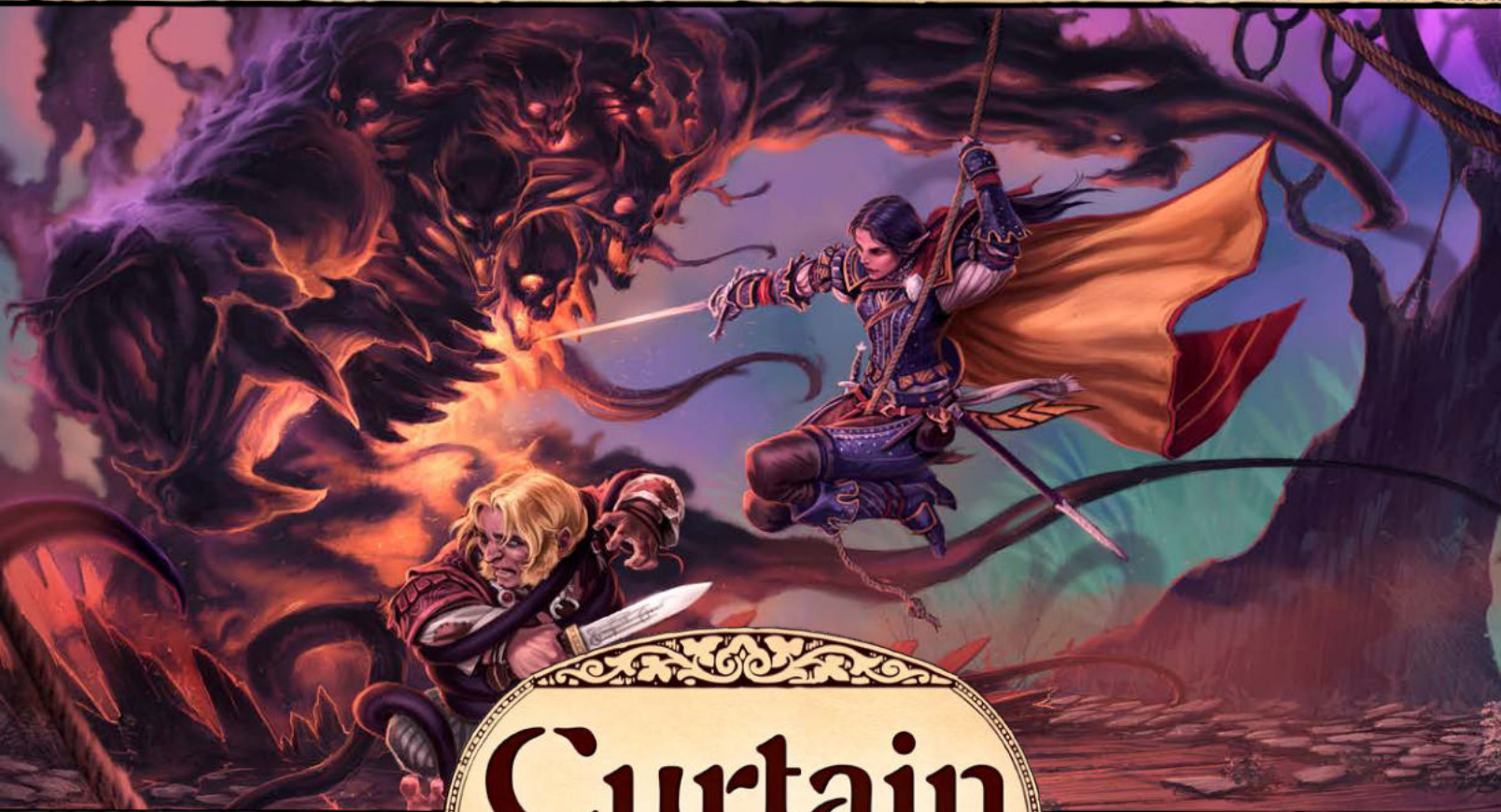


SECOND EDITION

# PATHFINDER<sup>®</sup>



## Curtain Call

ADVENTURE PATH

### Player's Guide

By James Jacobs



# PATHFINDER

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## PLAYER'S GUIDE

### HOW TO USE THIS GUIDE

Welcome to the Curtain Call Adventure Path!

This Player's Guide will help you prepare for a campaign set in the nation of Ravounel, focused on the cities of Kintargo and Vyre. Your characters assume the roles of heroes who have already made names for themselves after defeating a powerful foe, a legacy that inspires a famous director named Fallenta to approach your party with an unusual offer: a chance to help her transform your famous adventures into an extravagant opera! You'll begin *Curtain Call* as 11th-level characters who have previously completed an epic campaign, one that saw you defeat a powerful foe—your group's Nemesis. Fallenta's offer to turn your group's story into an opera doesn't happen at the start of the *Curtain Call* Adventure Path, for there's some loose threads to wrap up first, but by the time your characters reach 12th level, her exciting new opportunity will bring your group into your next harrowing challenge: the public stage!

This Adventure Path is presented as a three-part campaign that will bring your characters all the way to 20th level by the end. This campaign uses Pathfinder's remastered rules, so all you need to play is *Pathfinder Player Core* and a character sheet. With your Game Master's permission, you can also use other Pathfinder Second Edition supplemental rulebooks, campaign setting books, and accessories to customize your character further.

On the following pages, you'll find specific suggestions to help you create a new character for *Curtain Call*. This Player's Guide is organized into the following sections:

- **Character Suggestions (page 3):** Guidance, practical advice, and specific tips for creating an 11th-level character that fits seamlessly into this campaign.
- **Kintargo Gazetteer (page 15):** Your group won't be starting the campaign in Kintargo, but this city will be your home base for most of the *Curtain Call* campaign. This section presents a brief gazetteer of the so-called Silver City. Your GM has additional information about Kintargo, should what you need not be present in this section.
- **Who Was Your Nemesis? (page 24):** One key assumption that *Curtain Call* makes is that your PCs have already successfully completed a significant campaign, for the events that brought you from 1st to 11th level are destined to become the plot of the opera you'll be helping to create. This section explores

### WHERE ON GOLARION?

*Curtain Call* takes place in the northern reaches of Ravounel, a nation recently seceded from the cruelties of diabolic Cheliax. The city of Kintargo will be your group's home base, but the nearby city of Vyre has a part to play in this adventure as well. You'll periodically travel far from Kintargo as the plot unfolds, but those locations are for your group to discover as play progresses.

The adventure begins early in the year of 4724 AR.

how you and the other players can work with the GM to build a heroic history for your party—if you're not simply bringing in heroes who have played through a 1st- to 10th-level campaign already!

### CHARACTER SUGGESTIONS

The following information provides context for creating characters that fit well into the overall storyline of *Curtain Call*. Work with your GM if you're interested in creating a character who might not fit well within the following guidelines; so long as your PC has at least some interest in the excitement of theater life or the pursuit of fame, they'll have something to work toward in this campaign.

As you build your characters, work with the other players to start conceiving ideas for what adventures you went on during 1st through 10th level. You can skip ahead as needed to *Who Was Your Nemesis* on page 24 for additional guidelines.

### EDICTS AND ANATHEMAS

Ravounel, where much of *Curtain Call* is set, is a nation newly freed from the diabolic rule of Cheliax. The nation's society is still recovering from decades spent under tyrannical rule, a rule finally disrupted by a group of heroes during the events of the *Hell's Rebels* Adventure Path. Freedom of choice, artistic pursuits, opposition to tyranny and diabolism, and the conviction that goodness shall triumph over evil are all strong themes for edicts and anathemas, while the pursuit of cruelty, the spread of diabolic worship, an opposition to high culture and urban life, and plots to overthrow the government are poor choices. The section on Faiths (page 8) offers more advice along these lines.



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### WHERE ARE THE REBELS?

Curtain Call tells a new story set in and around the city of Kintargo, which was the primary focus of both the Hell's Rebels Adventure Path and the third book of the Age of Ashes Adventure Path. Curtain Call works best if the heroes who took part in those campaigns are no longer present in Ravounel, but at your GM's discretion, if you and the other players played through these campaigns, your prior characters might still be active in the region. Curtain Call is not their story, though, and they should be relegated to the role of NPCs—you shouldn't rely upon them to come save your group when things get rough! If you played through one of those campaigns, work with your GM to determine how and if your previous characters have a background role to play in Curtain Call.

### ANCESTRIES

Curtain Call is set mostly in Ravounel, a nation quite welcoming of diversity and culture from around the world. Since this campaign assumes your group has adventured elsewhere to make names for themselves, this offers a great opportunity to bring in an equally diverse spread of ancestries in your party. Some notes on common and uncommon ancestries are explored below, but with only two exceptions (aquatic ancestries and undead ancestries), any ancestry can be considered appropriate for Curtain Call. As always, work with your GM if you want to play an uncommon or rare ancestry.

#### COMMON ANCESTRIES

Ravounel is primarily inhabited by **humans**, but **halflings**, **elves**, **dwarves**, and **gnomes** are present in number here as well. In the city of Kintargo, **leshies** aren't widespread, but they're more common throughout the wilder reaches of the nation. While there aren't a lot of **goblins** or **orcs** native to Ravounel, they're far from an uncommon sight in the nation or on the streets of Ravounel, and their presence generally isn't cause for alarm. The people of Ravounel value diversity and generally resist falling for assumptions based on stereotypes. Mixed ancestry characters such as **aiuvarins** (half-elves) and **dromaars** (half-orcs) aren't particularly populous in the region on the whole but are welcome and far from uncommon sights.

#### UNCOMMON ANCESTRIES

Members of these ancestries are much less common in Ravounel or have reasons to avoid having a larger presence in the nation at this time, but they are certainly viable options for PCs in Curtain Call. Kintargo's emphasis on acceptance and the value its people place on diversity will not foster difficulties for any of these uncommon ancestries, but you should still speak to your GM before selecting an ancestry from this section. One unusual thing to note—since this campaign is about producing an opera based on your group's adventures, the less humanoid your PC becomes, the more challenging it'll get to hire an actor to represent them on stage. Of course, for some theatrical productions, that additional challenge can be welcome!

Of all the uncommon ancestries, **nephilim** have the strongest presence in Ravounel, especially those who have the hellspawn lineage. Under Cheliox's rule, hellspawn faced additional persecution and social injustice, and Ravounel has worked hard to support their hellspawn citizens—a welcome likewise extended to all other lineages of nephilim. While **kholos** have no significant presence in Ravounel, the first chapter of the first adventure includes some potentially interesting roleplaying opportunities for kholo PCs. There are also a small number of **tengu** NPCs living in Kintargo, so a tengu PC might find some comfortably familiar faces there.

#### NON-RECOMMENDED ANCESTRIES

Since there's no significant underwater element of Curtain Call, aquatic ancestries aren't recommended.

In Ravounel, undead are regarded as monsters and horrors by most, or as tragic but frightening figures at best. As such, playing an undead PC via the rules found in *Pathfinder Book of the Dead* isn't thematically appropriate for Curtain Call; work with your GM if you're eager to play such a character.

### CLASSES

Curtain Call focuses away from the standard tropes of combat and dungeon exploration, so players who choose classes that are more at home in battle should make sure to diversify their choices so that they'll have something to do during downtime. Of course, with this Adventure Path's central theme being the creation of an opera about an adventuring party, all classes are equally appropriate in that regard.



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**Alchemists** are well-known in Ravounel, and in the theater circuit in particular, their creations are often used to augment stage productions. Alchemists who specialize in the research field of bomber might find a (perhaps dangerous) role working for stage special effects. Those who focus on surgeon research can provide restorative tonics to help keep actors and crew on their toes, or even be involved with ensuring the entire crew is fed. A mutagenist alchemist can use their research to help with complex costumes or special makeup effects. The toxicologist alchemist isn't particularly appropriate for Curtain Call but will still find some unexpected moments to shine.

**Barbarians** don't have a very significant presence in Ravounel. While a barbarian can absolutely be an inspiring heroic character to be portrayed in an opera, a barbarian's focus on combat and quick-to-anger nature makes them an awkward fit for much of Curtain Call, which focuses significantly on non-combat encounters and a more whimsical tone. No one instinct is more thematically appropriate than another in this campaign, but the fury instinct is the least appropriate.

**Bards** are, without a doubt, the most appropriate and on-theme class of them all to play in Curtain Call. A bard's core themes, abilities, and proficiencies make them a natural fit for this campaign, and if there were ever a chance to do an Adventure Path where every PC is a bard, this would be the one! All bard muses are great choices for this Adventure Path, and if you do decide to do an all-bard party, having each player chose a different muse is a great way to keep variety in the group. See Skills and Feats (page 9) for additional advice on where to focus your skill proficiencies, and see Spells (page 10) for suggestions on thematic spell selection.

**Champions** were an important part of the liberation of Ravounel, but in the current era, their traditional focus has moved abroad. While the stereotypical champion is someone who has little sense of humor and focuses on promoting their cause to the exclusion of all else, those who play in Curtain Call would do well to avoid these tropes. The causes of grandeur, liberation, and redemption are the most appropriate for this campaign, while those of desecration and iniquity are inappropriate. See Faiths (page 8) for additional guidance on religion or belief.

**Clerics** should consider the additional information presented under Faiths (page 8) for guidelines about which deity to worship. Also see Spells (page 10) for suggestions on thematic spell selection.

### WAR OF IMMORTALS

At the time of publication for the first volume of Curtain Call, the upcoming rulebook *Pathfinder War of Immortals* won't be out. This Adventure Path assumes a start date of some time before the events that are detailed in that book but will be affected in certain ways as the campaign progresses. As a result, the player options presented in *War of Immortals* are not intended to be available for selection during this campaign. If you're starting your Curtain Call Adventure Path after *War of Immortals* is out and are interested in using some of that book's options for your PC, work with your GM to figure out the best way to do so—and even then, your GM may well wish to keep that rulebook's options to the side for this campaign.

**Druids** aren't the most thematically appropriate choice to play in Curtain Call, since so much of this campaign takes place in cities and focuses on the pursuit of growing your fame and legacy in an urban environment. Yet not all of the campaign takes place on the streets and alleys of Kintargo and Vyre! Keep in mind that Ravounel is a temperate region when building a druid, and that while there'll be portions of the Adventure Path where the group will be adventuring in tropical and arid regions, those portions are largely self-contained and don't involve a lot of overland or wilderness exploration. See the Pets section (page 10) for additional advice on your animal companion, and Spells (page 10) for suggestions on thematic spell selection.

**Fighters** are common adventurers in the region, but keep in mind that Curtain Call's encounters skew more toward themes of investigation, roleplaying, and social challenges rather than combat. There'll still be plenty of fights to get into along the way, but you'll want to consult Skills and Feats (page 9) for additional advice on where to focus your skill proficiencies so you'll have something to do when there's no fighting going on!

**Gunslingers** are uncommon in Ravounel, but the fact that guns and similar weapons are unusual and tend to draw lots of curious onlookers makes them a pretty compelling choice for a PC in Curtain Call. There aren't a lot of places in town to purchase gunslinger supplies, so if you want to play a gunslinger, work with your GM so that this can be adjusted for your table's game.



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**Inventors** in Ravounel tend to have at least one foot in the artistic scene—be it by creating inventions that are themselves works of art, or by making a living helping artists achieve their vision. In *Curtain Call* in particular, an inventor's input and expertise might be helpful in exploring options for an opera's costumes, set design, and special effects. There'll be plenty of downtime for you to pursue crafting and similar things. No one inventor innovation is more appropriate for *Curtain Call* than the others, but innovations that are artistic, flamboyant, or outlandish will probably get you more attention. See *Skills and Feats* (page 9) for additional advice on where to focus your skill proficiencies, and keep in mind the advice for fighters listed on page 5 regarding combat.

**Investigators** played a small but important role during Ravounel's liberation. An investigator PC in *Curtain Call* will have ample opportunities to use their skills, but will also be a helpful addition to the party during research, infiltration, and actual investigations into the various unexpected complications that always seem to plague theatrical productions. The most appropriate methodologies for an investigator in *Curtain Call* are those who focus on empiricism (particularly if they focus their studies on Society or an important Lore skill) and interrogation. See *Skills and Feats* (page 9) for additional advice on where to focus your skill proficiencies.

**Kineticists** aren't particularly widespread in the region or well-known but should still find plenty of chances to shine during combat and exploration in *Curtain Call*. No one element is more thematic than the other in this campaign's plot, making all six choices equally viable options.

**Magi** will find their abilities useful throughout this campaign but should consider the advice given to fighters and wizards when making class choices. No one hybrid study is more on theme than the others for this Adventure Path. See *Spells* (page 10) for suggestions on thematic spell selection.

**Monks** have a reputation for being quiet and introspective, only to fly into action when the fighting begins. Being quiet and being quick to attack aren't things that'll serve one well in *Curtain Call*, so if you're interested in playing a monk, consider leaning into the showier elements of your class—feats of acrobatics and flamboyant martial arts, for example. See *Faiths* (page 8) below for additional guidance on religion or belief; worshipping a deity whose interests are theatrical in nature can help make your monk fit into this campaign even better.

**Oracles** aren't particularly widespread in Ravounel, but like sorcerers, the fact that their key attribute is Charisma sets them up for success in *Curtain Call*, where Charisma-based skills are quite important. The most thematically appropriate mysteries for an oracle in this Adventure Path are ancestors and lore. See *Faiths* (page 8) for additional guidance on religion or belief, and *Spells* (page 10) for suggestions on thematic spell selection.

**Psychics** aren't particularly common in Ravounel, and while many may assume a psychic is a sorcerer or similar spellcaster, you're more likely to be met with delight and curiosity than fear or confusion when someone learns the truth. Those who focus their studies and powers on themes associated with art and song, and who take a more whimsical approach to life, will fit in well in *Curtain Call*. The most thematically appropriate choices for your subconscious mind are emotional acceptance and wandering reverie, since these set your key ability score as Charisma, which in turn bolsters those important Charisma-based skills. See *Spells* (page 10) for suggestions on thematic spell selection.

**Rangers** in Ravounel often find themselves in a protector's role, serving as wardens, bodyguards, escorts, and bounty hunters seeking to keep nefarious troublemakers (particularly those allied with Cheliox) from establishing new footholds in the region. If you gain an animal companion, consult *Pets* (page 10) for suggestions. Since so much of this campaign takes place in urban environments or in enclosed structures and there's just not a lot of wilderness exploration going on, the Favored Terrain feat isn't the best choice. If you do take this feat, Underground is probably the one that'll see the most use.

**Rogues** are perhaps the second most thematically appropriate class to play in *Curtain Call* due to their focus on skills. On top of the fact that there'll be ample opportunities to use a wide range of skills in this Adventure Path, the urban environments you'll be adventuring in will present specific thematic encounters where all manner of rogue characters will feel right at home. See *Skills and Feats* (page 9) for additional advice on where to focus your skill proficiencies.

**Sorcerers** are relatively common in Ravounel and often lead dual lives as artists or performers who use their magic to augment and enhance their wares and performances, albeit in different ways than bards do. The most thematically appropriate bloodlines for a sorcerer are angelic, fey, and imperial. Diabolic bloodlines (and to a lesser extent, demonic bloodlines)



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will cause locals in Ravounel to worry about your possible connections to House Thrune, the church of Asmodeus, and Cheliah in general; notably, the diabolic bloodline in particular is an excellent choice if you want your character to be from Ravounel and to have a family legacy that's been influenced in generations past by Cheliah's association with Hell. See *Spells* (page 10) for suggestions on thematic spell selection.

**Summoners** aren't widespread in the region, but their magic is far from unknown in Ravounel. Locals are often eager and excited to interact with the unusual eidolon companions that summoners travel with. Eidolons can also serve in delightful and unexpected ways during the production of a play, even though some might pose challenges in how they're presented on stage by actors or special effects. See *Spells* (page 10) for suggestions on thematic spell selection. The most appropriate choices for eidolons in this Adventure Path are angel, beast, devotion phantom, and fey, but other choices can be equally fun. Demon eidolons are perhaps the most socially problematic, since many in Ravounel still harbor distrust and fear of fiends. Most of Kintargo's citizens won't bother to notice that a demon isn't quite the same thing as a devil and may make assumptions about your ties to diabolism or Cheliah. Anger phantom eidolons aren't a good thematic choice, either, since whimsy is an important element of *Curtain Call*—while the trope of the angry actor or producer might be compelling, it doesn't really fit with the themes explored for PCs in *Curtain Call*.

**Swashbucklers** are not only well known in Ravounel; they're well loved. Their style, grace, and good fashion sense, combined with the eagerness with which so many swashbucklers came to the defense of Ravounel on land and sea during the final days before the nation seceded from Cheliah, has ensured that their role in these lands is a beloved one. The swashbuckler also fits in well with *Curtain Call*'s themes of whimsy and performance, and even though this class is a combat-focused class, they'll find themselves right at home in this Adventure Path. All swashbuckler styles work well in *Curtain Call*. See *Skills and Feats* (page 9) for additional advice on where to focus your skill proficiencies.

**Thaumaturges** in Ravounel tend to treat and regard their implements as much as works of art as they do sources of power. Many might mistake a thaumaturge for an artist, collector, historian, or merchant, but upon learning the truth are delighted, curious, and even inspired. Having Charisma as a key ability makes

### LEGACY OPTIONS

*Curtain Call* uses the remastered rules for Pathfinder Second Edition, but character options from books published before *Pathfinder Player Core* remain compatible and viable, and many of these options have been highlighted in this Player's Guide. If you choose an option from a non-remastered source, you may wish to work with your GM to determine how to interpret some of the elements and options that have parallel or redesigned features in the remastered rules, but for the most part, these legacy options will work well in *Curtain Call*.

the thaumaturge able to excel at those important Charisma-based skills as well. The most thematically appropriate implements for a thaumaturge in this Adventure Path are bell, lantern, mirror, regalia, and tome, but as long as your implement is artistic in nature, any will do.

**Witches** in Ravounel aren't normally immediately associated with negative or frightening elements by the folk of the land, and barring any obvious evidence to the contrary, they might be mistaken for a sorcerer, summoner, or wizard. Witches who look to infernally or fiendish themed patrons will be feared and not well-trusted due to the land's history with Cheliah, and as such, these thematic choices aren't particularly appropriate for *Curtain Call* witches. Speak with your GM when choosing your patron for additional guidance, but the patron choices of faith's flamekeeper (when coupled with an on-theme religion; see *Faiths* on page 8), the inscribed one, and spinner of threads are excellent choices for this Adventure Path. When choosing a familiar, keep in mind many of the region's traditional choices, among them the bluetail skink, butterfly/moth, cat, osprey, owl, raven, rat, seagull, spider, and thrush. See *Spells* (page 10) for suggestions on thematic spell selection, and see *Pets* (page 10) for some advice on thematic familiar selection.

**Wizards** are well known in Ravounel, although, in a notable reversal of many regions where wizards are more widespread, it is divine and occult spellcasters (such as bards or clerics of certain faiths) who are more common. While all wizard schools in *Player Core* will work fine in *Curtain Call*, the following are particularly good thematic choices: school of ars grammatica, school of civic wizardry, school of mentalism, and school of protean form. They are well suited both for



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how these schools match the campaign's urban themes and for the ways some of their spells are useful in creating impressive special effects and sets for stage productions. See Spells (page 10) for suggestions on thematic spell selection.

### FAITHS

As with everything else in Ravounel (and thus Kintargo), a wide and diverse range of faiths are kept in this region. In particular, as its people emerge from a century of oppressive rule under House Thrune, where the worship of Asmodeus was the state religion, Ravounel is experiencing a boom of faiths. Worshipers of a wide range of faiths are finally able to express their beliefs publicly without fear of being taken away by the Chelaxian government's diabolic agents.

Curtain Call's story is one of whimsical elements and the celebration of acts of heroism against villainy and evil. This, combined with the region's diverse beliefs, means that worship of deities who only allow for unholy sanctification or who require it won't be particularly appropriate. Among these faiths, worship of Asmodeus and archdevils is particularly inappropriate for the region, as many of Ravounel's people still regard these faiths as bitter enemies.

In Kintargo, there are many small shrines and local gatherings that support the worship of a wide range of deities, but the following in particular have significant presences and actual temples in the city: Calistria, Cayden Cailean, Irori, Milani, Sarenrae, Shelyn, and Zon-Kuthon. Of these, Shelyn's faith is the most thematically appropriate for the campaign, considering Curtain Call's focus on art and music—two of Shelyn's greatest passions. The faiths of Cayden Cailean, Irori, Milani, and Sarenrae all played important roles during or after Ravounel's secession from Chelax, and they remain popular today. Worshipers of Calistria in Kintargo used to pray to her for support and guidance in matters of vengeance against Chelax and the faith of Asmodeus; and in modern Ravounel, worshipers increasingly look to her more light-hearted, flirtatious, and whimsical side as a goddess of tricksters and lust. While Zon-Kuthon's faith is regarded with concern and a wary eye, Ravounel's proximity to Nidal has resulted in a stronger political element that makes worshipers of the Midnight Lord one of the few faiths whose clerics can choose unholy sanctification and still be publicly welcome in the city. Worshipers who choose to follow his teachings in artistic ways, or who are invested in the

### GODS OF THE THEATER

While this pantheon isn't an official part of the world and doesn't play an actual role in Curtain Call, worshippers of some of these deities play key roles in the Adventure Path. If you're interested in being a part of this scene, talk to your GM about potentially worshiping this nascent pantheon that could well come to be known as The Curtain Call—especially if PCs in this campaign push for it! The deities associated with this pantheon are Arshea, Bolka, Findeladlara, Noctacula, and Shelyn.

### THE CURTAIN CALL

**Areas of Concern** acting, directing, orchestral music, set building

**Divine Font** *heal*

**Divine Ability** Constitution or Charisma

**Divine Skill** Performance

**Domains** creation, family, indulgence, passion

**Alternate Domains** change

**Cleric Spells** 1st: *illusory disguise*; 3rd: *enthrall*; 5th: *illusory scene*

**Edicts** help to create public works of art, encourage creativity in others, fight against propaganda and weaponized art meant to spread harm, support fellow creatives as you would your own family

**Anathema** censor or destroy legitimate works of art, leave those who depend on you to fend for themselves at the last minute, use phrases like "good luck" that might tempt the fickle forces of fate to ensure the opposite comes to pass

**Favored Weapon** sword cane

fact that his sister, Shelyn, is the nation's most popular faith, are the most welcome.

Many less-well-known faiths operate in Ravounel, but some of those that have particular ties to (or are popular among) the theater crowd with which the PCs will be rubbing shoulders most often are deities like Bolka, Findeladlara, Noctacula, and Sivanah. Arshea is especially popular among many actors and theater folk for her faith's support of identity and personal freedom. (Note that Arshea is the subject of an expanded article in the second volume of Curtain Call; work with your GM if you would like to know more about this article and its options for an Arshean character.) All of these deities are worshiped in some way as "Theatrical Deities," and while an official pantheon of these



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divinities (plus Shelyn) hasn't yet organized among the worshippers, the signs are there.

Two deities that are particularly inappropriate for PC clerics to worship (and, to a slightly lesser extent, for anyone else to worship) are Gorum and Norgorber. Gorum's themes, which focus on warfare and conflict, are very much at odds with the more whimsical and altruistic/heroic themes expected of PCs in this Adventure Path, whereas Norgorber's role as a foe of many urban pursuits will run the risk of pitting PC worshippers against difficult or even impossible choices. Strongly consider setting aside worship of these two deities for this particular campaign, but if you really want your PC to belong to one of their faiths, speak to your GM so they can offer you advice better tailored to their iteration of the story.

### LANGUAGES

In *Curtain Call*, the primary language spoken is Taldane, which is referred to as Common in this Player's Guide and throughout the *Curtain Call* Adventure Path.

In *Curtain Call*, language is particularly important, for the PCs are creating a shared experience in the form of an opera. As a result, special care has been taken in this Adventure Path so that language barriers won't be a frequently encountered problem. Most creatures and NPCs in this campaign speak Common, but there are some instances where knowing a specific language might grant the PCs a leg up.

Languages that will be handy to know at various points during *Curtain Call* include Aklo, Ancient Osiriani, Daemonic\*, Diabolic\*, Fey\*, Necril, and Osiriani. Those followed by an asterisk on that list are slightly more useful than the rest.

Other languages associated with the core ancestries and regions will be helpful now and then when speaking with certain minor NPCs, but those NPCs generally also speak Common or at least one of the languages mentioned above. Languages beyond those listed above and beyond those spoken by the core ancestries are unlikely to be of much use in *Curtain Call*.

### SKILLS AND FEATS

Skills have a very important role in *Curtain Call*—more than in most Adventure Paths, in fact. While there are plenty of chances for the PCs to get into fights, skills can resolve potential conflicts before they even begin in many cases. There are also numerous challenges

awaiting you in this campaign that require the use of a wide range of skills to overcome. A fair amount of this adventure involves exploration and downtime play, with your PCs attending social events, researching and infiltrating, gathering clues, influencing people, and, of course, helping to produce a brand new opera from the ground up.

As a result, all skills have multiple chances to shine in *Curtain Call*, even beyond those that already have built-in uses in combat encounters or those used to Recall Knowledge about different creatures. As one might expect from an Adventure Path about the performing arts, skills based in Charisma will be particularly useful, and none more so than Performance. Since so much of this campaign takes place in and around cities in Ravounel, Society also comes into play quite often. Regardless of the skills you choose to focus on, your character will have plenty of chances to use them. In fact, it's a good idea to collaborate with the other players in your group to ensure that all 16 non-Lore skills, from Acrobatics to Thievery, are represented in the party.

With respect to Lore skills, the three most important and relevant to the campaign are Kintargo Lore, Theater Lore, and Vyre Lore. Art Lore will also have numerous chances to shine.

The following Lore skills will each have between 3 to 10 specific opportunities for use in *Curtain Call*: Games Lore, Herbalism Lore, Mercantile Lore, Shelyn Lore, and Underworld Lore.

Lastly, these Lore skills have one or two moments to shine during *Curtain Call*: Abadar, Academia, Accounting, Circus, Engineering, Fortune-Telling, Labor, Library, Mining, Norgorber, Sailing, Scouting, Scribing, and Warfare Lore.

Other Lore skills play no significant role at all in *Curtain Call*'s scripted adventures, but keep in mind that all Lore skills can potentially be used to Earn Income during downtime!

When selecting feats for your character, you should avoid those that work best in wilderness regions, since so much of *Curtain Call* takes place in urban environments or "dungeon-like" complexes. Multilingual is a good choice for someone who wants to dip into other languages, but remember that, for the most part, there aren't many built-in and intentional language barriers in this Adventure Path; see Languages above for advice here. Feats that bolster your ability to tackle social encounters, influencing, researching, investigating, performing, or creating will also generally be more helpful, overall, than those that are more appropriate



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for combat applications. Naturally, those that rely on mounted combat or wilderness-based play are the least useful.

The main focus of *Curtain Call* is the production of an extravagant opera, and these elements largely take weeks to run their course. The exact opening date of your opera's premiere is fluid and variable and need not be set in stone until a point in the third adventure, so there'll be plenty of time for characters to pursue personal downtime activities like crafting, especially when the current production-related tasks aren't necessarily ones that your character is built for. Keep in mind that, perhaps more so than in most campaigns, your PCs will be part of a tightly knit group of producers who themselves are part of a larger stage crew, all of whom are working together toward a common goal—so focusing on “lone wolf” pursuits that either don't require or actively discourage teamwork are not a good fit for this Adventure Path.

### PETS

Certain animal companion and familiar choices are more common than others in Ravounel. If you're looking to play a local, feel free to pick a pet from the following list, though since your character could come from any part of the world, any will work fine! Note that pets who serve as mounts aren't a particularly strong choice for this campaign.

Animal companion choices that are thematically appropriate for Ravounel include badgers, bats, bears, birds, boars, cats, horses, snakes, and wolves. Most familiar options are thematically appropriate, provided they're animals who would be comfortable in a temperate environment. Aquatic pets will be difficult to manage in this campaign.

### SPELLS

If you're creating a spellcasting character, keep in mind that many spells that you might not normally consider useful in campaigns that have a stronger focus on combat will have unusual and perhaps numerous moments to shine in *Curtain Call*. In some cases, you'll have the chance to use spells to help with downtime activities, in which case you'll often be using Arcana, Nature, Occultism, or Religion (as appropriate for your PC's spellcasting tradition) to determine how well your spells work to help out with the activity. In other cases, you'll be able to use magic to help bolster the scale and

### PRODUCERS, NOT PERFORMERS

In *Curtain Call*, your PCs will take on increasingly important roles in the production of the opera based on their prior adventures, but it's worth noting that your characters won't be expected to play themselves on stage. In fact, the hiring of actors to play the parts of your PCs is a part of the challenge that lies ahead! Despite this, characters who excel at performances on stage will still be very well-suited for this campaign and will have plenty of opportunities to seize the spotlight. If you really, REALLY want your PC to play themselves in the opera, that can still work, but you'll want to play that development out in the game as the campaign progresses rather than assume that'll be a guaranteed role for you during character creation.

presentation of your opera—there'll be plenty of chances to get creative here. This is the perfect opportunity to consider ideas like using polymorph spells to create realistic “costumes” for actors; illusion spells to augment or create backdrops and set dressing; flashy spells to help with special effects; spells that create or conjure objects or creatures to help build the sets and recruit additional aid; and divination-type spells to aid with research. These will all have multiple moments to shine.

Also, while *Curtain Call* mostly takes place in Ravounel, there'll be several points where your group will have to travel long distances to reach key locations for various reasons. The campaign largely glosses over the overland travel elements here, jumping from Ravounel to distant shores as needed. In cases like this, access to fast travel magic and teleportation effects will be a huge boon and time saver to keep the story flowing. Several of these spells are uncommon, but your PCs will have opportunities to gain access to many of them during play. For lower rank spells you might already have access to as a new 11th-level character, speak with your GM about potentially starting with spells like *nature's pathway*, *teleport*, and *umbral journey*.

### ARCHETYPES

Since *Curtain Call* is for 11th-level characters, including an archetype as part of your character's build is absolutely an option! In fact, the first volume of *Curtain Call* includes a large number of higher level “Operatic Feats” for you to take as you level up. Your GM has details on these uncommon feats and can



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share them with you if you're interested, but none of them can be taken at 11th level, so you won't be able to start picking them as class feats until you reach 12th level during play. Of note, all of these Operatic Feats are meant to bolster specific archetypes that have strong operatic themes, so the following archetypes are particularly great choices for *Curtain Call*: Acrobat, Celebrity, Dandy, and Gladiator.

### GEAR

If you're starting *Curtain Call* with established characters, you'll already have gear appropriate for 11th-level characters—although this is also a great time to work with the GM to adjust existing PC wealth as needed so that no one PC has a disproportionate amount of gear than another.

If you're creating a brand new 11th-level character, you'll need to purchase gear. To ensure fairness for each PC, the entire group should work together to choose one of the following methods to generate their gear.

**Lump Sum:** This method grants a lump sum of 3,200 gp to each PC for them to spend as they wish on any common items of 10th level or less. With the lump sum method, the total value of your gear may well end up being less than what you'd get with the Pick your Items method, or if you organically gained treasure by playing through levels 1 through 10 options, but you'll have greater control over the specific levels of items you gain and can load up on larger numbers of lower level items.

**Pick Your Items:** This method helps avoid potential option paralysis for players who struggle with deciding how to efficiently spend every single coin. When you pick your items, you select the following permanent items from any of the common treasures featured in *Pathfinder GM Core* or *Pathfinder Player Core 2*.

- One 10th-level item
- Two 9th-level items
- One 8th-level item
- Two 7th-level items
- 500 gp to spend on consumable items of 10th level or lower, or permanent items of 6th level or lower, as you see fit.

### PERSONA TRAITS

Celebrities, including famous adventurers like your PCs, don't always present themselves to the public in a way that accurately reflects who they are. In *Curtain Call*, each PC will select a persona trait. Regardless

### CHOOSING A THEME SONG

Considering your group is going to be creating an opera in *Curtain Call*, it might be fun for each player to choose a theme song! This can be anything from any genre, and it doesn't have to be something that would make sense in-world. Music is a great way to set the mood, after all, and picking the perfect theme song for your PC can convey their personality and goals in a fun and memorable way to the other players. Your theme song doesn't impact the story of *Curtain Call* in any way, but if your group uses music to enhance play, consider queuing up your theme song when a well-spent hero point saves the day, or when your character makes a dramatic entrance or has a particularly lucky roll. Your GM might even decide to play your theme song once or twice per adventure during an encounter they feel is particularly important to your PC's story. At the GM's discretion, once a theme song is in play, that could grant the PC a +1 circumstance bonus to all saving throws or some other fun little boost to that encounter.

of your character's personality, motives, and goals, the public's perception of their legend may be quite different as a result of rumors, misinterpreted events, fanciful imaginings, or even deliberate attempts by a character to foster a different persona.

There are eight persona traits you can choose from for your PC. The trait you adopt doesn't have to match your character's actual personality or role, but if you pick one that's off the mark, be prepared for NPCs you encounter to make some curious assumptions about your character! Note that while each persona trait has a positive and negative aspect to it, both of these elements are strictly narrative and have no mechanical effects on your character's abilities. Think of them as roleplaying tools that you can use to help guide your PC's actions during the campaign. These traits do, however, have an impact on the adventures: in certain parts of *Curtain Call*, characters with specific persona traits will be particularly well-suited to face certain challenges and will gain one-time boons and bonuses that help them navigate the encounter in question. Your GM has all of this information and will inform the party whenever persona traits come into play.

The eight persona traits are:

**Flirt:** The public perceives you as the most romantic of the group, and you may be thought of as a seducer or



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### SUGGESTED CHARACTER OPTIONS

	Ancestries	Classes	Languages	Skills	Skills
<b>Strongly Recommended</b>	All (save not recommended below)	Bard, Rogue, Swashbuckler	Common (Taldane)	Deception, Diplomacy, Intimidation, Lore (Art, Kintargo, Theater, Vyre), Performance, Society	Multiclass (of strongly recommended classes), Acrobat, Celebrity, Dandy, Gladiator
<b>Recommended</b>	—	Alchemist, Cleric, Inventor, Investigator, Oracle, Psychic, Sorcerer, Thaumaturge	Daemonic, Diabolic, Fey	All other non-Lore skills, plus Lore (Games, Herbalism, Mercantile, Shelyn, Underworld)	Multiclass (of recommended and acceptable classes)
<b>Appropriate</b>	—	Barbarian, Champion, Druid, Fighter, Gunslinger, Kineticist, Magus, Monk, Ranger, Summoner, Witch, Wizard	Aklo, Ancient Osiriani, Necril, Osiriani	Lore (Abadar, Academia, Accounting, Circus, Engineering, Fortune-Telling, Labor, Library, Mining, Norgorber, Sailing, Scouting, Scribing, Warfare)	All others
<b>Not Recommended</b>	Aquatic ancestries, undead ancestries	—	Other languages	Lore (categories not specifically mentioned)	—

vapid pretender who gets by on their looks and brings nothing of value to the party.

**Guardian:** The public perceives you as the healer and protector of the group, but some may also consider you too soft-hearted and meek to be a “true hero.”

**Leader:** The public perceives you as the leader of the group, but some likewise consider you too brash or even pompous.

**Scholar:** The public considers you the problem-solver and brains of the group, though some also perceive you as arrogant or incapable of physical tasks.

**Scoundrel:** The public is convinced you are the “bad boy/bad girl” of the group who gets the distasteful but necessary things done, but who is at times thought of as a criminal or potential traitor to the party.

**Underdog:** The public perceives you as a “fish out of water”—someone who accidentally got swept up by the group and still manages to triumph, but who is sometimes thought of as a weak link or loser.

**Warrior:** The public believes you are the strong-arm of the group, the person who excels in a fight but is also at times considered cruel, uncouth, or even a bully.

**Wildcard:** The public perceives you as a source of whimsy, outlandish ideas, and comedy in the group, but

that reputation is a double-edged sword, as some also consider you a liability or unreliable.

### BACKGROUNDS

Curtain Call assumes that your 11th-level characters have already established themselves as famous adventurers, but you still had to start somewhere! If you’re making new characters for this Adventure Path, consider the following when selecting your PC’s background.

#### STANDARD BACKGROUNDS

If you wish to pick a background from *Pathfinder Player Core* or *Pathfinder Player Core 2*, any of the options presented in those books can make for a fun start, but certain backgrounds make more sense for a PC destined to become involved in the creation of an opera! Perhaps choosing one of these thematic backgrounds helped your character become famous in the first place and helped them catch the eye of those eager to turn your group’s story into an opera!

Thematically appropriate backgrounds from *Player Core* include acolyte\*, acrobat, artisan, artist,



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charlatan, entertainer, gambler, gladiator, noble, raised by belief\*, or teacher. Backgrounds with an asterisk work best when you're a follower of one of the deities listed in the "Gods of the Theater" sidebar on page 8.

Thematically appropriate backgrounds from *Player Core 2* include barber, bookkeeper, insurgent (this is a great choice if you want your character to be a Kintargo native who grew up opposing Cheliah's rule!), and ward.

### CURTAIN CALL BACKGROUNDS

The eight new backgrounds presented on the following pages are available to all characters in the Curtain Call Adventure Path. Each of these Rare backgrounds are tailor-made to match this Adventure Path's themes and to prepare your character for success and fame and glory!

These backgrounds have also been built along the themes of the eight persona traits, so you can use these backgrounds as a way to help you decide which persona trait is right for your PC. Your PC's chosen persona trait doesn't have to match the one associated with their background, but if they do, you'll gain a small bonus in the form of additional Lore skill training!

#### ALWAYS CHOSEN LAST

#### BACKGROUND

**RARE** **UNDERDOG**

When you were young, for whatever reason, you were always the last pick when it came to choosing teammates for a game, selecting someone for an important job, or the final person in your social circle to achieve an important milestone. As a result, you've come to expect being overlooked, and that's helped to shape your worldview. Maybe you take advantage of this to get away with things that no one would suspect you of, or perhaps it has encouraged you to focus on your training and become even better at what you do. Nothing's worked, exactly, but that's just left you with more time to watch and learn how everyone else behaves, which has given you greater insights into the societies that always seem to forget about you. You've studied the rules of countless games and competitions so that you're always ready to capitalize on a technicality to make up for being regarded as a weak link. When you do succeed at a task, it's often to the surprise of observers, and it's happened enough by now that there are those who, perhaps as a result of also always being chosen last, have come to view you as an inspiration to look up to.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Games Lore skill. You gain the Streetwise skill feat.

If you have the Underdog persona trait, you also become trained in the Scouting Lore skill.

#### AMATEUR DIRECTOR

#### BACKGROUND

**RARE** **LEADER**

You grew up a child of the theater. Perhaps your parents were actors or directors, or maybe you fell in with a theater crowd at a young age. Perhaps you and your siblings shared a tradition of putting on plays for your parents or, if you were an only child, maybe you directed your toys and stuffed animals in elaborate productions that played out in your mind. Whatever the case, as you grew older, you found that you were most comfortable helping to organize and facilitate the goals and dreams of others—and not just in the role of being a director for a stage production. You've always derived satisfaction from being the one in charge of something and helping others get organized so as to accomplish something significant. Yet for whatever reason, this never quite grew into your job; you've never actually made money directing, or if you have, it was never enough to allow you to abandon your other responsibilities. Still, the experience you've gained at this amateur work has given you some impressive skills and self-confidence.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Theater Lore skill. You gain the Group Impression skill feat.

If you have the Leader persona trait, you also become trained in the Scribing Lore skill.

#### ART TUTOR

#### BACKGROUND

**RARE** **SCHOLAR**

Art has always been important to you. It's likely that you've got a significant talent for creating artwork yourself, but at the very least, you grew up in a home, neighborhood, or city where artwork was freely available for you to enjoy. The first time you met someone who hadn't had this luxury was a shock, and you promised yourself that you would do whatever you could to bring the joy of artwork to places and people unfortunate enough to be bereft of it. Of course, original art isn't always something that can be transported, so you've settled on the next best thing—teaching others about art, art history, and artistic theory. Whether you've made money by teaching others about art or taken it upon yourself to altruistically educate others, the only thing that approaches the feeling of euphoria you receive from admiring or creating a new piece of art is what you gain by spreading this appreciation to others.



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Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and the Art Lore skill. You gain the Crafter's Appraisal feat (*Player Core* 2 229).

If you have the Scholar persona trait, you also become trained in the Academia Lore skill.

### BULLY OR BAITER?

### BACKGROUND

**RARE** **WARRIOR**

Force, be it as a physical presence or as a strength of personality, has long given bullies power over others in their groups. Whether it's the threat of a physical beating or the actual assault itself, the bully's methods are usually efficient at establishing a network full of fearful followers and social power. You may have been a bully yourself, and if so, you've never faced any significant comeuppance or retribution for your nefarious actions, and the skills you developed as a youth while bullying others serve you very well today. Yet maybe you weren't the bully—maybe you were a baiter of bullies instead? Someone who put on an irresistible-to-bullies appearance only to turn their tactics back upon them with threats and violence. Were you a champion of the picked-upon and downtrodden in schoolyard and back alley alike, who lured the local bullies into traps that taught them lessons writ in blood and pain?

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Underworld Lore skill. You gain the Intimidating Glare skill feat.

If you have the Warrior persona trait, you also become trained in the Warfare Lore skill.

### SUPPORTIVE SPONSOR

### BACKGROUND

**RARE** **GUARDIAN**

You were responsible for caring for someone's needs, be it a sibling or other familial relation, a friend fallen on hard times, or someone who just needed a helping hand at a time when you were there to offer assistance. The satisfaction you get from protecting another, from helping them course-correct from a self-destructive habit, or from assisting them in their recovery from a disaster is more than enough for you, and the idea of being paid for such a service is unsettling and unsavory. When presented with a problem that's beyond your immediate ability to address or resolve, you'll spend days researching methods to provide what help the person needs, either educating yourself on how to provide the aid yourself or by arranging for others to step in to support the person in question.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Herbalism Lore skill. You gain the Battle Medicine skill feat.

If you have the Guardian persona trait, you also become trained in the Library Lore skill.

### TOWN TROUBLEMAKER

### BACKGROUND

**RARE** **SCOUNDREL**

Every town has at least one of them: the person that everyone "knows" is a bad apple, a rascal, a mixer, or a fly in the ointment—the troublemaker. Your hometown was no exception, because you were that town's troublemaker, or at least one of its more notorious ones! This reputation may not have been warranted—perhaps you took the rap to protect a friend or family member caught in a scandal, or maybe you were tricked or cajoled into a tricky situation by so-called "friends." Or the reputation could be spot-on. Being a town troublemaker doesn't mean you had malice in your heart, of course, especially if the town in question was one ruled by villains or governed by cruelty. One society's troublemaker is, after all, another society's freedom fighter! Regardless of the truth that lies at the heart of your personal situation, your legacy as the town troublemaker has given you great insights into society's seamy underbelly.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Thievery skill and the Underworld Lore skill. You gain the Dirty Trick skill feat (*Player Core* 2 229).

If you have the Scoundrel persona trait, you also become trained in the Norgorber Lore skill.

### SIDESHOW SCION

### BACKGROUND

**RARE** **WILDCARD**

Ah, the circus! What child didn't at some point fantasize about running away to join a troupe of clowns and daredevils and live a life on the road sharing living quarters with strange animals and even stranger coworkers? In your case, though, there was no need for fantasy, for you were born into the life. Your parents or extended family have a long tradition in the sideshow, be it as part of a traveling circus or as part of a more localized, year-round performance on a city boardwalk or marketplace. Even if you were the inverse of the youth who dreamed of running away, your childhood instead filled with visions of a sedentary aristocratic life or the rough upbringing of the working class, the sideshow skills and circus tricks you were exposed to seeped into your psyche. Now and then, a turn of phrase that spills from your lips or an unexpected little motion or act catches even your closest friends off guard. After all, what seems normal to you is anything but to someone who didn't grow up in a sideshow!



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Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Acrobatics skill and the Games Lore skill. You gain the Acrobatic Performer skill feat (*Player Core* 2 226).

If you have the Wildcard persona trait, you also become trained in the Circus Lore skill.

### WANDERING LIBERTINE

### BACKGROUND

**RARE** **FLIRT**

Receiving attention has always come easily to you, be it because of your good looks, your charming personality, your way with words, or something else entirely, yet you've never really settled down. You spent much of your life up to this point on the road or at sea, traveling from town to town and never staying long enough in one place to ever have a proper home. The reasons for this itinerant lifestyle aren't important, but what is important is that it never took you long to find someone to hold after arriving in a new town. Whether your inevitable departure was heralded by false promises to return or tearful goodbyes, you've left in your wake a mix of pining admirers and jilted lovers. One of these days, you might actually settle down. One of these days, you might find someone you'll want to spend the rest of your life with. One of these days, you might find a place to call home. But today is not that day.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Shelyn Lore skill. You gain the Charming Liar skill feat.

If you have the Flirt persona trait, you also become trained in the Sailing Lore skill.

## KINTARGO GAZETTEER

Curtain Call does not begin in the capital city of Ravounel, and your PC may never have even been to the city of Kintargo, but it won't be long before you find yourself here, on the sprawling streets of the so-called Silver City.

Kintargo was founded in 3213 AR. Initially a quaint fishing town, it quickly developed into a wealthy trading center. The southern half of the city lies on the northern half of Argo Isle, which sits at the mouth of the Yolubilis River. The northern half occupies ground on the mainland north bank of the river. Today, Kintargo is known as the Silver City for three reasons: for the silver salmon that make the run up the Yolubilis River annually, for the silver sheen of the silty river water at dusk and dawn, and for the unique,

### PRODUCTION POINTS

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

silver-streaked white stone that makes up many of the city's buildings. Kintargo's primary exports are seafood, silver, salt, and art, with this final export seeing an incredible rise in value in the short time that the city's been free of Cheliox's oppressive rule.

That rule ended in 4715–4716, when a group of revolutionaries known as the Silver Ravens and a band of adventurers fought back against the tyrannical rule of Lord-Mayor Barzillai Thrune, who had been sent to the city to keep Kintargo under control during a time of sweeping political unrest. While Barzillai's rule was relatively short, his cruelties and oppressive methods left a lasting mark on the soul of the Silver City. Barzillai's defeat ushered in a new age not just for Kintargo, but for the entire region of Ravounel. Over the course of defeating the tyrant, the adventurers and Silver Ravens discovered a clause in the contract that originally bound the region under Thrune's control; this allowed Ravounel to swiftly and legally secede from Cheliox. Not long after the event that would come to be known as the Ruby Massacre (see page 16 for further details about this notable event), Kintargo and all of Ravounel became one of the Inner Sea's newest free nations!

Since that day, Kintargo's prominence and power has grown, as has its population. The city's famous arts and theatrical productions alone draw in tourism and talent from lands far and wide, and in the few short years it's been free from Cheliox's rule, the city's population has grown by several thousand. As a result, there's never been a better time to launch a brand new opera in the Silver City!



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### KINTARGO

### SETTLEMENT 12

#### CITY

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

**Government** Mayor (elected leader)

**Population** 15,960 (80% humans, 6% halflings, 5% hellspawn nephilim, 1% aiuvirin, 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 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

### NOTABLE LOCALS

Nearly 16,000 people call Kintargo home. Over the course of *Curtain Call*, your PCs will be meeting, interacting with, hiring, competing against, entertaining, and potentially even fighting many of these NPCs, but a few more notable names—both from the larger aristocratic and governmental scenes and from the smaller theater and marketplace scenes—are gathered below for quick reference. Your group isn't guaranteed to meet all of these NPCs during the course of play, but some of them may become important allies—or, if things don't go quite right, may become potential troublemakers or even enemies.

### ARISTOCRATS, CLERGY, AND POLITICIANS

These are the rulers, advisors, and religious leaders of Kintargo.

**Aphigenia Jhaltero** (female human) is a vivacious woman who's always willing to spend family money as a patron of the arts (and as a collector of strange, exotic pets).

**Auxis Aulorian** (male human) is the patriarch of the Aulorian family. Though he once flirted with Thrune loyalty, he has become staunchly Kintargan in his views.

**Belcara Jarvis** (female human) is the matriarch of the Jarvis family, and her leadership has been invaluable in helping to expand Kintargo's infrastructure as it grows.

### THE RUBY MASSACRE

The Ruby Massacre took place during the height of Barzillai Thrune's rule over Kintargo back in 4716 AR. Originally billed as the Ruby Masquerade, this event was Barzillai's attempt to trap and slaughter the heroes of the Silver Ravens. The incident took place in the Kintargo Opera House, but things didn't go precisely as Barzillai planned. The Silver Ravens defeated the devils, infernal agents, and monsters that attacked them at the height of the masquerade and also managed to rescue a previously-petrified Shensen (one of Kintargo's most famous celebrities and a key member of the Silver Ravens ever since) and mayor Jilia Bainilus (who had been transformed into a vampire and was then restored to life by the heroes after her defeat). Today, the event is largely considered to be the point at which Ravounel's resistance against Cheliox finally turned the tide, yet it is also remembered for the many citizens of Kintargo who perished during this violent fight, both within the Kintargo Opera House and on the city streets beyond.

**Canton Jhaltero** (male human) is the patriarch of the Jhaltero family and a man whose willingness to let his favorite daughter (Aphigenia) spend all sorts of money is the subject of many rumors among the city's aristocracy.

**Eldonna Aulamaxa** (female human) is something of a social force of nature. As the imperious matriarch of the Aulamaxa family, her interest in many theatrical productions is seen as both a blessing and a curse.

**Geoff Tanessen** (male human) is the patriarch of the Tanessen family, whose fortunes have been dwindling ever since their misplaced trust and support of House Thrune cost them dearly in money and reputation.

**Jilia Bainilus** (female human) is the Lord Mayor of Kintargo and the ruler of Ravounel, a role into which she was thrust but at which she's excelling, even as she's forced to spend much of her time navigating increasingly complex geo-political issues concerning her nation's place in the Inner Sea. Of late, she's been spending a fair amount of time outside of Ravounel, meeting with diplomats in regions as far-flung as Nidal, Isgar, Andoran, and Vidrian.

**Melodia Delronge** (female human) is the matriarch of the Delronge family, whose fortunes have dwindled in post-Cheliox Kintargo as a result of her stubborn refusal to accept the truth of Ravounel's independence.



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**Mhelrem Gesteliel** (male aiuvirin) runs the House of Golden Veils, Kintargo's largest bank and temple of Abadar. He took a bit too long to see the rising sentiment in Kintargo's rebels as the way of the future and is now wracked with guilt that, had he been more forward-thinking, he and his church might have been able to help the Silver Ravens and Kintargo throw off Barzillai Thrune's rule sooner and with less bloodshed.

**Rexus Victocora** (male human) is the last scion of Victocora family. His family was murdered and his estate burned soon after Barzillai took over Kintargo; today, Rexus works as a freedom fighter and social reformer, and he often accompanies Lord Mayor Bainilus on her travels, serving at her side as an advisor.

**Sendi Vashnarstill** (male human) is the patriarch of the Vashnarstill family. His skill at negotiation has helped his family prosper since Ravounel's secession from Cheliah. At the time *Curtain Call* begins, he has just left on a long voyage to Arcadia to work at establishing a stronger trade relationship with the distant continent.

**Teska Sarini** (female human) is Kintargo's newest leader among the established aristocracy. She has stepped into the role of family matriarch after her mother, Urora, scandalously defected to Cheliah a few years after Ravounel's secession. Rumors abound of a growing feud between the Ravounel Sarinis and the Cheliah Sarinis, but in the short term, Teska's been focused on "rebranding" her family's interests, steering them toward international pursuits and largely avoiding any interest in local entertainment venues.

**Vaizeth Ilviak** (agender nephilim) is a philanthropic priest of Zon-Kuthon. He follows a splinter sect of the Midnight Lord's faith and is almost uncomfortably enthusiastic about showing the people of Kintargo Zon-Kuthon's "friendlier side" by supporting a wide range of artistic pursuits.

**Xos Aulverix** (genderfluid dhampir) now runs Shadowsquare, Kintargo's official temple of Zon-Kuthon, after its previous high priest perished alongside Barzillai Thrune. Very few worshippers of the Midnight Lord remain in Kintargo today, and rumors hold that Xos is the only permanent inhabitant of Shadowsquare these days.

**Zachrin Vhast** (nonbinary human) runs Songbird Hall, Kintargo's largest temple of Shelyn. Among their many duties is the curation and management of the Kintargo Opera House. Many believe that his political star is on the rise, but whispers that he might become the city's next Lord Mayor are rebutted no more fiercely by anyone other than Zachrin himself.

### THE SILVER COUNCIL

The Silver Council is a loose association of Ravounel's noble houses and the wealthiest power brokers in the city of Kintargo. The group was assembled during the rebellion that resulted in Ravounel's secession from Cheliah, and it replaced the city's former administrative body, known as the Court of Coin. The leaders of the city of Vyre support the Silver Council but do not have members in the group. During *Curtain Call*, the Silver Council remains focused on larger political issues affecting the city and the nation, but every now and then, some of its members might show their faces—especially those who fancy themselves patrons or potential sponsors of the arts.

### ACTIVISTS, ACTORS, AND ARTISTS

This is but a small selection of the entertainers with whom you might rub shoulders.

**Abigail Tottlescloff** (female nephilim) is a flirtatious and infamous artist who gets a kick out of scandalizing and shocking the city's aristocracy with her paintings.

**Almidia Decarruf** (female aiuvirin) is slowly making a name for herself in the city's art scene, but her own nervous jitters make it difficult for her to accept success.

**Auselia** (female elf) is a tall elven woman who's making a name for herself by fostering a mysterious persona—people know more about the roles she's played on stage than about her, and she loves it.

**Delmonia Crape** (female human) rose to prominence in the years following Ravounel's secession for her criticisms of Kintargo's leadership, which she claims hasn't gone far enough in its efforts to reform Cheliah's ways. Her public stunts often cause as much uproar and scandal as her provocative sculptures.

**Elleste Gudgeon** (female human) is a highly competitive diva and playwright who hasn't quite had a smash hit in the theater circuit—although not for lack of trying.

**Jackdaw** (female Elf) is a famous folk hero and Silver Raven who spent an awful long time as a prisoner under Castle Kintargo. Rescued after the Ruby Massacre, she provided aid to the Silver Ravens but has since retreated from public view. None can say if she even lives in Kintargo today.

**Lisbend** (genderfluid gnome) is a fiery and energetic actor whose reputation, so far, stems more from the trouble they've gotten themselves into off stage—particularly in the venue of tavern brawls.



## PLAYER'S GUIDE

**Louise and Chopperly Smyne** (female human and male dromaar) are rarely seen apart in public. This gossip art critic couple is notorious among Kintargo's artists for pandering to the public in ways that aren't quite fair to the artists themselves.

**Lux** (nonbinary nephilim) is an actor whose style is known for its sharp edges and titillating innuendos; they're notorious for using their skills on fellow actors to—depending on who you ask—bolster or damage reputations.

**Miriam Weatherby** (genderfluid halfling) is a scrappy actor who's always pushing himself to do better and more—often at a cost to their own health.

**Motman Primm** (male gnome) is a bumbling but good-natured male gnome painter.

**Mulberry Hym** (male halfling) is an arrogant and self-assured male halfling sculptor.

**Octavio Sabinus** (male human) is the lictor of the Hellknight Order of the Torrent—a mercenary group whose focus is on rescuing abductees and the victims of human trafficking. Recently, the Order of the Torrent has laid low, and rumors abound that they're considering abandoning their affiliation with the decidedly Chelaxian order to embrace an entirely new set of virtues.

**Ormund** (male human) was born and raised in Kintargo and fought alongside many others on the streets after the events of the Ruby Massacre. He carries a quiet dignity and passion for tradition with him into his acting roles.

**Persechore** (female human) is as matronly as she is gossipy. She is an actress who enjoys leaning into the clichés of the classic opera star but is always ready to support and lend aid to her fellow thespians.

**Shensen** (female aiuvirin) is one of Kintargo's most famous opera stars and a member of the freedom-fighting Silver Ravens. At the time *Curtain Call* begins, she's traveling abroad on a mission for the Firebrands, but she never stays away from her adoptive hometown for too long.

**Vaum** (male dwarf) left his home and family in Highhelm to become an actor and eventually settled in Kintargo after finding many like-minded patrons of the arts who were ready to welcome as unconventional a performer as himself.

**Yerrix** (agender monkey goblin) is a witty and curious traveler from the distant island of Mediogalti—or so they claim. They keep up to date on a wide range of current events and are always eager to correct others' misconceptions about other lands.

## ENTREPRENEURS, MERCHANTS, AND PHILANTHROPISTS

Services and shopping are important for all adventurers, and these folks are the ones to go to when you need to spend money—or to ask for money!

**Chuko** (male tengu) runs the War Cage. He's an irreverent ex-adventurer who loves sharing stories with his customers almost as much as he loves reminding people that he's friends with Shensen.

**Davlu Bernai** (female human) is the head of the Bernai Silver Company but is also known for her philanthropic work toward "improving the morals of Kintargo's downtrodden." To the frustration and annoyance of many of the city's artists, these goals look an awful lot like the censorship of anything remotely appearing to be risqué.

**Giveni Henge** (male human) runs the Three-Legged Devil and is an opinionated but good-hearted figure who, in a pre-secession Kintargo, helped to shelter many rebels and fugitives from Cheliox's wrath.

**Hetamon Haace** (male nephilim) is a kind-hearted and unlikely freedom fighter. In addition to being the owner of The Silver Spindle, he is also one of the city's most outspoken followers of the goddess Milani.

**Hoster Moonti** (male halfling) is the landlord of several modest tenements in Old Kintargo. He is an honest man who prefers renting to folks who need medium-length stays, as this prevents him from dealing with "layabouts and troublemakers" but also gives him a constant flow of "friendly new faces" to meet.

**Ivran Xerysis** (male human) belongs to one of Kintargo's newest aristocratic families; they relocated from Westcrown not long after Ravounel won its independence. His support of the Silver Council is well known, and despite his reputation for being dour and lacking charm, his financial support of the city's art scene can't be denied.

**Iylvana Desdoras** (female aiuvirin) is the headmistress of Alabaster Academy, a woman whose patience, dedication, and willingness to expand upon what was originally a very narrow curriculum have been helpful in restoring some of the struggling university's renown.

**Kohl Draksitus** (female human) runs Vashnarstill Shipyard. Fond of using magic to help encourage her workers and inspire them to greater accomplishments, Kohl's recently been struggling to keep up with the increased demands placed on the shipyard as a result of Sendi's ambitions to turn Kintargo into an Arcadian trade hub.



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**Laria Longroad** (female halfling) runs one of Kintargo's most well-known coffee shops, but she also played a key role during the secession as the local leader of the Bellflower Network, whose focus today is more long-term and international than it was before Ravounel's freedom was secured.

**Maercin Kelimber** (male human) owns Kelimber's Dry Goods and Supplies, one of the oldest grocery stores and trading posts in southwest Kintargo. He's well-liked and even-tempered, and he caters to adventurers in search of supplies as well as acts as an organizer and distribution point for smaller stores throughout the Redroof district.

**Mialari Docur** (female elf) founded and runs Lady Docur's School for Girls, but she is far more than a headmistress. It's something of an open secret that she and her students played key roles in working with the Silver Ravens and other groups to fight injustices and bring Kintargo into its new age. Today, she and her students have the luxury of turning more attention to supporting the arts than ever before.

**Nandy Crissali** (female human) owns Crissali's Fine Tomes and prides herself on keeping her bookstore apolitical. It is a safe place for scholars and spellcasters of all types to gather, shop, and chat—provided the topics stick to literature and magic!

**The Newt** (male gnome) is as much an inherited title as it is the name of an individual. A title for the traditional leader of Newt Market, the one who currently holds it is mysterious but charismatic and has maintained his position of power here much longer than normal for Newts.

**Nurla Botve** (female human) is a cantankerous and problematic woman who owns Judeimus Tenement, as well as many other ramshackle hostels and complexes in Old Kintargo.

**Olmer** (male dwarf) owns Olmer's Smithy, one of the oldest workshops in Kintargo. Stubborn and traditional, Olmer refused to move the location of his shop even as the nexus for his style of production and wares moved north to Yolubilis Harbor.

**Ravzee** (male tengu) runs the River Talons, a group of thieves and cutpurses who base their operations in and around Bleakbridge. A snarky and self-centered man, Ravzee's actions after the Ruby Massacre earned him some leniency from Kintargo's lawmakers, but his continued disregard for law is likely to land him back on wanted lists soon enough.

**Ricovial Cebarinne** (male aiuvirin) is a mercurial diva who technically retired from the opera scene

several years back. Today, he tutors singers out of his lavish estate and uses his wealth to support (and, some would argue, manipulate) productions according to his changing whims.

**Rinston "Clenchjaw" Jom** (male human) runs Clenchjaw's, a popular local tavern. He's a quick-to-action man who earned his nickname after leveling numerous, sudden outbursts against rowdy patrons who tested his patience.

**Sedranni Vashnarstill** (female human) runs Sunset Imports. After a criminal gang called the Scarlet Triad slaughtered her employees a few years ago, she's managed to rebuild the business stronger than ever. She's also currently in charge of all of her family's interests in Kintargo while her father is away on a trip to Arcadia.

**Setrona Sabinus** (female human) owns Tooth and Nail tavern. She's a short, bombastic, and outgoing woman who struggled to rebuild her trust in her fellow citizens for a few years after the Ruby Massacre, after her neighbor and friend was revealed to be a criminal during those troubling times.

**Strea Vestori** (female nephilim) is the manager of the Cloven Hoof Society, a group who supports hellspawn rights in Ravounel and the lands beyond. She's an outspoken ally of the Silver Ravens but continues to use not-wholly-legal methods to support them.

**Tevandis Sastrien** (male halfling) is a quirky philanthropist and salmon magnate. His recent interest in funding the arts caught many by surprise, and his reputation for demanding product support for his business, Silver Suppers, in return for his sponsorship has already begun to annoy many of Kintargo's artists.

**Tob Basalwain** (male halfling) is a tight-lipped innkeeper who runs the Feathered Fox. His clientele, made up of writers and directors, values quiet and calm.

**Vespasio Vespam** (male human) is the owner of Vespam Artisans. His creativity and ingenious creations have helped his business grow into one of Old Kintargo's most unique offerings.

### KINTARGO AT A GLANCE

Kintargo consists of eight districts: three are on the northern bank of the Yolubilis River, while the remaining five are on the north shore of Argo Isle. It's these southern five districts that make up the older parts of the city.

On the mainland to the north can be found the Greens (Kintargo's aristocratic heart), Villerge (north central and the city's scholastic center), and Yolubilis



## PLAYER'S GUIDE

Harbor (south of the Greens and the site of the city's most robust harbor and seaside market).

The northern portion of Argo Isle is where Kintargo was first founded. Old Kintargo (the oldest part of the city and a chaotic mix of residential and industrial neighborhoods) lies on the isle's northwest shore, just south of the Castle District (which houses the city's government and embassies). Jarvis End (the heart of Kintargo's nightlife and entertainment scene) is the most bustling part of the city these days as its artistic and cultural attractions bloom and grow. Immediately east of Jarvis End, the ground rises up into Temple Hill district (home to many of Kintargo's religious institutions), while further east and south lies Redroof (Kintargo's largest residential district and, along the southern reach, home to its largest slums).

### NOTABLE LOCATIONS

The map of Kintargo on page 21 shows the locations of 69 different places of interest in the city. Some of these will play a key role in the plot of *Curtain Call*. Others don't have a role to play as written in the *Adventure Path* but could become important during your game, depending on choices your PCs make and particularly if they explore beyond the scope of the adventures. Of course, there are also many other locations not shown on the map or mentioned here that you'll find your group exploring as the story progresses.

The information presented here is brief—little more than a name and a short description of the site. More detailed gazetteers of Kintargo can be found in the first volume of the *Hell's Rebels Adventure Path* and the third volume of the *Age of Ashes Adventure Path*. Speak with your GM if you're making a PC who's spent a part of their past in Kintargo and would like to know more about any of the sites mentioned below. Once your group comes to Kintargo during *Curtain Call*, you'll have plenty of time to explore the city to your heart's content!

### KEY TO KINTARGO

1. **Nightways Gate:** The Night Road beyond this gate eventually leads to the nation of Nidal.
2. **The Newt Market:** A popular destination for adventurers, Newt Market specializes in the sale of magic items.
3. **Lady Docur's School for Girls:** The oldest private school in Kintargo; it provides a safe place for young women (primarily those of aiuvirin ancestry) to study and learn.

4. **Villegre Park:** A popular place for students to relax, rest, and study.
5. **Long Roads Coffee House:** One of Kintargo's most popular cafes, which specializes in coffee drinks. After the key role this site played in helping oust Barzillai Thrune from power, it is as much of a tourist attraction as anything else.
6. **Cebarinne Estate:** A lavish home owned by retired opera star Ricovial Cebarinne, where he offers tutoring to those who can pay for the lessons.
7. **Alabaster Academy:** Kintargo's largest university, which is still recovering from old scandals and has been branching out into new focuses beyond various sciences to include arcane magic.
8. **The War Cage:** A popular destination for adventurers, this shop specializes in the sale of arms and armor, some of it magical.
9. **Sunset Imports:** After some troubled times, this import business is growing quickly and hopes to become one of the primary points of contact with Arcadian trade in Avistan.
10. **Silver Suppers:** Part eatery, part fishmonger's storefront, and increasingly a place to purchase a wildly growing set of salmon-themed tchotchkes.
11. **Vashnarstill Shipyard:** The most reliable dockyard and shipbuilding facility in Kintargo.
12. **The Thrashing Badger:** This popular tavern burned to the ground soon after Barzillai Thrune seized control of Kintargo; so far, all attempts to rebuild and reopen the tavern have failed for one reason or another.
13. **Bernai Silver Company:** One of Kintargo's most successful artisan silverworks and exporters of silver ore.
14. **Clenchjaw's:** A popular tavern with a notoriously-cranky owner.
15. **Bleakbridge:** High-traffic bridge that hosts dozens of small shops, comprising one of Kintargo's busiest markets.
16. **Tanessen Estate:** Aristocratic family home. Family interests include armor and weapon crafting, city defense, and the military.
17. **Xerysis Manor:** Home of wealthy lord Ivran Xerysis, a new arrival in Kintargo and member of the Silver Council.
18. **Victocora Ruins:** Once the home of an aristocratic family, it burned down when Barzillai Thrune seized control over Kintargo. The manor ruins were never restored, and the Silver Council is working with the last living Victocora to repurpose this plot into a public park to memorialize the Night of Ashes.



# Kintargo

650 FEET





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- 19. Records Hall:** A repository of records for Kintargo's nobility, currently still under reconstruction and archive restoration after House Thrune seized or destroyed most of the records held here.
- 20. Jarvis Estate:** Aristocratic family home. Family interests include architecture, carpentry, city planning, and stonemasonry.
- 21. Delronge Estate:** Aristocratic family home. Family interests include horse breeding, hunting, and mercantilism.
- 22. Aulamaxa Estate:** Aristocratic family home. Family interests include hunting, opera, and influencing public opinion.
- 23. Vashnarstill Estate:** Aristocratic family home. Family interests include Arcadian trade, fishing, and shipbuilding.
- 24. Jhaltero Estate:** Aristocratic family home. Family interests include information, silver, and stone quarries.
- 25. Greengate:** This gate normally stands closed, with its traffic mostly limited to dignitaries, nobility, and other rich and influential travelers.
- 26. The Counting House:** Once served as a meeting spot for the now defunct Court of Coin. This small stone building is now used by the Silver Council to run meetings that require additional input from the city's aristocracy.
- 27. Lantana Park:** A favorite haunt of the city's nobility, this park is staffed by well-paid mercenaries who keep the "riffraff" out.
- 28. Aulorian Estate:** Aristocratic family home. Family interests include magic, salt, and silver.
- 29. Sarini Estate:** Aristocratic family home. Family interests include international pursuits; the family is also struggling with many of its leaders having abandoned the estate to flee back to Cheliox, as they remained loyal Thrune sycophants.
- 30. Castle Kintargo:** Kintargo's government center and prison. In the years since the Ruby Massacre, the castle's function as a center of government is in the process of being reinstated, with the Hellknights of the Order of the Torrent serving as its caretakers now. Some reaches of the west wing and the prison are sealed, pending renovation (and potential reclamation of hidden holdouts of diabolists and supernatural threats left over from Barzillai Thrune's era who have been biding their time).
- 31. Nidalese Embassy:** A gloomy building that serves as the official political point of contact between Ravounel and Nidal to the northwest.
- 32. Highwall Market:** This marketplace focuses on supporting governmental needs and supplies, along with food vendors and masseurs ready to feed and soothe official bodies.
- 33. Citadel Vaull:** Headquarters of the Hellknight Order of the Torrent, this simple two-story bunker just recently started renovations to make its facade more approachable, yet the order's task of caretaking and restoring Castle Kintargo keep progress here slow.
- 34. Andos Hall:** Kintargo's city hall serves as a meeting place for the Silver Council and stand-in for certain governmental resources until the long-term task of renovating and reclaiming Castle Kintargo from years of neglect and occupation by diabolists is completed.
- 35. The Tarry Imp:** A cozy eatery and coffee shop that caters to actors and writers.
- 36. Three-Legged Devil:** Kintargo's oldest dance hall—a combination brothel, musical venue, and tavern. It's use as a safe house for rebels and fugitives from Cheliox is now mostly outdated.
- 37. Sallix Salt Works:** The largest and oldest gathering, drying, packaging, and reseller of salt in the city.
- 38. The Old Harbor:** Kintargo's original harbor, now mostly used by fishers, salt transports, and the shipping of raw materials.
- 39. Salt Market:** Caters mostly to alchemists, architects, builders, and masons.
- 40. Salt Gate:** Once the city's busiest gate, this gate is now left open all the time; its internal workings have rusted into ruin.
- 41. Odde & Daughter Herbs:** A shop that's been out of business for years but has served as a sort of informal "mall" for street vendors and struggling merchants to set up shop.
- 42. Old Kintargo Cemetery:** Kintargo's first graveyard. Most of Kintargo's dead today are cremated or interred in one of the numerous graveyards on Temple Hill.
- 43. Tooth and Nail:** A quiet tavern that's been in business since the city's foundation. Its clientele has increased recently as a result of the tavern's minor but important role played in the events leading up to the Ruby Massacre.
- 44. Lucky Bones:** Once a front for a thieves' guild called the Gray Spiders, the ruins of this gambling house played an important role in the events leading up to the Ruby Massacre. The Silver Council had all entrances to the chambers below sealed, and the lot above remains empty to this day.
- 45. Holding House:** This was Kintargo's original jail, before the northern tower of Castle Kintargo took up that role. The building served as a place for some of Barzillai Thrune's plans, but today the building is empty and boarded up.
- 46. The Silver Star:** After the previous music store here was destroyed by Barzillai Thrune, this lot remained



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- vacant for some time until recently, when its owner, Shensen, gifted the lot to the church of Sarenrae. Plans to construct a tower-shrine to the goddess of the sun here are now underway; so far, the site is still referred to as the Silver Star, although Shensen has encouraged the church to rename it once work on the new shrine is completed.
- 47. Crissali's Fine Tomes:** A sprawling but quiet bookshop whose shelves specialize in stocking rare books and magical items.
- 48. Kintargo Opera House:** Kintargo's greatest venue for theatrical productions, and one of the most respected and well-known venues in Avistan. Claimed by Barzillai Thrune after the Night of Ashes, the opera house was the site of the Ruby Massacre. Today, the theater is managed by Songbird Hall, but rumors abound that they're looking, potentially, for someone else to take the reins of command over this iconic location.
- 49. Veritas Plaza:** Once the city's central market, Veritas Plaza is now mostly used for farmer's markets and outdoor games.
- 50. Aria Park:** One of Kintargo's largest parks, and certainly the most popular; a favorite gathering place for musicians and street performers.
- 51. The Feathered Fox:** One of many inns found in Jarvis End, the Feathered Fox caters almost exclusively to visiting playwrights, directors, and writers who've come to Kintargo to seek their fortunes.
- 52. Abalone House:** A modest tenement that caters to medium-length stays, particularly for specialized crew called in from abroad to work on a theatrical production for a few months.
- 53. House of Truth and Clarity:** Originally Kintargo's courthouse, this long building was sealed tight for decades. Its reopening and reinstatement as a courthouse were one of the first public acts undertaken by the Silver Council.
- 54. Iudeimus Tenement:** This is a typical low-rent tenement that, unlike a place like Abalone House, sees short-term stays as often as long-term residents who have nowhere else to go.
- 55. Vespam Artisans:** One of Old Kintargo's healthier ventures, this workshop specializes in strange devices, toys, unusual inventions, and (rarely) strange magic items.
- 56. Rust Gate:** Kintargo's most heavily traveled city gate leads south along Argo Island, over the Argo Bridge, and on down to the southern hinterlands along Ravounel Road.
- 57. Shadowsquare:** Kintargo's second-largest temple is also its emptiest. Many worshippers of Zon-Kuthon returned to Nidal after Ravounel's secession from Cheliaz, and the lone priest who tends these dark halls today is a mysterious figure who replaced one of Barzillai Thrune's most dangerous allies.
- 58. Songbird Hall:** Kintargo's third largest temple is, today, its busiest. Here, worship of Shelyn is guided and attended to by a host of priests and acolytes.
- 59. Temple Hill Gardens:** Although these green areas are called gardens, the only thing planted regularly here are Kintargo's dead—these plots that surround the hilltop are the city's most active graveyards.
- 60. The People's Temple:** Once Kintargo's temple of Asmodeus, the final battle against Barzillai Thrune and his minions took place on these grounds. After the Silver Ravens defeated him, the remaining diabolists fled back to Cheliaz. Today, this sprawling domed structure is now making the slow transition to the city's new, official city hall. Squabbling stakeholders have yet to agree on the ultimate style and configuration of the building's reconstruction, so for now, it remains as a looming monument to the lives lost during Barzillai Thrune's short rule.
- 61. Cloven Hoof Society:** Nestled deep in Redroof's slums, this building's traditional purpose of providing support to the city's hellspawn now has an even greater cause—the organization and pursuit of helping hellspawn refugees from Cheliaz find support and new lives in a land that welcomes them.
- 62. The House of Golden Veils:** This temple of Abadar also functions as Kintargo's largest bank.
- 63. Humbright House:** A humble shrine devoted to Aroden that has, in the decades since the god's death, periodically served as the hideout for gangs of troublemakers.
- 64. Devil's Nursery:** This is the heart of Ravounel's largest slum. While conditions here are improved from the time under Cheliaz's rule, this stretch of ramshackle buildings still has a long way to go.
- 65. Hocum's Fantasmagorium:** Closed down now after it was put to nefarious use during Barzillai's rule, this stone building was recently purchased by neighbor Maercin Kelimber, who hopes to turn the old building into a warehouse to expand his dry goods business but has so far been stymied by persistent infestations of strange vermin and imps.
- 66. Kelimber's Dry Goods and Supplies:** This sprawling general store serves much of Redroof's daily needs, and also functions as a distribution hub for smaller neighborhood grocery stores throughout the city.



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- 67. Redroof Market:** This market is the largest place in town to buy clothing, with local and foreign styles well represented in these stalls.
- 68. Silver Spindle:** Previously called the Devil's Threads, this quality tailor's workshop no longer has to hide the fact that it's also a shrine to the worship of Milani.
- 69. Fair Fortune Livery:** This large stable has recently been reopened, one of many new resources for horse-riding in Kintargo now that the Delonge family is putting more effort into Kintargo's future after abandoning their prior loyalties to House Thrune.

### WHO WAS YOUR NEMESIS?

Before you begin playing *Curtain Call*, perhaps at the very start of your first session together, you, the other players, and your GM need to spend some time collaborating to build your group's shared history and determine the nature of the adventures you all went on from levels 1 through 10. Most important of all, you must come together to answer the following question: who was your Nemesis?

If your group is playing *Curtain Call* as a continuation of a 1st through 10th level Adventure Path published by Paizo, then several of these questions are already answered, yet it's still a good idea to take the following quiz as a refresher of all that came before and to recontextualize your PCs' histories with an eye toward what in your prior adventures would make a great opera.

### WHY IS THIS IMPORTANT?

It won't be apparent to your characters at the outset of the *Curtain Call* Adventure Path, but the central plot of this campaign begins when your group is approached by a famous director named Fallenta. She has an unusual proposition for you—she'd like to create an opera based on your party's previous adventures and would like you to take part by acting as advisors (and potentially producers) as she creates, casts, and directs this show in the city of Kintargo, one of Avistan's leading cultural centers when it comes to the performing arts.

Since we can't know what sorts of adventures your group has already been on, we can't fully detail certain elements and key challenges present in *Curtain Call*. Those will need to be informed by your party's past and customized as needed by your GM. Tools for making these customizations and adjustments are

### WHAT ABOUT VYRE?

Kintargo's not the only Ravounel settlement that plays a key role in *Curtain Call*. Its sister city of Vyre does as well, but whereas the city of Kintargo soon becomes your group's home-base, Vyre remains a strange and often dangerous destination for you to travel to again and again. As such, no deeper details for this city are presented here. If you want your character to hail from Vyre, or to have a greater insight into that city, consider increasing your character's proficiency in the Vyre Lore skill; if you do so, speak with your GM for more information about this city, known also as the City of Masks.

built into the *Curtain Call*'s adventures, but before your GM can get started on those elements, they need to know what they're working with. If your GM played the previous campaign with you, they'll be well ahead of the game, of course, but in other cases, you, the other players, and your GM should work together to answer the following questions before you begin the campaign. The GM should record these answers so they can reference the information as needed, but the recorded answers should also be available to the PCs so that they can reference them as the story progresses.

If you're creating a brand new 11th-level character to play in *Curtain Call*, you should feel free to do so while the group answers these questions, or to make changes to your character's build to reflect developments in your party's story or as these discussions inspire you in new and exciting ways. Did your party spend a lot of time exploring eerie locations and have to investigate eldritch mysteries? Maybe your character became master in Occultism. Did you spend a lot of time fighting vampires? Perhaps your new cleric is a worshipper of Pharasma or Sarenrae. Was your nemesis a ghost? Your character probably owns a *ghost touch* weapon. And so on.

During play, you, the other players, or the GM might come up with new details to add to your history, as suggested through emergent game play. In this case, make sure to jot down those additional details, adding them to the following questionnaire's answers in order to keep a living document that chronicles your past deeds. These deeds, after all, will form the plot and set the characters and suggest the scenery and effects for the opera your group is about to help create!



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### DOCUMENTING YOUR PARTY'S LEGEND

Working with your GM and the other players, come up with answers to the following questions. If you or another player thinks up an additional idea or element that would make sense as part of your legend, work with the other players and the GM to figure out how to integrate that expansion into one of the answers below as needed.

#### 1. HOW DID YOU MEET?

The classic answer here is that you all first met in a tavern, but other locations might help to build your group's unique history from the outset.

You might have met after...

- ...being shipwrecked on a dangerous shore far from home.
- ...being captured by enemies and escaping prison into a mysterious ruin.
- ...you all enrolled in school and decided to investigate a strange local legend.
- ...the ship or caravan you were traveling with was attacked, leaving you as the sole survivors.
- ...one of you inherited or discovered an old deed or treasure map, so you gathered friends to investigate.
- ...deciding that since you all grew up together, why not form an adventuring group?

#### 2. WHERE WAS YOUR FIRST ADVENTURE?

Every story starts somewhere. You should decide what part of the world your adventures began in, as this decision can help you answer several questions to come. But perhaps more importantly, what about your first adventure was so memorable that it was an unforgettable experience?

Your first adventure's memorable location might have been a...

- ...haunted house perched on the edge of a crumbling cliff.
- ...mysterious shipwreck lodged on the rocks below a long-abandoned lighthouse.
- ...long-forgotten alchemist's or occultist's laboratory under the town mayor's home.
- ...notorious ghost town in the wilderness whose mysteries could no longer be resisted.
- ...confusing underground network of rope bridges, mine carts, and twisting caverns accessed by the town well that recently went dry.
- ...strange temple that suddenly appeared in the nearby swamp when no such structure was there before.

#### 3. HOW DID THIS SET YOU ON YOUR PATH?

From small beginnings, the greatest stories emerge. Your first adventure may have seemed like a little thing when you started, but something you uncovered during it drew you into a complex and dangerous series of events that put you in the immediate path of dangerous foe.

The unexpected plot twist you discovered in that first adventure could have been a...

- ...sinister conspiracy of cultists or criminals who were using the adventure site as a secret headquarters and who have hidden agents in your hometown.
- ...trap set by someone you thought was an ally, and who in fact was working for a dangerous enemy who no one knew was active.
- ...place with a hidden room that revealed information that, upon researching further, pointed toward an imminent threat to the area.
- ...battleground where you had to negotiate between bickering factions, one of which served a much more powerful creature whose plans for the region must be thwarted.
- ...dying prisoner or hapless soul whom you rescued from a terrible fate and who, as they perished, set your group up as the agents to finish their quest.
- ...mysterious map or poem that leads the way to a great treasure or powerful weapon that, if you don't find it first, will fall into enemy hands.

#### 4. WHO WAS YOUR NEMESIS?

Your Nemesis was a powerful foe who served as the leader and primary instigator of all the dangers and perils that your party soon faced. When coming up with a Nemesis, consider having them be something humanoid in shape and size—larger, more monstrous foes might result in additional complications in portraying them on a stage, but at the same time, your group might be intrigued by the additional complexity of having something like a dragon or a giant as your nemesis.

Your Nemesis might have been a...

- ...sinister undead spellcaster or general from a long-forgotten conflict who was eager to reclaim lost glory or lands.
- ...shapechanging manipulator of society and member of a truly alien ancestry bent on twisting your hometown into something awful.
- ...cruel and sadistic cultist in thrall to a fiendish demigod, perhaps seeking a way to call their god to this world to bring ruin to their enemies.
- ...mischievous fey prankster whose sense of fun led to destruction, or whose pursuit of nonsensical whimsies enabled unexpected devastation.



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- ...bitter and misunderstood antihero who became corrupted by a need for revenge.
- ...person in a minor position of power who seeks to gain greater control over society to sate their own personal desires or obsessions.

### 5. WHAT WAS YOUR NEMESIS'S PLAN?

Your Nemesis had to be defeated before a nefarious plan came to fruition.

That plan was to...

- ...seek revenge against your party or your allies for crimes (perceived or imagined) committed against them or their ancestors in the past.
- ...sate the cruel hunger of a more powerful creature or supernatural force to whom they owed their faith or allegiance.
- ...escape from a powerful prison that they had been trapped within and from which they were forced to manipulate foes from afar.
- ...capture the attention of a capricious monster or potential paramour by doing something deadly and destructive that would appeal to their obsession's nature.
- ...recover or discover a powerful magical weapon or gain access to a source of great wealth, all to increase their own power.
- ...become the ruler of your hometown or some place they hold dear in order to ravage it of its resources or simply to see it burn.

### 6. WHAT MINIONS DID YOUR NEMESIS EMPLOY?

Your Nemesis used a specific type of creature as a favored agent, foes that when you encountered them confirmed to you that you were on the right trail in tracking down your foe. Choose a specific category of monster (such as demons, the Dominion of the Black, elementals, ghouls, or werecreatures—something that has a fair variety of options to choose from among creatures of 7th or lower level) or villainous role (such as evil cultists, warmongering soldiers, murderous criminals, corrupted officials, or mind-controlled proxies).

### 7. WHAT TREASURES DID YOUR GROUP DISCOVER?

In your quest to defeat your Nemesis' plan, you may have sought out a powerful treasure or resource that would give you an advantage against your foe. Alternately, your Nemesis might be the one in control of this treasure or resource, and you had to engineer a way to deny your Nemesis this advantage before finally confronting them.

The greatest treasure or resource your group discovered was a...

- ...magical and intelligent item whose knowledge of the Nemesis was key to their defeat.
- ...rare and fabulous material that plays a key role in undermining the Nemesis's power.
- ...long-forgotten ritual that, when properly performed, granted you the advantage you needed to prevail.
- ...strange crystal or other device that contained your own stolen memories and that, when reclaimed, granted you strange powers against your foe.
- ...promise of support from a powerful enemy of your enemy, or the attention of a divine being eager to see your Nemesis fail.
- ...complicated agreement with a rival faction or group whose resources and members promised to aid you in your fight.

### 8. WHERE DID YOU CONFRONT YOUR NEMESIS?

In the end, you managed to track down your Nemesis and confronted them in their own lair.

Your Nemesis dwelt...

- ...on the bottom level of a dangerous megadungeon.
- ...in a sprawling structure at the heart of a city.
- ...aboard a vast vessel capable of some strange form of locomotion.
- ...within an extradimensional space or demiplane built to cater to their whims and desires.
- ...in a hidden site accessed by a room or tunnel secret door found in the very first adventure site you explored.
- ...in a fortress found on a remote mountainside or deep within a dangerous woodland that was surrounded by perilous terrain.

### 9. WHAT WAS THE FATE OF YOUR NEMESIS?

Whether you confronted your Nemesis in personal combat, on the field of battle with factions aiding at your side, or in a complicated bit of trickery or political outmaneuvering, in the end, you won. But what happened to your Nemesis?

Your Nemesis...

- ...was slain in battle, but their body was lost or destroyed (either as a direct result of that final fight, or at some point after that fight).
- ...was imprisoned, either by the local law or a supernatural force.
- ...managed to escape but lost everything when they had to leave behind so much of what they'd built up.
- ...was defeated, and then a supernatural force to which they had made unwise promises arrived to take them away for punishment.
- ...was transformed into something harmless, such as a statue or a gibbering wreck.



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- ...surrendered when all hope was lost but then managed to somehow escape from justice at the last minute at some point after you left them to their fate.

### 10. WHAT WERE YOUR HEROIC DEEDS?

Each player should think back over the answers to the previous nine questions and single out one specific heroic deed they accomplished in the face of impossible odds. Think of these as unexpected glories you might have attained with a perfectly timed natural 20 on a die roll, or a point where a complex plan you came up with finally paid off, or simply a bit of luck where your PC happened to be in the right place at the right time. Each of these deeds should be events that led up to your final confrontation with your Nemesis, and not something that happened in that final conflict.

### 11. HOW DO YOU THINK OF YOUR GROUP?

Finally, after considering the answers you've come up with for the previous 10 questions, you should consider what operatic theme your group and adventurers most closely match. Choosing your opera's theme will become important later on. Though you won't be bound by any choices you make here, by thinking about these three themes from the start, you'll find it easier to make that choice during play as a group when the time comes.

**Comedic:** If your adventures had a light-hearted tone, were small in scale and didn't involve lots of travel, included elements of humor or romance, saw you facing a whimsical or mischievous nemesis, and ended, overall, on an upbeat and happy note, then they would work well as the story for a comedic opera.

**Dramatic:** If your adventures had a somber or serious tone, involved interactions with many other characters with complex personalities and plots of their own, included elements of tragedy or horror, saw you facing a sadistic or frightening nemesis, and ended, overall, on a dour or grim note, then they would work well as the story for a dramatic opera.

**Spectacular:** If your adventures had an epic flair to them; were large in scale and involved travel to foreign, famous, or infamous sites; included elements of action and significant regional threats; saw you facing a strange or enormous nemesis; and ended, overall, in a grand battle in a sprawling site, then they would work well as the story for a spectacular opera.

finished up with character creation, you're ready to start *Curtain Call*! This Adventure Path begins with your group learning something shocking: your nemesis, the villain you all thought you'd defeated, appears to have come back. The method by which your group learns this unpleasant news depends on your GM's preference; advice is given in the first adventure for how to get things rolling, but *Curtain Call* begins in situ as your group has narrowed down where your returned Nemesis has set up their new base of operations. Is someone using their name to attract your attention and capitalize on your foe's legacy? Or is your old enemy truly back to seek revenge against you? The answers—and an unexpected (to your characters) opportunity to get famous from these battles—lie ahead in the *Curtain Call* Adventure Path!

### YOUR NEMESIS HAS RETURNED!

One you're done creating your party's history, have decided on your group's nemesis, and everyone's



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