks on the walls to doors and shutters that hang askew.

Swan's Shadow Theater is a one-story building. All of its windows have been boarded up, as has the rear entrance. The double doors at the front of the building have been decorated with a "1" in silver paint (indicating it to be the first door the PCs are expected to pass through in their audition). Above these doors hangs a partially destroyed sign showing a swan's somewhat elongated shadow. The interior of Swan's Shadow Theater is unlit. Unless otherwise noted, ceilings are 15 feet high, although the upper 5 feet consists of exposed rafters, and what little furnishings remain are decayed and moldy.



## SWAN'S SHADOW THEATER



ONE SQUARE = 5 FEET

The readaloud text for areas **B1–B5** describe rooms as they appear while enhanced by Fallenta's *mirage*. The first paragraph following each one describes how the room appears without this spell. Any PC can choose to attempt to disbelieve the *mirage* by attempting a DC 30 Will save, but doing so successfully can prevent that PC from being as much help in future challenges where observing the *mirage* is important.

### B1. THEATER FOYER

The theater's foyer appears in pristine condition with thick blue carpet on the floor and shining crystal chandeliers hanging from the ceiling providing soft lighting. Sweeping staircases lead upward in both of the foyer's southern corners, rising to an arch obscured by a thick purple curtain. The foyer contains numerous displays of theatrical paraphernalia, including miniature stage sets depicting a burning volcano, a score of mangy costumes (including a pantomime horse) displayed on mannequins, and even a pair of ten-foot poles that lie on the floor as if forgotten. To the north stand three doors. One near the west side of the foyer is marked with a glowing silver number two and an

## UNDER THE THEATER



animated painting of a burning sailing ship, while another near the east side is decorated with a glowing silver number three and an animated painting of crows flying in a cloudy sky above a gloomy prison. Directly opposite the entrance, a double door adorned with a glowing silver number four bears an animated painting of an army of pixies fighting a dragon. Flickering images of burning nets stretching from the west door and iron chains stretching from the east door appear to wrap tightly around the central door.

Without the *mirage*, this room is empty with moldering walls and a floor recently cleared of rubble; this rubble has been heaped in the same areas where the *mirage* featured displays and the like. The two staircases lead up to rubble-clogged archways (the theater once had a second floor above areas **B1–B4**, but that level of the building is now in ruins), and the northern wall has two additional boarded-up doors. These two doors lead to a pair of old, abandoned restrooms (area **B1a**) that hold little of interest. The room is unlit, and the northern doors to areas **B2–B4** are plain and undecorated.



## Stage Fright

## Campaign Overview

## Chapter 1: Nemesis

## Chapter 2: No Business like Show Business

## Chapter 3: Payment Comes Due

## Showtime!

## Adventure Toolbox

## B2. THE BURNING SHIP

This room appears as a section of a sailing ship's hold. Above, an iron-reinforced wooden hatch provides glimpses through its bars of the sky above—along with plumes of smoke, tongues of flame, and cries of terror, as if one were peering up from the cargo hold of a burning ship. The east and west walls are cluttered with shelves on which hundreds of objects have been crammed with countless alchemical tools and strangely labeled bottles (empty, full, and all stages in between) of various shapes and size. One great bottle—an enormous carboy—has an open top. Here and there between the shelves, gaps in the wall reveal portholes that look out over a rough ocean with no land in sight.

The illusion of being in the hold of a burning ship isn't quite as convincing as it could be, as the ground doesn't lurch and rock on the apparently rough waters. Without the *mirage*, this room is revealed to be an old, ruined storeroom, its east and west walls filled with shelves bearing numerous jars of colored water and a large amount of old rusty pipes and other alchemical parts—the *mirage* makes these ingredients and supplies look clean, new, and functional.

As the PCs enter the room, Fallenta's voice speaks to them while glowing words in Common manifest around the enormous carboy, courtesy of an *embed message* she placed while she prepared the challenge. The message repeats the following.

"Your ship burns! Somewhere among these chemicals lies a solution. Fill the carboy with the right chemicals and assemble a method of dispersal! Move quickly!"

**Challenge:** To succeed at this challenge, the PCs must use the alchemical items on display to jury-rig a fire extinguisher-like device using the carboy, after filling it with the right combination of liquids to create a fire-extinguishing concoction.

## EXTINGUISH A FIRE

In this two-step challenge, both of the following steps must be completed (in any order) for the challenge to be completed successfully. Upon completing both steps, the disperser appears to spray liquid all over the fires, extinguishing the flames entirely.

**Mix the Right Chemicals** (1 minute) A PC selects the correct combination of chemicals and mixes them in the carboy by attempting a DC 25 Crafting check or a DC 30 Arcana, Nature, Occultism, or Religion check.

**Success** The fluid glows silver as the chemicals are correctly mixed; this step is completed.

## TRACKING TIME

You have a few options for how to track time as the PCs do their audition, but since everything goes off the proverbial rails once the PCs reach area **B5**, don't worry too much about keeping accurate time. One fun way to track time here is with an actual stopwatch; pause while you read the room text aloud, during die roles and rules consultations to determine success, or otherwise as needed, but the time the PCs take to reach area **B5** should mostly play out in real time. In some of the challenges, certain activities might last longer than expected—you should adjust the remaining time as needed whenever the PCs try an activity that takes longer to resolve in-world than it does at the table.

**Failure** The fluids quickly evaporate, but a PC can try to Mix the Right Chemicals again to get it right.

**Critical Failure** The fluid glows red and then creates an illusion of a (harmless but startling) explosion to indicate to the PCs that they've automatically failed the challenge.

**Craft the Disperser** (1 minute) A PC begins to build the disperser from parts found in the room by rolling a DC 25 Crafting check to earn Victory Points. This step can be repeated multiple times; once the party earns 3 Victory Points, this step is completed, and the resulting object glows silver, but if the party ever drops below 0 Victory Points, the resulting object glows red, indicating they've failed the challenge.

**Reward:** If the PCs successfully complete this challenge, the illusion of fire and smoke fade. Grant the PCs 80 XP. When the PCs return to area **B1**, they'll note that the burning nets that once extended from the area **B2** door to the central door leading into area **B4** have vanished.

## B3. THE GUARDIAN CROWS

This gloomy chamber is lit by a few fitfully burning candles within strategically placed wall-mounted holders. Between the candles, thirteen small wooden dove-cotes have been mounted to the walls. Each has been carved with oddly unsettling facial expressions, so that any birds coming and going from the shelters give the impression of being eaten or spat out of gaping mouths. Brief glimpses of something dark moving within each imbue the room with the sensation of being watched from all sides. In the room's center stands an impressive iron statue of a four-foot-wide turtle, its eyes closed and its shell adorned



with three small brass-ringed plates, each of which bears a numbered dial.

Without the illusions, this room is dark and the walls are bare. Rubble has been cleared or swept into the center of the room to lie in a heap where the turtle statue illusion stands, and little remains to reveal this chamber's former purpose as a small lounge for customers to gather in. Fallenta speaks as the PCs enter, another *embed message* placed during her preparation for the audition.

"You've escaped prison, but final freedom lies within a slumbering toothsome guard. You are watched on all sides, but stealthy shellback work might go unseen."

**Challenge:** To succeed at this challenge, the PCs must retrieve a prison key found within the turtle statue without alerting the 13 guardian crows that lurk inside the wall-mounted doves. If the PCs examine the turtle statue, they'll see that the three plates and dials on its back comprise a complex locking mechanism, and clever hinges seem to run along one side of the shell. The PCs' first attempt to smash open the turtle with weapons or other damaging effects appears to do no damage and causes the crows to stir in their homes; a second attempt to smash the turtle with damage causes the crows to wake, and the PCs automatically fail the challenge.

There's only one step to this challenge, but it must be repeated several times in order to build up enough Victory Points in order to get to the key inside the turtle.

### RECOVER THE KEY

To complete this challenge, the PCs must attempt to Open the Turtle multiple times. Before the PCs begin, inform them that each attempt to do so without taking a full minute to carefully perform the check has a greater chance to wake the crows. These attempts earn Victory Points; once the party earns 6 Victory Points, the challenge is completed as the turtle's shell swings open to reveal a comically oversized key that glows silver. If the party ever goes below 0 Victory Points, the surrounding doves emit red light from within, and they fail the challenge.

**Open the Turtle** The PC can attempt to Force Open the turtle with a DC 30 Athletics check, or to either Disable a Device or Pick a Lock with a DC 30 Thievery check.

**Going Fast** ♦ or ♦♦ This allows the party to attempt to Recover the Key multiple times in a round, with each character potentially attempting their own actions each round, but as soon as any attempt results in a Critical

Failure, the crows automatically waken, and the PCs fail the challenge.

**Going Slow** (1 minute) Only one character can attempt to open the turtle at a time, but others can Aid their attempt. Each attempt to do so takes 1 minute, but there's no chance of accidentally awakening the crows, making it a safer option but potentially using up valuable time to do so.

**Reward:** If the PCs successfully complete this challenge, the illusion of the turtle statue and its key fades. Grant the PCs 80 XP. When the PCs return to area B1, they'll note that the chains that once extended from the area B3 door to the central door leading into area B4 have vanished.

## B4. THE FAIRY BATTLEFIELD

The "walls" of this chamber consist of densely packed tree trunks and undergrowth, with the ceiling fifty feet above revealing a full moon in the night sky. No obvious exits lead from this room, save for the double doors to the south, which from this room appear to be strangely set into the sides of a particularly thick wall of tree trunks. Many of the trees and foliage still burn. The scorch marks marring the ground suggest that the immense dead dragon sprawled along the north a mere ten feet from those doors has only recently been slain, while the charred bodies of equally unfortunate dead pixies lie strewn all about, giving the impression of having just missed the end of an intense battle in which neither side won.

Without illusions, this room is barren and empty. It was once a concessions area where visitors could purchase drinks or snacks before heading north into the theater. Remnants of shattered food stands lie heaped along the north walls to either side of a pair of double doors. The room is unlit with a 15-foot-high ceiling—this ceiling height persists while the illusions are active, and any PC who attempts to Fly or Climb higher than that into the "night sky" above finds passage blocked by reality. Fallenta's voice speaks once more when the PCs enter as another *embed message* spell activates.

"The spirits of this recent battlefield shall rise in but three minutes! Quell their rage and soothe their fear with threats, promises, lies, and song!"

**Challenge:** This room marks Fallenta's most complicated and cunning use of illusions. As soon as her voice completes its introduction, ghostly images of tormented pixies start to claw their way up from the bodies, while the dead dragon to the north begins



to twitch and shudder, an unholy fire kindling to life within its many wounds. To prevent these bodies from fully rising as (illusory) undead, the PCs must speak to them and convince them all to move on to their afterlives.

### ADMINISTER LAST RITES

Checks to Administer Last Rites earn Victory Points. Unlike the challenges in areas **B2** and **B3**, this one is timed—the PCs have only 3 minutes to earn the 6 Victory Points they need to succeed at this challenge. If they do so, the ghostly spirits sigh and fade away, and the dragon's body decays into a field of flowers leading to a lovely gate that opens in the north wall to allow access to area **B5**. If the PCs fail to reach 6 Victory Points in 3 minutes, the spirits of the fey and dragon glow red and whirl about them in a horrifying fury before vanishing, leaving behind a haunted-looking forest glen with a rickety gate leading north to area **B5**.

**Tricks and Treats** (1 minute) A PC tries to quell either the pixies' spirits or the dragon's spirit by attempting a Deception or Performance check to trick or entice them to move on to the afterlife. Against the fey, this is a DC 28 check, but against the dragon, it's a DC 32 check.

**Kindness or Cruelty** (1 minute) A PC tries to quell either the pixies' spirits or the dragon's spirit by attempting a Diplomacy or Intimidation check to beg or threaten them to move on to the afterlife. Against the fey, this is a DC 32 check, but against the dragon, it's a DC 28 check.

**Reward:** If the PCs successfully complete this challenge, the illusion of the dead dragon fades away to reveal a new double door in the northern wall of trees that can be opened for access to area **B5**. Grant the PCs 80 XP.

## B5. COLLAPSED STAGE

Low 12

This cozy theater has rows of densely packed seats, all filled with quietly expectant audience members, their eyes affixed to the scene on the stage to the north. There, silk curtains have just finished parting to reveal a stage that appears to be a classic dungeon torture chamber, complete with hanging skeletons, partially activated traps, a tantalizing mound of treasure—and countless places for foes to hide in ambush!

Without the illusions, the truth of this sad, abandoned theater becomes apparent. There are no audience members, and most of those seats are in ruins or have collapsed, causing much of this room's southern half to function as difficult terrain. The stage is a crumbling ruin as well, with old ropes and tattered

curtains hanging from above. Props and scenery from the last play (which was set in a haunted castle) lie among the rubble or in decaying heaps along the corners and back wall—particularly to the northeast, where the ceiling has collapsed entirely into a heap of rubble that only allows brief glimpses of sunlight to filter through during the day. Below this heap of rubble lies further ruin—this area once featured a stairwell leading to the basement below, but that stairwell has since been completely obliterated.

One thing that's noticeably new is the large, jagged hole in the floor of the middle of the stage; even at a casual glance, it's obvious that this hole is a very recent development. In fact, this collapse happened only last evening; the actors whom Fallenta had hired to play the part of undead and demons rising to attack the PCs decided to do a last-minute rehearsal to get their moves down, only for the rotting stage floor to finally collapse under the weight of their stomping feet and staged pratfalls.

The hole in the stage floor is easy to avoid if the PCs can see through the *mirage* Fallenta cast. Otherwise, a character who steps into the area can stumble back and prevent themselves from falling 20 feet into area **C1** below with a successful DC 25 Reflex save (and even if they do fall, they can Grab an Edge with a DC 30 Reflex save; this drops to a DC 25 Reflex save if they can see through the illusory floor that covers and obscures the pit's jagged edges).

**Creatures:** The mock battle Fallenta told the PCs would take place here has been cancelled—its actors have been taken away by a very real cultist who now occupies the chambers below. A real-life, dangerous threat presently haunts the theater. When the unfortunate actors all plunged into the chamber below, this creature, a hellshadow, rose up around them. Terrified, the actors fled further into the underground chambers, only to fall victim to a sinister cult hiding out in the abandoned area below.

Before the PCs can seek out the missing actors, they'll need to confront and deal with the hellshadow. This undead creature is formed from the souls of a small sect of diabolists who, during Barzillai Thrune's rule, used Swan's Shadow Theater as a hidden shrine and ritual chamber to bolster their lord's resources of conjured devils. With Barzillai's defeat, the diabolists went into hiding for a time, then attempted a risky move to conjure a powerful devil that they hoped would be able to avenge their lord's death and, perhaps, aid them in retaking Kintargo. Their summoning failed miserably, and hellfire consumed the diabolists, transforming them all into a hellshadow.



The hellshadow has been content to linger in the “underworld” below Swan’s Shadow Theater for all that time, but when the actors crashed through its ceiling, the undead creature boiled up into the chamber here. By the time it realized there were no enemies of Hell to slaughter, it settled into the room below again, not bothering to pursue the actors who had fled into the tunnels as it felt such obvious cowards were beneath its notice.

Not so the PCs—the hellshadow bursts out of the hole in the stage to confront them as soon as it notices them entering the chamber, likely as soon as it hears them and certainly once anyone peers or falls into the hole from above. The hellshadow recognizes in the PCs much more worthy foes to slay for Hell’s glory and attacks them at once. It pursues the PCs throughout Swan’s Shadow Theater, both above and below ground level, but calls off the chase if the PCs exit the building; it knows better than to expose itself in the heart of “enemy-controlled territory.”

## HELLSHADOW

## CREATURE 13

Page 86

**Initiative** Perception +24

### THE RESCUE MISSION

Once the hellshadow attacks the PCs in area **B5**, it should become immediately apparent that the situation has become dire. The PCs are free to immediately begin their investigation of the chambers below the Swan’s Shadow Theater, but at some point, they should inform Fallenta.

Fallenta is shocked and dismayed to learn about the unexpected turn of events and asks the PCs to delve into the revealed underchambers to track down and rescue the missing actors if they can—she tells them that she hired six people in all—three disguised as mummies and three disguised as demons. She’ll imply that if the PCs can rescue the missing actors, their efforts will certainly help build their popularity in town, but she can’t offer additional payment to the PCs for the rescue operation. Fallenta is a shrewd businesswoman, but she’s also empathetic and protective of those she hires.

### UNDER THE THEATER

The chambers below Swan’s Shadow Theater are a combination of the theater’s partially ruined basement, a few (until recently) abandoned smuggler tunnels, and a small complex that once served the diabolists who

served Barzillai Thrune as a place to keep prisoners. These chambers are unlit, have brick-lined walls (DC 30 Athletics to Climb), and have an average ceiling height of 10 feet unless otherwise noted. While these chambers appear unsound in areas, the cracks in the walls and heaps of stone rubble don’t represent actual structural weaknesses—they function as difficult terrain where indicated on the map, but the chambers are in no imminent danger of collapse.

The diabolists who once dwelt here are long dead, their souls merged to create the hellshadow that the PCs encountered in the theater above, yet the horrific energies unleashed in their one-time home resulted in additional hauntings throughout the area. Over time, unfortunate adventurers and thieves alike have stumbled into these rooms via the hidden smuggler tunnels to the east, only to fall victim to these haunts—some of these unfortunate explorers rose from death as geists.

One explorer remains alive: a woman who once served as a high-ranking necromancer and politician in the service of Barzillai Thrune but who fled into Kintargo’s sewers to hide after his death. Over the years, this woman’s faith in Asmodeus transformed—she grew to believe that a physical manifestation of his anger at Ravounel’s secession from Cheliax has doomed all of Golarion to imminent destruction. Her ability to manipulate the undead gave her an advantage when she discovered the chambers below Swan’s Shadow Theater, and for the past several years, she’s made the place her home.

This woman abandoned her name during those years and now calls herself the Final Herald of the Ashen Man, an entity she (erroneously) believes to be Asmodeus’s anger made flesh. She believes the Ashen Man has chosen her to witness an apocalypse and that, in return for bearing witness, she’ll be among the few the Ashen Man transports away from the dying world to somewhere better. The Final Herald maintained a low profile over the years while she patrolled the streets of Kintargo disguised as a vagrant, eager to locate signs of the coming apocalypse the Ashen Man has promised her.

While the Final Herald no longer worships Asmodeus in quite the same way as she did, the hellshadow makes no distinction, remembering instead her previous allegiance to Barzillai Thrune. The Final Herald understands this tenuous reality and has left the hellshadow alone in its lair, but when the six actors crashed into this room and then fled south into her bunker, she captured and imprisoned them. The Final Herald now faces a conundrum—if she lets the actors go, she risks them revealing her presence to



the authorities above, but if she keeps them prisoner too long (or kills them), she risks an investigation into their fate resulting in her being discovered.

The Final Herald believes that the Ashen Man doesn't condone sacrifice, for "the more who live to see the end, the more glorious that annihilation shall be!" Still, she grows increasingly convinced the only solution she has is to suffocate the actors and then dispose of their bodies in the river, so that they might be seen as simple drowning victims. So far, she hasn't taken that step while she wracks her brains for a less dangerous solution.

As long as the PCs don't take more than a week to explore these chambers, the Final Herald won't kill her prisoners. At your discretion, if the PCs do take too long, the Final Herald has the actors smothered, and their bodies are dumped into the river to make it seem as if they all drowned.

## C1. COLLAPSED BASEMENT

The brick walls and floor of this large, twenty-foot-high space are damp and mottled with strange patterns of mold. Cracks on the floors and walls make the area seem on the verge of collapse, but several still solid-looking support pillars seem more than up to the task of holding the roof up—save for in the middle of the room, where a recent collapse under a hole in the ceiling took place, and in the northeast corner, where a much older collapse lies heaped around a crumbled wooden staircase. A partially buried skeleton still wearing a suit of dark-blue leather armor lies in the rubble near the northern wall. This collapse also caused part of the southern wall to topple over to the southeast, and an old wooden door stands in the same wall further to the west. Recent blood trails lead away from the collapse at the center of the room.

The hole in the ceiling leads up to area B5. A character can clamber up to the hole via the closest support pillar with a successful DC 20 Athletics check to Climb.

The blood trails are recent and appear most prominently in the middle of the room among the recently collapsed debris below the hole in the ceiling. A PC who succeeds at a DC 15 Survival check to Track the blood reveals that the trail leads from the collapse in the middle of the room toward the gap in the wall to the southeast. On a critical success, they confirm the trail was left by a half dozen or so humanoids who, while they moved quickly, appeared to stagger, stumble, and crawl as much as ran while fleeing the area.

**Treasure:** Until the stage collapsed, no victims have stumbled into the hellshadow's clutches for several

## WHO IS THE ASHEN MAN?

The Final Herald believes the Ashen Man to be a deranged aspect of Asmodeus's anger at Ravounel's secession given life, but in truth, this mysterious entity is nothing of the sort. The Ashen Man is a powerful agent of chaos known as a hundun. He can sense many potential paths to the end of Golarion in the near future, and while he doesn't manipulate events to favor one over the other, he enjoys how these possible apocalypses have been spreading discord through the world. His presence is increasingly noticed by those who have similar sensitivities to impending dooms, and while the Ashen Man doesn't actively encourage these sects, nor can he grant spells to clerics, he does enjoy seeing his fame spread.

In *Curtain Call*, the cult of the Ashen Man pops up here and there as a red herring to throw the PCs off the scent of the true threat posed by Norgorber's faithful, but also to foreshadow upcoming world events where the Ashen Man and his worshippers are destined to become a much greater threat indeed. A PC can attempt to Recall Knowledge about the Ashen Man with a DC 32 Occultism or Religion check. On a success, the PC knows that the Ashen Man is a mysterious figure worshipped by many doomsayers, and his faith is regarded in most occult or religious circles as a more malevolent version as that of Groetus, the God of the End Times. A critical success on this check confirms that the Ashen Man is no deity, but a hundun whose interest in Golarion began about a half-decade ago when the world nearly ended during an event called the "Doomsday Dawn," yet his actual goals continue to remain mysterious.

years, but the remains of the last unfortunate soul to do so lie partially buried in the rubble near the northern wall. With 10 minutes of work, the doomed thief's remains can be extracted from the stairwell that collapsed on him years ago during a violent clash against the hellshadow. While filthy, the suit of +2 *resilient greater electricity resistant leather armor* the skeleton wears is fully functional, as are the +2 *ghost touch striking rapier* and *hellfire boots*.

## C2. WORKSHOP

MODERATE 12

Cool, damp air fills this chamber. Mold and water damage mar the brick walls, making unsettling patterns on the stone floor. Six solid-looking support pillars hold up the ceiling some twenty feet above. Here and there in the



room's eastern side, blood spatters and smears stain the floor. A bewildering number of puppets and marionettes in varying stages of decrepitude lie or sit or dangle from shelves or sprawl on the floor around the room's edges. The old workbenches and tables scattered about appear in states of partial collapse in the middle of the room. A door exits to the north, while a portion of the wall east of this door has collapsed into rubble. A second door stands in the wall to the southeast, and a short phrase adorns it in swipes of dark gray paint, runners of dry paint descending from the letters.

The phrase on the door reads, in Common: "Can you hear Him?" The Final Herald painted this message and others in the area as a sort of prayer to the Ashen Man.

The supplies in here for creating props, scenery, and, above all else, puppets are old and ruined. The vacant gazes of moldering puppet heads and the distorted limbs of mannequin bodies do a fantastic job at giving this abandoned theater workshop an unsettling air.



**Mocking Puppet**

A character who Tracks the blood smears and marks of struggle on the ground here and succeeds at a DC 15 Survival check confirms that the trail leads to the southeast door. The actors fled through this room and didn't linger long enough to awaken its guardians or its haunt, only to be captured in the next room by the Final Herald's undead creations.

**Creatures:** A combination of the death diabolists who dwelt in this complex during Barzillai Thrune's era and simple ambient despair that gripped Kintargo during that time provided the perfect conditions for a haunt to infest this room. Over time, those who fell victim to this haunt's horrific clutches rose as geists—four of these incorporeal undead now linger in this room. The geists spend their time hiding, incorporeally, in this room's walls and floor, essentially dormant as long as the hazard doesn't activate. As soon as the hazard does activate, the geists surge out of hiding to attack creatures. They'll pursue foes outside of this area (including up into the upper floor) but fear the Final Herald and won't chase PCs into area C5, nor will they chase the PCs beyond Swan's Shadow Theater.

## GEISTS (4)

## CREATURE 9

*Pathfinder Book of the Dead* 96

**Initiative** Stealth +20

**Hazards:** The abandoned puppets and marionettes in this chamber have become infused with the emotions of fear, anguish, and shame over the years and are now quite haunted.

## MOCKING PUPPETS

## HAZARD 10

**UNIQUE** **COMPLEX** **HAUNT**

**Stealth** +32 (expert)

**Description** The puppets and marionettes in this room suddenly turn to face intruders and come to clattering, unsettling life as the echoing sound of mocking laughter fills the air.

**Disable** DC 32 Performance (master) to distract and entertain the haunted puppets and make them forget their anguish and despair, or DC 35 Religion (expert) to exorcise the haunt; four successes are required to disable it

**AC** 30; **Fort** +16, **Ref** +24, **Will** +22

**Hardness** 17; **HP** 70 (BT 35); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** vitality 10

**Jeering Laughter** ☞ (emotion, mental) **Trigger** A living creature spends more than a minute in this room, or one of the geists in this room uses Terrifying Laugh; **Effect** The puppets clatter to life, and the haunt fills the room with derisive laughter. All living creatures in the room



must attempt a DC 29 Will save or become slowed 1 for 1 round by the overwhelming self-doubt the laughter instills. The mocking puppets roll initiative.

**Routine** (1 action) The room's puppets and marionettes clatter to life and begin to swarm about the room, throwing rubble at living intruders, stabbing them in the ankles with sharp bits of broken metal, and slashing at them with lashes from long, thin marionette cords. At the same time, other puppets cackle, mock, and pantomime a chosen foe. The haunt uses its action to target one living creature in area **C2**; that creature must attempt a DC 29 Will save or become slowed 1 for 1 round by the mockery (or slowed 2 on a critical failure); this effect has the emotion and mental traits. At the same time, because the puppets constantly swarm about, they can use the Puppet Attack free action (see below) to attack targets during their turns.

**Melee** ♦ makeshift weapon +24 (versatile B, versatile P), **Damage** 4d6+6 slashing; no multiple attack penalty

**Puppet Attack** ♦ **Trigger** A living creature ends their turn while in area **C2**; **Effect** The haunt makes a makeshift weapon Strike against the triggering creature.

**Reset** The haunt deactivates if no living creatures are in area **C2**, then resets 1 minute later.

**Treasure:** A PC who spends 10 minutes Searching among the many old and moldy puppets (including pirates, knights, a huge range of animals, and sundry parts of monstrous creatures) reveals the following items: a doll's head whose eyes are made of aquamarine and worth 100 gp each, a miniature painting inside a rusty locket set with tiny emeralds depicting a heavily scarred, smiling dwarf worth 250 gp, and a *greater ventriloquist's ring*.

### C3. CRUMBLED STORAGE Low 12

This long hallway is set with alcoves along the north and south wall and ends in an old wooden door at both the eastern and western sides. Decaying piles of old theatrical supplies clutter each alcove, save for the furthest alcove to the northeast. Smears of blood and signs of a recent struggle are readily apparent in the middle of the room.

This hall was once used as storage for Swan's Shadow Theater as well as an escape route into Kintargo's sewer. The props and supplies stored in the alcoves have universally fallen into disrepair from neglect and moisture. The north wall of the alcove furthest to the northeast in this hall also bears a message in gray paint that reads, in Common: "Have you seen Him?" Like the similar message in area **C2**, this phrase relates to the worship of the Ashen Man.

This alcove is the only one cleared of debris, and the wall bearing the message is a secret door that can be spotted by anyone who Seeks in the alcove and succeeds at a DC 30 Perception check.

A character who examines the blood marks and signs of struggle in the middle of the area and succeeds at a DC 15 Survival check to Track confirms that a half dozen or so Medium humanoids left the blood trail, but that the trail seems to end here. On a critical success, the character notes there are drag marks, as if from a half dozen partially lifted bodies being pulled so that only their heels slid across the floor, that lead from the scuffle in the middle to the northeastern alcove and seem to pass through the wall—this discovery reduces the difficulty of Seeking the secret door there to a DC 20 Perception check. Curiously, there are no traces of whatever force was doing the dragging.

The tracks were left by the six frightened actors who ran afoul of the Final Herald's undead creations—a group of four raw nerves. The raw nerves overpowered the actors, then dragged them to area **C5** to be imprisoned. These undead weren't strong enough to fully haul the actors' bodies but could still drag their captives along, and since they hover just off the ground, the raw nerves left no physical traces of their passing.

### C4. SMUGGLER'S TUNNEL

This ten-foot-wide stone passageway once was an old storm drain or sewer tunnel, although it doesn't currently seem to be in use. The tunnel leads north and south into the darkness, and a message in gray paint has been scrawled on the eastern wall to the north.

This section of sewer tunnel no longer connects to the rest of Kintargo's sewers; its connections further to the north and south had been bricked up many years ago by smugglers and revolutionaries who sought to use this section of tunnel as a way to navigate a portion of Old Kintargo outside the government's prying eyes. If the PCs travel north or south off the map, they'll find a few places where doors lead to other building basements and thence up to street level before the tunnel dead-ends after a few hundred feet at a newly constructed brick wall. A character who succeeds at a DC 25 Kintargo Lore or DC 30 Society check confirms this tunnel's purpose.

Not far north from the exit to area **C3**, a secret door in the west wall provides access to area **C5**. This door can be discovered if a PC Seeks in the area and succeeds at a DC 30 Perception check.



The message in gray paint lies directly opposite this secret door on the tunnel's eastern wall and reads: "Will you find the Ashen Man?"

## C5. HERALD'S DEN

MODERATE 12

This room's north and south walls have been divided into smaller cell-like alcoves by wooden partitions. Those to the north appear to have been converted into cells, while to the south, the walls have been knocked down to make a larger offset sleeping area, complete with bedroll and small bookshelf. To the west, a collapse of rubble blocks a passageway further beyond. The middle of the room features a low table, and with a few rocking chairs, it might have once been a comfortable place to relax between acts, but today, this furniture is moldering and decaying. Dozens of short messages scrawled in gray paint adorn the walls throughout.

This area once served as a green room with several adjoining dressing rooms for actors and puppeteers who performed with the Swan's Shadow Theater. When the diabolists took over the site, they converted the area into a prison to keep those they intended to sacrifice. The Final Herald has further adapted the area by converting two of the southern rooms into a place to relax and has decorated it with prayers to the Ashen Man throughout.

The messages on the walls all repeat the three short prayers to the Ashen Man seen in areas C2–C4, interspersed with other ominous phrases like, "Your hearth is cold," "These skies are dead," and "Time eats us all."

**Creatures:** The Final Herald tightly bound the six actors after her raw nerve minions brought them here, and she's placed them two to a cell in the northern part of the room. So far, she's shared her food and water (scavenged from periodic midnight trips to the streets above; she comes and goes from this den via *translocate* spells) with the prisoners, but if the PCs don't rescue them soon, she'll let them go thirsty and starve so that it'll be easier to smother them. The prisoners are terrified, tightly bound, and gagged when the PCs arrive and, upon noticing them, squirm and cry out for rescue in muffled shouts.

The Final Herald is a ragged, imposing figure. She dresses the part of a vagabond, her thick layers of mismatched furs, strips of leather, and layered filthy clothing functioning as hide armor that she's enhanced with runes. She fights with an axe used so often for executions during Thrune's era that its haft is stained red with blood. She's attended by

four awful monstrosities—tangles of floating nerves dangling from human brains. These undead creatures are raw nerves, creations the Final Herald raised up from her victims some time ago via a *create undead* ritual. She's commanded the raw nerves to remain at her side, as she increasingly expects someone to come looking for the missing actors and wants her creations to be close by to protect her.

When the PCs arrive, the Final Herald is seated comfortably in one of the rocking chairs near the western side of the room, her four unsettling undead creations floating in the air around her while her familiar Skurg nestles in her hair inside the hood of her cloak. She welcomes the PCs to her "boudoir" (as she calls it) and invites them to explain themselves. The Final Herald would prefer to avoid a fight but also isn't quick to trust the PCs and her prisoners to keep quiet about her presence here if she lets them go. She addresses the PCs as follows, indicating her bound prisoners to the north with a wave of the hand as she does so.

"I had wondered when someone would arrive to rescue these fools. We have a situation, my dears. I do not relish a fight, and it's best for you all to live long enough to witness the end of our world, but at the same time, I can't let any of you leave. I have little reason to trust you to keep quiet about me, or to let me live on here while we all wait for the Ashen Man's promise. Have you any notions on how best we might solve this situation?"

The Final Herald listens quietly if the PCs offer proposals. In order to convince her to release the prisoners, the party must promise to leave her alone and not reveal her presence to the authorities, and they must also promise to leave the upper works of the theater abandoned. For her part, the Final Herald confirms she has no desire to actively prey upon the city's populace, stating, "We'll all be gone soon enough, and the more of us who can bear witness to the Ashen Man's promise, the better; sacrificing before then is a waste of watching eyes for the end of it all." She points out that she only took the six actors prisoner because they literally fell into her home.

Just as the PCs are unlikely to trust a spooky figure like the Final Herald, especially with her grisly undead creations floating at her side, the Final Herald isn't quick to take them at their word. To convince her to release the prisoners, the PCs must propose a solution that allows her to continue to exist here uncontested and in secret. Depending on how the PCs approach this topic, they'll need to



## Stage Fright

### Campaign Overview

### Chapter 1: Nemesis

### Chapter 2: No Business like Show Business

### Chapter 3: Payment Comes Due

### Showtime!

### Adventure Toolbox

succeed at a DC 35 Deception check to Lie to her or a DC 36 Diplomacy check to convince her of their honesty. The PCs can attempt these checks multiple times, but a critical failure at either compels her to attack. Attempts to use Intimidation only confirm to the Final Herald that the PCs aren't interested in talking and also drive her to attack. Likewise, if the PCs attempt to leave or rescue the prisoners before she's ready, she sighs in frustration and attacks.

If a fight breaks out, the raw nerves move to engage the PCs in melee, fighting until destroyed. The Final Herald casts *invisibility* on her familiar, who then moves to be adjacent to the PCs in order to enable the side effects of the Final Herald's patron-granted ability to frighten foes when she uses or Sustains a hex. For the first few rounds, the Final Herald uses her hexes against the PCs, switching to effects like *vision of death* or *fear* that can make PCs frightened. As soon as the first PC does become frightened, she uses Ashen Curse on them. If she gets the idea that the PCs are good-hearted, she might order one or two of her raw nerves to go attack the prisoners, hoping to split the party's attention. In this case, you should allow the actors to follow the rules for dying PCs rather than have them perish automatically at 0 Hit Points, so the PCs have a chance to step in and save any actor who takes damage during the fight.

If reduced to 40 or fewer Hit Points or if all four of the raw nerves are slain, the Final Herald begs for mercy, offering to let the PCs rescue the actors and throwing in her battle axe and the *pactmaster's grace* hidden in a muddy boot (see Treasure on page 42) as further compensation for her life.

If she survives, the Final Herald might have further roles to play in Curtain Call, as noted in the text; feel free to expand upon these elements, but take care not to have her directly join forces with the cult of Norgorber. Even if compelled into acts of vengeance, the Final Herald prefers to act alone.

The frightened actors are all horribly wounded with only 1d6 Hit Points each and are without any gear. They're eager to escape, but they make sure the PCs know there's a "fire ghost" out there to watch out for. News of the hellshadow's defeat comes as an immense relief.

forgettable background character), Intimidation +21, Occultism +23, Religion +18, Stealth +22

**Str** +2, **Dex** +2, **Con** +2, **Int** +5, **Wis** +2, **Cha** +3

**Items** +2 greater striking fearsome battle axe, greater clandestine cloak, +1 resilient hide armor

**AC** 32; **Fort** +21; **Ref** +19; **Will** +21 (+2 status vs. control)

**HP** 164

**Obsessive Servant** If the Final Herald succeeds at a saving throw against an effect that would grant another control over her, she critically succeeds instead.

**Speed** 30 feet

**Melee** ♦ battle axe +22 (magical, sweep), **Damage** 3d8+6 slashing

**Occult Prepared Spells** DC 32, attack +24; **6th** *dispel magic*, *phantasmal calamity*, *vision of death*; **5th**



The Final Herald

### THE FINAL HERALD

### CREATURE 12

UNIQUE MEDIUM HUMAN HUMANOID

Female human witch

**Perception** +20

**Languages** Aklo, Common, Diabolic

**Skills** Deception +21 (+23 to Impersonate a



### AUDITION PRODUCTION POINTS

Grant the party 1 Production Point if they successfully complete at least two of the three challenges in areas **B2-B4** of the theater. Grant them an additional 2 Production Points if all of the actors in area **C5** are rescued alive; if any of the actors perish but at least one survives, reduce this reward to 1 Production Point.

*chilling darkness, translocate (x2); 4th fly, invisibility, soothe; 3rd blindness, fear, paralyze; 2nd blur, see the unseen, silence; 1st command, fear, enfeeble; Cantrips (6th) figment, light, prestidigitation, shield, telekinetic projectile*

**Witch Hexes** 3 Focus Points, DC 32; **6th** *malicious shadow* (Player Core 385), *needle of vengeance* (Player Core 385), *patron's puppet* (Player Core 385); **Cantrips (6th)** *shroud of night* (Player Core 387)

**Rituals** *create undead*

**Patron** Starless Shadow (Ashen Man)

**Ashen Curse** ♦♦ (curse, emotion, fear, mental, misfortune)

**Frequency** once per day; **Effect** The Final Herald points at a sapient creature she can see within 30 feet and warns them, "You have been seen by the Ashen Man!"; the target automatically understands this curse in their native language and is filled with dread that some potent otherworldly force has taken an interest in a devastating impending doom that will affect them personally sometime soon. The target must attempt a DC 32 Will save.

**Critical Success** The target is unaffected.

**Success** The target becomes slowed 1 for 1 round by the sudden, intense fear.

**Failure** The target becomes frightened 1 and is slowed 1 for as long as they remain frightened. Thereafter, whenever the target becomes frightened, they also become slowed 1 for as long as they remain frightened; this effect is permanent until the curse is removed.

**Critical Failure** As failure, and the target must roll twice and use the worst result whenever attempting a saving throw against any fear or mental effect.

**Quickened Casting** ♦ (concentrate, spellshape) **Frequency** once per day; **Effect** If the Final Herald's next action is to cast a 4th-rank or lower cantrip or spell, reduce the number of actions to cast it by 1 (minimum 1 action).

**Share Senses** ♦ (concentrate) **Frequency** once every 10 minutes; **Effect** The Final Herald projects her senses into her familiar, Skurg. When she does, she loses all sensory information from her own body, but can sense through Skurg's body for up to 1 minute. She can Dismiss this effect.

**Sneak Attack** The Final Herald deals 3d6 extra precision damage to off-guard creatures.

### SKURG

### CREATURE 12

TINY ANIMAL MINION

Bat familiar

**Perception** +15; echolocation, low-light vision

**Languages** Common

**Skills** Acrobatics +15, Stealth +15

**AC** 30; **Fort** +20, **Ref** +18, **Will** +20

**HP** 60

**Damage Avoidance** Skurg takes no damage when he rolls a success on a Reflex save; this doesn't prevent effects other than damage.

**Speed** 25 feet, fly 25 feet

**Independent** If the Final Herald doesn't command Skurg, he still gains 1 action on his turn. In combat, Skurg typically uses this action either to try to Hide or move to be adjacent to an enemy if it's concealed, hidden, or undetected so that when the Final Herald Casts or Sustains a hex, that adjacent enemy becomes frightened 1 as a result of her Starless Shadow patronage.

**Restore Final Herald** ♦♦ (concentrate) **Frequency** once per day; **Requirements** Skurg must be in the Final Herald's space; **Effect** Skurg restores 6d8 Hit Points to the Final Herald.

### RAW NERVES (4)

### CREATURE 8

*Pathfinder Book of the Dead* 139

**Initiative** Perception +17

### FRIGHTENED ACTORS (6)

### CREATURE 2

Acrobats (*Pathfinder Gamemastery Guide* 236)

**Initiative** Perception +6

**HP** 28 (but currently only 1d6 HP each)

**Treasure:** In addition to her gear, the Final Warden has amassed a valuable stash of strange collectables she keeps on the bookshelf near her bedroll. A PC who Searches this area for 10 minutes discovers all of these strange keepsakes: a withered finger wrapped in a bride's veil (the finger wears a *ring of lies*), a taxidermy donkey rat's head clutching a black opal worth 1,250 gp in its mouth, a plush pig toy stuffed with 347 gp, a flute made from a goblin's shin bone that bears fine gold and silver filigree work depicting drunk goblins worth 300 gp, and a fine leather boot filled with mud and grime. A PC who succeeds at a DC 30 Perception check (or who takes time to empty out the boot and sift through the mud) discovers a *pactmaster's grace* (*Pathfinder Treasure Vault* 153) in the filth.

**Reward:** Grant the PCs 20 XP for each actor who is rescued and survives, up to a maximum of 120 XP if they rescue all six. If the PCs secure an agreement with the Final Herald, grant them XP as if they'd defeated her and her four raw nerves in combat.



## CONCLUDING THE AUDITION

Far from being frustrated that her audition for the PCs fell apart, Fallenta is gracious and even a bit ashamed at how it panned out. If the PCs saved some (or even better, all) of the actors she hired, Fallenta is incredibly relieved and pays each actor a generous amount of hazard pay for inadvertently putting them in danger, going further to offer them jobs as stagehands if they still trust her.

Fallenta genuinely had no idea that Swan's Shadow Theater was so dangerous and apologizes profusely for sending the PCs into peril... yet she also can't help but observe and glorify any successes they had. She graciously offers all of her spellcasting skills to heal the PCs or otherwise help them recover.

As for Swan's Shadow Theater, if the PCs have cleared the site of its dangers, Fallenta begins the long process of seeing the structure rebuilt, but this process will likely take longer than the rest of Curtain Call. Alternatively, if the PCs made a deal with the Final Herald, Fallenta trusts their judgment and makes sure to spend the money and resources she otherwise would've used to rebuild the place into keeping it secure from others accidentally stumbling into the building and disturbing its dangerous resident.

Even if all the actors perished, Fallenta considers the PCs to have passed their audition with such flying colors that she's compelled to offer them roles as coproducers for the opera rather than as mere consultants. For their initial troubles, Fallenta arranges for a payment of 100 pp to each PC, calling it their "last consulting fee." Afterward, she informs them that their payment will be tied to the finished opera's box office proceeds as coproducers, but she does promise them shares equal to her own.

## BECOMING COPRODUCERS

Now that the PCs have convinced Fallenta beyond any shadow of a doubt that they're the right ones to inspire her next big work, the famous director and writer is ready to get started on actually creating the opera's libretto. She expects to work on this project for quite some time and gently declines any requests from PCs who ask to help with writing the libretto; she points out that as coproducers, there's a lot of equally important work they can tackle while Fallenta works on the booklet.

This section of the chapter presents several of these coproducer tasks that Fallenta expects the PCs to complete, freeing her up to focus on the creative

## UNSETTLING GRAFFITI

Now that the PCs have been introduced to the cult of the Ashen Man, they might sometimes notice graffiti messages scrawled on the walls and alleys of Kintargo in a wide range of styles and languages. The Final Herald didn't place any of these messages, and attempts by the PCs to track down the perpetrators should fail—these red herrings serve to keep the unsettling sense of doom lurking at the periphery of events in Curtain Call, not to lead the PCs toward specific encounters. If you find the graffiti is too distracting, you should stop placing it or allow the PCs to catch some low-level vagrants who have been creating the graffiti after "having right peculiar dreams."

work of penning the opera's libretto in the first place. Fallenta reminds the PCs that she wishes to keep her presence in Kintargo a secret for now, allowing her to get ahead on the project, so that when word does spread, it'll be more difficult for her competitors to beat her to the stage. For now, she plans to spend most of her time in her suite at the Feathered Fox until she can secure offices more befitting her station—she intends to set these offices up at a rebuilt Swan's Shadow Theater unless the PCs brokered a deal with the Final Herald, in which case Fallenta puts off the idea of local offices for now. Regardless, her suite at the Feathered Fox remains the location where the PCs can most reliably meet with her for the rest of this adventure.

Fallenta informs the PCs that the process of creating an opera will take quite some time and that they're expected to remain in Kintargo for the entire period. As coproducers of Fallenta's opera, she's able to pay for each PC to enjoy up to a fine cost of living at no cost to them, be it accommodations in the Feathered Fox or elsewhere in the city. A PC who wishes to pursue an extravagant cost of living can deduct the cost of fine cost of living from the extravagant cost but must make up the difference with their own funds.

The entire party can choose to opt out of these payments, which allows Fallenta to put these funds toward the opera's production. If the party goes without taking a salary for their cost of living all the way to the opera's premiere and instead pays on their own, they gain 1 Production Point when the opera finally premieres. Particularly thrifty PCs can always opt to Subsist in Kintargo with DC 10 Society checks. Alternatively, a PC or the group might decide to purchase or rent a home in Kintargo—in this



case, further guidelines can be found on page 21 of *Pathfinder Lost Omens Travel Guide*. It might prove helpful to also settle on a map layout for wherever the PCs end up living, as some events in *Curtain Call* might seek them out at home!

Once the PCs have recovered from their audition, Fallenta calls for a meeting at her suite in the Feathered Fox. There, she'll inform the gathered PCs of two preliminary tasks they should complete to get the production of their opera started. The first will be the easiest—she wants to meet with the PCs as a group and work out the best way to break their adventures down into a three-act story, as detailed in Three Acts below. The second, securing a venue, will take more time.

### THREE ACTS

Fallenta begins the meeting by explaining she's chosen to write this opera in the classic style of Chelaxian operas, in no small part because it delights her to use that nation's traditions to debut her latest work in Ravounel, but also because she's long admired this particular style of opera. She further notes that Chelaxian opera is further subdivided into three categories: *histría* (spectacular operas focusing on epic tales), *prepostera* (comedic operas focusing on more lighthearted fare), and *verita* (dramatic operas that seek to depict the truth and reality of life). For now, the specific style of opera isn't important—the PCs will help make this choice at the start of the next adventure.

Fallenta goes on to say that while she's heard plenty about the PCs' adventures—certainly enough to convince her that their story would make an excellent opera—the time has come for them to give her full details on their stories. She explains that the opera will begin with an overture, the instrumental theme that sets the mood for the piece, and that each of the opera's three acts will be interspersed with an intermission. As for the opera's structure, Fallenta wants to use the three acts as follows.

- **Act I** will deal with the PCs' early adventuring careers, including how they initially came together and began their first great adventure, but also spending time showing the genesis of their enemy. (This act should correspond to the PCs' first few levels of experience; if that adventure was a published three-part Paizo Adventure Path, it should equate to the first book of that campaign.)

- **Act II** covers the bulk of their great adventure, potentially including their first direct clash with their enemy. (This act should correspond to the PCs' middle levels of experience; if that adventure was a published

three-part Paizo Adventure Path, it should equate to the second book of that campaign.)

- **Act III** focuses on their harrowing final adventures and culminates with the party's final battle against their enemy. (This act should correspond to the PCs' final levels of experience; if that adventure was a published three-part Paizo Adventure Path, it should equate to the third book of that campaign.)

### RETELLING AN ADVENTURE

Play this section out by simply having the PCs recount their adventures. The players can get as deep into this section as they're comfortable, but through Fallenta, try to keep their stories on point for the three acts. In particular, for each act, Fallenta asks each PC to recount their most harrowing moment and their greatest triumph. If your players haven't actually played out this adventure, they can feel free to make these details up as they see fit. There's no need to roll dice or attempt skill checks here, and it's perfectly fine for more outspoken players to chat up the triumphs and defeats of less talkative players. Give the group about 5 minutes to recount their story for each act (you can, of course, go longer than 5 minutes if your table is having a particularly good time bragging and storytelling!), but at the end of each act, Fallenta has a specific question for the party to answer. As the PCs answer these questions, you'll want to take notes since these answers will help inform future developments in *Curtain Call* as the opera is completed and finally performed.

- Act I:** Once the PCs finish recounting their early adventures, Fallenta returns to their method of coming together. She'd like to use it as a theme for the opera's chorus—a portion of the story where singers playing the part of bystanders comment on the action and respond to the party's formation. She asks the party to come to a consensus on the most important part of their formation. In particular, what is it that brought them together, and why did they stay together?

- Act II:** Fallenta suspects this Act will be the longest and wants to include a "spotlight" moment for each of the PCs' characters, where the actors they hire to play them have a chance to perform an aria—a solo song that encapsulates that character's role. Fallenta asks each PC in turn to single out the most important event in their adventuring career and asks them to contextualize the event in its greatest emotional impact. Was this a fearful moment? A joyous one? A shameful one? A humorous one? Something else?

- Act III:** The final act is the opera's climax, and Fallenta wants the majority of it to be an epic



reconstruction of their final clash against their enemy. But before that battle begins, she wants to afford the enemy performer an aria as well and asks the party to settle on two things: the greatest danger this enemy represented and the greatest weakness they harbored.

**Reward:** Once this meeting ends, Fallenta has a much stronger grasp on the PCs' stories. Over the course of the remainder of this and the next adventure, Fallenta might take a PC aside for a short set of questions or to ask for more details, but for now, she has everything she needs to begin writing. Grant the PCs 80 XP for taking part in this meeting, plus 1 Production Point.

## PARTY TIME

With the basic framework of the opera settled on, Fallenta is eager to get started on writing—a process that will, she tells the PCs, take time. As she writes, there's still plenty the PCs can do to help, and foremost on that list is to secure a venue for the opera.

Fallenta already has a venue chosen, but there's a problem with it. Her choice is the famous Kintargo Opera House, as a significant premiere hasn't taken place there since before Barzillai Thrune took control of the city nearly 10 years ago. After a time under the stewardship of the Silver Ravens, the opera house has spent the last few years under the care of Songbird Hall, Kintargo's largest temple of Shelyn.

Further complicating things is Fallenta's continued desire for her presence to remain secret. She wants to wait to announce the premiere of the opera until they have the venue locked down and she at least has a completed first draft—so as to prevent competitors, she reminds the PCs, from beating her to being the first new premiere at the famous theater.

It thus falls to the PCs to speak to high priest Zachrin Vhast to secure the Kintargo Opera House for the upcoming premiere. While Fallenta trusts Zachrin with the knowledge that she's writing and directing the opera, she impresses upon the PCs that they should only mention her to the priest if they have to. It'd be best if they could secure a general "reservation" for the venue, pending further information. She expects the PCs to lean into the fact that it's about their own adventures and to rely upon their reputations to help convince Zachrin.

However, a wide range of poets, artists, directors, bards, and the like tend to court Zachrin, and he's constantly being bombarded with requests to perform in one of the many venues the church controls (beyond the opera house and Songbird Hall, the church maintains well over a dozen smaller venues throughout

the city). As it turns out, Zachrin will soon be hosting a fete at the Kintargo Opera House to celebrate several of the city's painters and sculptors. Fallenta produces invitations to the fete for each PC, explaining that it's a great opportunity to not only impress Zachrin, but to start building their reputation among the city's artists! Once the party is over, they should be able to get a private audience with Zachrin to secure the opera house as a venue—and the better impression they make at the fete, the better the chances they'll have of success.

Fallenta also notes that most of the attending artists are bringing samples of their work to be put on display during the event, and that at the end of the event, Zachrin intends on running an auction for all of those in attendance to purchase artwork. Submitting a work of art isn't a requirement for a PC to attend, but it's a great chance for artistic PCs to show off their talents!

## PREPARING FOR THE FETE

The fete in question is scheduled to take place in a week, so the PCs should have 7 days to rest, recover, and prepare. Zachrin is a public figure, and any PC who wants to learn more about him can attempt a DC 10 Kintargo Lore or Shelyn Lore or a DC 15 Religion or Society check to Recall Knowledge (or alternatively, a DC 15 Diplomacy check to Gather Information). On a success, they learn he's a friendly man and well-known for his philanthropic works; he also takes pride in boosting awareness for talented but relatively unknown artists, which means that the PCs, being relatively well-known heroes already, might find themselves at a slight disadvantage when pitching their proposal. On a critical success, they note that while Zachrin never openly supported the rebellion during Barzillai's rule, he was in a delicate position as the leader of the only non-evil church in the city allowed to openly worship—once the rebellion succeeded, he and his flock have been instrumental in helping Kintargo recover and find itself.

Before they head to the fete, Fallenta has some advice for the PCs. She suggests that the PCs dress in their adventuring gear to help sell that they're heroes but simultaneously encourages them to "gussy up" and add flourishes to their outfits to impress. At your discretion, a PC who's already established as being high-fashion and fabulous need not take extra steps to impress. Other PCs can accessorize their outfits with a few hours shopping and an expenditure of 55 gp. A character who fails to dress appropriately takes a -2 circumstance penalty to all Fete Activity skill checks they attempt during the event.



Again, Fallenta asks the PCs to keep her name hidden, but adds that saying they're working with a "famous director" can certainly help to build excitement, anticipation, and speculation.

### WHO'S WHO?

While the PCs can head to the fete without looking into who else is going, wise groups will spend some time in the days leading up to the party asking around and doing some research so that they're more prepared for the social opportunities (and challenges!) that lie ahead. Gossip and speculation about the event are already spreading through Kintargo, but certain discoveries the PCs might make can give them an advantage. A PC can spend 4 hours wandering Kintargo to Gather Information about the fete by attempting a DC 25 Diplomacy check with the following potential results.

**Critical Success** One of Fallenta's greatest rivals, the outrageously confident and magnificent Elleste Gudgeon will be attending the party, with hopes of securing the Kintargo Opera House for her own premiere; despite Fallenta's work to avoid direct competition, fate has already set Elleste (unknowingly) against her. If the PCs reveal this information to Fallenta, she becomes livid for a moment but gets her anger under control, then makes it clear to the PCs that it's more important than ever for them to secure the venue! The PC also learns the Success and Failure results below.

**Success** The PC learns the Failure result below and also gets a list of the notable artists and societal influencers attending, including Delmonia Crape, Almidia Decarruf, Mulberry Hymp, Motman Primm, Louise and Chopperly Smyne, and Abigail Tottlescliff.

**Failure** Three score or so of high-society people—both established and aspiring—have been invited to the fete; all of them hope to break into the arts scene and are eager to catch Zachrin's eye at the party.

**Critical Failure** The fete is largely a formality, and Zachrin has already made his choice about the future use of the Kintargo Opera House—changing his mind might require a costly bribe or a promise to do several favors for the church of Shelyn.



**Delmonia Crape**



**Almidia Decarruf**

Once they learn any names, a PC can attempt a DC 20 Art Lore or a DC 25 Society check to Recall Knowledge about that NPC. On a success, the PC learns the first line of descriptive text following that NPC's name on the list of Noteworthy Guests starting on page 47, and on a critical success, the PC learns about that NPC's social weakness (also detailed in their entry).

### CREATING A WORK OF ART

A PC who wants to create artwork to display at the fete and to place in the end-of-party auction can do so by taking the Create a Work of Art downtime activity below.

#### CREATE A WORK OF ART

**DOWNTIME** **MANIPULATE**

A PC crafts a unique work of art in the days leading up to the party. This work of art must be visual and physical, such as a painting or sculpture, and should be something small enough that it's easy to carry. A PC who has already created such works previously can opt to select one of those items. Submitting a work of art they didn't create is risky, since if anyone recognizes the PC as a fraud claiming someone else's work as their own, not only will that artwork be removed from display and the auction, but the PCs' reputation will suffer.

A PC who Crafts a new work attempts a DC 30 Crafting check each day they work on the art (to a maximum of 7 days); these checks accrue Victory Points. If the PC reaches 5 Victory Points, they've completed a modest work of art and can choose to stop there and finalize the piece, or they can choose to continue working in hopes of achieving 10 Victory Points to create a masterwork of art. A PC who fails to create a modest work, or who attempts to move on

to a masterwork and fails to reach 10 Victory points ends up with an incomplete work. If at any time the PC goes below 0 Victory Points, they fail, and inspiration leaves them—they can't create a viable piece of art for the show at all in whatever remaining time they have. Later, when a PC Brags about Artwork (page 49) or when a PC attempts to Bid on PC-created Artwork (page 53), incomplete works increase the DCs by 5, while masterworks decrease the DCs by 5.

The Crafting check to Create a Work of Art doesn't set the artwork's value—that's determined at the auction.



## NOTEWORTHY GUESTS

In addition to the PCs, a total of no less than 60 socialites, artists, aristocrats, and performers have been invited to the fete. Of these invitees, the eight presented below are particularly noteworthy NPCs with whom the PCs will have a chance to interact during the party. Note that each of these NPCs has a persona trait—a PC who has a matching persona trait gains a +2 status bonus to all checks they attempt against that NPC during the party.

### DELMONIA CRAPE LEVEL 11

#### SCOUNDREL

Provocative anti-establishment female human sculptor

**Perception** +23

**Will** +21

**Social Weakness** Delmonia is enthralled by anyone who appears to be dangerous or transgressive in some way; a PC who (at your discretion) might fit this description (such as someone who's rumored to have a criminal history or anyone who worships a macabre deity) gains a +2 circumstance bonus to all checks and DCs involving her.

**Appearance** Delmonia has dark hair and a lean, muscular figure; she arrives in a very authentic-looking vagabond's outfit that, much to the relief of many of the other attendees, doesn't go so far as to embrace authentic odors.

**Goal** Delmonia dresses in curated tatters to scoff and poke fun at the idea that "only the rich and fancy are allowed to be artists," a sentiment that gives Zachrin food for thought but tends to annoy and scandalize others.

**Special** Delmonia is late to the fete and won't arrive until the second hour begins.

### ALMIDIA DECARRUF LEVEL 7

#### UNDERDOG

Nervous and jittery female aiuvarin painter

**Perception** +15

**Will** +12

**Social Weakness** Almidia is easy to overwhelm with numbers. Any attempt to Assist a PC's check involving her increases its result by one degree of success.

**Appearance** Short, nervous, and with mousy brown hair, Almidia appears awkward in her off-the-shelf "fancy gown" and is prone to nervous giggles.



Elleste Gudgeon

**Goal** Almidia simply wants to make it through the night without panicking and fleeing the party—something she does more often than she cares to admit.

### ELLESTE GUDGEON LEVEL 12

#### WARRIOR

Competitive female human diva and playwright, author of the *Queen of Peasants*, among many others

**Perception** +22

**Will** +22

**Social Weakness** Elleste enjoys using obscure words to generate veiled insults in conversation, using words like *crapulent* (drunk or resulting from drunkenness), *gobemouche* (a gullible listener), *skiver* (a lazy, good-for-nothing layabout), or *guttler* (a glutton); a PC who uses the same tactics publicly at the fete gains a +2 circumstance bonus to checks and DCs

involving her.

**Appearance** Elleste is a solidly-built Taldan woman who wears a vast flowing dress, lots of jewelry, and a tremendous, upward-sweeping fashionable wig set with dozens of sparkling hairpins that she has a habit of claiming is her actual hair.

**Goal** Elleste intends to convince Zachrin Vhast to allow her still-in-the-works opera, *The Facile Lovers*, to premiere at the Kintargo Opera House. This premiere need not happen anytime soon; a promise is good enough for her.

### MULBERRY HYMP LEVEL 9

#### GUARDIAN

Arrogant and self-assured male halfling sculptor

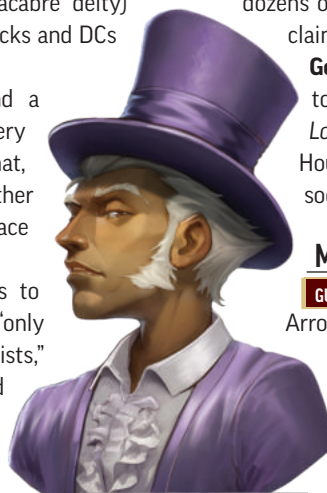
**Perception** +18

**Will** +18

**Social Weakness** Mulberry becomes flustered if he feels that someone is disrespecting him; if a PC ever succeeds at a Deception or Intimidation check against Mulberry, he takes a -2 penalty to Perception checks and Will saves for the remainder of the party.

**Appearance** A grandiose artist with spectacular sideburns and a tall hat to go with his impeccably colorful purple suit, Mulberry is a dark-skinned halfling who carries a cane as a fashion statement rather than a need. He's perfected the stunt of looking down on others even though he's often the shortest person in the room.

**Goal** Mulberry wants to bring in the highest bid for his artwork at the auction but is distracted by anticipation of the feast, and he can often be seen trying to predict exactly what sort of food will be served.



Mulberry Hym



**MOTMAN PRIMM****LEVEL 8****SCHOLAR**

Bumbling but good-natured male gnome painter

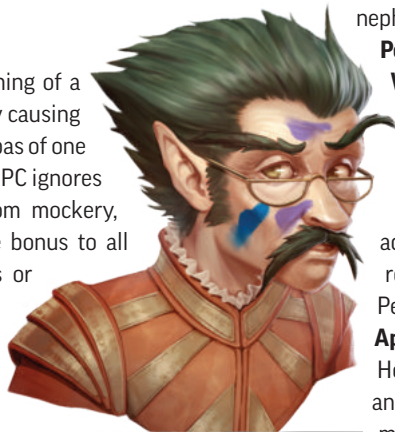
**Perception** +13

**Will** +16

**Social Weakness** Motman is something of a walking minor disaster, constantly causing drinks to spill or committing faux pas of one embarrassing kind or another; if a PC ignores his mistakes or defends him from mockery, that PC gains a +2 circumstance bonus to all checks involving Motman's skills or DCs for the rest of the fete.

**Appearance** Motman has wild but short hair, half-moon spectacles, and permanent paint stains on his fingers and face; he dresses in fine clothes that are only two generations out of style.

**Goal** Motman hopes to get a grant from Zachrin to help set up an art school and boardinghouse for orphans.

**Motman Primm****LOUISE AND CHOPPERLY SMYNN****LEVEL 9****WILDCARD**

Gossipy female and male human and drama art critics

**Perception** +24

**Will** +21

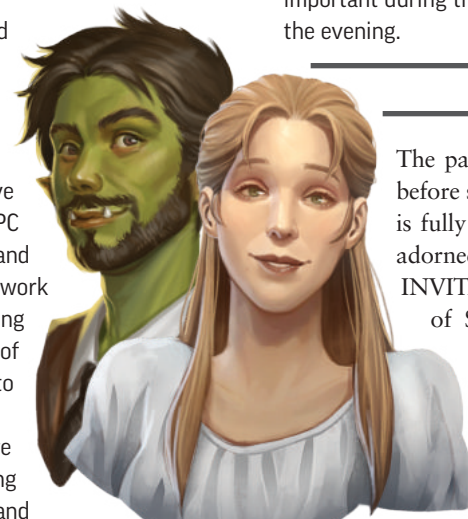
**Social Weakness** Louise and Chopperly can dish it out but have trouble accepting criticism; if a PC successfully impresses the pair and incorporates critiques of their work or outfits, the two begin bickering among each other for the rest of the party and take a -4 penalty to Perception checks and Will saves.

**Appearance** This married couple are well-known (and feared) among many of Kintargo's painters and sculptors for their eagerness to tear down art in their critiques.

Louise wears an astoundingly elegant full-length gown that sparkles, while Chopperly is clad in a dashing brown-and-black suit that enhances the deep greens of his complexion.

**Goal** The couple are here to take in the art scene, hoping to find something scandalous to write a scathing review about for their well-distributed monthly flier; one of the PCs (your choice as to who) could be a potential target.

**Special** Treat this couple as a single NPC for the purposes of this encounter.

**Louise and Chopperly Smynn****ABIGAIL TOTTELESCLOFF****LEVEL 10****FLIRT**

Flirtatious and scandalous female human hellspawn nephilim painter

**Perception** +19

**Will** +22

**Social Weakness** Abigail doesn't take competition well; if she witnesses a PC using similar tactics as her own, she gets flustered and does something she regrets, actually embarrassing herself, and for the rest of the fete, she takes a -3 penalty to all Perception checks and Will saves.

**Appearance** Abigail knows she's distracting. Her combination of good looks, sharp horns, and orange-hued skin—once something that made her a second-class citizen while Cheliah was in charge—are now features she uses to her full advantage. She wears a scandalous

outfit that might've been better suited for a private occasion, rather than a public one.

**Goal** Abigail gets a kick out of shocking and scandalizing nobility, and she hopes either to embarrass someone important during the dance or to make a new friend for the evening.

**THE PARTY BEGINS**

The party is scheduled to begin an hour before sunset. The Kintargo Opera House is fully lit, its marquee and poster boxes adorned with "SPECIAL EVENT—INVITATION ONLY" signs. Acolytes of Shelyn stand out front, checking invitations, and welcome the PCs in once they arrive. The fete is split into four stages, each treated as a different 1-hour-long event detailed below. During each hour, the PCs can attempt two half-hour activities, chosen from the basic Fete

Activities (page 49) or from one of the specific Fete Activities listed for each hour. Many of these specific Fete Activities help the PCs earn Victory Points (called Fete Points on the following pages; *GM Core* 184) that will ultimately determine how open Zachrin Vhast is to their request and will help decide how memorable of an impression they make to the other attendees.

In addition, a dangerous troublemaker has infiltrated the party, disguised as one of the servants—an azarpal named Nimmimix who's eager to throw the feast into mayhem by poisoning some of the food. If the PCs are



observant, they might notice that one of the servants, a somewhat portly human with a well-trimmed beard and shoulder-length black hair, seems to be taking an unusual interest in the artists and the PCs. If they confront this servant, run *Interlude: A Toxic Interruption* (page 52).

Use the map of the Kintargo Opera House on the inside back cover to help run the party.

### BASIC FETE ACTIVITIES

A PC can always opt to take one of the following basic Fete Activities as one of their two choices during the hour.

**Assist:** A PC can help another PC out with their action; this Fete Activity functions the same as the Aid reaction but takes as much time as the action being assisted.

**Impress:** During the half hour, a PC can grandstand, show off, schmooze, and otherwise try to make a favorable impression with one of the other noteworthy guests. The PC attempts a Deception, Diplomacy, or Intimidation check against the chosen guest's Will DC to earn Fete Points. Once anyone successfully impresses a noteworthy guest, no further attempts to impress that NPC can be attempted during the fete.

**Mingle and Relax:** A PC can simply spend the time mingling, chatting, and people-watching. Doing so allows them to attempt a DC 25 Perception check; on a success, they notice something about the others at the party that they can take advantage of—their next skill check attempted during the party gains a +2 circumstance bonus as a result. If the PCs haven't yet stopped Nimnimix, a character who critically succeeds at this Perception check notices the disguised fey doing something suspicious—proceed with *Interlude: A Toxic Interruption* on page 52 if the PCs follow up on this clue.

**Spend Time with Zachrin Vhast:** The high priest mingles with the partygoers throughout the event, and as such, a PC can spend one of their two Fete Activities during an hour to observe and chat a bit with him. Doing so allows that PC to attempt a Discover check against the priest, which can give the group a head start on the influence encounter with him later in the evening.

**Reward:** Each time one of the PCs successfully impresses one of the noteworthy guests, grant the PCs 10 XP, for a total maximum award of 70 XP if they manage to impress all seven artists.



Abigail Tottlescloff

### FIRST HOUR: ART SHOW

After the PCs are checked into the theater foyer by neatly dressed acolytes of Shelyn, they're led into the main theater where the art show takes place. Guests mill about on the stage, look over the art and compare notes, or mingle in the seating area or balcony above. As PCs enter the main theater room, they're each announced by a herald, herself dressed in incredible finery—as are all the staff. The finest drinks and delicate appetizers are served throughout the event, but never to an extent that appetites for the feast are in danger of being ruined.

Shortly after the PCs arrive, Zachrin steps up onto the stage and calls for attention. He thanks everyone for coming, paying particular homage to Elleste Gudgeon and Louise and Chopperly Smyenne. He makes a short speech praising those who pursue the arts and hopes the guests might see fit to purchase the art here later in the evening when the pieces will be auctioned off. He then asks his guests to enjoy themselves, and the party gets into full swing.

During this first hour, gossipy critics Louise and Chopperly Smyenne take time to seek out each PC to make introductions, profusely apologizing for not recognizing them. They make “oohs and ahs” if a PC reveals themselves to be an adventurer but are legitimately curious if a PC reveals they've got a piece of art in the show. The two never act rudely but often revert to the “your secrets are safe with us” approach as they try to get the PCs to spill secrets—which they certainly isn't. If the PCs hint at Fallenta, by tomorrow morning, the whole city is full of gossip about the famous director being somewhere in town working on a new project; this will make the initial discussion with the Dragonfly Society more difficult in Chapter 3.

In addition to basic Fete Activities, the PCs can pursue either of the following Fete Activities during the first hour.

### BRAG ABOUT ARTWORK

AUDITORY CONCENTRATE EXPLORATION LINGUISTIC

The PC spends a half hour bragging about a piece of art they or another PC entered in the show. The PC can attempt a DC 25 Art Lore or a DC 30 Society check to earn Fete Points. If the PC is bragging about their own artwork, they



### PC ARTWORK

If any of the PCs have artwork being shown, feel free to have some of the other notable guests admire or critique it as you see fit; these observations won't impact final sales at the auction unless someone realizes a PC is a fraud.

If a PC attempted to pass off artwork they didn't create as their own, every notable NPC and Zachrin attempts Perception checks against that PC's Deception DC to determine if that NPC suspects fraud at the end of the first hour. If four or more of these eight checks are successful, Zachrin disappointedly removes the artwork from the show and auction, and that PC suffers a -2 penalty to all attempted skill checks to resolve Fete Activities for the rest of the evening.

gain a +2 circumstance bonus to this check. On a critical success, they notice one of the servants seems suspiciously attentive to their bragging; if the PCs approach the servant, run Interlude: A Toxic Interruption (page 52).

### EXAMINE ARTWORK

CONCENTRATE | EXPLORATION | SECRET

The PC spends a half hour looking over the artwork on display but also keeps an eye on how others regard the pieces. If the PC intends to purchase any of the artwork during the auction, they can focus their attention on one chosen piece of artwork during that half hour and then attempt a secret DC 28 Art Lore or a DC 32 Perception check. Regardless of the result, describe to the PC what all five pieces of art look like.

**Critical Success** The PC correctly appraises the artwork they're focusing on, plus one other piece of artwork of their choice.

**Success** The PC correctly appraises the artwork they're focusing on.

**Failure** The PC fails to come to a conclusion about the artwork's value.

**Critical Failure** The PC conducts a misappraisal of the artwork's value.

**Treasure:** Delmonia Crape's sculpture is made of burnt wood, glass, and porcelain that depicts a pair of peacocks in combat to the death atop a regal throne and is worth 900 gp (misappraisal value of 2,000 gp). Of note, Delmonia is the only artist who isn't present at this time (she'll arrive at the party during the next hour)—a calculated move on her part in order to artificially build intrigue and mystery. This tactic is successful, and her sculpture becomes the most talked-about piece at the

show unless a PC critically succeeds at a check to brag about their own or a fellow PC's artwork, in which case that piece becomes the most talked-about—much to Delmonia's frustration.

Almidia Decarruf's oil painting depicts a sobbing woman in a shadowy landscape surrounded by mocking and jeering aristocrats; a closer inspection reveals that one of the aristocrats who looks identical to the sobbing woman has turned her back on the scene. This painting grows more haunting and disturbing the longer one looks at it and is worth 1,500 gp (misappraisal value of 200 gp).

Mulberry Hympt's sculpture is made of partially melted wax, carved driftwood, and moldy cloth and depicts Queen Abrogail II as a doddering old woman with a silver chain around her ankle. This sculpture is worth 600 gp (misappraisal value of 1,200 gp).

Motman Primm's oil painting is a fanciful depiction of a legion of mice who have built a sprawling castle out of a discarded aristocrat's boot in a flower garden. It looks pretty, but its commentary on commonfolk building homes out of castoffs from higher society feels cliched; this painting is worth 200 gp (misappraisal value of 300 gp).

Abigail Tottlescloff's sculpture is carved from a block of porphyry the size of a cat and depicts two succubi entwined in passion. The work shows skill, but those in the know note that it merely apes the more elegant and subtle work of Magnimarian sculptor Ayvyah; this well-crafted sculpture is only worth 50 gp as a result of its lack of originality (misappraisal value of 1,600 gp).

**Reward:** Grant the party 40 XP for taking part in the first hour of the fete.

### SECOND HOUR: THE DANCE

As the sun sets and the first hour comes to a close, a minor incident takes place at the entrance to the Kintargo Opera House—Delmonia Crape has arrived fashionably late, and the attendants out front have mistaken her for an actual vagabond who stole the invitation she's presenting. If the PCs join the rest of the notable NPCs immediately in flocking to the foyer, they see what appears to be a filthy woman waving an invitation in the faces of the attendants at the front door, arguing with them. A PC who attempts a DC 28 Perception check sees through the clever costume and recognizes Delmonia for who she is and can step in to clear things up on their own if they choose, in which case Delmonia gives them a curt nod of thanks and appreciation as the flustered servants trip over themselves in apologies. If no PC steps in, Zachrin arrives soon thereafter to clear things up.



A PC who critically succeeds at the Perception check also notices one of the servants taking an unusual interest in the event—if they confront this man, proceed with *Interlude: A Toxic Interruption* (page 52).

With Delmonia's arrival settled, Zachrin ushers the partygoers back into the main hall, where the servants have taken the displayed artwork away so the stage can serve as a dance floor. Musicians are preparing in the orchestra pit as Zachrin announces the next event, a Dance of Masked Devils. Several in the crowd clap and cheer in delight, and any PC who succeeds at a DC 20 Theater Lore or Performance check to Recall Knowledge already knows the rules for this competitive dance.

A Dance of Masked Devils is a celebration of the unmasking of devils within Ravounelian society, consisting of an eclectic mix of line dancing, whirling dervish, musical chairs, tag, and even chess-like strategies and moves. Each participant dons a wooden devil mask (supplied by Zachrin). As they're defeated, contestants add their masks to a growing pile in a large cauldron set in the center of the stage. The final dancer standing gets the honor of removing their mask, lighting it on fire, and tossing their burning mask into the cauldron to "send the devils back to the fires of Hell."

For a half hour, guests are invited to mingle and dance on the stage or to gather in the auditorium to watch and chat. The competition takes up the second half hour, with anyone wishing to participate in the competition being assigned a mask and then joining the other competitors on stage.

In addition to basic Fete Activities, the PCs can pursue either of the following Fete Activities during the second hour.

### DANCE WITH A PARTNER

#### CONCENTRATE | EXPLORATION

A PC spends a half hour dancing. If they do so with another PC, or if the PC decides to dance by themselves, no checks are attempted, but no Fete Points can be earned. If a PC chooses to dance with one of the notable NPCs, the PC should attempt a Performance check against their partner's Will DC to earn Fete Points. On a critical success, allow all other PCs at the dance to attempt a DC 32 Perception check; any who succeed notice one of the servants seems to be particularly interested in watching the PC dance. If the PCs approach the servant, run *Interlude: A Toxic Interruption* (page 52).

### COMPETE IN THE DANCE

#### CONCENTRATE | EXPLORATION

This Fete Activity can only be attempted once during the second half hour. A PC who wishes to compete in

the Dance of the Masked Devils attempts three DC 28 Performance checks to accrue Fete Points. Any PC who achieves at least 2 Victory Points places in the final round, while a PC who achieves 4 or more Victory Points wins the competition; if multiple PCs potentially win, the PC with the most Victory Points is the winner. In the event of a tie, the PCs should choose which of them wins. If no PC wins, Elleste Gudgeon wins, and her increased confidence grants her a +2 circumstance bonus to Perception and Will for the rest of the evening.

**Reward:** If the PCs step in to clear up the confusion with Delmonia, grant the party 1 Fete Point and 20 XP. If at least one PC reaches the final round when Competing in the Dance, grant the party another 20 XP. If a PC wins the competition, grant the party 2 Fete Points and 40 XP; the winning PC gains a +1 circumstance bonus to all checks to resolve Fete Activities for the rest of the evening.

## THIRD HOUR: THE FEAST

Once the dance ends, Zachrin invites the attendees to relocate upstairs to the balcony (are **K12**), where he's had the seats temporarily rearranged around tables and turned the area into a feast hall. During this first half hour, the feast consists of appetizers and drinks (a combination of fruits, slices of cheese, olives, pickles, and a selection of fruit juices and ciders), while the second half hour consists of the main course: silver salmon with dill, garlic-roasted boar, and various grilled vegetable dishes. Dessert—a collection of sugary pastries and small glasses of sweet wine—is served at the end of the hour with the guests expected to relocate with their treats and drinks back to the main auditorium for the fourth hour's auction.

In addition to basic Fete Activities, the PCs can pursue either of the following Fete Activities during the feast.

### OFFER A TOAST

#### CONCENTRATE | EXPLORATION

**Frequency** Each PC can attempt to Offer a Toast only once during the feast.

A PC can spend time during the half hour coming up with a toast to offer, then stand up during the meal to deliver it. When they do so, they must offer the toast toward Zachrin or to one of the noteworthy guests, complimenting their target before drinking to their good health and success. The PC can either attempt a humorous toast by attempting a Deception check against the target's Perception DC or an honest toast against the target's Will DC, earning Fete Points with the check's result.



## ENGAGE IN PROPER ETIQUETTE

### CONCENTRATE EXPLORATION

The PC focuses on proper etiquette during the feast in an attempt to impress the other guests by attempting a DC 25 Lore check about any type of food or drink or a DC 30 Society check to earn Fete Points. On a critical success, the PC notices one of the servants seems to be distracted and not as well-trained in decorum and presentation; if the PCs confront the servant, proceed with Interlude: A Toxic Interruption (see below).

**Reward:** Each PC who successfully offers a toast earns the party 10 XP, and each PC who engages in proper etiquette earns the party an additional 10 XP, up to a total maximum award of 80 XP in all.

## INTERLUDE: A TOXIC INTERRUPTION LOW 12

The azarpal Nimnimix has chosen the dessert course as his opportunity to poison the partygoers, and if he hasn't been caught and confronted by the end of the third hour, his plan goes off flawlessly, as detailed below at the start of the Fourth Hour: The Auction.

If the PCs ever notice the servant behaving suspiciously, they can confront him individually or as a group—doing so doesn't take time away from that hour's opportunities to perform Fete Activities. When initially confronted, Nimnimix (still wearing his *illusory disguise* as a portly bearded human servant) acts apologetic, claiming that he was merely distracted by the sight of "all you fine folk enjoying yourselves." He attempts to retreat back into the kitchen or storeroom at this point and makes sure for the rest of the fete to avoid arousing suspicion, but his nervousness means his plan to poison the audience is only partially successful, as detailed in the Fourth Hour: The Auction.

If the PCs don't relent, they can unsettle Nimnimix's plans by attempting to either Coerce him or Lie to him. On a success, the azarpal apologizes again and then flees the Kintargo Opera House at the first opportunity—but in this event, the bitter fey will attempt to poison the PCs again at some point in the future, at your discretion.

If such an attempt fails, or if the PCs speak to Nimnimix for more than a few minutes without even trying to Coerce or Lie to him, he asks the PCs politely to "let him continue to work." If the PCs don't comply, or if things start to get distracting enough that he fears Zachrin might take note (since he knows Zachrin won't recognize him as someone he hired), Nimnimix attempts to flee as well.

A PC can attempt to see through Nimnimix's disguise at any time by Seeking and then succeeding at

a DC 41 Perception check. If a PC physically interacts with Nimnimix (such as by forcefully attempting to escort him out of the building), that PC can attempt to disbelieve the *illusory disguise* with a DC 30 Will save.

The fey attacks only if he's attacked first, or if his *illusory disguise* is dispelled, at which point he Dismisses the *illusory disguise* with a growl, hoping at least to throw panic into the crowd. If he appears in his true form in full view of the partygoers, shock and fear quickly spreads through the group, but if the PCs can defeat Nimnimix within 10 rounds without resorting to tactics that cause collateral damage or friendly fire, their victory over the fey is enough to bring a round of applause.

If the PCs take longer than a minute to defeat the fey, or they use spells or tactics that (at your discretion) damage the building or harm other guests, then Zachrin calls off the fete and sends everyone home after the end of the battle. In this case, all further attempts to Discover or Influence Zachrin during the later influence encounter take a -4 penalty.

In combat, Nimnimix stays mobile in an attempt to keep from being surrounded, but also to further spread discord through the party and to attempt to make it difficult for the PCs to target him with area effect attacks without endangering the crowd. If reduced to fewer than 100 Hit Points, his tactics change, and he attempts to flee. In the aftermath of the attack, if the PCs fail to identify the nature of the fey, Zachrin can fill them in, revealing that azarpals have become a slowly increasing threat in Ravounel, although this event is the first time one has dared make so public a scene in Kintargo. He suspects that Cheliox might be behind these increased fey actions—and that using a non-diabolic element here marks an attempt to keep a distance from the events in case they're found out. Whether or not this connection is true, or the increased azarpal activity is just coincidence, is left to you to determine.

### NIMNIMIX

### CREATURE 13

Male azarpal (page 84)

**Initiative** Deception +27

**Reward:** If the PCs scare Nimnimix off without a fight, grant them XP as if they'd defeated him in combat. In addition, if the PCs manage to defeat the fey poisoner before Zachrin calls off the party, grant them an additional 20 XP and 4 Fete Points.

## FOURTH HOUR: THE AUCTION

After the feast, the party relocates down into the main auditorium hall while Zachrin and his acolytes and



## NPC ARTWORK AT AUCTION

Artist Name	Artwork Name	Plateau Bid	Actual Value	Misappraised Value
Delmonia Crape	<i>Dance of the Monarchs</i>	900 gp	900 gp	2,000 gp
Almidia Decarruf	<i>Obligation</i>	200 gp	1,500 gp	200 gp
Mulberry Hym	<i>Abrogail II In Her Pomp</i>	300 gp	600 gp	1,200 gp
Motman Primm	<i>To the Victor</i>	100 gp	200 gp	300 gp
Abigail Tottlescloff	<i>Passion in Purple</i>	800 gp*	50 gp	1,600 gp

\*10 gp if the PCs correctly appraise it earlier and inform Zachrin before the auction begins.

servants prepare for the auction. During the first half hour, the guests are given a chance to relax and further socialize; PCs can take any of the basic Fete Activities at this time (save for Spend Time with Zachrin Vhast) and can also attempt once more to Brag About Artwork (but at a -2 circumstance penalty, as the artwork is no longer on display). The auction occupies the second half hour, during which no Fete Activities at all take place.

If the PCs failed to disrupt Nimnimix's plans to poison the desserts and wine, however, the auction might not take place at all! If the fey's attempt to poison the party was only partially successful, his hopes for a disastrous panic are dashed. Several guests become sickened and woozy during the hour, and it's obvious that something is going on, much to Zachrin's embarrassed horror, but he bravely carries through with the auction. The poisoning passes quickly, with only a few panicked trips to the restrooms, and each PC must attempt a DC 28 Fortitude save. On a failure, they take a -1 circumstance penalty to all skill checks attempted during the fourth hour. Nimnimix is disappointed and, at your discretion, might attempt a similar poisoning at an event the PCs take part in some time in the future.

If Nimnimix manages to pull off his poisoning attempt, things go much worse as waves of nausea followed by vomiting and worse spread through the audience. Several partygoers begin to bleed from the mouth, and at your discretion, some of the guests might actually perish from the poisoning—unless the PCs take steps to save the afflicted with magic or successful DC 28 Medicine checks to Treat Poison. The PCs are all exposed to azarpal poison and must attempt DC 28 Fortitude saves as well—see page 84 for the full effects of this affliction. In the aftermath, Zachrin is forced to cancel the auction; all artwork is returned to their owners, and for the next several days, Zachrin's hands are full as he takes steps to make amends for the disaster. Nimnimix, delighted at the success, slinks off into the shadows—whether or not he strikes again is left to you to decide. In any event, in this case, all DCs to Discover and Influence Zachrin in the following influence encounter increase by 4 as

a result of his distraction and shame at how this party turned out.

## RUNNING THE AUCTION

If the auction goes on as planned, it takes up the final half hour of the fete. Go through each of the works of art, one at a time, spreading PC artwork evenly throughout the auction between works created by NPC artists. Artists aren't allowed to bid on their own work.

**NPC Artwork:** The table on this page summarizes the opening bids for each of the five NPCs' artwork. If no PC bids on a piece, it sells for its plateau bid. Each auction opens with a bid of 100 (except for *Passion in Purple* if the PCs notice its derivative qualities and warn Zachrin about them before the auction begins). Each PC who wants to bid on a piece of art can do so by taking the Bid on Art activity. After each auction closes, the winning character can pick up the artwork starting the next day at Songbird Hall, at which point they'll also learn the artwork's actual value and discover if they purchased a bargain or wasted their money.

## BID ON ART

**AUDITORY** **CONCENTRATE** **EXPLORATION** **LINGUISTIC**

The PC takes part in the bidding for a piece of art, attempting a DC 26 Mercantile Lore check or a DC 28 Society check. The result indicates not only if the PC has the opportunity to win the auction, but also if their attempt increases the artwork's cost beyond its opening bid. If multiple PCs bid, their rolls can cumulatively increase the final price, and if multiple PCs achieve a success or critical success, then those players should decide among themselves which character wins the auction.

**Critical Success** The PC can choose to win the auction for the artwork, and their attempt to bid didn't increase the final cost.

**Success** The PC can choose to win the auction for the artwork, and their attempt to bid increased the final cost by 100 gp.

**Failure** The PC fails to win the auction, and their attempt to bid increases the final cost by 100 gp.



**Critical Failure** The PC fails to win the auction, and their attempt to bid increases the final cost by 300 gp.

**PC Artwork:** The opening bid for each PC artwork is always 100 gp. In order to determine how much their artwork sells for, the PC who created the artwork must attempt a DC 28 Crafting check. Other PCs can help to drive up the bid by taking the Aid action and attempting a DC 20 Mercantile Lore or Society check.

**Critical Success** The artwork sells for 600 gp and makes an amazing profit

**Success** The artwork sells for 300 gp and makes a profit.

**Failure** The artwork sells for 100 gp and doesn't make a profit.

**Critical Failure** The artwork fails to sell at all; it's returned to the PC after being appraised at a value of 50 gp.

**Treasure:** If a PC successfully sells their artwork, they can pick up their payment the next day at Songbird Hall.

If a PC bids on an NPC's work of art and wins, they must pay an amount equal to the artwork's listed plateau bid plus all 100 gp increases caused by all PC rolls to Bid on that Art. Refusal to pay for a piece of artwork after the PC won the auction for it results in the artwork being returned to the artist; furthermore, the act reduces the party's Production Points by 2 as word spreads about the PCs' disreputable act.

**Reward:** Grant the party 10 XP for each piece of NPC art they successfully purchase and 10 XP for each piece of art they produced that makes a profit, to a maximum award of 90 XP.

## ENDING THE FETE

The fete drifts to an end after the auction, and the revelers slowly leave the opera house over the course of the next half hour. No more Fete Activities can be taken. At this point, total up the total Fete Points the PCs accumulated over the night to determine how successful they were.

## FETE RESULTS

Fete Points	Result
9 or fewer	<b>Ruined Reputations:</b> Your group made an impression—unfortunately, it was a bad one. Rumors, gossip, and chatter about how foolish, crass, awkward, or rude your group was spreads through town, costing the party 2 Production Points. The party earns 20 XP.

10–19 **Nobody Noticed:** At the end of the night, the PCs remain as anonymous as they were when they started, but at least they didn't make fools of themselves. The party earns 40 XP.

20–29 **Made Impressions:** Most of those at the party noticed your group, and at the end of the evening, several partygoers take the time to personally bid some of you good evening. The party earns 2 Production Points and 60 XP.

30–39 **Everyone Loved You:** Your group was the undeniable star of the night, and by the end of the evening, it seems like everyone wanted to bid you good night; some even asked for autographs! The party earns 3 Production Points and 80 XP.

40 or more **Talk of the Town:** Not only did everyone at the fete enjoy your group's presence, they continue to spread stories and rumors about how amazing each of you were! The party earns 4 Production Points and 100 XP.

## SECURING THE VENUE

While attending Zachrin's fete was important for the PCs to start building their local fame, it also puts them in front of the priest, so they'll get a chance to chat a little about using the Kintargo Opera House as a venue. If the PCs bring this subject up at the fete, Zachrin smiles and politely avoids answering, saying, "Tonight is for relaxation and socializing; we can speak about this subject tomorrow afternoon if you wish?" If the PCs don't bring up the topic, then Fallenta suggests they set up an appointment to speak to the priest as soon as possible, and now that he can put faces to their names, it should be easier to accomplish.

Zachrin is eager to hear about the PCs' plans for the opera house, as he's been looking for something significant to premiere at the venue to "relaunch" it officially as one of Ravounel's world-class attractions. So far, all the suggestions he has had or been approached with fell short. However, Zachrin still needs to be convinced. Regardless of whether he invites the PCs or they request a meeting, this influence encounter should be simple to arrange for the PCs.

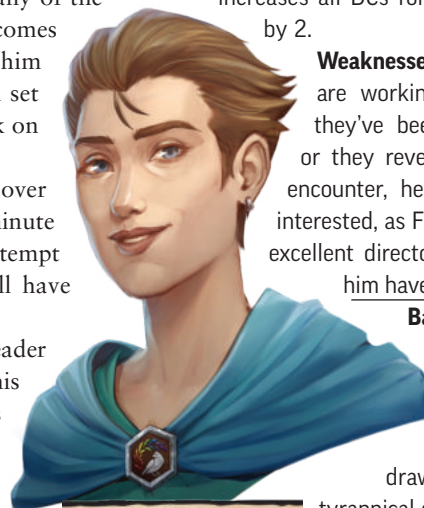
Zachrin prefers to meet with the PCs in his office at Songbird Hall. When the PCs arrive at the temple, a few acolytes escort them to the office; if the PCs earned 30 or more Fete Points, these acolytes should be visibly impressed with and excited to have the



PCs visiting. Zachrin's office is elegantly appointed, decorated with paintings, tapestries, small sculptures, and more—exquisite art created by many of the temple's previous high priests. He welcomes the PCs and invites them to join him around a low table on which has been set out plates of cheeses and fruits to snack on while they talk.

This influence encounter plays out over the course of an hour, with 3 20-minute rounds. If the PCs took time to attempt Discover checks during the fete, they'll have an advantage here!

Note that Zachrin Vhast has the Leader persona trait—any PC who also has this trait gains a +2 status bonus to all checks they attempt to Discover or Influence Zachrin in this encounter.



Zachrin Vhast

## ZACHRIN VHAST

LEVEL 10

UNIQUE MEDIUM HUMAN HUMANOID LEADER

High priest of Shelyn in Kintargo and manager of the Kintargo Opera House

**Perception** +19

**Will** +21

**Discovery** DC 23 Kintargo Lore, DC 28 Perception, DC 26 Society

**Influence Skills** DC 23 Art or Theater Lore (to share opinions and inspirations on entertainment), DC 26 Performance (to establish your skills or even give a short demonstration), DC 28 Diplomacy, DC 28 Religion (to speak on matters of faith or to talk about Shelyn), DC 29 Deception, DC 31 Intimidation

**Influence 2** Zachrin reveals that the PCs have a competitor in Elleste Gudgeon, who has also approached him with a request to premiere her in-the-works opera at the Kintargo Opera House; until this meeting, in fact, Zachrin has been strongly considering her opera as a great way to help revitalize the venue. Grant the party 10 XP.

**Influence 6** Zachrin admits he doesn't personally care for Elleste's pride or the way she works to diminish the accomplishments of others to bolster her own fame. He says that having an alternative show to help revitalize the opera house is very compelling—but he's just not yet sure about risking this opportunity on an unestablished group, as impressed as he already is with the PCs. Grant the party 20 XP.

**Influence 8** Zachrin nods in delight, noting that he's glad his instincts are proving correct and that the PCs seem to have an uncommon passion and an inspiring spark about them. He promises to spread the word about them to his worshippers as artists and performers to watch. Grant the party 1 Production Point and 40 XP.

**Resistances** Zachrin loathes greed, and anyone who brags about finances or financial interests within his earshot increases all DCs for that character to Influence him by 2.

**Weaknesses** If Zachrin knows that the PCs are working with Fallenta, either because they've been lax with keeping that secret or they reveal this detail to him during this encounter, he grows excited and much more interested, as Fallenta is well-known to him as an excellent director. All future checks to Influence him have their DCs reduced by 5.

**Background** As the high priest of Shelyn's Songbird Hall, Zachrin was caught in a tough spot between providing aid to the people of Kintargo and not drawing the retributive ire of the tyrannical government.

**Appearance** Androgynously handsome human man clad in fine blue-and-turquoise robes.

**Personality** Agreeable, artistic, slightly sad

**Penalty** Zachrin dislikes frauds. Anyone whom he suspects of being a fraud (including any PC who was outed as such during the fete) or who openly disrespects art and artists (regardless of the art's value or the artist's skill) takes a -4 penalty to all checks to Influence him.

**Reward:** At the end of the meeting, after the PCs have made their pitch to premiere their opera at the Kintargo Opera House, Zachrin spends a few moments in thought, then gives an eager nod. Regardless of how many Influence Points they earned, the priest has decided to give the PCs the premiere they hope for. If they gained 4 or less Influence, he notes that he has a good feeling about them and is eager to give up-and-coming talent a shot. If they gained 5 or more Influence Points, he's impressed with their drive and says as much; the PCs earn 1 Production Point if they manage to impress him in this way.

While the PCs don't have to set the date for the premiere of their work now, Zachrin tells them that the sooner he knows, the better, as this detail will help him finalize a little more restoration and reconstruction work on the opera house. If the PCs ask or consult with Fallenta, she'll say that they'll be settling on a premiere date soon—you as the GM should ensure that when she and the PCs do settle on a date, that there will still be plenty of time for you to play out the events in the second adventure! For now, the next time the PCs return to Fallenta, she'll have a different favor to ask—one that has her looking visibly shaken and nervous.





## Chapter 3: Payment Comes Due

The city of Vyre hosts many organizations, guilds, and businesses whose services range from the aboveboard to the clandestine. One of the latter is the Dragonfly Society, smugglers and forgers who specialize in crafting new identities for those who wish to abandon their old lives. One of their clients was a woman named Imogena—a woman the PCs know today as Fallenta.

Fallenta doesn't regret her choice to hire the Dragonfly Society to help her escape Cheliaz nearly 20 years ago, but as her fame grew, the recurring payments the Society demanded from her became more onerous. Part of Fallenta's goal in establishing herself as a major player in Kintargo is to reclaim her old identity and thus minimize the hold the Dragonfly Society has over her, yet secrets never last. Be it as a side effect

of the PCs spreading rumors about her, employees at the Feathered Fox or Tarry Imp gossiping, or merely someone on the street recognizing her, this chapter begins soon after an agent of the Dragonfly Society named Gideon Shanklett comes calling for a long, overdue payment.

### **FALLENTA'S REQUEST**

Gideon Shanklett is a prominent, dangerously charming member of the Dragonfly Society, and his discovery that Fallenta has returned to Kintargo gives him a chance to make a big collection and advance his placement in the Society. He meets with Fallenta not long before the next time the PCs speak to her, and by the time



Stage  
FrightCampaign  
OverviewChapter 1:  
NemesisChapter 2:  
No Business  
like Show  
BusinessChapter 3:  
Payment  
Comes Due

## Showtime!

Adventure  
Toolbox

the PCs arrive for a visit, she's still somewhat shaken by the man's demands. She's quick and to the point in describing the situation she finds herself in.

"I apologize for not being more forthcoming, but the real reason for my secrecy has backfired on me. Many years ago, I had to flee Kintargo, and to keep House Thrune from tracking me, I hired the Dragonfly Society—a group of smugglers based in Vyre who specialize in helping people start new lives with new identities—to help in my escape. It worked wonderfully, but over the years, the Society's been more and more aggressive about demanding new payments from me. Their latest demand is a step too far—they want complete creative control over our new opera, and a lion's share of the profits!"

Fallenta goes on to explain that the individual who contacted her with this demand, an attractive but unsettling man named Gideon Shanklett, initially threatened to spread word to Thrune agents of her true identity in return for control over the opera and its profits. House Thrune, as far as Fallenta knows, believes the woman who's theatrical works slandered Abrogail Thrune years ago has long been dead, and if they were to learn she merely changed her name, their interference could make Fallenta's life a literal living hell. At the same time, giving up so much was a step too far, so Fallenta pushed back against Gideon, then somewhat shamefully admits she "may have volunteered your services instead."

As Fallenta explains, the Dragonfly Society has had their own trouble with a rival smuggler of late, and for reasons Gideon wasn't willing to come clean on, he'd rather have someone outside of the Society go in and solve their problem with the competition. If Fallenta's "heroes" were to come to Vyre and help the Dragonfly Society out, Gideon promises to not only drop his demands for creative control but also destroy all documents on Fallenta still held by the Dragonfly Society—thereby permanently releasing her from any further payments.

Fallenta hopes the PCs aren't too annoyed that she volunteered them for this task, but from what she's seen and heard, "dealing with some smugglers" should be a simple task for them. And if this competing guild is as sinister and awful as Gideon claimed, adding a bit of local heroics to their resume could help build the party's fame in the region.

Assuming the PCs agree to help, Fallenta reveals that the next step is to take a ship to Vyre, then meet with Gideon and a few of his associates at The Seven Apples, a hostel that caters to visiting adventurers. Gideon knows the PCs by sight, so all they need to do

is show up at the hostel, arrange rooms, and then wait in the hostel's common area to be contacted.

If the PCs seem reluctant, Fallenta understands and does her best to reassure them that, while the Dragonfly Society is shady and the practice of blackmail is awful, the smuggling group has done more good than harm over the years in helping people to escape persecution from House Thrune. She sees them as a "necessary and minor evil" and trusts them to stay true to their nature—if the PCs can help them with their competition, she believes they'll honor their end of the deal. If the PCs suggest attacking the Dragonfly Society, Fallenta blanches and again points out that the Society's services are important to preserve, but also that the smugglers don't maintain a single headquarters. Any attack on one of their agents will surely cause the others to panic, making it more likely that they'll become long-term enemies than anything else.

She'll certainly promise to bring the PCs into discussions earlier in the future if something similar comes along, and out of guilt for volunteering them for a potentially dangerous mission, she offers the party her *entertainer's cincture* and her *moderate maestro's violin* as thanks.

---

THE CITY OF MASKS

---

Although Kintargo is the capital city of Ravounel, it isn't the largest—that honor falls to the nearby city of Vyre, located on Vyre Island just to the northwest of Kintargo. Vyre and Kintargo are 70 miles apart with trade and passenger ships alike departing for either port daily. A typical journey between the two cities costs a mere 8 sp and generally takes about 18 hours to complete. Ships typically depart late afternoon, sail through the night, and arrive at their destination the next morning.

Before Ravounel's secession, Vyre already operated as a city largely outside the jurisdiction of Cheliox, a self-governing free port that promised privacy to those who could pay. A city of drugs, blood sports, gambling, and other hedonistic pleasures, Vyre serves as a place where the mighty can go to unwind, away from the intrigues and pressures of politics. Things have largely remained unchanged in Vyre since Ravounel's secession.

While it's an open secret that the cult of Norgorber is a power in Vyre, few realize that the cult actually rules the city. Though not all of the Kings and Queens of Vyre worship Norgorber, most do. Since the city's foundation over 3,000 years ago, Vyre has grown into one of the strongest secret strongholds of Norgorber's faith on the planet—a secret the PCs become increasingly aware of later in Curtain Call.





## VYRE

### CITY

Hedonistic settlement of hidden agendas, secrets, and vice

**Government** Council (five self-selected Kings and Queens)

**Population** 17,300 (76% humans, 8% halflings, 4% hellspawn nephilim, 3% aiuvorins, 3% dromaars, 2% gnomes, 2% elves, 1% dwarves, 1% other)

**Languages** Common, Diabolic, Elven, Halfling, Shadowtongue

**Religions** Norgorber

**Threats** corrupt officials, criminals, gang violence, monsters

**Diversity through Secrecy** People in Vyre don't often question the appearances, faiths, politics, or goals of one other, so long as the public peace is maintained. Characters never suffer penalties to checks in Vyre based on prejudices or the like, gain a +4 circumstance bonus to all checks to Impersonate (since the people of Vyre tend not to want to see under any proverbial masks), and gain a +2 circumstance bonus to all checks to Make an Impression in public areas.

**Delaraius Solzakarr** (scheming male human priest of Norgorber 20) King of Keys, Warden of Dunrock, and high priest of Norgorber

## SETTLEMENT 16

**Manticce Kaleekii** (hedonistic female hellspawn nephilim witch 19) Queen of Delights, Overseer of Opal Market

**Mera Bantikere** (irreverent female halfling swashbuckler 16) Queen of Blades, Owner of the Final Throw

**Pirreta** (manipulative female lunar naga sorcerer 18) Queen of Blood, Madame of the Heavenly House

**Simandu** (secretive female jorogumo rogue 19) Queen of Whispers, Mistress of Dunrock Dungeon

## GIDEON'S PROPOSITION

The Seven Apples is owned by **Molly Mayapple** (resolute female halfling wererat rogue 8), an elderly halfling who manages a network of guides and advisors who provide affordable aid to guests.

Gideon Shanklett arrives soon after the PCs, grinning broadly and giving Molly a flirtatious wink and wave (that she responds to with an eye roll and a dismissive scoff) before he swaggers over to sit at the PCs' table. All big smiles, good looks, and sporting a very fashionable wide-brimmed hat adorned with peacock feathers, he certainly doesn't look the part of a surreptitious smuggler. He shakes or kisses hands with little care to



## Stage Fright

### Campaign Overview

### Chapter 1: Nemesis

### Chapter 2: No Business like Show Business

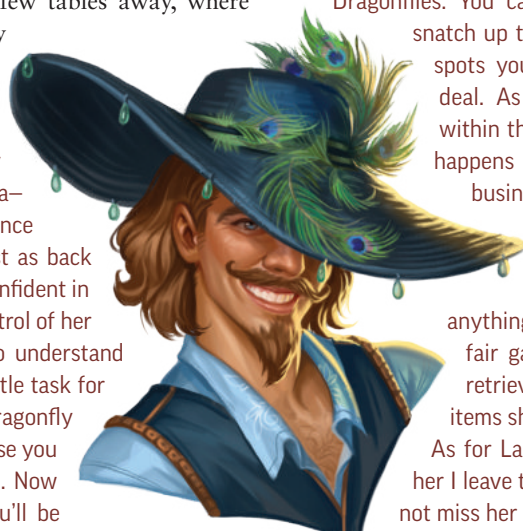
### Chapter 3: Payment Comes Due

### Showtime!

### Adventure Toolbox

the gender of those he's greeting. With a snap of his fingers, the two smugglers who accompanied him here as guards take their seats a few tables away, where they can watch and be ready but won't be involved in the conversation.

"And here you are, mighty minions of my old friend Fallenta—or should I say, 'Imogena,' since that's the name I knew her best as back in the day. She seems awfully confident in your abilities, enough to put control of her latest work on the line. You do understand that if you fail to perform my little task for you, your boss belongs to the Dragonfly Society more than ever? Of course you do. Imogena wouldn't hire fools. Now then... let's talk about what you'll be doing for the Dragonflies, hmm?"



**Gideon Shanklett**

While the conversation plays out, Gideon continues to present himself to the party as a confident, self-assured man, but any PC who succeeds at a DC 25 Perception check to Sense Motive can read the underlying nervousness he's hiding.

As he goes on, Gideon lowers his voice, explaining that the Dragonfly Society has a problem with a competitor. Recently, a valuable payment they were expecting for "services rendered to a woman of power whose identity doesn't matter to the problem at hand" was stolen from the cargo of the *Misbegotten Albatross* within minutes of the ship's arrival in port. Gideon was put in charge of tracking down the stolen payment (which he describes as a "collection of magical curiosities and trinkets"). It took him some time, but eventually, he tracked the theft to an old rival named Lady Augusta Wormwood, and there he hit a complication.

Gideon explains that Lady Wormwood is no stranger to him—she's been a thorn in his side for many years, ever since he exposed her corruption and had her removed from her position in the Dragonfly Society. Gideon, as it happens, inherited her position. Since then, he's had to deal with her initially petty but increasingly disruptive retaliations. The complication, Gideon explains, is that his one-time supervisor appears to have settled into an abandoned warehouse along Vyre River in Westwatch—a neighborhood that the Dragonfly Society has been forbidden from directly operating in by the city government after a long-ago gang war spiraled out of control and resulted in the burning of several buildings.

"She chose her hideout well, lurking in Westwatch, where we Dragonflies aren't allowed. But you all aren't Dragonflies. You can head into her warehouse and snatch up the stolen shipment, and if anyone spots you coming and going, well, no big deal. As long as you keep your mission within the walls behind closed doors, what happens in that old warehouse is just the business of yourself and Wormwood. She knows that theft breaks one of the promises and can't rely on the city for protection, and anything stolen from her in turn is thus fair game. I'll leave the logistics of the retrieval to you, but here's a list of the items she stole from us that we need back. As for Lady Wormwood... what happens to her I leave to you as well, but I, for one, would not miss her if she were to... go away."

Gideon provides directions to the abandoned warehouse. He'd like the PCs to take care of the situation within the week, if possible; once they've recovered the stolen goods, they're to let Molly know, and she'll get in contact with him—he'll meet the PCs back here to hand over Fallenta's paperwork and thank them, he hopes, for a job well done.

If the PCs confront Gideon about his nervousness, he sighs and then says, "I guess a slice of humble pie now and then is good for the soul." He admits that overall, the Dragonfly Society is considered a small player in Vyre, bit-part "actors" who play cat-and-mouse with the other gangs and guilds. The fact that Lady Wormwood managed to effortlessly snatch away the cargo without any repercussion means she's grown more powerful, more dangerous, and more resourceful since last they clashed. Frankly, Gideon worries that she has powerful backers or hidden supporters. He also admits that despite all this time, Lady Wormwood frightens him, and that in a stand-up fight against her, he wouldn't stand a chance. "But the same probably goes for me and you, yes? Surely, you'll not have a problem dealing with her! Best to make sure you don't get caught by her anyway, though!"

### GIDEON SHANKLETT

### CREATURE 7

Male human smuggler (gang leader; *Pathfinder Gamemastery Guide* 249)

**Initiative** Perception +14

### GIDEON'S GUARDS (2)

### CREATURE 6

Human smugglers (spies; *Pathfinder Gamemastery Guide* 207)

**Initiative** Perception +17





## WORMWOOD'S WAREHOUSE

Gideon doesn't know that Lady Wormwood has done more than settle her base of operations in a neighborhood the Dragonfly Society doesn't have permission to operate in. She's allied with a gang of thieves called the Graverobbers, and in return for granting them access to her library of intelligence about Vyre's citizens, they've allowed her to move into one of the gang's sewer hideouts. Now that this alliance is secure, her latest plan is to exact vengeance on Gideon and the Dragonfly Society. Her theft of the cargo was meant as a lure; she hoped that Gideon or others in the Society would confront her, at which point she could bring the city law down on their heads for breaking their old agreement by daring to set foot in Westwatch.

Wormwood's warehouse is located on the north bank of the Vyre River in south-central Westwatch. Once a warehouse for an aristocrat, his assassination decades ago left the building vacant until Lady Wormwood claimed it. She has done nothing to improve the facade—her neighbors know someone

lives there now, but in Vyre, one knows better than to pry into next-door business.

Ceiling heights in the above-ground portions are 15 feet, while below, the ceiling arches to a roomy 20 feet unless otherwise noted. The entire place is unlit—those who can't see in the dark must carry their own light sources. Doors are made of iron-reinforced wood unless otherwise noted. Page 93 of *GM Core* gives rules for breaking down doors, should PCs resort to brute force.

### D1. THE YARD

A ten-foot-high stone wall surrounds the landward side of this abandoned riverside warehouse. Lines of broken glass and jagged bits of metal have been affixed atop the wall, and a large wooden gate is chained up in the middle of the northern side. The building's facade beyond presents a forlorn sight with its windows bricked up and boarded front door. To either side of the building, the ground slopes down steeply toward the Vyre River to the south.

A PC can Climb over the stone wall with a successful DC 20 Athletics check, but the top inflicts 4d6 slashing



damage (DC 25 basic Reflex save) to anyone who moves across it. The front door is boarded up; a PC can Force it Open with a successful DC 30 Athletics check or smash it open with enough damage.

## D2. THE LOADING DOCK

A five-foot-wide wooden stairway descends from a door down the side of the building, connecting to a wooden loading dock attached to the base of a circular stone tower. Just west of the staircase, a dirty lead sewage pipe leaks pollution into the river through a filth-encrusted iron grate.

The upper door to area **D3** is unlocked. The Vyre River flows slowly here with a steep drop to a depth of 20 feet not far past the short pier's end; a character can Swim here with a successful DC 15 Athletics check.

The lead sewer pipe at area **D2a** is only a foot wide, but if a character Forces Open the grate with a successful DC 30 Athletics check, a Small creature can Squeeze through the pipe with a successful DC 15 Athletics check to emerge into the sewer tunnel near area **D5a**. A Medium creature can do the same, but the DC of the Athletics check is 30 for them. The filthy water the PC has to move through requires them to succeed at a DC 25 Fortitude save each round to avoid becoming sickened 2 (sickened 4 on a critical failure).

## D3. WAREHOUSE FLOOR Low 13

Ancient stains on the walls and floor, along with a few lingering metal loops driven into the walls, hint at how this empty chamber once functioned as a warehouse floor. The curved wall of the building's tower disrupts the wall to the south, a single archway allowing access to the empty circular chamber within, where a circular wooden platform hangs by chains looped over pulleys above. The smell in here is awful, as is the filthy mess strewn across the floor. Apparently, this room has been used to dispose of garbage and waste for some time.

The main floor is so cluttered with filth and trash that the entire area functions as difficult terrain.

Ropes attached to the mechanisms above allow a character standing on the platform to lower down to area **D4** at a rate of 1 foot per round; after 4 minutes, the platform comes to a rest 40 feet down (a few feet above the river's water level), revealing a wide archway that leads to area **D4**. The raising and lowering of this lift is the source of the grinding noise some locals have reported hearing.

**Creatures:** Lady Wormwood managed to land quite a guardian in this chamber some time ago—a

sewer-dwelling monstrosity known as a *furnerico*. The creature fears the proximity of the river and won't dare attempt to leave this room—and the muck and debris Lady Wormwood has arranged to fill the area only helps the filth-dwelling monstrosity feel all the more at home. Visitors whom Lady Wormwood allows to come and go via the elevator in the tower are told to make sure they move through the area dripping wet from the river outside since the *furnerico* won't initiate attacks against creatures that are soaking wet.

There isn't enough sewage for the *furnerico* to Hide in here to gain its bonus to Stealth, but the ropy mass of tendrils does its best to appear as a glistening mound of rotting rope and rags heaped against the northern wall. If anyone who isn't soaking wet enters the area, the slithering monstrosity immediately rolls forward to attack. If the PCs forced an opening into the yard (area **D1**), the creature will pursue them in that direction through the streets, but it won't chase them south toward area **D2** due to its hydrophobic nature. Otherwise, the monster fights to the death.

## FURNERICO CREATURE 14

Page 85

**Initiative** Stealth +25

**Treasure:** A PC who Searches this room for 10 minutes and succeeds at a DC 30 Perception check uncovers a pair of *propulsive boots*.

## D4. BASEMENT STORAGE Moderate 13

The circular elevator chamber opens out into a basement lined with thick wooden beams. A tangle of support beams and rafters crisscross in the upper half of the ceiling twenty feet above. Left and right, between the beams extend long, thin storage areas, their shelves emptied. Near the elevator to the south, an alcove containing a complex-looking set of gears, chains, and pulleys likely controls the lift. To the north, the hallway ends at a door, across which a symbol in the vague shape of a skull with a black triangle over its lower face has been drawn with fresh, black paint.

The symbol painted on the northern door is meant to represent a skull wearing a bandanna over its lower face; its presence indicates that what lies beyond is the territory of a gang of thieves who call themselves the Graverobbers. A PC can recognize the symbol for what it is with a successful DC 25 Kintargo Lore check or DC 28 Society check to Recall Knowledge; on a critical success, the PC recalls rumors that this gang venerates Norgorber in his aspect as the Gray Master



and have long been searching for a way to become more directly affiliated with the city's Collectors of the Abattoir (whom many suspect aren't servants of the psychopomp ushers but actually cultists of Norgorber).

**Creatures:** Just as Lady Wormwood installed an unusual guardian in the warehouse above, her new allies, the Graverobbers, have arranged for a pair of unusual agents to stand watch in this chamber. These two strange creatures are ockomlires—magic-eating aberrations that normally dwell deeper in the Darklands. This pair stumbled into the Graverobbers' sewer territory through an old pit that connects to the Darklands below Vyre Island some time ago, and the gang managed to recruit them as guards by promising to feed them regularly with magic. In return, the two monsters lurk in this room in the alcoves near the northern door—as soon as they spot anyone they don't recognize as a Graverobber entering the area, the ockomlires attack.

As they attack, the strange creatures speak in droning, monotone voices devoid of emotion. They speak of themselves in the third person about the PCs' magical flavors when they Devour Magic—for example, "This ockomlire finds the tall humanoid's magic to possess the flavor of spicy mushrooms," and the like. If either ockomlire is reduced to fewer than 60 Hit Points, though, they both attempt to surrender. If no quarter is given, they fight to the death, but if the PCs grant them mercy, the creatures can describe how they're fed by "masked humanoids whose magic tastes of ashes," and that in return for this feeding, they've agreed to serve as guardians here. The ockomlires know about the sewer in area D5 but haven't been to area D6 or beyond. They can tell the PCs about the hidden niche in the pillar at area D4a (see Treasure below). After they finish sharing this information, the ockomlires flee back into the sewers.

## OCKOMLIRE (2)

## CREATURE 13

Page 87

**Initiative** Perception +23

**Treasure:** The wooden support beam at area D4a contains a hidden panel that can be discovered by a PC who Seeks in this area and succeeds at a DC 30 Perception check. Within the panel is an iron key that unlocks the doors at area D5, along with four greater darkvision elixirs.

## D5. SEWER ACCESS

## TRIVIAL 13

A ten-foot-wide brick-walled sewer tunnel runs east to west here. There's no walkway along the tunnel, and the nasty polluted water just a foot below reeks of filth. A slick-looking wooden plank serves as a bridge across the tunnel to an alcove on the opposite wall in which a stone door has been fitted.



**Graverobber Symbol**

The plank crossing the gap can be navigated as if it were difficult terrain, but any character who moves at normal speed over it must succeed at a DC 25 Acrobatics check to Balance; otherwise, they fall into the sewage.

The sewage here is 5 feet deep; a character who falls in can Swim in it with a successful DC 10 Athletics check, but each round, they must succeed at a DC 25 Fortitude save to avoid becoming sickened 2 (sickened 4 on a critical failure).

A partially submerged sewage pipe leads away from the tunnel at area D5a to area D2a.

The stone door to the north of the bridge is locked (as are the two stone doors further north leading to area D6). These doors are watertight, and when closed, they keep the small complex to the north from being flooded during times when the sewer tunnel's water level rises too high. Each stone door can be unlocked with the key from area D4a, beaten down, Forced Open with a successful DC 35 Athletics check, or with 4 DC 30 Thievery checks each to Pick the Lock.

**Hazards:** The middle door is more than just locked—it's also protected by a particularly noisy magic trap.

## THUNDERCLAP RUNE

## HAZARD 14

**MAGICAL** **SONIC** **TRAP**

**Stealth** DC 38 (master)

**Description** An invisible rune imprinted on the door latch releases a powerful sonic discharge that automatically alerts the guards in area D6 that intruders are nearby.

**Disable** DC 38 Thievery (master) to scratch out the rune without allowing it to activate, or *dispel magic* (7th rank; counteract DC 31) to counteract the rune

**Thunderous Blast** ⚡ (divine, sonic) **Trigger** A creature opens the door directly or with a tool without first touching the latch with a proper key (such as the one at area D4a); **Effect** The trap deals 15d8 sonic damage to the triggering creature (DC 39 basic Reflex save).



## D6. PARLOR OF SCREAMS MODERATE 13

This twenty-foot-high chamber's marble walls are decorated with carvings of masked angels facing upward to a stained glass ceiling. What appears to be moonlight filters through the glass, dimly illuminating the room. Three curving banks of stone planters display tangled swaths of rose bushes in full bloom, but these plants seem to grow from piles of humanoid bones instead of soil. A circular reflecting pool shimmers in the room's center, surrounded by eight marble pillars carved to depict skeletal masked angels.

A PC who succeeds at a DC 20 Religion check to Recall Knowledge notes that this room's architecture is a blasphemous parody of a classic style seen in Shelyn's temples; on a critical success, they note many underlying themes point to Norgorber. This room's contents, including the stained glass window above and the scent in the air, aren't real; they're a permanent 8th-rank *illusory scene*. A PC who interacts with the roses, walls, or pool can attempt to Disbelieve the illusion with a DC 34 Will save to see that the room is mostly empty—only the planter boxes (empty), pool (likewise empty), and pillars (plainly carved) are real, but seeing through the illusion allows the character to note the stone doors to the west and north that the illusion otherwise hides. A PC who can't see through the illusion can discover the doors by touch.

**Creatures:** The Graverobbers have posted a group of eight of their previously executed or murdered members here as guards—each of whom has risen from the grave, allegiances to the gang intact. These eight horned hellspawn nephilim exist now as prowler wights and lurk behind pillars or rose beds, ever vigilant and watchful for intruders. They don't attack as soon as the PCs enter the room but wait for them to spread out before rolling Stealth for initiative; the undead Graverobbers fight until destroyed but won't pursue foes from this room.

Once the PCs defeat the wights, the peril in the room isn't over. One round after the last wight dies, the sound of someone screaming in anguish across a vast distance quickly evolves into a shrill howl of pain as it fills the room. A moment later, an unsettlingly familiar shape manifests, floating 5 feet above the pool. This creature is an anguish siktempora—an entity from the dimension of time that formed from the anguish caused by the PCs' previously vanquished foe. The Nemesis brainchild the PCs fought in Chapter 1 of this adventure was a side effect of the anguish siktempora's manifestation, which has only just now finally caught up with the PCs. It appears as their foe did in life at first and points to the PCs while crying out.

"I have found you! I am Pain. I am Torment. I am the Fulcrum of Blissful Suffering. I am also your legacy—born from the anguish caused by your conflict with your great enemy. I felt you as you struck down my shadow in that dusty old cavern, but now I stand before you in the tormented flesh, and now you will taste the fruits of that torment!"

The creature's shape distorts and transforms into a massive, malformed head from which sickly hooked limbs dangle. The anguish siktempora attacks at once, fighting the PCs to the death. Each time the siktempora damages a PC, that character receives a brief flashback to a way that their old foe caused despair in life. Once the siktempora is defeated, its despairing scream fades away swiftly as the body crumples lifeless to the floor. Each PC feels as if a sudden weight they hadn't known they'd been carrying had been lifted from their shoulders as they realize that this last remnant of their old foe—the villain's anguish—has been defeated

### **RISEN GRAVEROBBERS (8) CREATURE 9**

Prowler wights (*Pathfinder Book of the Dead* 168)

**Initiative** Stealth +20

### **ANGUISH SIKTEMPORA CREATURE 13**

Page 89

**Initiative** Perception +26

**Reward:** With the defeat of the anguish siktempora, a sudden feeling of elation, hope, and energy infuses the PCs, as if they'd just woken from a glorious night of restful sleep. They automatically regain Hit Points as if they'd rested and can immediately perform their daily preparations. Rather than taking an hour to perform, these preparations happen in an instant, but the PCs still experience this time as an hour, realizing that only a moment has passed when they finish.

## D7. RECORDS ROOM MODERATE 13

A hefty writing desk sits atop a stagelike platform in the southern side of this room, approachable from the rest of the chamber via a few steps to the left or right. A tall chair, its back adorned with long-beaked bird skulls, sits beyond the table, while to the east and west, great bookshelves, groaning with tomes, overlook the room.

When she worked for the Dragonfly Society, Lady Augusta Wormwood kept duplicates of all records pertaining to the group's clients, in strict defiance of the Society's promise that histories of their clients would only ever exist as a single copy—this crime ultimately



resulted in her expulsion from the group. Since then, the disgraced Dragonfly has retained a small army of imps to serve as her scouts and spies, sending them through Vyre's streets to observe anyone who looks important enough to report on.

The many books kept here consist of years of records on the activities of thousands of Vyre's citizens, meticulously sorted by city block. The information in this collection played a significant part in her success in securing the alliance with the Graverobbers, as she's given them access to her records in return for being able to move into one of their many hideouts.

**Creatures:** A group of four Graverobbers are here at this time, hunched around the desk upon which lie open several books containing information about the citizens of the Whispers, Vyre's slums. These four thieves have come across rumors of a small community nestled in the Whispers that have been burying their dead in a hidden boneyard against city ordinance. They hope Lady Wormwood's extensive notes will help them track down the troublemakers to turn over

to the Collectors of the Abattoir and thus earn more favor with the group they idolize.

Upon spotting the PCs, the Graverobbers straighten up in surprise, exclaiming, "What?! You're not supposed to be here!" before they attack. The four thieves split into pairs so that they can each focus on flanking (and thus sneak attacking) separate foes, but as soon as one of the four are slain, the other three step back and hold up their hands, obviously eager to talk. If the PCs persist in fighting, the Graverobbers attempt to flee to area D9.

## GRAVEROBBERS (4)

## CREATURE 11

RARE MEDIUM HUMAN HUMANOID NEPHILIM

Human hellspawn nephilim rogues

**Perception** +21; darkvision

**Languages** Common, Diabolic, Necril

**Skills** Acrobatics +22, Athletics +18, Deception +20, Intimidation +20, Society +18, Stealth +22, Thievery +22, Vyre Lore +20

**Str** +1, **Dex** +5, **Con** +1, **Int** +2, **Wis** +4, **Cha** +3

**Items** +1 leather armor, +1 striking light pick, shurikens (10)

**AC** 31; **Fort** +18, **Ref** +22, **Will** +21

**HP** 180

**Evasion** When a Graverobber rolls a success on a Reflex save, they get a critical success instead.

**Speed** 25 feet

**Melee** ♦ *light pick* +23 (agile, fatal d8, magical), **Damage** 2d4+11 piercing

**Ranged** ♦ *shuriken* +22 (agile, monk, range 20 feet, thrown), **Damage** 1d4+7 piercing

**Deft Pick** A Graverobber adds their Dexterity modifier to damage rolls with a light pick instead of their Strength modifier, and on a critical hit, they inflict an additional 4 damage.

**Sneak Attack** A Graverobber deals an extra 2d6 precision damage to off-guard creatures.

**Treasure:** Among the bookshelves are a few additional items of interest, including a leather purse containing 100 pp, a dozen vials of wyvern poison, and a human skull with two polished jade orbs in its eye sockets and a diamond hidden inside of it (each orb is worth 20 gp, and the diamond is worth 200 gp).

The greater treasure in here is Lady Wormwood's research notes on the people of Vyre. The collection numbers just over 400 books in all, equating to 40 Bulk—Lady Wormwood transports the library when needed via her *type III spacious pouch*. A character who has access to the collection can use the books to Investigate over the course of an hour, then attempt to Recall Knowledge



Risen Graverobber



about any topic associated with Vyre and its citizens, gaining a +2 item bonus to the check. The collection is worth 700 gp, but if the PCs turn it over to Vyre's authorities, they'll earn a reward for giving up the dangerous collection and receive a silk pouch of a dozen rubies, each of which is worth 100 gp.

## D8. FAVORED SUBJECTS

LOW 13

A dozen unlit incense burners and an equal number of candleholders adorn this room's walls, while glowing gems in shuttered lanterns affixed to the four pillars light the area. A round table and high-backed chair rest in the middle of the room. Below the table sits a trunk, while atop it sits a crystal ball. Alcoves, six in all, line the walls of the room. Each contains a low table covered with a red silk throw cloth, atop of which a strange collection of scrolls, vials, and personal belongings are artfully arranged. Portraits of different people hang on each alcove's back wall.

The glowing gems fill this room with bright light; an adjacent creature can use an Interact action to shutter the gem, and if all four are shuttered, the room becomes dark.

While the Records Room houses Lady Wormwood's general research and collected notes on Vyre's populace, this room is where she keeps special notes and resources for her six current obsessions. Each of the alcoves has been devoted to one person who significantly insulted Lady Wormwood. Five of them are now dead; these portraits display minor Vyre aristocrats who perished under mysterious circumstances over the past several years (a fact a PC can confirm with a successful DC 25 Vyre Lore or DC 28 Society check to Recall Knowledge). The sixth alcove, the one to the northwest, is devoted to a familiar face: Gideon Shanklett.

The items arranged in each alcove are a collection of observations, personality profiles, bits of preserved hair and fingernail clippings, and minor personal items—all things that Lady Wormwood uses whenever she wishes to *call spirit* a slain foe to torment them or, in the case of Gideon, to spy upon him via *scrying*.

**Creatures:** Lady Wormwood conjured a pair of shining children and bound them as guardians in this room, extracting a period of service of 5 years. The shining children attack any intruders in this room immediately and fight to the death.

## SHINING CHILDREN (2)

CREATURE 12

Pathfinder Monster Core 308

Initiative Perception +23

**Treasure:** The four glowing gems are *everlight crystals*. The various objects atop each alcove's table are mundane in value, but the evidence associated with the five missing aristocrats are valuable to the authorities in Vyre, simply to give them closure. With a successful DC 20 Society check, a PC confirms that they could earn a reward from city officials equal to 200 gp for each batch of evidence, for a total reward of 1,000 gp in all. Each 1 Bulk portrait hanging in the six alcoves are works of art worth 250 gp. The crystal ball isn't magical but is a finely-crafted work of art regardless, worth 900 gp. The trunk under the table contains ritual supplies—fine incense, rare oils, exotic candles, and the like worth 800 gp in all.

## D9. WORMWOOD'S COLLECTION MODERATE 13

This chamber looks like a museum, complete with cabinets and cases containing dozens, perhaps even hundreds of items. The theme here seems to be the mundane, including countless odd shoes, a child's hobbyhorse, a pipe, a dog collar, the pages of a burnt book—an almost countless catalog of the drab. Green curtains cover three objects about the size of cupboards. Chairs and round tables furnish the seating area at the center of the room.

The many objects on display here contain the sad memories of those who previously owned them and, as such, are useful—indeed fascinating—to Lady Wormwood, who spends many long hours here savoring the unhappy remembrances they hold. Some of them are leftovers from previous favored subjects. Some are trophies from those she's betrayed or ruined. Only a few are worth anything—see Treasure on page 66.

A character who Seeks in the southwest corner of the room can attempt a DC 35 Perception check to discover the particularly well-hidden secret door. Beyond, a short flight of stairs leads upward to connect to a long-unused tunnel that winds several hundred feet to the west before dropping back down into the sewers—an entrance to the complex that the Graverobbers haven't told Lady Wormwood about.

**Creatures:** A group of four Graverobbers have recently come to visit their "tenant" here but have been told to wait for Lady Wormwood to finish her latest project. The four thieves are somewhat put off by this order and have spent the last several hours drinking, snacking, and complaining about lack of respect and wondering why their gang's leaders continue to want to associate with her. As such, as soon as they spot the PCs, the four Graverobbers leap to their feet and draw their picks but hold off attacking—instead, one



of them says, "So, you have a grudge or something against Wormwood?"

If the PCs attack, the Graverobbers fight back. As soon as two of them are slain, the others attempt to flee through the secret door to escape into the sewers. Sounds of combat here are likely to draw Lady Wormwood's attention from area **D10**—she'll enter this room just as the Graverobbers flee to focus her attacks on the PCs.

If the PCs speak with the Graverobbers, they have one opportunity to attempt to convince the thieves that they should be allowed to confront Lady Wormwood. To do so, the PCs must spend a minute for discussion and attempt a DC 33 Deception check to Lie, a DC 30 Diplomacy check to Request, or a DC 31 Intimidation check to Coerce; one PC must attempt the roll, but the other PCs can Aid this check. On a success, the Graverobbers say, "About time someone stepped in to take her down a peg," and abandon the complex, leaving through the secret door in the southwest. On a failure, the thieves shake their head and say, "Nah... she's worth more to us alive, I guess; can't say the same about you lot!" before they attack.

#### GRAVEROBBERS (4)

#### CREATURE 11

Page 64

**Perception** +21; darkvision

**Treasure:** After spending 30 minutes Searching this room's almost overwhelming collection of junk and clutter, the PCs discover three items of value: a gold ring set with sapphires worth 1,200 gp tucked into a doublet's hidden pocket, a *wand of teleport* bundled along with a set of a dozen fine chopsticks (the chopstick collection is worth 30 gp), and a set of +2 *greater striking handwraps of mighty blows* wrapped around a human femur.

**Reward:** If the PCs talk their way past the Graverobbers, grant them XP as if they'd defeated them in combat.

#### D10. THE HANDMAIDEN'S CHILD Low 13

An astonishingly sumptuous chamber, its walls hung with purple drapes and floor strewn with fine carpets, seems to serve as both a bedroom and a study. A fine armoire stands opposite an elegant bed and nightstand. To the southwest, a writing desk with several drawers has been placed near a small, padded chair. A wooden cargo crate also sits at the foot of the bed.

**Creatures:** This finely appointed room serves Lady Augusta Wormwood as a private study and bedroom,

decorated at great expense over the past few years to afford her a place of comfort hidden in this complex. The task at which she's been working on (that has resulted in the Graverobbers in area **D9** being asked to wait patiently) is using a recently acquired old tome to learn *gathering call* (*Pathfinder Player Core* 2 267), but Lady Wormwood has been having a difficult time learning the ritual so far.

If she hears the sounds of combat in area **D9**, she gathers herself and steps into that room at about the time the PCs finish the fight or force the thieves to flee. Otherwise, the PCs have a good chance at catching her unprepared in this room; she has a -2 circumstance penalty to Perception checks while focused on her studies. If the PCs catch her attention by addressing her, this penalty vanishes, but she's furious at being interrupted. While Lady Wormwood has never seen the PCs before, she's been scrying regularly on Gideon and knows he's been looking to hire a group of adventurers to try to steal back the cargo she took from the Dragonfly Society, and she assumes the PCs are those adventurers.

"Ah. You must be Gideon's lapdogs, here to take back the prize I snatched from the Society's clutches. If they had their wits about them, they wouldn't have lost their precious cargo in the first place. In any event, it's mine now. If you know what's good for you, you'll return to your boss and tell him that the only way I'll let them go is if they abandon Vyre completely. Okay then... off with you! You have a message to deliver!"

If the PCs don't immediately leave after her dismissal, Lady Wormwood huffs impatiently and says, "I suppose your heads will serve as a fine message instead," and attacks. She prefers to fight at range with her magic, using *Infernal Insight* early against different foes to manipulate their minds, and resorts to *blindness* and *paralyze* to take out characters who are more focused on physical combat than magic. It's likely that she'll be facing the PCs on her own—a setup she isn't fond of. She'll use the somewhat cramped quarters of her room to minimize those who can confront her in melee, but if she's brought below 125 Hit Points, she casts *translocate* to flee into Vyre, leaving behind her crate of stolen treasures and other evidence. If she escapes, Lady Wormwood lies low for a bit but eventually finds her way to Kintargo, where she can become a recurring foil and nuisance against the PCs. She has no further role written into this Adventure Path, in any event, which leaves her future role entirely in your hands if she survives this fight.



## Stage Fright

## Campaign Overview

## Chapter 1: Nemesis

## Chapter 2: No Business like Show Business

## Chapter 3: Payment Comes Due

## Showtime!

## Adventure Toolbox

## AUGUSTA WORMWOOD

## CREATURE 14

UNIQUE MEDIUM HUMAN HUMANOID NEPHILIM

Female hellspawn nephilim human occultist

**Perception** +24; darkvision**Languages** Common, Diabolic, Shadowtongue**Skills** Athletics +22, Deception +27, Intimidation +25,

Occultism +24, Society +22, Thievery +24, Vyre Lore +26

**Str** +4, **Dex** +2, **Con** +1, **Int** +2, **Wis** +4, **Cha** +5**Items** +2 greater striking corrosive decaying hatchet, +1 resilient hide armor, type III spacious pouch**AC** 34; **Fort** +22, **Ref** +25, **Will** +27**HP** 250**Speed** 25 feet**Melee** ♦ hatchet +26 (agile, magical, sweep, thrown 10 feet), **Damage** 3d6+10 slashing plus 1d6 acid and 1d4 void**Occult Spontaneous Spells** DC 34, attack +26; **7th** (3 slots) *dispel magic*, *retrocognition*, *soothe*; **6th** (3 slots) *never mind*, *phantasmal calamity*, *screaming*; **5th** (3 slots) *shadow blast*, *translocate*, *truespeech*; **4th** (3 slots) *confusion*, *honeyed words*, *suggestion*; **3rd** (3 slots) *blindness*, *haste*, *paralyze*; **2nd** (3 slots) *blur*, *stupefy*, *translate*; **1st** (3 slots) *charm*, *fear*, *phantasmal minion*; **Cantrips (7th)** *detect magic*, *message*, *sigil*, *telekinetic hand*, *telekinetic projectile***Rituals** *binding circle*, *call spirit***Infernal Insight** ♦ (auditory, emotion, linguistic, mental, occult) Augusta Wormwood draws upon her knowledge of how secrets kept can weigh upon the mind along with her supernatural heritage from being the granddaughter of a gylou devil to unnerve a creature she can see within 30 feet. She speaks aloud an uncanny insight about the target's fears, doubts, and shames; the target must then attempt a DC 34 Will save, after which they're temporarily immune to Infernal Insight for 24 hours.**Critical Success** The target is unaffected, and Augusta suddenly doubts her own abilities instead; she can't use Infernal Insight again for 24 hours.**Success** The target experiences a twinge of self-doubt and shame and takes a -1 status penalty to all Will saving throws until the end of their next turn.**Failure** As success, but the penalty increases to a -2 status penalty and lasts for 1 minute; in addition, the target is slowed 1 for 1 round.**Critical Failure** As failure, but slowed 1 for 1 minute.**Quicken Casting** ♦ (concentrate, spellshape) **Frequency** once per day; **Effect** If Augusta's next action is to cast a 5th-rank or lower occult spell or cantrip, reduce the number of actions to cast it by 1 (minimum 1 action).**Treasure:** The writing desk contains several historical texts about Vyre as well as a half dozen or so books on occult magic, but the valuable books in this collection consist of two tomes

in particular. One is the book *Lady Wormwood* is currently researching—a thick, densely written tome called *An Investigation Into the Enduring Allure of the Hearth*, a dry and repetitive work by a priest of Erastil who was obsessed with harnessing the powers of nostalgia and longing for one's hometown. While the book is somewhat of a slog to read, it does contain the formula for two rituals—*collective memories* and *gathering call* (*Player Core* 2 267). The writing makes it difficult to learn these rituals, unfortunately—a PC must succeed at a DC 36 check to Learn a Spell for either of these rituals. The book is worth 300 gp.

The second valuable book is *Lady Wormwood's journal*—an equally densely written (but much better organized and engaging) book that chronicles her frustrations at being ousted from the Dragonfly Society and catalogs over a hundred people whom she's spent time obsessively stalking and collecting material about. The most recent entries include the PCs and their new association with Gideon. It's obvious that scrying is the primary method Augusta favors in gathering this information, but it notes she hasn't directly observed



Graverobber



the PCs yet. This book also contains the formulas for *binding circle* and *call spirit*; they can both be learned at the typical DC for rituals of their rank (*Player Core* 231). This journal is worth 120 gp.

A few other treasures lie about the room as well, all of which can be discovered if a PC Searches the area for 10 minutes. A *spell duelist's siphon* (*Treasure Vault* 113), largely useless to Lady Wormwood (who casts spells spontaneously) but that she values as a curiosity, sits on the nightstand by the bed. The armoire contains dozens of fine outfits and clothing worth a total of 150 gp in all (and constituting 6 Bulk of clothing); a wonderful gold-and-diamond brooch depicting a peacock with human faces worth 2,600 gp sits in the pocket of a long lavender-and-yellow coat. A small wooden coffer below the outfits in the

armoire contains a *scroll of scrying*, a *scroll of teleport* (at 7th rank), two *panaceas*, and a taxidermy mouse with emerald eyes worth 250 gp. A fine oil painting depicting dancing humanoid wolves eating screaming pigs has been placed in the back of the armoire behind the clothes. This painting is worth 1,000 gp and is signed by Delmonia Crape.

The final, and perhaps most important, stash of treasure here lies within the crate, which has been opened but then had its lid set back loosely in place. Within, among copious packing straw, are the items originally intended as payment to the Dragonfly Society from a mysterious patron: a *crooner's cravat*, a *herald's ring*, a *mockers' swizzle*, a *scene stealer's tunic*, a pair of *spectacles of discernment*, a *stage magician's cloak*, and a *tumbler's belt*. All of these items are detailed on pages 79–81 of this volume. A PC who examines the whole collection can attempt a DC 26 Theater Lore or a DC 31 Performance or Society check to Recall Knowledge. On a success, the PC realizes the items in this collection all bear similar slight modifications, suggesting they all came from the same source. On a critical success, the PC recognizes these items as the long-missing treasures of a troupe known as the Crascondo Company (see page 79 for further details).

**Reward:** For recovering the stolen treasure, grant the PCs 40 XP.

---

## RETURNING TO GIDEON

---

Once the PCs secure the crate of stolen magic items, they can set up another meeting with Gideon by letting Molly Mayapple know at the Seven Apples. Gideon arrives within a few hours, excited to hear the news, but asks first about what happened with Lady Wormwood. If the PCs tell him she's dead, he's both relieved and a bit saddened—there was no love lost between him and Augusta, but he'll miss the rivalry. If they inform him she still lives or escaped, he's frustrated and nervous, worrying that she might strike against him again. Regardless, if the PCs returned the stolen goods, he thanks them for a job well-done and, as promised, gives them the only copies of Fallenta's change-of-identity paperwork for them to do with as they wish.

As additional thanks, Gideon allows the PCs to pick any three of the seven items in the crate as an extra reward. However, things change if he's told that Lady Wormwood had an alliance with a gang affiliated with Norgorber. Once he learns this information, he pales visibly and backs away in shock from the magic items as if they'd suddenly turned toxic. After he composes himself, he says the following.



**Augusta Wormwood**



## Stage Fright

## Campaign Overview

## Chapter 1: Nemesis

## Chapter 2: No Business like Show Business

## Chapter 3: Payment Comes Due

## Showtime!

## Adventure Toolbox

"The church is powerful in Vyre, and if Lady Wormwood was indeed working with them, that means there's a good chance that agents of the Gray Master will be looking for these items. They don't suffer theft of their thefts. We've managed to survive and prosper in Vyre at the church's whim. We pay our dues and obey the rules. I want nothing to do with these items. They're marked. I'm grateful for your help, but you can keep all of these things. My advice? Leave them on a nearby pier with a note attached saying, 'Sorry we took these; here they are!' and then get out of there before anyone comes to collect!"

If the PCs don't reveal that information to Gideon now, he'll learn about it soon enough in a few days, at which point he panics. In an attempt to throw the church of Norgorber off his trail, he packs the remaining items up and ships them to the PCs in Kintargo with a note that just reads, "Had a change of heart. You deserve all of these."

While the PCs might worry that the church of Norgorber will come after them for keeping these items, not keeping the treasures won't make a difference, partly because of their actions against the Graverobbers. More notably, due to the PCs' growing influence in the region, the attention they've gained from the followers of the god of murder and thieves is already locked in.

## CONCLUDING THE ADVENTURE

Fallenta eagerly awaits the PCs' return and is overjoyed to have the only known copy of her change-of-identity papers in her possession. She clutches the pages tightly as she asks for a full recounting of the party's adventures in Vyre then announces that it's time for her funeral. She waits a beat for the PCs to react, then laughs in delight, explaining that she's talking about a funeral for her old life. She's lived so long as Fallenta that it's who she is now. She makes a show of burning the papers, the only remaining physical link to her previous life, then sighs in relief and dramatically wipes her hands.

"Now, as for the actual 'funeral,' I suppose it's better to see it as more of an announcement. I want you to help me arrange a public gala, where I'll reveal to Kintargo that I'm here in town and working, with you, to bring a brand new show to the Kintargo Opera House! Doesn't that sound like a delight?"

Fallenta is overjoyed to be free of her shackles after so long. While she has trouble putting her feelings

into words for the PCs, she's eager for them to stand at her side when she takes center stage. Fallenta assumes responsibility in making arrangements for the announcement, set to take place in Aria Park, leaving the PCs a few weeks to rest, relax, and recover from their adventures.

## THE ANNOUNCEMENT

At some point between the end of this adventure and the beginning of the next one, Fallenta's announcement event takes place. The official invite list for the party is significant and includes all the NPCs who were present at the fete in Chapter 2, but unofficially, anyone in town is welcome to attend. Fallenta sees this party as a festival in the park, with her announcement of the as-yet-unnamed opera being the closing event.

Because of this, as the announcement festival draws near, Fallenta asks the PCs for help in providing entertainment. She leaves the exact details to each character, but if they look for suggestions, she mentions things like musical performances, mock battles, feats of strength or agility, providing souvenirs, drinks, or snacks, and demonstrations of magic.

Each PC who wishes to take part in the gala can do so by attempting a skill check of their choice—one that reflects the nature of their entertainment. A musical performance would use Performance, of course, while feats of strength or agility would use Acrobatics or Athletics. Magic demonstrations would use Arcana, Nature, Occultism, or Religion as appropriate. Providing souvenirs, drinks, or snacks would be a Crafting check. A mock battle could be an actual combat the PCs play out against illusions or each other, but a simpler method would be to have all involved PCs attempt the skill check with a single Strike from a weapon to try to hit the skill check DC.

Regardless of the check attempted, the DC is 29. On a success, the PCs earn 1 Production Point, while on a critical success, the PCs earn 2 Production Points, to a maximum of 6 Production Points overall. Each Production Point earned here grants the party 20 XP, to a maximum of 120 XP if all six points are earned.

After the PCs attempt all their checks, the festival wraps up with the opera's announcement. Most of those in attendance are delighted, excited, and jubilant at the news. During the next adventure, the PCs should find themselves becoming more and more recognized on the streets or hear wild rumors about the subject of the opera. The next adventure begins as the PCs start on the actual work of producing the opera—and as with all things involving adventure, not everything will be as simple and easy as it first seems!







# Showtime!

No matter where you find yourself in the world, you're sure to find performers. For as long as history has been recorded—and even before that—people have had stories to tell and a need to share them.

While this Adventure Path focuses primarily upon the production of an opera, if the PCs wish to include any of the following traditions as part of their production, they'll certainly find admirers in their audience who appreciate the diversity of the entertainment offered!

## THEATER ON GOLARION

There are a lot of moving parts involved in bringing a performance together, and all of those roles are necessary for the art of theater. At the most basic level, theater jobs can be broken down into the following six categories.

**Director:** A typical theatrical production has a single director—someone to guide the vision of the show and everyone working to pull it all together. For larger productions, additional directors are sometimes brought on to aid in specific aspects of the show, such as choreography, vocal work, or maestros for the orchestra.

**Orchestra:** Not every production includes an orchestra, and the sizes of those that do can vary from a solo performer to an entire symphony of musicians. For smaller productions, the job of an orchestra might be split between the director and talent.

**Stage Crew:** Anyone involved in the backstage or behind-the-scenes production of a performance—lighting technicians, set builders, prop masters, deck crew, and stage managers—falls into this category.

**Talent:** Talent is generally either a part of the house's regular troupe or hired to perform specific roles or shows. They can include actors, singers, dancers, and other types of performers.

**Wardrobe:** The job of the wardrobe team is costuming and makeup. They make sure the performers look the part. This category includes dressers, makeup artists, hairdressers, seamstresses, and more.

**Writers:** From playwrights to poets, the writers are a foundational element of theatrical tradition; their writing provides the basis for the entire production's work.

## FAMOUS ARTISTS

Famous (or sometimes infamous) theatrical workers are admired or reviled among the public and the theater industry alike. Some of those noteworthy individuals outside the nation of Ravounel whom the PCs might hear referenced (or know about themselves) include the following.

**Amir Yasoud** (controversial nonbinary human director) specializes in the Comedy of Masks. They believe in the power of theater to tell new stories with every performance. Whether or not their theory holds water very much depends on the individual, with their worst critics often accusing them of charging “good money for tired stories.”

**Minjun Song** (well-traveled male human singer) is an opera singer and actor from Tian Xia. While his home theater is the Goka Opera House, he makes occasional tours throughout Golarion, and spectators will flock from all around to hear his masterful vocals.

**Miss Laney Dree** (gregarious female poppet director) is a poppet director who runs a traveling puppet theater. Once a child's doll, she was donated to a theater before she mysteriously came to life and found a sense of self. Preferring (but not bound) to femininity, Miss Laney Dree specializes in puppetry but directs shows as if the puppets were also living creatures—and sometimes, they are!

**Mosaic Nettle** (ambitious agender leshy actor) is best known for a sudden transition from playing Tree #4 in six consecutive runs of *The Roving Forest of Lastwall* to leading roles. Coming from humble beginnings, Mosaic's face can now be seen on posters and billboards across Cheliax as a headlining act.

**Onika Nwabara** (innovative male elf poet) is an Alijae elf playwright known for his poetic interpretations on Mwangi historical events. His magnum opus, “The Last Sunrise in Nagisa,” has never had a show where no one shed a tear.

**Xerulek** (cutting-edge female fetchling writer) is a playwright and novelist. Her work is some of the most avant-garde and absurdist theater produced in Golarion, often leaving audience members with questions about the reality they live in.



## THEATRICAL TRADITIONS

Theatrical traditions vary from region to region, as does their place in society. For some, theater is a religious ritual, while others see it as an artful pastime. But no matter where in the social structure it lies, theater is something you can be sure to find wherever there are people to enjoy it. The following are currently the most popular traditions in both the city and the entire nation of Ravounel.

### CHELAXIAN OPERA

Cheliox's operatic tradition goes back hundreds of years, having developed from Taldan traditions. Taldan opera remains an experience dripping with wealth and extravagance—over the top to an extreme and generally inaccessible for anyone but the wealthiest of patrons. When Cheliox split from the empire of Taldor, Chelaxian artisans worked to create a type of opera all their own—a celebration of art, beauty, and rebellious spirit that would not just be for the elite. A rich part of the Kintargo Opera House's history is as a center of free thought and a gathering for people, even and especially when such a thing might someday become outlawed.

Over time, Chelaxian opera evolved from its pared down and minimalist roots to incorporate more of the elaborate sets and special effects of its progenitor. The Kintargo Opera House, among other houses of its type, maintains lower-cost seating options so that the everyday person can still enjoy shows. Today, Chelaxian opera is further divided into the following three categories.

#### OPERA HISTRIA (SPECTACULAR OPERA)

Perhaps the best known subtype of Chelaxian opera, opera histria takes Chelaxian histories and epic tales of heroism and brings them to the stage in a particularly spectacular manner. Opera histrias often center on themes of love and tragedy, following a hero and their love interest through the trials and tribulations of the time period. These shows are well-loved by the nobility, as their leads are often figures whom nobles can relate to and can see themselves in.

#### OPERA PREPOSTERA (COMEDIC OPERA)

In stark contrast to the opera histria, opera prepostera is opera of and for the common people. Opera preposterias feature slice-of-life performances, showing everyday people living everyday lives.

These productions are almost always much more light-hearted operas; romance and comedy are their chief focus. It would not be uncommon for an opera prepostera storyline to involve secret twins, falling in love with a mirror, or gossiping cooks.

#### OPERA VERITA (DRAMATIC OPERA)

The most conventional Chelaxian operatic tradition, opera verita depicts the reality of life. These operas are not afraid to get into the grim, gritty, desperate lives of the downtrodden or the struggles facing middle-class families on the edge of poverty. Dramatic operas tend to be the least fantastical in terms of effects but still boast elaborate and realistic sets. Opera verita is often seen as an active form of protest by House Thrune, and as such, it represents the strongest growing tradition in Ravounel.

### JINGJU

The history of opera in Tian Xia reaches back even further than its Chelaxian counterpart. While modern Tian Xia opera emerged about five hundred years ago, the art form itself has been evolving for almost a millennia. Regional differences in instrumentation and stories make Tian Xia opera some of the richest and most diverse forms of theater in Golarion.

Physicality and movement are vital to Tian Xia opera and even preclude singing in some cases. The vocal style for jingju is very stylized, often involving crooning, trilling, and sounds that almost mimic string instruments. Tian Xia opera singers train from a very young age to achieve this vocal ability, which, for some roles, may mean up to five octaves between the peak and valley of their range.

Unlike Chelaxian opera, the sets for Tian Xia operas are typically simple, sometimes even just a bare stage. Instead, the eye-catching elements of jingju are the actors, who are usually decked out in elaborate costumes and wearing intense, full-faced makeup. These costumes are carefully handmade and embroidered by skilled artisans. Getting into makeup and costume for jingju can take several hours.

Jingju originated as a theater for the masses, and thus does not have the same classist air to its performances as Taldan (or to a lesser extent, Chelaxian) opera. Even now, when most jingju has moved into stationary theaters rather than roving troupes, anyone wishing to see a show need not worry about cost, as standing room or bench seating can be purchased for whatever a patron has to spare. Some theaters also accept food, fabrics, or other goods as payment for the show.



## MWANGI ORATION

The various cultures of the Mwangi Expanse have created dozens of forms of theater and performance art, largely due to their reverence for oral histories and storytelling. Some of the oldest forms of theater all across the Inner Sea region were born from this love of stories and the need to keep them alive. In the Mwangi Expanse, the tradition has only improved over time.

While elements vary by region, Mwangi oration can be generally defined as emotional, epic, and poetic. The performers are generally accompanied by drums, shakers, and other percussion instruments, with horns and strings used for additional instrumentation. These theatrical performances range from solemn odes to joyous celebrations, with plays, operas, and epic poems depicting everything in between.

## PUPPETRY

Whether it's marionettes and hand puppets or giant multi-operator contraptions on full-sized stages, puppetry has its place in many cultures. In fact, some are so fond of puppets that they keep poppets (puppets that have been given some degree of sapience and personality) as companions.

Puppet theater comes in many shapes and sizes, just like the puppets used therein. Many urban performers get their start in puppetry, as it requires very little money to get ahold of a basic puppet or the supplies to make one. Ventriloquism and box puppet shows are the most common forms of street puppetry, though many other forms exist.

Mechanical puppetry in theater, a more modern development, is just now making its debut. Clockwork puppets and automatons are taking the stage in more technologically advanced parts of Golarion, but to many, "clockwork actors" are a threat to living actors. A less controversial use for machine innovation in puppetry is the manipulation of very large puppets by a system of ropes and pulleys, often activated and maintained by the same gears that power their clockwork counterparts.

## TRAVELING THEATER

Not all theater lives in the stadiums and opera houses of Golarion. The thriving heart of the art form lies with traveling theater troupes, some with traditions passed down from generation to generation.

One of the more common forms of traveling theater is the Comedy of Masks (or Masked Comedies): a Varisian tradition that has grown increasingly popular across Avistan in recent years as travel through the region increases. Almost every traveling troupe has different colloquial names for this style of theater and its various tropes, but the plotlines and style all hold the same core qualities.

Masked Comedies feature a set of trope-driven characters, some masked and some bare-faced. Typically, these roles include the Captain (a brash, boastful military officer), the Servant (an often-sly character who pulls the wool over the eyes of their superiors), and the Lovers (young, rich, and silly people who need the help of those around them to get together).

Unlike most forms of theater, the Comedy of Masks don't use scripts. Instead, they have archetypal prompts and story beats; the actual dialogue and flow of the show are improvised. Because of this, a person could see the same Masked Comedy every night for a week and still be surprised by some elements. You can





randomly determine a Masked Comedy's archetypical prompt with a die roll.

### BASIC COMEDY OF MASKS PROMPTS

d12	Prompt
1	Long lost twins with mistaken identity
2	Pretending to be a sibling
3	Eloping behind a rich parent's back
4	Needing to clean up in a hurry because the lord is returning early.
5	Pretending to be a visiting lord
6	Leaving an arranged marriage for a mysterious stranger
7	Participating in a talent show or competition for a ridiculously over-valued prize
8	Being seated at the wrong places for dinner
9	A rivalry so old you can't remember the cause
10	Pretending to be a servant to enjoy the lack of decorum
11	Body swapping shenanigans
12	The fey are causing mischief again

## THE KINTARGO OPERA HOUSE

The Kintargo Opera House is a relatively small physical venue in contrast to its prestige and renown. That only makes the experience of seeing a show there all the more magnificent. Built centuries ago by House Nahune, it eventually came into the care of House Victocora, with help from other noble houses interested in seeing its beauty and decadence maintained. After a brief stint under the ownership of House Thrune (where it served as the home of dictator Barzillai Thrune while House Victocora very nearly went extinct), a fiery rebellion freed it from its former ownership.

After Ravounel's secession from Cheliah, rehabilitation of the Kintargo Opera House took some time, as the focus of Kintargo's public works fell upon repairing destroyed portions of city infrastructure and rebuilding (and reconsecrating) the old Temple of Asmodeus into the city's municipal center. The rebels known as the Silver Ravens took it upon themselves to restore the Opera House, and for nearly four years they kept it as a headquarters. They organized daily performances there for much of that time—performances that went a long way toward helping Kintargo find itself and take pride in its own artistic pursuits.

At the same time, the Silver Ravens had much loftier goals. Having helped Ravounel break free from Cheliah's rule, they joined with Vidric

representatives and formed a secret society known as the Firebrands. Of course, this group didn't remain secret for long; today, the Firebrands operate all across the Inner Sea region and beyond. As the Silver Ravens grew more and more involved with the revolutionary organization, their leaders had to make a tough decision. Their responsibilities as cofounders of the Firebrands required them to spend an increasing amount of time abroad, and in 4720, they officially transferred ownership of the Kintargo Opera House over to Songbird Hall, Kintargo's church of Shelyn.

To this day, Songbird Hall continues to maintain the opera house, ostensibly waiting for an appropriate group to take up management of the venue. In the meantime, though, shows still go on under the building's storied roof, yet these have all been minor works or performances of classics and old favorites. There hasn't been a significant new opera debut at the Kintargo Opera House since before Barzillai Thrune's rule over the city.

Under the management of Songbird Hall, the Kintargo Opera House has undergone some renovations. Venues like the Kintargo Opera House are designed both as theatrical and musical performance halls, which can limit their design in order to serve both purposes. Space backstage and in the fly loft that would otherwise be used for storage must be kept open for acoustics—or filled with sound-dampening curtains to keep echoes down. Nonetheless, despite these setbacks, the Kintargo Opera House still produces some of the best theater in the Inner Sea region.

### PATRON SPACES

Upon entering the Kintargo Opera House, patrons find themselves in the lavishly decorated foyer (K1), chandeliers washing the room in a warm glow and four different flights of stairs leading upward. Here, tickets can be purchased at the adjoining box office (K2). Refreshments can be purchased in the salon or assembly room (K3), where patrons can linger and gossip, catching up on the latest news and making a show of being seen appreciating the arts. Patrons interested in learning more about the opera house and its founder can enjoy the Founder's Museum (K4). Just north of here is a small storage room (K7) filled with general supplies for the opera house, including wine, linens, and other necessities. (Technically off-limits to the public, the thick curtain often draped over the entrance here doesn't do a great job of keeping wandering patrons out.)



Stage  
FrightCampaign  
OverviewChapter 1:  
NemesisChapter 2:  
No Business  
like Show  
BusinessChapter 3:  
Payment  
Comes Due

## Showtime!

Adventure  
Toolbox

Cozy restrooms (**R**) are also available for patrons and staff alike.

Continuing forward through the double doors will take patrons into the low seating or orchestra seating (**K5**) on the bottom floor of the theater. In order to reach their seats, patrons can pass through the rows via the vomitories—walkways that run from the stage to the doors, which can also be used by performers. Patrons in the front-most rows of this area sit right in front of the orchestra, which is housed in the pit (**K6**), ten feet below the ground and open to the auditorium.

More refined patrons can purchase seats in the upper-level balcony (**K12**) or even further up on the third floor in private boxes (**K18a–h**). These boxes range in size, decoration, and price—with the most expensive being the Imperial Boxes (**K18d–e**) at the center. Included in the perks of renting one of these upper-level seats is access to the guest salon (**K13**), an even fancier version of the assembly room downstairs, and certainly the place to see and be seen as a member of high society.

The grand tier gallery or balcony seating area (**K12**) is the largest seating area for patrons in the Kintargo Opera House. It overlooks the theater and provides a good view for an affordable price. Just as the lower seating area has vomitories leading from the doors to the stage, the upper balcony area has vomitories that allow access to the seats from the staircases and the second floor bathrooms.

Other features of the second floor include the Prince's Parlor (**K14**), another room to mingle and chat in—this one with walls adorned with portraits of the opera house's top talent and posters from prior shows. The patron room (**K15**) and client meeting room (**K16**) are both generally off-limits to regular attendees, as they're reserved for individuals or groups who have donated generously to the opera house—or whom the opera house is courting for donations.

---

**PERFORMANCE & TECHNICAL SPACES**

---

The orchestra is in front of the lip of the stage (**K8**), the space in front of the main curtain. Behind that curtain is a backstage (**K9**)—a staging space for set pieces, hidden entrances, and more. Drop curtains and flats suspended from the rigging loft (**K19**) can be placed to increase the depth of the stage as needed for particularly complex scenes. The area has six trap doors that lead down into the underworld (**K20**)—a staging space for set pieces, actors, and the hustle and bustle behind the scenes. Since opera houses do not have wings like standard theaters, all activity that would take place in the wings must take place in this underworld instead.

Left and right of the stage are numerous dressing rooms (**DR**), along with the scene room (**K10**) and green room (**K11**)—spaces for the stagehands to prepare scene changes, and actors to rest between scenes or prepare for an entrance respectively. A large boardroom (**K17**) on the second floor provides a place for the opera house managers to meet and plan events, or for directors to work.

Beneath the stage and the theater house lie a network of basement rooms and tunnels. Here, costumes, props, and small-to-medium sized set pieces can be stored. Larger set pieces that cannot be broken down are either housed off-site or sold or rented to other theaters for their productions, with the loading ramp (**K21**) affording easy access to come and go from the underworld.

The orchestra (**K6**) enters the auditorium through here, as the pit cannot be easily accessed from above. The maestro climbs a short set of stairs to a platform that allows them to be seen by all of the musicians, but still mostly hidden by the pit wall. The deeper instruments will be seated towards the back, under the stage, while the higher instruments, such as woodwinds and violins, will be seated in the open area of the pit.

Also in the theater's basement are a collection of rehearsal spaces (**K22**), archives (**K23**), repair workshops (**K24**), tool storage (**K25**), prop and costume storage (**K26**), and meeting rooms (**K28**). The conservatory (**K27**) serves as both a storage space for instruments and a rehearsal room for the orchestra, who hold regular rehearsals even during the opera's offseason. A large reading room (**K31**) is located near an extensive library (**K32**) of scripts, librettos, and sheet music. The library has been kept up to date with the latest theatrical publications and also features a collection dating back centuries.

The director's office (**K29**) is set aside for the manager, traditionally the same person who serves as an in-house director. The nearby opera vault (**K30**) is home to the opera house's reserve of funds, important legal documents, and the most expensive costumes and props. Here, you can find headdresses jeweled with real diamonds and pearls amidst gem-inlaid tables and chairs. The vault is kept locked at all times, except when a staff member is accessing it.

As recently as Barzillai's occupation, the basement featured additional tunnels and even crypts, but the entrances to these have been sealed off; all that remains is one secret passage that leads to a guard post (**K33**), with a tunnel to the south descending to a flooded secret entrance (or escape route) to the waters of Aria Park Pond.



## DRAMATIS PERSONAE

During the Curtain Call Adventure Path, the PCs will need to interview and audition a wide range of actors for key roles in the opera they're helping to produce. While hundreds (and perhaps even thousands) of aspiring actors dwell in Kintargo, the eight notable NPCs listed on the following spread introduce those the campaign assumes will be in the running for the most coveted roles.



### LUX

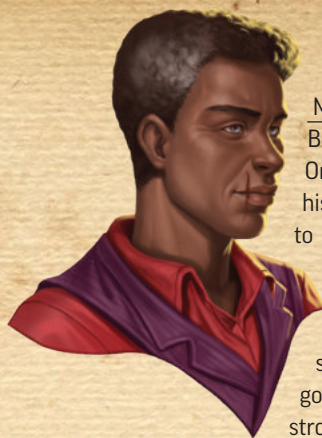
**FLIRT** **SCOUNDREL**

Nonbinary human nephilim

Lux is a slim, rakish Varisian human of nephilim heritage. Their dark curly hair is long enough to be pulled into a ponytail or let roll over the side of their face in the middle and is shaved close to the scalp on the sides. Their eyes are a deep honey gold, with a shimmering celestial glow that's present even in the darkest of places—one of their only obvious physical

traits that speaks to their supernatural heritage. Their eyes tend to glow softly when angry or in the throes of passion.

Charismatic and sharp, Lux is happy to start a conversation, especially if the other party is open to some wordplay. Their walk is smooth, with the confidence and swagger of a young adult.



### ORMUND

**SCHOLAR** **WARRIOR**

Male human

Born and raised in Kintargo, Ormund is a proud child of his hometown—proud enough to have fought for it. A scar catches the corner of his mouth, drawing it a little tight even when he smiles. He's in his late forties, going grey at the temples, with strong bone structure and cool grey eyes.

Ormund's section of the dressing room quickly gets cluttered with books of poetry and history. He's quick to answer questions about the theater's history, current productions, or anything else he overhears. He can often be found helping rearrange set pieces and furniture, while going over his own lines.



### VAUM

**LEADER** **UNDERDOG**

Male dwarf

Vaum was born in Highhelm as a member of Clan Grimmark but left his home to pursue an actor's career. At first glance, Vaum seems unassuming and easy to pass over, but meeting his piercing green eyes offers a glimpse into how steadfast his personality is. Vaum is always eager to help his fellows when asked, but just

as quickly points out how something could be done better, if done his way—a habit he knows can grate on others, but he's had a hard time giving it up.

Vaum keeps his red hair and beard braided in neat plaits, with little rock beads and charms dispersed throughout. Most of these charms are plain, simple trinkets, but on closer examination, some are clearly fine-tooled gold and gemstone. He doesn't flaunt this wealth and is happy to let others overlook him if it serves his needs.



### PERSECHORE

**GUARDIAN** **WILDCARD**

Female human

A cheerful woman in her early thirties, Persechore can often be found mothering the younger members of the troupe—or even her fellow actors' children if they find their way onto the set—making sure they're out of harm's way.

Her fair hair is pulled up into a bun atop her head, with a wild array of flyaway tangles framing her face.

She flits from conversation to conversation like a butterfly, peppering in comments here and there to spark gossip and intrigue. More often than not, you'll catch the tail end of Persechore's interactions with a peal of golden laughter. But outside of friendly gossip, teasing, and harmless pranks, Persechore won't suffer her fellows being insulted or hurt and is quick to come to their aid.





### MIRIAM WEATHERBY

**GUARDIAN UNDERDOG**  
Genderfluid halfling

A little scrappy and more than willing to play into the unfair stereotype that many humans have about halflings being like human children or teenagers, Miriam Weatherby is proud of their "slightly greater than average" height—especially for a Wildwood halfling.

Their hair falls around their face in locks, dyed an ombré of black at the roots to pale lavender at the tips. Miriam is always pushing herself to do better and do more, even if that sometimes results in personal injury or exhaustion—something that can make them difficult to work with if their onstage partner isn't prepared for the unexpected to occur at any time.

Miriam is guarded with strangers and wishes some of their fellow actors were the same. They warn against trusting too quickly and sometimes aggravate their colleagues with questions about the intentions of their friends and paramours.



### AUSELIA

**SCOUNDREL WILDCARD**  
Female elf

Tall and willowy, Auselia carries herself with grace, moving from shadow to shadow with ease, barely leaving a trace behind. Age is but a number for elves, and Auselia delights in daring others to make guesses as to her age rather than simply revealing it when asked (she's in her late three hundreds). Even if someone were to guess correctly, she certainly wouldn't reveal it, spinning the question back on them and often playfully ribbing them for falling into biased expectations.

Auselia's white hair is long and silky, and she has a wide range of rings and studs she wears in her pierced ears, lip, and nose. She prefers colorful, even floral, prints for her clothing. Even though elements of her appearance may seem garish, Auselia often leans into them, taking joy in the yelps of surprise when she drops from the catwalks into the middle of a conversation.



### LISBEND

**LEADER WARRIOR**  
Genderfluid gnome

Lisbend is a fiery, young adult vivacious gnome, with a shock of red hair they keep slicked back. Without fail, they're the first to introduce themselves to any group of people—quick to talk up both their own accomplishments and the wonders of the theater as a whole. Lisbend's a newcomer to Kintargo, but that hasn't slowed them down, and it never takes long for local veterans of the stage to look up to them as a beacon of passion and source of inspiration.

This passion is one of Lisbend's proudest traits, but it also often gets them into trouble, especially when they don't think before they react to a perceived insult. Many makeup artists bemoan how often they have to spend extra time covering up bruises or hiding scratch marks Lisbend brings to the dressing room from tavern brawls or various street scuffles. But they assure anyone who asks—those they tangled with always end up looking worse!



### YERRIX

**FLIRT SCHOLAR**  
Agender monkey goblin

Yerrix is a witty, tailed monkey goblin who has mottled tawny skin and all-black eyes that present no visible difference between the sclera, iris, and pupil. Despite this, Yerrix's eyes always seem alight with mischief, and the goblin is quick with a smile. Yerrix's tail has a tendency to wrap around wrists and ankles in a show of affection... even with people Yerrix has just met. They're well aware that many in Ravounel have never met a monkey goblin, and they enjoy the wild (and often quite implausible) rumors about what they "really are."

Wordplay, puns, and debate are some of Yerrix's favorite pastimes. In order to keep up with the goings on (and to ensure that Yerrix is always right), the goblin seeks out news fliers and other missives from as wide a range as possible and is quick to correct people on their misconceptions.







# Adventure Toolbox

## MAGICAL TREASURE

A wealth of treasures await discovery by the PCs during “Stage Fright.” With the exception of *netherwalk incense* (which is gifted to them by Fallenta in order to speed along their journey to Kintargo), these items consist of a collection of treasures once owned by a traveling troupe called the Crascondo Company.

The so-called Crascondo Collection consists of nine pieces, many of which were created by a talented director and artisan named Baudinaro Verimai Crascondo, founder and leader of the Crascondo Company. These legendary performers made a wide yearly circuit through Cheliox, Isgar, and Andoran in the years leading up to the Age of Lost Omens, and after that time, they redoubled their efforts as Baudinaro felt that “bringing joy and escapism to the masses” was the best way to help folks through these troubling times. The entire troupe went missing in the year 4621, somewhere along Cheliox’s west coast. It’s generally believed the troupe was captured and excruciated by Thrune agents, who claimed their potent magical items as trophies. The path the collection took over the next century is unknown, but today, they’ve found their way into an unlabeled crate bound as payment to the Dragonfly Society, only to be stolen once again.



Scene Stealer's Tunic

### ARMOR

#### SCENE STEALER'S TUNIC

ITEM 13

UNIQUE INVESTED MAGICAL

Price 3,000 gp

Usage worn armor; Bulk L

This suit of padded armor consists of a beautifully woven pleated tunic adorned with a gold pattern and narrow bands of white fur trim on a deep blue background with matching pants, all of which are meant to signal wealth

and status. This +2 *resilient raiment padded armor* was custom designed for Alessandro Domenesso, an actor as well known for their astounding costume changes as for their roguish off-stage activities. Even without utilizing the magic of this armor, it's elegant enough that it could easily be mistaken as fine clothing.

**Activate—Look At Me!** ♦♦ (concentrate, illusion, mental, visual) **Frequency** once per hour; **Effect** You make yourself visible and apparent to a creature you can see that's within 30 feet. The *scene stealer's tunic* transforms into something incredibly gaudy, distracting, or otherwise compelling to the target creature, who must attempt a DC 30 Will save.

**Critical Success** The target is unaffected.

**Success** The target is distracted by you and keeps looking your way. They take a -1 status penalty to Perception checks against everything but you, a -1 status penalty to all saving throws against your visual effects, and gain a +2 status bonus to all saving throws against visual effects created by anyone else; these penalties and bonus last for 1 minute.

**Failure** As success, but the target is also off-guard to everyone other than you as long as you remain visible.

**Critical Failure** As failure, but the target also becomes slowed 1 as they spend extra time on their turn admiring, glowering, or otherwise being distracted by you.

### WONDRIOUS CONSUMABLES

#### NETHERWALK INCENSE

ITEM 11

RARE CONSUMABLE MAGICAL SHADOW TELEPORTATION

Price 300 gp

Usage held in 1 hand; Bulk –

**Activate** 1 minute (concentrate, manipulate)

This stick of dark-gray incense carries a faint, strange odor that's different for any creature that smells it—mimicking a scent that evokes feelings of nostalgia or homesickness. You begin the activation of a stick of *netherwalk incense* by lighting it on fire as a single Interact action, at which point you designate up to 10 willing creatures within 20



feet of you. After spending a minute concentrating on the smoke and its scent, you and the affected creatures move into the Netherworld and can use its warped nature to speed travel. Each hour, your travel covers a distance of 50 miles, during which landmarks appear as vague and symbolic images rather than concrete visuals. You arrive within a mile of your intended destination when you Dismiss the effect or after 8 hours have passed.

## HELD ITEMS

### MOCKER'S SWAZZLE

ITEM 13

UNIQUE MAGICAL

Price 3,000 gp

Usage held in 1 hand; Bulk L

A swazze is a device made of two strips of metal bound with sinew and around a reed that, when held to the mouth, causes the user's voice to take on a distinctive rasping tone. Swazzles are often used by street puppeteers to give their puppets' voices a unique and memorable timber. A *mockers' swazze*, though, has a different use—rather than simply giving voices to troublemaking puppets, it helps a performer fight back against hecklers in a crowd.

**Activate—Heckle the Heckler** ➤ (auditory, emotion, linguistic, manipulate, mental) **Frequency** once per hour; **Trigger** A creature within 30 feet of you attempts and fails to Demoralize you; **Effect** You quickly fire a retort back at the triggering creature, mocking its failed attempt in a way that makes it laugh at its own ineptitude; you cast *laughing fit* (DC 30 Will save) on the triggering creature.

**Activate—Mocking Spell** ➤ (auditory, linguistic, spellshape) **Frequency** once per day; **Effect** You direct a quick bit of insulting mockery at a creature who can understand you that's within earshot. If your next action is to cast a mental spell that targets only that creature, that creature takes a -1 item penalty to any saving throw against the spell and, regardless of the result of the saving throw, becomes off-guard until the start of your next turn.

### SPECTACLES OF DISCERNMENT

ITEM 13

UNIQUE MAGICAL

Price 3,000 gp

Usage held in 1 hand; Bulk L

Designed for a frequent sponsor of theatrical productions who liked to stay informed of all the off-stage drama, these silver opera glasses are affixed to a slender redwood handle. They can't be worn on the face but must be raised to the eyes and held there, at which point the *spectacles of discernment* grant a +2 item bonus to Perception checks to notice details at a distance.

**Activate—Reveal the Truth** ➤ (manipulate) **Frequency** once per day; **Effect** You raise the spectacles to regard a target

creature through them; the target must be within 60 feet. You immediately gain the ability to speak and understand the language the target creature is currently speaking, or its native language if it's not currently talking, for 24 hours. During this time, you can Interact with the *spectacles of discernment* to flip down a pair of supplementary lenses. When you do so, if you're observing the creature you originally targeted, roll a secret counteract check with a counteract modifier of +23 against any illusion, morph, or polymorph effect affecting the target, but only for the purpose of determining whether you see through the disguise or not.

## WORN ITEMS

### CROONER'S CRAVAT

ITEM 13

UNIQUE INVESTED MAGICAL

Price 3,000 gp

Usage worn necklace; Bulk —

This long, silky neckcloth has the ability to be tied into a convincing semblance of an elegant evening scarf, a worker's neck kerchief, an elaborate cravat, or any other neckwear. It also provides a boost to vocal performances, enhancing both projection and the emotive qualities of a performance. In its natural state, this item appears as a long, white silk scarf. A *crooner's cravat* grants a +1 item bonus to all Performance checks, but this increases to a +2 item bonus for Performance checks to sing.

**Activate—Adjust Cravat** ➤➤ (illusion, manipulate, visual)

**Frequency** once per hour; **Effect** You make adjustments to the *crooner's cravat*, transforming it into any type of stylish chosen neckwear; as you do so, you cast a 1st-rank *illusory disguise* on yourself.

**Activate—Influential Croon** ➤➤ (auditory, emotion, linguistic) **Frequency** once per day; **Effect** You pour emotion into your vocal performance, projecting an empathetic bond that fascinates listeners. You cast *enthrall* (DC 30 Will save). When you first activate Influential Croon, you can also cast *subconscious suggestion* on one creature within 30 feet (DC 30 Will save).

### HERALD'S RING

ITEM 13

UNIQUE INVESTED MAGICAL

Price 3,000 gp

Usage worn; Bulk —

Adorned with golden herald horns, this green ring both enhances a performer's vocal projection and provides partial protection against sonic attacks.

**Activate—Project Voice** ➤ (manipulate) **Frequency** Once per day; **Effect** When you turn the *herald's ring* around your finger three times in either direction, you gain the ability to easily project your voice up to 200 feet



without raising the volume of speech, reaching your audience in most venues, including arenas. This effect lasts up to 2 hours.

**Activate—Reflect Sound** ➤ (concentrate) **Frequency** once per day; **Trigger** You take sonic damage from a spell or effect; **Effect** You use the *herald's ring* to reflect a portion of the sonic damage back at its source by attempting to counteract the effect. The ring has a counteract modifier of +23.

**Critical Success** All of the damage is reflected back on its source.

**Success** Half of the damage is reflected back at its source, and the other half is negated.

**Failure** Half of the damage is reflected back at the source, and you take the rest of the damage.

**Critical Failure** None of the damage is reflected, but the *herald's ring* does absorb enough energy so that you can activate it again today.

## STAGE MAGICIAN'S CLOAK ITEM 13

UNIQUE INVESTED MAGICAL

Price 3,000 gp

Usage worn cloak; Bulk L

This black velvet cloak has a silvery blue iridescent lining. The cloak can be worn with either side facing out—switching from one side to the other requires two Interact actions. If these actions are both taken on the same turn, the act of removing and redonning the cloak doesn't cause it to lose its investiture. When worn with the black velvet lining facing out, the *stage magician's cloak* grants a +2 item bonus to Occultism checks. When worn with the silvery blue lining facing out, it grants a +2 item bonus to Arcana checks.

**Activate—Now You See Me...** ➤➤ (manipulate) **Frequency** once per day; **Effect** Distracting colorful smoke blasts outward from the cloak in a 10-foot emanation, causing all creatures in the area to become off-guard until the start of your next turn (DC 30 Will save). If you were previously concealed, hidden, or undetected, you lose those conditions. You become quickened for 1 round and may use the extra action to Interact, Strike, or Stride.

**Activate—...Now You Don't** ➤➤ (manipulate, teleportation) **Frequency** once per day; **Effect** Harmless silver smoke issues from the cloak in a 10-foot emanation. You cast a 2nd-rank *invisibility* on yourself and are transported, along with all items you're wearing and holding, from your current space to an unoccupied space within 30 feet that you can see. If this would bring another



Stage Magician's Cloak

creature with you—even if you're carrying it in an extradimensional space—the transportation part of this effect fails.

## TUMBLER'S BELT

ITEM 13

UNIQUE INVESTED MAGICAL

Price 3,000 gp

Usage worn belt; Bulk L

This sparkling purple belt was made for the youngest member of a family of jugglers and tumblers who traveled with the Crascondo Company. The thought was this would allow the child to safely participate with their elder siblings and cousins, but the belt found itself being "loaned" more and more often to dare-taking elders in the troupe. The *tumbler's belt* grants a +2 item bonus to Acrobatics checks, and whenever you critically succeed at a check to Tumble Through, you gain a +10-foot item bonus to your Speed until the end of your turn. While wearing the *tumbler's belt*, you're not off-guard while you Balance.

**Activate—Land With Grace** ➤

**Frequency** once per day; **Trigger** You're falling; **Effect** Treat your fall as if it were 120 feet shorter.

Regardless of whether you take damage or not from the fall, you land on your feet.

## OPERATIC FEATS

Several archetypes found in *Player Core 2* provide an excellent opportunity for a PC to focus their growth in ways that help support their role as inspiration for an opera. Acrobats, celebrities, dandies, and gladiators alike can further focus their operatic themes by selecting from the following feats as they gain levels during *Curtain Call*. These uncommon operatic feats are all available to PCs in *Curtain Call*, provided they meet the prerequisites for each.

### GLADIATOR'S ROAR ➤➤

FEAT 12

UNCOMMON ARCHETYPE EMOTION FEAR MENTAL SONIC

**Prerequisites** Gladiator Dedication, master in Intimidation

**Frequency** once per day

You can project your voice into a high-pitched screech that damages your foes. Your roar can be heard twice as far as normal, and creatures within a 15-foot-cone take 6d10 sonic damage and must attempt a Fortitude save against your class DC or spell DC, whichever is higher. If your Gladiator's Roar triggers Play to the Crowd, you gain a +2 status bonus to your Performance check to do so.



**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and becomes frightened 1

**Failure** The creature takes full damage and becomes frightened 2.

**Critical Failure** The creature takes double damage, becomes frightened 3, and is stunned 1.

## OPERATIC ADVENTURER

FEAT 12

UNCOMMON ARCHETYPE SKILL

**Prerequisites** Acrobat, Celebrity, Dandy, or Gladiator Dedication

Your training has focused you for the opera, and it certainly shows. You become master in Performance, and at 15th level your skill in Performance increases to Legendary. You also become expert in Theater Lore or become master in Theater Lore if you were already expert. When you're on a stage, in an arena, or otherwise at the focus of a crowd there to see you perform, your eagerness to begin grants a +3 circumstance bonus to initiative rolls if you roll Acrobatics, Intimidation, or Performance for initiative.


## PERFECT PITCH

FEAT 12

UNCOMMON ARCHETYPE

**Prerequisites** Celebrity or Dandy Dedication

Your ear for harmony has enhanced your ability with musical magic. You can use Performance to Learn a Spell or Identify Magic spells and effects that are musical in nature. In addition, you gain the Pitch-Perfect Projection action.

**Pitch-Perfect Projection**  (auditory, spellshape) By using your perfect pitch, you can amplify your voice to cause magical auditory effects to reach further. If your next action this round is to Cast a Spell or use an action that creates an auditory effect with a range, increase that range by 30 feet.

## PLAY TO THE CROWD

FEAT 12

UNCOMMON ARCHETYPE SKILL

**Prerequisites** Dandy Dedication, master in Deception

You have a knack for knowing just how to manipulate groups by saying exactly what needs to be said. When you Lie in a public area in front of a crowd, you can gauge the reactions of the crowd as you speak to know how your Lie is working, and Lie loses its secret trait. You gain the Reactive Falsehood reaction.

**Reactive Falsehood**  (fortune) **Frequency** once per hour;

**Trigger** You fail to Lie to a creature in public; **Effect** As your target sees through your lie, you spin your falsehood in a way that utilizes the crowd's reaction to bolster believability. Re-roll your Deception check to Lie with a +2 status bonus and use this check's result as the actual result to Lie.

## PRIMADONNA

FEAT 12

UNCOMMON ARCHETYPE AUDITORY VISUAL

**Prerequisites** Celebrity Dedication, master in Performance **Frequency** once per hour

The spotlight should always be on you and you alone. Attempt a Performance check against the Will DCs of all enemies within 30 feet who can see or hear you. On a success, the targets focus on you and gain a +1 circumstance bonus to hit you, but they're off-guard to all creatures other than yourself. On a critical success, the effect lasts for 3 rounds.


## VIRTUOSIC DANCER

FEAT 12

UNCOMMON ARCHETYPE

**Prerequisites** Acrobat Dedication

You're so fond of using your Acrobatic feats on the stage that you've begun adding your own flair to these dances on the big stage. When you Perform, if you do a performance that is either related to dance, acting or opera, you gain a +1 circumstance bonus to the roll. If you're legendary in Acrobatics, this increases to a +2 circumstance bonus. You gain the Dancing Dodge reaction.

**Dancing Dodge**  (move) **Trigger** You're hit by a Strike during the first round of combat; **Effect** You take advantage of the fact that your foe isn't ready to anticipate your dance-like moves in combat. Add a +3 circumstance bonus to your Armor Class against the triggering Strike to determine the Strike's actual result.

## COSTUME CHANGE

FEAT 14

UNCOMMON ARCHETYPE

**Prerequisites** Acrobat, Celebrity, Dandy, or Gladiator Dedication, Quick Disguise, master in Deception

Enough of your life has been spent performing that you've mastered the art of the quick change—especially when it comes to armor or invested items. You can remove any armor as a 3-action Interact activity. You can don light armor in 2 rounds, or in 1 minute for medium or heavy armor. You gain the Impromptu Investment activity.

**Impromptu Investment** (1 minute) **Frequency** once per 10 minutes; **Effect** You can remove investiture from an item you currently have invested, and this investiture does not count against your daily limit. You can invest a new item in this item's place.

## FIT FOR THE ROLE

FEAT 14

UNCOMMON ARCHETYPE

**Prerequisites** Acrobat or Dandy Dedication

Not only are you a flamboyant performer, but you've mastered an occult secret that allows you to outfit yourself and your companions with magical visages. You gain the ability to cast *illusory disguise* as a 7th-rank innate occult spell once per day.



## Stage Fright

### Campaign Overview

#### Chapter 1: Nemesis

#### Chapter 2: No Business like Show Business

#### Chapter 3: Payment Comes Due

#### Showtime!

#### Adventure Toolbox

## IT'S NOT OVER ↻

FEAT 14

UNCOMMON ARCHETYPE

**Prerequisites** Celebrity or Gladiator Dedication

**Trigger** You're reduced to 0 Hit Points

**Frequency** once per day

In the world of drama, the finale of any performance doesn't have to be the end, and for you, this now extends to life itself. When damage reduces you to 0 Hit Points, you can use this reaction to suddenly spring back into action. Instead of gaining the dying condition and falling unconscious, you regain a number of Hit Points equal to 10 + your level + your Constitution modifier.

## TEMPO SHIFT ◆

FEAT 16

UNCOMMON ARCHETYPE

**Prerequisites** Acrobat or Gladiator Dedication; legendary in Acrobatics

**Trigger** You Delay.

**Frequency** once per hour

You are always ready to embrace to a change in tempo and adapt your actions to take advantage of unforeseen developments. When you return to the initiative order after you Delay, you do so in an unpredictable way. All enemies are off-guard to you until the start of your next turn, and you become Quickened for the current round but can only use the extra action to Stride or Strike.

## FIGHT CHOREOGRAPHY

FEAT 18

UNCOMMON ARCHETYPE

**Prerequisites** Acrobat or Gladiator Dedication, master in Theater Lore

You've spent enough time training in stage fighting and teaching a wide range of stunts that you can prepare your companions with directions on how to avoid peril in battle. You can Aid an ally's Acrobatics or Athletics check with a Theater Lore check. You gain the Swift Choreography reaction.

**Swift Choreography** ↻ (audible, linguistic) **Trigger** An ally within 30 feet would become grabbed, immobilized, off-guard, prone, or restrained; **Effect** You call out a quick reminder to your ally about a special move you'd suggested to them at some point in the past, allowing the ally to avoid the triggering effect completely.

## TRAGIC LAMENT ↻

FEAT 18

UNCOMMON ARCHETYPE AUDITORY EMOTION LINGUISTIC MENTAL

**Prerequisites** Celebrity or Dandy; legendary in Performance

**Trigger** A creature you're aware of critically succeeds on a Strike against you and would deal damage to you.

**Frequency** once per 10 minutes

You dramatically cry out in poetic verse about the tragedies that led to your doom at this very moment,

instilling guilt in your attacker. The Strike deals normal damage rather than critical damage as your foe relents on their attack at the last moment as they're moved by your words, though other effects that happen on a critical hit still occur. The creature that made the triggering Strike must then succeed on a Will save against your Class DC or be slowed 1 for 1 round by guilt at its actions against you.

## MORE REAL THAN REAL

FEAT 20

UNCOMMON ARCHETYPE

**Prerequisites** Acrobat, Celebrity, Dandy, or Gladiator Dedication

Your performances aren't just well-known, they're famous across the land and beyond. Your ability to make people believe the stories you perform has taken on supernatural power. You gain the ability to cast *fabricated truth* once per day as an occult innate spell.







## REMOVING AZARPAL POISON

Once an item of food or drink has been laced with azarpal poison, it can be detoxified through the use of a *cleanse cuisine* spell or by spending an hour using alchemical supplies to nullify the poison. This latter option requires access to an alchemical lab and a successful Crafting check against the azarpal's poison save DC.

## AZARPAL

Azarpals resemble bipedal hogs with wide-tusked mouths, bloated bellies, and long, bristly tails. They can store food in their multiple stomachs for long periods of time, slowly infusing it with a signature poison that causes those afflicted to sweat profusely and succumb to intense nausea.

Azarpals love spreading discontent via poisoned food. They delight in traveling caravan routes, disguised as merchants, constantly sampling regional cuisines, and choosing their favorites for stomach storage and poison infusion. Then, upon reaching a land where the dish is rare or sought after, they find a place to leave the meal out for an unwary traveler. They might also find a way to introduce the poisoned meal to a tavern or restaurant and hang back to watch the resulting fun.

### AZARPAL

### CREATURE 13

UNCOMMON MEDIUM FEY

**Perception** +24; low-light vision

**Languages** Common, Diabolic, Fey

**Skills** Cooking Lore +23, Crafting +23, Deception +27, Stealth +26, Thievery +24

**Str** +4, **Dex** +7, **Con** +5, **Int** +5, **Wis** +4, **Cha** +8

**Items** moderate skeptical fury cocktail (*Treasure Vault* 48) laced with azarpal poison, moderate poison fizz (*Treasure Vault* 50) laced with azarpal poison, 4 regional meals laced with azarpal poison

**AC** 34; **Fort** +24, **Ref** +26, **Will** +20

**HP** 275; **Immunities** azarpal poison, disease; **Weakness** cold iron 10

**Speed** 30 feet, burrow 15 feet

**Melee** ♦ jaws +26 (finesse), **Damage** 3d12+12 piercing

**Melee** ♦ tail +26 (agile, finesse), **Damage** 3d10+10 bludgeoning

**Occult Innate Spells** DC 30, attack +22; **7th** *illusory disguise*

**Azarpal Poison** (poison) **Saving Throw** DC 28 Fortitude; **Onset** 1 minute;

**Maximum Duration** 6 minutes; **Stage 1** sickened 1 (1 minute); **Stage 2**

fatigued and sickened 2 (1 minute); **Stage 3** 2d12 poison damage plus fatigued and sickened 3 (1 minute); the sickened condition value caused by azarpal poison cannot be reduced below 1 as long as the poison's duration remains active.

**Culinary Alchemy** The azarpal knows the formulas for all common and uncommon alchemical foods of its level or lower found on pages 46–51 of *Treasure Vault* without needing a formula book. A typical azarpal carries about 700 gp of alchemical food.

**Gulp or Grab** ♦♦♦ (manipulate) The Azarpal swallows a single meal or alchemical food and stores it in one of six stomachs. Therein, the food doesn't spoil (drinks must be swallowed in closed containers, or they spill and affect the azarpal normally). The azarpal can use this activity to reach into its mouth and retrieve a stored item as well. Any item that remains stored in an azarpal's stomach for at least 24 hours becomes laced with azarpal poison.

**Lasting Illusion** When an azarpal casts *illusory disguise* and only targets themselves, the duration increases to 24 hours.

**Twirl Tail** ♦ The azarpal lashes and twirls their confounding tail, snapping and lashing it in all adjacent squares. Until the start of the azarpal's next turn, all non-azarpals treat the squares adjacent to the azarpal as difficult terrain.





## FURNERICO

A mass of undulating tendrils and nerves, furnericos stalk sewer systems below large cities, reveling in the filth and rotting detritus created by those who dwell above the middens and sumps they call home. Fortunately for sanitation workers and other civil servants who ply their trade in sewer tunnels, furnericos are exceedingly rare and solitary. Their power is such that once one moves into a sewer system, it's often easier for urban planners to simply abandon that section to the monster and rebuild around it. A furnerico left to its domain like this is generally content to remain—as long as the filth keeps flowing.

Furnericos are asexual, spawning a single offspring as they expire from natural causes. One that dies by violence does not perpetuate its kind, presenting a vexing question to sages: where do these creatures come from, and why haven't they gone extinct over the ages?

### FURNERICO

### CREATURE 14

**RARE** **LARGE** **ABERRATION**

**Perception** +24; scent (precise) 60 feet

**Skills** Athletics +28, Stealth +25 (+27 to Hide in sewage)

**Str** +8, **Dex** +5, **Con** +8, **Int** -4, **Wis** +4, **Cha** -3

**AC** 33; **Fort** +28, **Ref** +23, **Will** +24

**HP** 320; **Immunities** acid, disease; **Weaknesses** slashing 15; **Resistances** bludgeoning 15, piercing 15, poison 15

**Fetid Aura** (aura, olfactory) 80 feet. A creature entering or beginning its turn in a furnerico's fetid aura must succeed at a DC 31 Fortitude or be sickened 1; the creature also becomes enfeebled 1 until the end of their next turn. A creature that succeeds at its save is temporarily immune to all furnerico fetid auras for 1 minute.

**Hydrophobic** A furnerico avoids water and won't willingly approach within five feet of a body of water. It won't initiate an attack against any creature that's soaking wet with water or that has the water trait. A furnerico takes a -2 circumstance penalty to its attack rolls against such creatures who attack it.

**Susceptible to Water** A furnerico cleansed of filth becomes sluggish. If ever immersed fully in pure, clean water, or if it ever fails a saving throw against a water effect, the furnerico becomes slowed 1 until it starts its turn in an area of filth or contaminated water.

**Speed** 15 feet, climb 30 feet

**Melee** ♦ pseudopod +28 (reach 10 feet), **Damage** 3d12+14 bludgeoning

**Ranged** ♦ acidic slime +25 (range 60 feet), **Effect** 4d6 acid plus 3d6 persistent acid

**Feast on Illness** ♦ (occult) **Requirements** The furnerico's last action was a successful pseudopod Strike against a creature with the sickened condition; **Effect** The furnerico feeds off the sweet sickness of the creature, gaining 30 temporary hit points for 1 minute.

**Sticky Slime** A creature that's critically hit by a furnerico's acidic slime becomes immobilized until they Escape (DC 34) or 1 minute passes, after which the slime dissolves.



### CULTIST CREATIONS

The answer to "where are furnericos from?" is known by only a few, for it lies with the faithful of the parasite god Ghlauder. These cultists use obscure rites to create furnericos from the very filth the monsters wallow in. Ghlauder worshippers often do so to create powerful guardians for their hidden temples; furnericos created in this manner instinctively treat worshippers of Ghlauder as allies... a trait not shared by those born from a prior furnerico, and a lesson many Ghlauder cultists only learn moments before their death after assuming otherwise from a furnerico found in the wild.







### WHY ONLY HELL?

The nature of diabolic worship and the strict rules involved are a big part of the psychology of humiliation that causes devil worshippers to become hellshadows. This same mix of conditions is rarer among other fiendish cults, who are more likely to become more common undead after such a death. Non-diabolic-themed hellshadows are all but unknown as a result.

## HELLSHADOW

When a group of diabolists or worshippers of an archdevil come to an ignominious end, their souls can sometimes be caught between life and death, unable or unwilling to pass on to the afterlife due to the humiliation of their untimely deaths. When enough closely-associated worshippers whose souls aren't already claimed in existing contracts meet such a fate, the spiritual "weight" of this shame can cause them to merge into a conglomeration of infernally-infused spirits—a hellshadow.

Hellshadows look like a bank of fire and smoke, yet the flames themselves are made of distorted bodies and faces. Although made of multiple souls, a hellshadow is a singular creature with one mind and typically one goal: to defeat as many enemies of their faith as they can in order to repay the shame of their humiliating deaths.

### HELLSHADOW

### CREATURE 13

RARE LARGE FIEND INCORPOREAL UNDEAD UNHOLY

**Perception** +24; darkvision

**Languages** Common, Diabolic

**Skills** Acrobatics +25, Intimidation +27, Stealth +25

**Str** -5, **Dex** +6, **Con** +5, **Int** +4, **Wis** +5, **Cha** +8

**AC** 33; **Fort** +23, **Ref** +25, **Will** +22

**HP** 175, void healing; **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Weaknesses** holy 10; **Resistances** all 10 (except force, *ghost touch*, or vitality; double resistance against non-magical)

**Brimstone Cloak** (aura, divine, fire, sanctified) 10 feet. The hellshadow constantly exudes a cloud of smoke that scorches flesh but leaves other materials unharmed. Living creatures who start their turn in this aura take 2d6 fire damage (DC 30 basic Reflex). On a critical failure, the creature is also sickened 1.

**Speed** fly 40 feet

**Melee** ♦ brimstone tendrils +27 (agile, finesse, fire, reach 15 feet, sanctified), **Damage** 3d8+6 fire plus 2d6 void and clinging smoke

**Divine Innate Spells** DC 33, attack +25; **7th** *divine decree*, *shadow blast* (fire or spirit only); **6th** *crisis of faith*, *divine immolation*; **Cantrips (7th)** *divine lance*, *void warp*

**Clinging Smoke** (divine) A creature that takes damage from the hellshadow's brimstone tendrils Strike has coils of the creature's smoke solidify around their body, impeding movement. The creature must attempt a DC 33 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The smoke solidifies as it coils around their limbs, imposing a -5-foot status penalty to all Speeds until the end of the creature's next turn.

**Failure** As success, except -10 feet to speed and the creature is also clumsy 1 until the end of their next turn.

**Critical Failure** As failure, except the creature is also slowed 1 until the end of their next turn.





## Stage Fright

## Campaign Overview

## Chapter 1: Nemesis

## Chapter 2: No Business like Show Business

## Chapter 3: Payment Comes Due

## Showtime!

## Adventure Toolbox

## OCKOMLIRE

With its mottled green-and-tan rubbery flesh, six short legs ending in two-clawed feet, and three circular mouths arrayed equidistantly around a disk-shaped head crowned by multiple bulbous eyes, the bizarre Darklands-dwelling ockomlire's strange appearance blurs the line between aberration and fungus.

Ockomlires eat magic, and their specialized organs process and release that magic in the form of a mist that saps the willpower of those it touches. Originally created by sekmin occultists as a potent weapon against Azlanti wizards, since the serpentfolk empire's collapse thousands of years ago, ockomlires have spread upward through the Darklands. They often lair in sewers or abandoned basements in urban areas, drawn to society's use (and waste) of magical energy.

Ockomlires are quite intelligent but tend to have bland personalities. They're fond of verbalizing their observations and experiences, speaking in unsettling piping voices through three mouths; they have a curious penchant for referring to themselves in the third person. They've little interest in having personal names and tend to refer to those they encounter by ancestry instead of name as well.

## OCKOMLIRE

## CREATURE 13

RARE MEDIUM ABERRATION

**Perception** +23; darkvision, *detect magic*

**Languages** Aklo, Common, Sakvroth

**Skills** Athletics +27, Occultism +24, Survival +23

**Str** +8, **Dex** +4, **Con** +5, **Int** +5, **Wis** +4, **Cha** +0

**AC** 33; **Fort** +26, **Ref** +21, **Will** +23; +1 status to all saves vs emotion effects

**HP** 235; **Resistances** mental 15; **Weaknesses** emotion vulnerability

**Emotion Vulnerability** If an ockomlire fails a saving throw against an emotion effect, they lose their resistance to mental damage and gain an equal amount of weakness to mental damage (weakness to mental 15 for the typical ockomlire) until the end of their next turn.

**Speed** 20 feet, climb 10 feet

**Melee** **✦** jaws +27 (forceful); **Damage** 3d10+14 piercing plus Improved Grab

**Occult Innate Spells** DC 33; **7th** *calm* (at will); **Constant (7th)** *detect magic*

**Devour Magic** **✦✦** (occult) The ockomlire attempts to devour a spell effect from a creature they've grabbed. To successfully do so, they must counteract that effect with an Occultism check. If the spell effect is an emotion effect, the ockomlire gains a +2 circumstance bonus to this check.

**Critical Success** The spell is countered, the ockomlire gains temporary Hit Points equal to twice the spell's rank for 1 minute, and the grabbed creature becomes stupefied 2 for 1 minute.

**Success** As success but stupefied 1.

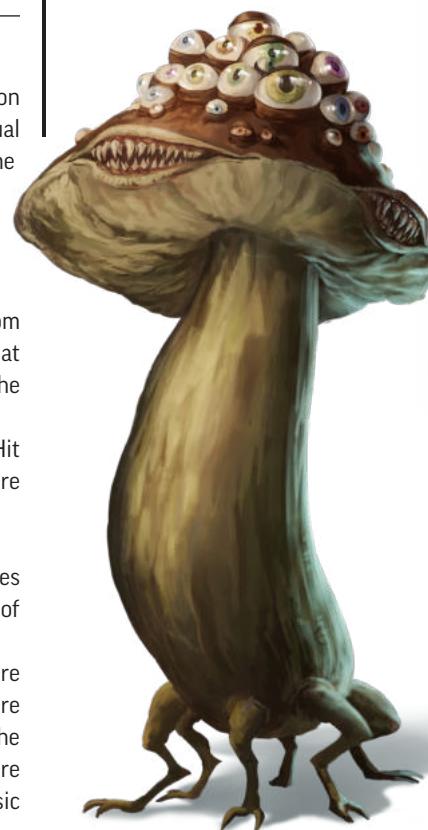
**Critical Failure** The attempt backfires, and the ockomlire becomes overwhelmed; their emotion vulnerability becomes active until the end of their turn.

**Haze of Despair** **✦✦** (emotion, mental, occult); **Requirements** The ockomlire has temporary hit points gained from Devour Magic; **Effects** The ockomlire digests the magic and releases mist that stings the eyes and heart alike. The ockomlire loses any temporary Hit Points they have and all non-ockomlire creatures in a 30-foot emanation take 9d10 mental damage (DC 33 basic Will save).



## OCKOMLIRE APATHY

Because they exude feelings of hopelessness and despair as "waste" from their magical feeding, the ockomlire has become a creature of apathetic detachment. While this affords the ockomlire protection from emotion-based effects, those that do affect them tend to hit hard and actually cause mental anguish. There are thrilling legends of ockomlires laid low by a single bard whose gripping performance simply stirred up enough emotions within the normally distant creatures to cause them rip themselves apart from the inside.







## REZZELKI HUNGER

While a rezzelki can subsist on any sort of pulverized creature's remains, they vastly prefer a specific type of creature and can sniff these potential meals out with alarming accuracy. If an encounter doesn't specify what a rezzelki's favorite foodstuff is, roll 1d6: 1—human, 2—dwarf, 3—elf, 4—kholo, 5—desert giant, 6—mummy. Rezzelkis found in regions other than Osirion certainly develop appetites for other types of creatures, of course!



# REZZELKI

Rezzelkis are curious-looking beasts native to the deserts of Osirion. Three feet tall at the shoulder and five feet long, rezzelkis are squat, mammalian quadrupeds with tawny red fur, with crystal-studded flat tails, and prehensile anteater-like snouts. Their long, pink tongues are covered with hundreds of tiny, razor-sharp bristles that allow them to rasp through flesh with unnerving ease, even before accounting for the effect of their acidic saliva.

Rezzelkis are ferociously territorial and quick to attack anyone or anything they regard as intruding upon their territory. Yet they're also prone to strange gastronomic obsessions, and if someone can deduce a particular rezzelki's favorite food, it's possible to become the creature's ally by simply providing it regular access to its preferred meals. A specific rezzelki's favorite food is always a specific type of creature—some even prefer to dine exclusively on the dry bodies of undead like mummies—but most have a taste for a singular humanoid ancestry. Presented with a potential meal, the rezzelki moves quickly to smash its feast with its wide tail. Then it feeds upon the pulverized remains of the destroyed creature, slurping up battered flesh and powdered bones with a noisy gusto that has earned them a strange nickname in certain circles: "deathlicker."

## REZZELKI

## CREATURE 10

UNCOMMON MEDIUM BEAST

**Perception** +21; darkvision, glutton scent (imprecise) 60 feet

**Languages** Osiriani (can't speak)

**Skills** Athletics +22


**Str** +6, **Dex** +3, **Con** +5 **Int** -3, **Wis** +3, **Cha** +2

**Glutton Scent** A rezzelki's scent ability becomes a precise sense against its favored meal.


**AC** 29; **Fort** +21, **Ref** +17, **Will** +19


**HP** 175; **Resistances** acid 10

**Favored Meal** All rezzelkis have a favorite type of creature to feast upon (see the Rezzelki Hunger sidebar). Against a favored meal in combat, a rezzelki gains a +1 circumstance bonus to all Strikes and Athletics checks.


**Reactive Taste**  (primal) **Trigger** A creature within reach of the rezzelki's tongue uses a manipulate or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The rezzelki makes a tongue Strike against the triggering creature.

**Speed** 25 feet, fly 20 feet

**Melee**  tail +22 (forceful, magic), **Damage** 2d12+10 bludgeoning plus Knockdown

**Melee**  tongue +22 (agile, reach 10 feet), **Damage** 2d6+6 slashing plus 1d6 acid

**Primal Innate Spells** DC 29; **Constant** (5th) fly

**Fracturing Smash**  (attack) The rezzelki Strikes a target with a particularly powerful blow from its tail, with enough force to potentially pulverize bone. This Strike treats any object it hits as if it had half as much Hardness as usual, unless the object's hardness is greater than the rezzelki's level. If the Fracturing Smash hits, it deals two extra dice of weapon damage. A creature with a skeleton that takes damage must succeed at a DC 26 Fortitude save or become clumsy 1 (clumsy 2 on a critical failure) by the Fracturing Smash as its bones are partially broken.



## SIKTEMPORA, ANGUISH

Across the crooked folds of the Dimension of Time, intense emotions gather like flotsam in the still waters of river pools. These accumulate over ages, harvesting stronger feelings during times of great change such as calamities and the rule of tyrannical despots, as well as periods of joy and pride. These accretions eventually give birth to siktemporas.

The anguish siktempora is rare, even among others of their kind. They delight in seeking out creatures to inflict their suffering upon, the utterances of their dreadful wails relieve their anguish—if only for a fleeting moment. With a huge, malformed human head gaping in the act of screaming, their sickly hook-ended limbs hang limply below the neck. When an anguish siktempora bites foes with their jaws, they continue screaming, adding sonic damage to the already crushing punishment their numerous grinding teeth inflict.

### ANGUISH SIKTEMPORA

### CREATURE 13

RARE MEDIUM SIKTEMPORA TIME

**Perception** +26; darkvision

**Languages** Aklo (can't speak any language); telepathy 300 feet

**Skills** Acrobatics +24, Athletics +27, Deception +24, Dimension of Time Lore +26, Intimidation +24

**Str** +8, **Dex** +5, **Con** +5, **Int** +5, **Wis** +7, **Cha** +5

**Temporal Sense** A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.

**AC** 34; **Fort** +24, **Ref** +22, **Will** +26

**HP** 180, regeneration 40 (deactivated by mental, orichalcum, or spirit);

**Immunities** disease, emotion, poison

**Foster Fear** Creatures with the frightened condition are always off-guard to the anguish siktempora.

**Uncanny Pounce** ♦ **Trigger** The anguish siktempora rolls Dimension of Time Lore for initiative; **Effect** The siktempora Strides once and makes a jaws Strike, in either order.

**Speed** 10 feet, fly 40 feet

**Melee** ♦ jaws +27, **Damage** 3d6+14 bludgeoning plus 2d6 sonic

**Melee** ♦ claw +27 (agile), **Damage** 3d8+14 slashing

**Occult Innate Spells** DC 33; **7th** flicker; **4th** translocate (at will); **Constant (7th)** fly

**Rend** ♦ claw

**Scream of Despair** ♦♦ (emotion, mental, occult, sonic) The anguish siktempora emits a terrible scream in a 30-foot emanation. Creatures in the area must attempt a DC 33 Will save. The anguish siktempora can't use Scream of Despair for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d6 mental damage, 2d6 sonic damage, and is frightened 1.

**Failure** The creature takes 6d6 mental damage, 6d6 sonic damage, and is frightened 2.

**Critical Failure** As failure, but frightened 3 and the creature gains weakness to mental 15 (this weakness applies to this Scream of Despair).

**Wracking Despair** ♦ (emotion, mental, occult) **Frequency** once per round; **Effect** The anguish siktempora projects their crippling despair into the mind of a frightened creature they can see within range of their telepathy. The frightened creature takes 6d6 mental damage (DC 30 basic Will save).



### SOAKED IN SCREAMS

The anguish siktempora, sometimes called a living scream, forms from similar emotions that generate misery siktemporas. Where disasters and devastation occur, so too do both of these creatures manifest—often compounding the ambient pain and bloating the siktemporas accordingly. Occasionally, misery and anguish siktempora fight each other over territory in such moments, literally pulling their rivals limb from limb in an unquenchable need to feed adjacent hungers.





# Fallenta Sumac d'Venenoux

Famous Opera Director

Imogena Amulya Salamanthus Crietsia grew up in Kintargo, largest city in the Chelaxian-occupied territory of Ravounel. During her childhood, the stifling presence of House Thrune increasingly frustrated her, for even though Cheliox had less direct influence there than in their own heartland, she knew that to fully experience all theater had to offer, she would have to escape her homeland.

In 4707 AR, agents of Queen Abrogail II came to Kintargo for Imogena after she wrote and directed a particularly scathing satire about Cheliox. Desperate to escape, Imogena stowed away on a ship to Vyre and used contacts there to secure a new identity and passage out of Cheliox—and in so doing, she fell deeply into debt to the Dragonfly Society.

Now bearing the name Fallenta Sumac d'Venenoux, the playwright traveled the Inner Sea region, visiting places as varied as Oppara, Katapesh, and Quantum, among others. During these journeys, Fallenta perfected her style. By 4714, she had become one of the Inner Sea's most popular creators of plays and operas, having secured a six-year contract as a playwright at Absalom's famous Ivy Playhouse. In time, news of Ravounel's secession from Cheliox reached her ears. Fallenta realized that as long as she remained outside of Cheliox itself, she no longer had to fear agents of Queen Abrogail II. She could finally go home.

Fallenta returned to Kintargo in 4720, and over the next few years, she considered plots for a brand-new opera she felt epitomized the adventuring spirit. She didn't want to repeat an already-told story, so she searched for a group of heroes whose exploits had both entertained and thrilled, but had not yet inspired famous productions.

Dazzling and confident, Fallenta carries herself with grace and style. She's always ready with a friendly smile for those she admires or when speaking about her passions, and she knows that being forced from her homeland by Cheliox was, in a strange way, a gift. It forced her to see the world and to open her horizons even further. Through her visits to her family's ancestral homeland near Nantambu in the Mwangi Expanse, journeys to the ancient wonders of Kyonin, time spent among the diverse traditions of Absalom, or anywhere in

between, Fallenta has eagerly absorbed inspiration from everywhere she's traveled. She doesn't suffer fools and has a true loathing for any form of bigotry, but her greatest hatred is for those who would oppress artwork or the freedom to express oneself. The government of Cheliox embodies these qualities so conveniently that Fallenta has devoted much of her career to scathing parodies or satirical send-ups of House Thrune and the diabolical engine of Hell itself. These works have earned her many enemies, but Fallenta takes their anger, threats, and even periodic attempts on her life as a compliment, as well as a sign that her work is having its desired effect. Still, she knows there are lines that shouldn't be crossed and has recently been turning to other subjects for her operas. She hopes to avoid triggering violent reactions while simultaneously giving her enemies time to reflect upon the truths in her stories that make them so uncomfortable.

---

## CAMPAIGN ROLE

---

When she was making her name, Fallenta enjoyed fame and the opportunity to be seen, but these days she prefers to operate behind the scenes, employing her craft the way it was intended—to entertain, amuse, astonish, and provoke. She still remains a beacon of artistic joy to her many admirers, but also understands that the focus of her latest work are the PCs. She's more than willing to let them take the spotlight as the campaign goes on and is generous with her aid in the form of helpful spellcasting as needed. Fallenta draws the line at accompanying the PCs on actual adventures, noting that she prefers to interpret heroics and spread the word rather than be there in the thick of things. At the start of *Curtain Call*, Fallenta uses her *entertainer's cincture* to bolster her Deception, but once the PCs clear her debt at the end of this adventure, she adjusts this item to instead bolster Performance.

On a typical day, Fallenta reserves her 3rd-rank spell slots to cast *veil of privacy* three times a day, so that she's always protected by this magic. Once the PCs help sort out her complex situation with the Dragonfly Society at the end of this volume's



adventure, she becomes more lackadaisical on keeping up this protection. She also offers all of her spellcasting services to the PCs for free, with *cleanse affliction*, *dispel magic*, and *soothe* perhaps being her most valuable spells to aid in recovering from long-term effects or simple damage alike.

## FALLENTA

## CREATURE 11

UNIQUE MEDIUM HUMAN HUMANOID

Female human bard

**Perception** +21

**Languages** Common, Diabolic, Elven, Kelish, Mwangi, Osiriani, Varisian


**Skills** Acrobatics +19, Crafting +19, Deception +22 (+24 with *entertainer's cincture*), Diplomacy +22, Intimidation +20, Occultism +19, Performance +22 (+24 with violin), Society +19, Stealth +19, Theater Lore +19

**Str** +0, **Dex** +4, **Con** +0, **Int** +2, **Wis** +4, **Cha** +5

**Items** *entertainer's cincture*, *moderate maestro's violin*, +1 *striking thundering rapier*, *wand of sending*


**AC** 29; **Fort** +16; **Ref** +22; **Will** +22

**HP** 160

**Direct Allies**  (concentrate) **Trigger** An ally benefiting from one of Fallenta's composition spells is subject to an effect with the auditory, emotion, fear, linguistic, or mental traits; **Effect** Fallenta adjusts the properties of her composition to bolster her compelling presence and to work against intrusive effects. All allies affected by her composition spell gain a +1 circumstance bonus to saving throws against effects with the auditory, emotion, fear, linguistic, or mental traits.

**Performer's Heart** When Fallenta rolls a success on a Will save, she gets a critical success instead.

**Speed** 25 feet


**Melee**  *rapier* +22 (deadly d8, disarm, finesse, magical), **Damage** 2d6 piercing plus 1d6 sonic

**Occult Spontaneous Spells** DC 30, attack +22; **6th** (2 slots) *illusory scene*, *wall of force*; **5th** (3 slots) *illusory scene*, *scouting eye*, *sending*; **4th** (3 slots) *fly*, *mirage*, *vapor form*; **3rd** (3 slots) *blindness*, *dream message*, *veil of privacy*; **2nd** (3 slots) *cleanse affliction*, *dispel magic*, *embed message*; **1st** (3 slots) *illusory disguise*, *illusory object*, *mending*, *soothe*; **Cantrips** (6th) *figment*, *forbidding ward*, *message*, *prestidigitation*, *read aura*

**Bard Composition Spells** 3 Focus Points, DC 30; **6th** *hymn of healing* (Player Core 370), *lingering composition* (Player Core 371), *symphony of the unfettered heart* (Player Core 371); **Cantrips** (6th) *counter performance* (Player Core 370), *courageous anthem* (Player Core 370)

**Bard Muse** Fallenta's maestro muse is Shelyn.

**Rituals** *animate object*

**Director's Magic**  (concentrate, spellshape) Fallenta weaves her spellcasting into director's instructions. If the next action she uses is to Cast a Spell, the spell gains the subtle trait, although the spell's effects appear as normal. As part of using Director's Magic, Fallenta can choose to Create a Diversion, Lie, Perform, or Request. If she does so, the spell she casts must have the auditory, emotion, sonic, or visual trait to gain the subtle trait.

**Signature Spells** Fallenta can heighten the following spells freely: *dispel magic*, *cleanse affliction*, *illusory disguise*, *illusory object*, *mirage*, and *soothe*.

**Steady Spellcasting** If a reaction would disrupt Fallenta's spellcasting action, attempt a DC 15 flat check; on a success, her action isn't disrupted.





# Nemesis

## Illusory Villain Come to Life

In this adventure, Nemesis is a brainchild to be fought and defeated; the legacy of this enemy extends throughout the entire Adventure Path.

### URBAN LEGENDS

If your group's previous adventure was a published Paizo Adventure Path that went from 1st- to 10th-level, consider using the following suggested Urban Legend abilities. The melee and ranged entries indicate what Nemesis's illusory weapons look like.

**Abomination Vaults:** Belcorra Haruvex, vengeful ghost; **Defense** ghostly flicker; **Offense** enhanced spellcasting (*phantasmal calamity* and *vampiric feast* at rank 6); **Melee** raking claw; **Ranged** baleful glance

**Gatewalkers:** Nightmare of Osoyo (manifesting as Ogmunzorius), mind-controlling alien; **Defense** immunity (cold); **Offense** ravage mind (manifesting as a nightmarish vision); **Melee** coiling tendril; **Ranged** beam of shadow

**Outlaws of Alkenstar:** Anjelique Loveless, corrupt gunslinger; **Defense** resilient (Reflex); **Offense** explosive blast (fire, manifesting as a hurled bomb); **Melee** pistol stock; **Ranged** pistol

**Quest for the Frozen Flame:** Ivarsa, war party commander; **Defense** reactive strike; **Offense** additional damage (fire); **Melee** greataxe; **Ranged** hurled flame

**Sky King's Tomb:** Narseigus, power-hungry worm caller; **Defense** enhanced sense (tremorsense); **Offense** enhanced spellcasting (*dominate* and *grim tendrils* at rank 6); **Melee** tail; **Ranged** hurled cave worm larvae

### NEMESIS DEFENSE

Nemesis gains one of the following defensive abilities.

**Enhanced Sense** Nemesis gains one of the following senses: all-around vision, scent (imprecise) 100 feet, lifesense 20 feet, or tremorsense (imprecise) 100 feet.

**Fast Healing** Nemesis gains fast healing 40; reduce Nemesis' Hit Points to 180.

**Ghostly Flicker** Nemesis looks ghostly. While not actually incorporeal, Nemesis gains resistance 10 to physical damage, with an exception for *ghost touch* weapons.

**Immunity** Nemesis inherits an immunity possessed by the inspiring villain, chosen from the following: acid, cold,

electricity, fire, or sonic. The second is chosen from acid, bleed, cold, electricity, emotion, fire, force, paralyzed, poison, precision, sonic, spirit, or void.

**Reactive Strike** Nemesis gains the Reactive Strike reaction (Player Core 138).

**Resilient** Choose Fortitude, Reflex, or Will. When Nemesis rolls a success on the chosen save, they get a critical success instead.

### NEMESIS OFFENSE

Nemesis gains one of the following offensive abilities.

**Additional Damage** Nemesis inflicts 1d6 extra damage (chosen from acid, cold, electricity, fire, poison, or sonic) on all Strikes.

**Enhanced Spellcasting** Nemesis gains two additional occult innate spells at 6th rank. Choose two spells associated with the inspiring foe; you can select spells from arcane, divine, occult, or primal traditions, but when Nemesis casts them, they're occult spells.

**Explosive Blast** (occult) **Frequency** twice per day; **Effect** Nemesis causes a 20-foot-burst of explosive energy at a range of up to 200 feet. Choose from acid, cold, electricity, fire, or sonic. Explosive Blast gains that trait, and creatures caught in the area take 14d6 damage of that energy type (DC 33 basic Reflex save).

**Frightful Presence** (aura, emotion, fear, mental) 100 feet, DC 30.

**Ravage Mind** (mental, occult) **Frequency** twice per day; **Effect** Nemesis waves a limb or shoots a sinister glance at a single creature they can see who is within 120 feet. That creature's mind is ravaged, and they must attempt a DC 33 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 7d6 mental damage.

**Failure** The creature takes 14d6 mental damage and is confused for 1 minute.

**Critical Failure** The creature takes 21d6 mental damage and is stunned 3; when they recover from being stunned, they're confused for 1 minute.

### NEMESIS'S SIZE

The Nemesis presented here is Large, but your group's foe may be based on a differently sized creature. If the



inspiring foe was Medium or smaller, it appears the same as before but expanded into a new Large stature, as if grown larger than life itself. If the inspiring foe was Huge or larger, adjust Nemesis's space and reach as needed according to the Size and Reach chart on page 421 of *Player Core*, but this doesn't otherwise alter the stats below.

## NEMESIS

## CREATURE 13

UNIQUE LARGE ILLUSION MENTAL

Variant brainchild (*Pathfinder Bestiary* 3 38)

**Perception** +23; darkvision

**Languages** telepathy 100 feet, universal language

**Skills** Crafting +24, Deception +27, Intimidation +27, Society +24, Stealth +25

**Str** +7, **Dex** +6, **Con** +5, **Int** +3, **Wis** +4, **Cha** +8

**Universal Language** Anything spoken by Nemesis is perceived by the listener in its native language.

**Urban Legend** As a brainchild formed from a legendary villain defeated by the PCs, Nemesis possesses two unique abilities, one chosen from the defensive abilities and one from the offensive abilities listed above. As long as the PCs exist, Nemesis has full uses of its two Urban Legend abilities, but a creature can Seek or Sense Motive (DC 37) Nemesis to attempt to disbelieve one of these abilities, thereafter treating that ability as if the brainchild didn't possess it.

**AC** 33; **Fort** +22, **Ref** +25, **Will** +21

**HP** 240; **Immunities** death effects, detection, diseased, doomed, scrying; **Weaknesses** mental 15

**Will They Come Back?** (curse, mental, occult) Normally, when a brainchild is destroyed, it returns after 2d4 days if anyone still fully believes it exists. Nemesis remains dead once slain by the PCs, but as the brainchild is slain, any PC within 120 feet must succeed at a DC 30 Will save or become cursed.

**Critical Success** The PC is unaffected.

**Success** The PC fears that Nemesis might come back from death to strike at them as they sleep. The next time the PC attempts to rest for the night, they must succeed at a DC 30 Will save or they'll awaken fatigued and must spend two hours rather than one to make their daily preparations. After this, the curse ends.

**Failure** As success, but the curse persists until it's removed through magic like *cleanse affliction*.

**Critical Failure** As failure, but the PCs also becomes stupefied 1 each time they fail their DC 30 Will save to resist becoming fatigued.

**Speed** 30 feet, fly 30 feet

**Melee** ♦ illusory weapon +26 (illusion, mental, occult), **Damage** 3d12+13 mental

**Ranged** ♦ illusory weapon +25 (illusion, mental, occult, range 100 feet), **Damage** 3d4+13 mental

**Occult Innate Spells** DC 33; **6th** *vision of death* (×3; vision resembles Nemesis); **5th** *illusory disguise* (×3), *sending* (×3), *translocate* (×2); **4th** *nightmare* (×2); **Cantrips** (7th) *figment*, *message*

**I Know You** Even before the brainchild version of Nemesis actually encounters the PCs, the fact that they manifested from the legends and emotional histories involving the PCs previous clash against their old enemy allows this brainchild to cast *nightmare* and *sending* spells as if it has met the PCs in person and knows their names.





## NEXT MONTH

### SINGER, STALKER, SKINSAW MAN

by Kendra Leigh Speedling

Now cast in the daunting role of opera producers, the PCs face their most challenging adventures yet: securing sponsors for their show, managing its scandals, creating the right effects, fabricating costumes, and tracking down and hiring a famous actor who just wants to enjoy retirement. Of course, things take a turn for the worse when their production attracts some decidedly unwanted attention from a sinister source!

### ARSHEA

by Isabelle Thorne

Dive into the lore of the Empyrean Lord Arshea, patron of freedom, physical beauty, and sexuality.

### ADVENTURE TOOLBOX AND MORE!

Several theatrical spells, magical treasures, and strange new monsters await discovery in this volume's Adventure Toolbox! Don't miss out on a single Adventure Path volume—visit [paizo.com/pathfinder](http://paizo.com/pathfinder) and subscribe today!

### PAIZO INC.

**Creative Directors** • James Jacobs and Luis Loza  
**Director of Game Design** • Jason Bulmahn  
**Director of Visual Design** • Sonja Morris  
**Director of Game Development** • Adam Daigle  
**Managing Creative Director (Starfinder)** • Thurston Hillman  
**Senior Developers** • John Compton, Eleanor Ferron and Jenny Jarzabski,  
**Developers** • Bill Fischer, Michelle Y. Kim, Mike Kimmel, Dustin Knight,  
and Landon Winkler  
**Lead Designer (Games)** • Joe Pasini  
**Organized Play Line Developers** • Jessica Catalan, Josh Foster,  
and Shay Snow  
**Design Manager** • Michael Sayre  
**Pathfinder Lead Designer** • Logan Bonner  
**Senior Designer** • James Case and Jason Keeley  
**Designer** • Joshua Birdsong  
**Managing Editor** • Patrick Hurley  
**Lead Editor** • Avi Kool  
**Senior Editors** • Ianara Natividad and Simone D. Sallé  
**Editors** • Felix Dritz, Priscilla Lagares, Lynne M. Meyer, Zac Moran,  
and Solomon St. John  
**Concept Art Director** • Kent Hamilton  
**Art Directors** • Kyle Hunter and Adam Vick  
**Senior Graphic Designer** • Emily Crowell  
**Graphic Designer** • Adriana Gasperi  
**Production Designer** • Danika Wirch  
**Director of Brand Strategy** • Mark Moreland  
**Paizo CEO** • Lisa Stevens  
**President** • Jim Butler  
**Chief Creative Officer** • Erik Mona  
**Vice President of People & Culture** • Maggie Gallagher

**Vice President of Sales & Operations** • Mike Webb  
**Vice President of Technology** • Rei Ko  
**Controller** • William Jorenby  
**Bookkeeper** • Valentine Luneau  
**Director of Sales** • Cosmo Eisele  
**Sales & E-Commerce Assistant** • Mika Hawkins  
**Director of Licensing** • John Feil  
**Marketing and Licensing Coordinator** • Raychael Allor  
**Marketing and Media Specialist** • Rue Dickey

**Community and Social Media Specialist** • Jonathan Morgantini  
**Organized Play Coordinator** • Alex Speidel  
**Director of Project Management** • Glenn Elliott  
**Project Manager** • Lee Aula  
**Finance Operations Specialist** • B. Scott Keim  
**Digital Products Lead** • Andrew White  
**Senior Software Developer** • Gary Teter  
**Software Architect** • Brian Bauman  
**Software Developer** • Robert Brandenburg  
**Software Test Engineer** • Erik Keith  
**System Administrators II** • Whitney Chatterjee and Josh Thornton  
**Web Content Manager** • Maryssa Mari  
**Webstore Coordinator** • Katina Davis

**Customer Service Representatives** • Kait Chase, Summer Foerch, and James Oakes

**Warehouse Manager** • Jeff Strand  
**Logistics Coordinator** • Kevin Underwood  
**Warehouse Distribution Lead** • Heather Payne  
**Warehouse Team** • Alexander Crain, Evan Panek,  
and Jesus Reynoso Ortiz

### ORC Notice

This product is licensed under the ORC License located at the Library of Congress at TX 9-307-067 and available online at various locations including [paizo.com/orclicense](http://paizo.com/orclicense), [azoralaw.com/orclicense](http://azoralaw.com/orclicense), and others. All warranties are disclaimed as set forth therein.

**Attribution:** This product is original game content and is not based on a licensed game system.

If you use our Licensed Material in your own published work, please credit us in your product as follows:

**Pathfinder Adventure Path #204: Stage Fright** © 2024, Paizo Inc.; Authors: Richard Pett, with Rue Dickey, Sasha Laranoa Harving, Katrina Hennessy, James Jacobs, Dave Nelson, and Isis Wozniakowska.

**Reserved Material:** Reserved Material elements in this product include all elements designated as Reserved Material under the ORC License. To avoid confusion,

such items include: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress.

**Expressly Designated Licensed Material:** This product contains no Expressly Designated Licensed Material.



**Pathfinder Adventure Path #204: Stage Fright**  
© 2024, Paizo Inc. Paizo, the Paizo golem, Pathfinder, Starfinder, and other trademarks owned by Paizo are property of Paizo Inc. All rights reserved.

Produced using ecologically sourced FSC® certified paper and soy ink.  
Printed in China.



SECOND EDITION

# Forge Your Legend!

A world of adventure awaits, but it needs YOU to be the hero of the story! Take on the role of a daring adventurer with *Pathfinder Player Core*. This tome contains everything you need to create a player character, outfitting them with mighty weapons and powerful spells, providing all the necessary tools to survive in a world filled with deadly monsters, nefarious villains, and fabulous treasures! The first page of your amazing adventure starts here...



## PATHFINDER PLAYER CORE

AVAILABLE NOW!

© 2024, Paizo Inc. Paizo, the Paizo golem, Pathfinder, Starfinder, and other trademarks owned by Paizo are property of Paizo Inc. All rights reserved.





## PATHFINDER

BRAVE THE  
ELEMENTS!

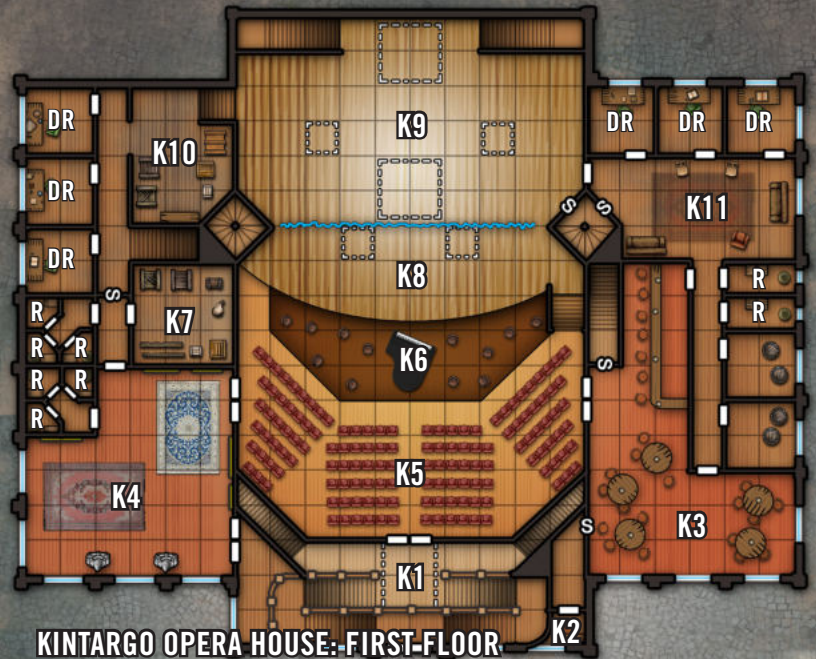
**R**age of Elements introduces the kineticist class, with an unending command over the elements. New elemental spells and items share elemental magic with all kinds of characters. Explore the majestic Elemental Planes, including two new ones: the decaying Plane of Metal, and the vast and orderly forests of the Plane of Wood. On top of all this come a horde of new elemental creatures of all six elements, ready to battle adventurers or be summoned by them. Step through a portal to adventure with Rage of Elements!

RAGE OF  
ELEMENTS

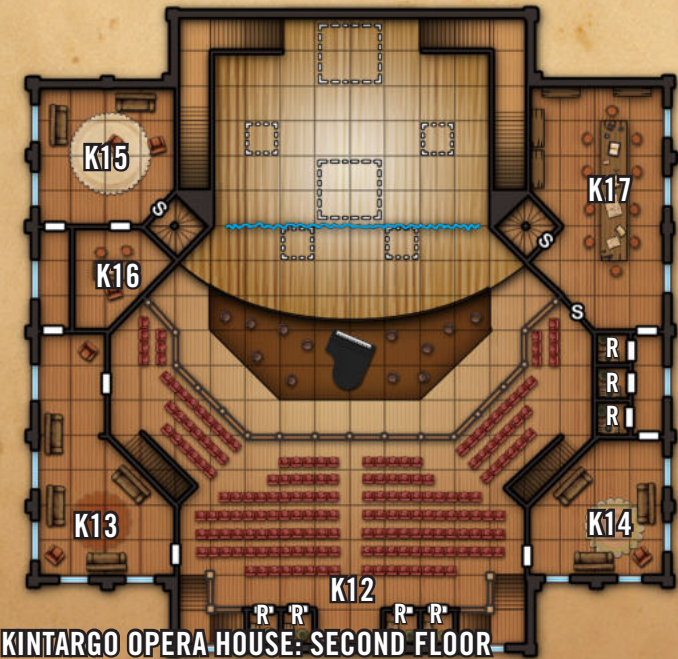
PAIZO.COM

© 2024, Paizo Inc. Paizo, the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Adventure Path, Pathfinder Roleplaying Game, and Pathfinder Lost Omens are trademarks of Paizo Inc.



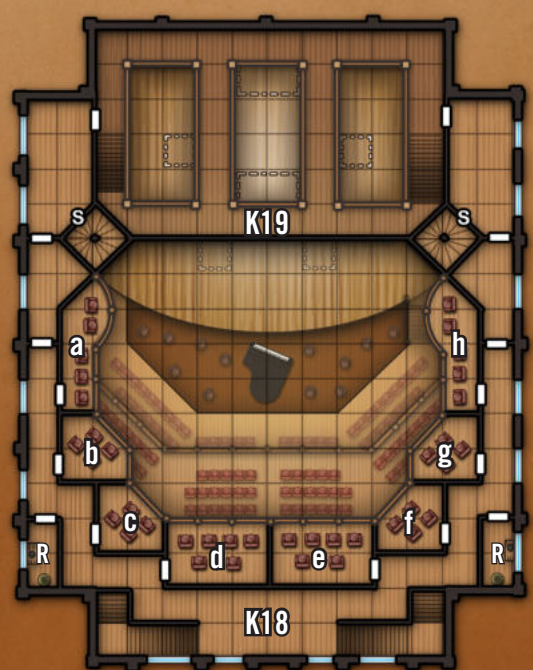


KINTARGO OPERA HOUSE: FIRST FLOOR

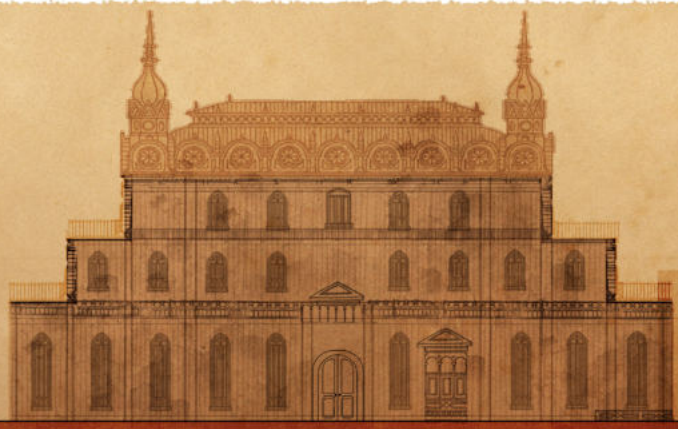
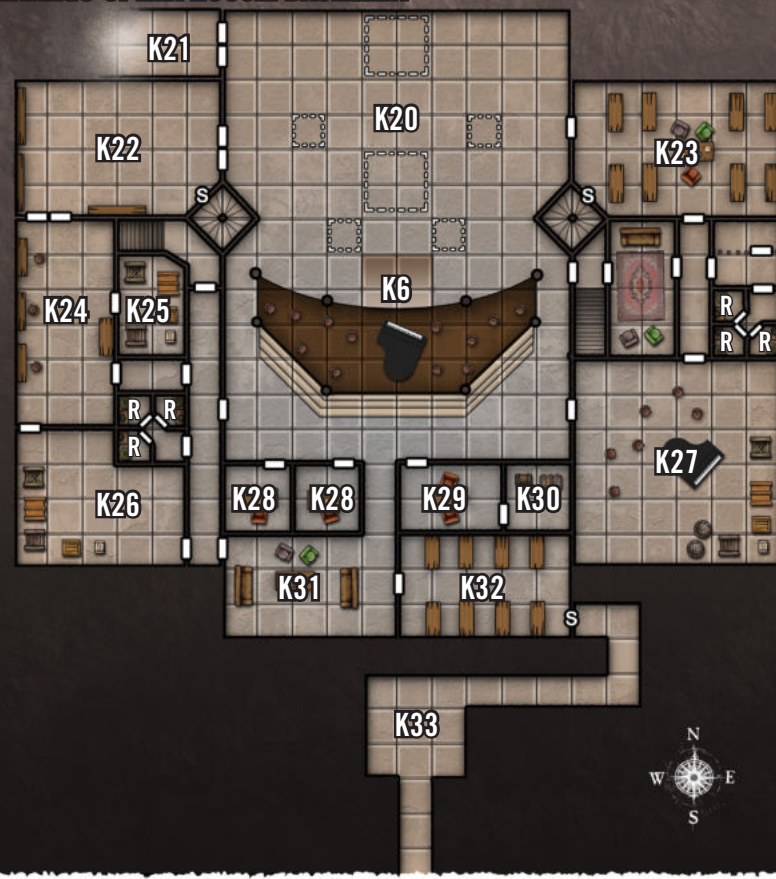


KINTARGO OPERA HOUSE: SECOND FLOOR

KINTARGO OPERA HOUSE: THIRD FLOOR  
1 SQUARE = 5 FEET



KINTARGO OPERA HOUSE: BASEMENT





# Welcome to Show Business

**Y**our group has faced many foes and dangers during your adventuring career, but one enemy in particular has gone on to inspire stories. Now, a famous director wants to transform your previous adventures into an extravagant new opera, and you'll be there to help! First, though, you'll have to address rumors that your old foe has returned to plot revenge against you! The Curtain Call Adventure Path begins with "Stage Fright," a complete adventure for 11th- to 13th-level characters.



[paizo.com/pathfinder](http://paizo.com/pathfinder)

## PATHFINDER

US \$29.99  
ISBN 978-1-64078-602-8  
52999>



Printed in China.

PZ015204-SC

