

4-6 PCs

Adventure
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Levels 13-15

Rito della Successione

BY RORY TOMA
COVER ART BY RAMON LUCHA

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

B15

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Credits

Author • **Rory Toma**
Creative Director • **Jonathan G. Nelson**
Art Director • **Jonathan G. Nelson, Levi Jones**
Editors • **Jonathan G. Nelson**
Publisher • **Jonathan G. Nelson**
Cover Artist • **Ramon Lucha**

Cartographer • **Todd Gamble**
Interior Artists • **Bruno Balixia • Eric Lofgren**
Gary Dupuis • Jack Holliday • Mates Laurentiu
Ramon Lucha
Layout • **Levi Jones**

AAW GAMES LLC

Jonathan G. Nelson

“Rito della Successione” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4-6 characters of level 13-15. This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 22 of this product.

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AAW GAMES LLC
PO Box #92
Snoqualmie, WA 98065

Adventure Background

This adventure takes place in *Green Ronin's* Freeport setting. *The Pirate's Guide to Freeport* (PGtF) describes Freeport in detail. Much of the adventure takes place in the Freeport Opera House and involves a conflict between Rickard Burbage, the proprietor of the *Freeport Opera House*, and Gustavo DoBrussi, a powerful wizard and wealthy banker. Burbage, a known womanizer, has been linked to a liaison with Gustavo DoBrussi's wife.

Covertly, Gustavo DoBrussi became a punchline in Freeport's high society. Roberto Cofresi, son of the wealthy Cofresi shipping family that is also the current major patron to the opera house, decided to write a comedy based on this affair. Gustavo DoBrussi caught wind of this and attempted to stop the play from being finished by sending an anonymous death threat to Roberto Cofresi.

Roberto Cofresi promptly told Burbage of the death threat and hid the backup copy of the play in a false bottom in a jewelry box, which he then pawned. The primary copy was well hidden in his studio. Burbage did not take the threat seriously, as he has personally been threatened many times, and he was also preoccupied with the looming premiere of *Rito della Successione*, an opera written by Donadrien herself describing the Year of the Three Sea Lords and just recently discovered.

One hundred years ago, the greatest composer of the time, Donadrien, was commissioned by the Opera House to create a masterpiece. She poured so much of herself into the opera that she died shortly thereafter. Since then, every time her work was performed, her ghost would appear, and in the days after, would end up killing a few of the crew. (PGtF:155)

Burbage has just recently remodeled the Opera House into what is now being considered an architectural gem. Gone are the garish features and oddly shaped stage. He rebuilt the rafters and removed storage and offices on the third floor, opting to raise the ceiling in the performance hall, improving the acoustics. He also added several luxury boxes to increase revenue. The premiere not only opens a new chapter in art, with the lost Donadrien play, it is also the premiere of the new Opera House itself. Burbage used the Cofresi money liberally to pay for the renovations.

Gustavo DoBrussi discovered that Roberto Cofresi was going to be in attendance and had one of the private boxes. It was then that an evil plan was hatched to protect his reputation and humiliate Burbage in one step.

Gustavo DoBrussi creates a powerful undead recreation of Donadrien in the middle of the performance. During the chaos, a paid professional assassin will kill Roberto Cofresi. Such an event should also serve to shut down the Opera House, ruining Burbage.

After the assassination, the professional assassin, Felton Myers, secretly plots an attack on Gustavo DoBrussi. Gustavo DoBrussi never told Felton his full plan, and Felton would have not agreed to such a crass method of assassination; it

simply is not up to his professional standards. Additionally, Felton discovers that Gustavo DoBrussi is a powerful wizard, and he would welcome adding Gustavo DoBrussi's power to his own using his magical dagger, Black Wraith.

Adventure Synopsis

The adventure starts with the characters receiving an invite to the premiere of Donadrien's lost opera, *Rito della Successione*. About halfway through the opera, Donadrien's ghost appears onstage. Panic ensues as the audience flees the opera house. After the characters have dealt with the ghost, who is actually a creature created by Gustavo DoBrussi, they discover that Roberto Cofresi has been murdered.

Burbage approaches the characters the next day. Without the Cofresi support, and with the emergence of Donadrien's ghost, the Opera House is closed, as no audience will attend until this mystery is solved and they are certain that Donadrien will present no threat.

After questioning various people throughout Freeport, clues lead them to Roberto Cofresi's ransacked studio, where they find a receipt from Warehouse Pawn. At Warehouse Pawn, they discover that the pawned item, a jewelry box, has been sold to Gustavo DoBrussi.

The characters go to confront or investigate Gustavo DoBrussi, and find that he is not at home or in his office, but has an appointment at the Opera House. When the characters arrive, they find a ghostly rendition of *Rito della Successione* is being performed, attended by a hostile undead audience. As it turns out, *Rito della Successione* was written shortly before Donadrien's death. Donadrien foresaw her reappearance as a powerful undead creature, and created the opera as a ritual to counter it. Gustavo DoBrussi discovered this and started the ritual, but was interrupted by Felton Myers, his paid assassin. The characters must help the opera finish, ridding themselves of the undead audience, and also to permanently (or so they hope) put Donadrien to rest.

After the play finishes, the characters discover Gustavo DoBrussi and Felton locked in combat beneath the stage, each making a claim that the killing is the fault of the other. The characters will have to decide whether to kill one or the other, kill them both, or not interfere. Their choice here will either make them heroes or scapegoats, and may create a powerful enemy.

Adventure Hooks

If the characters have spent any amount of time in Freeport, they are most likely prominent citizens, or at least well known among high society. If they are new, their reputations will precede them, and they will have attracted the notice of the upper echelon of Freeport's power structure. In either case, invitations to Donadrien's lost opera are delivered to the characters a few days in advance. Given the exclusivity of the premiere, it would be unwise to decline the invitation.

I. The Invitation and the Premiere

A well dressed courier approaches you and pulls out an ornate, golden leaf envelope. He seems to check another piece of paper for a second and gives you a second look. He nods slightly, and hands the envelope over to you.

The characters should receive the invitation several days before the premiere. The invitation (handout) contains a personal letter from Burbage and a ticket to the party. If the characters are familiar with social situations (DC 15 **Knowledge (nobility)** or **Knowledge (local) check**) they will realize that they have been afforded a great honor. Refusal is out of the question if they care about their reputation in Freeport.

They will also be mingling with the upper echelon of Freeport's high society. There will be bankers, priests, members of the Captain's Council and perhaps even the Sea Lord will be in attendance. The characters will need to dress properly for the event, as the invitation states that it is a "white collar" event. A DC 25 **Knowledge (local) check** will let the characters know that "white collar" means the finest doublets and hose for men, or velvet plunging neckline dresses for women. Man or woman, they should also wear separate, fluffy white collars. The bigger and fancier, the better. A single light melee weapon is also considered fashionable. The characters should plan on spending between 500gp to 1000gp per person, and should arrange for a private carriage at a cost of 50gp. The messenger can give directions to the Opera House, and, if asked, provide general etiquette information as above and even make recommendations for merchants and vendors, including Ricardo's. The messenger does not know who else is attending the premiere.

If the players are new to Freeport, a quick shopping trip to pick up new outfits can be the perfect introduction to the city.

Should the characters ask around (DC 30 **Diplomacy** or **Knowledge (local) check**), they find out that two members of the Captain's Council, Tench Prescott and Nathan Grymes (PGtF:32), will be in attendance, in addition to a Who's Who list of Freeport's elite. If desired, especially if the characters are new to Freeport, role-play the outfit purchasing process, and let the players learn more about Freeport when talking to the merchants.

If the characters mention that they need the clothes for the premiere, they can get a 25% discount, so long as they promise to mention where the outfits are from to any members of the town's elite citizens AND to any bards they may meet who are likely to spread word of the event. (DC 28 **Diplomacy check** with the promise, DC 32 without the promise.)

KNOWLEDGE (NOBILITY) OR KNOWLEDGE (LOCAL) DC 15



A successful check will mean they realize the great honor afforded to them, and the cost to their reputation should they refuse.

KNOWLEDGE (LOCAL) DC 25



A successful check will inform them that "white collar" refers to good finery and clothes and a single light melee weapon to be fashionable. Expect to spend between 500 and 1000 gold pieces per person, and arrangement of a private carriage for another 50gp.

DIPLOMACY OR KNOWLEDGE (LOCAL) DC 30



A successful check to gather information, the discover two members of the Captain's Council, Tench Prescott and Nathan Grymes, will be in attendance as well as a Who's Who list of Freeport's elite. of a private carriage for another 50gp.

DIPLOMACY DC 28 OR DC 32



While shopping, a successful check can get them a 25% discount on their clothes. If they promise to mention whom made their outfits and where to find them to the town's elite citizens and to any bards they meet who are likely to spread word, the check is DC 28. Without their promise, the check is DC 32.

1A. The Freeport Opera House

ADVENTURE LOCATION: THE FREEPORT OPERA HOUSE



Dangers: False Ghost of Donadrien

Lighting: Candelabras and wall mounted lanterns (normal), spotlights on the stage and candles in the gallery during performance (low-lighting in gallery)

Walls: Exotic wood painted with frescoes depicting scenes from famous operas and covered at the edges with red velvet drapes.

Doors: Solid oak doors to each of the mansions.

The Freeport Opera House's history is described in *The Pirate's Guide to Freeport*. (PGtF:155)

When the characters set out, make sure that the explicitly state what they are taking with them, and note what steps are taken to hide any weapons or armor. Light and medium armor or extra weapons can be hidden with a **DC 28 Disguise check**. Larger weapons or heavy armor cannot be hidden without magic.

DISGUISE DC 28



If the characters wish to hide light or medium armor, or extra weapons on their persons, they will need to make and succeed a **Disguise** check at **DC 28**. Larger weapons or heavy armor cannot be hidden without magic.

On the party's arrival at the Opera House, they find that the street has been taken over by a crowd of curious onlookers and merchants. The crowd peers expectantly at each carriage that pulls up. Reporters from *The Shipping News* (PGtF:56) interview patrons as they depart the carriages. If the characters arrive in a carriage, they will be interviewed by Grantland Lovejoy, the celebrity reporter for *The Shipping News*. If they are new, it will only be a few cursory questions focused on the party's connections to Freeport's high society. If they have been in Freeport awhile, especially if they have participated in some of the *Green Ronin* published adventures, they will be treated like stars. They will be asked about their clothing, their dining choices and about their current plans in the city. If the characters are dateless, they will be asked additional personal questions pertaining to their romantic lives. If the characters arrived in battle dress or adventuring gear, Grantland asks mocking questions, and tomorrow's *Shipping News* will surely be poking fun at the characters.

After the interview, the characters are ushered through the front double doors by a couple of burly guards, while several more guards keep the throngs outside. If they arrived

at the opera house in battle dress, they will be refused entry. However, because of the exclusivity of the invite, the staff at the opera house know the PCs must be of high standing, so will take them to a side room just off the main foyer where a number of serviceable but unfashionable and unflattering sets of "emergency finery" are kept for just such occasions. The PCs armor and weapons will be stored in secure chests (**DC 40** to open the lock) until the performance is over, when they can be collected again. The quality of these items of clothing will draw stares and comments from most, if not all of the other guests, and increase the DC of any Diplomacy checks by 4.

They will then be led to the downstairs area in the tower for a pre-show party. The more important guests are already upstairs in their private boxes. The guests at this party are all from the upper merchant classes. There will be no guests here that are named specifically *The Pirate's Guide to Freeport*. Hors d'oeuvres and drinks are being served. If the characters work the room, they can overhear the following:

PERCEPTION CHECK



DC 20 – Even though he was invited, Gustavo DoBrussi is not in attendance

DC 25 – Rickard Burbage has been especially active with the ladies recently

DC 27 – Gustavo DoBrussi did not attend because he feared that Donadrien would materialize, and he didn't want to run the risk of being killed as a seafaring merchant (see Adventure Background) .

DC 30 – The Cofresi family only supports the Opera House because one of the younger sons, Roberto, is an aspiring playwright.

The lights begin to flicker, either by a clever trick or magic, signaling that the performance is ready to start. An usher shows you to your seats. He hands you a written sheet with a brief summary of the opera on it.

Newcomers to Freeport will be led to their seats in the main gallery. Experienced Freeport characters will be shown upstairs to their private booth, which will be the small booth closest to the tower, drink orders will be taken, while the usher provides them with opera glasses.

Shortly after seating, the house lights dim, and a single spotlight shines onto the stage. Rickard Burbage walks out and speaks.

"Welcome friends to the new Opera House! We have a most special evening planned for everyone tonight. As far as we know, this is the first ever showing of Donadrien's lost play, Rito della Successione, and you all have the privilege of seeing it for the first time. So, without further ado, let the show begin!"

Burbage walks off the stage as the spotlight dims. The orchestra begins playing a spirited tune, and the curtain rises, revealing the court of Marquetta, the reigning Sea Lord prior to the Year of the Three Sea Lords.

As Act I a draw to a close, the tension in the air crescendos along with Donadrien's composition.

If the players are in a box:

You retire to the private reception lounge for the Opera House's VIPs. Several of the patrons have been visibly moved by the performance. One you man in particular wipes his eyes as he gushes about the performance.

If the characters ask anyone, they can learn that the young man is Roberto Cofresi.

If the players are downstairs:

The entryway is clogged with patrons discussing the powerful performance they just witnessed. Several people discuss spotting one of the VIPs becoming visibly emotional.

KNOWLEDGE (LOCAL) DC 25

A successful check reveals that the emotional VIP is Roberto Cofresi.



Act II starts with the lights flickering again. About midway through Act II, mist begins to swirl on stage.

Mist swirls at center stage as it begins to coalesce into a humanoid form. Those on stage react first as the lead soprano screams and runs. A ten foot tall ghost has materialized onstage! Screams of "Donadrien has returned!" ring out from the gallery as patrons flee in panic.

As soon as the ghost materializes, she begins to attack patrons to feed. She seems to leave fellow performers alone. For the purposes of the combat, if she does not attack a character, she kills one patron per round. The cast and crew flee through the back of the theatre. The audience flees through the double doors in the front. For the combat, treat the entire gallery from the entrance to the orchestra pit as difficult terrain due to the press of the crowd. The difficult terrain recedes 10 feet per round from the orchestra pit, as

FALSE GHOST OF DONADRIEN

CR 15



XP 51,200

CE Large undead

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +19; **Aura** false aura (100 ft.)

DEFENSE

AC 21 (+11 natural, -1 size, +1 Dodge), touch 11, flat-footed 20 (ethereal); **AC** 14 (-1 size, +4 deflection, +1 Dodge), touch 14, flat-footed 13 (incorporeal)

hp 285 (15d12+190)

Fort +7, **Ref** +7, **Will** +16

Defensive Abilities channel resistance +4, SR 27; incorporeal;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee incorporeal touch +24 (2d6 Constitution drain + Death Touch)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Death Touch

STATISTICS

Str -, **Dex** 11, **Con** -, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +12; **CMB** -; **CMD** -

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Intimidate +17, Perception +17, Stealth +13, Perform (sing) +17, Perform (string) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (arcana) +17

Languages Common, Valossan, Elven, Sylvan

SPECIAL ABILITIES

Death Touch (Su) Creatures less than 10HD must make a DC 22 Fortitude Save or die

False Aura (Su) DC 28 Will save become panicked for 1d4 + 1 rounds. (100 ft. radius)

Limited Existence False Donadrien's Ghost only materializes for a limited time if it leaves the immediate area. It will dissipate in 1d10 + 10 rounds if it strays more than 500 feet from its initial location.

Donadrien's Ghost is a translucent ten-foot tall elf woman with a leering, hungry look on her face.

two rows of the audience escape. Donadrien's false ghost follows and, if possible, stays adjacent to the crowd. In 12 rounds, the audience will be completely evacuated. If the characters are in the private box, it is a 15 foot drop to the gallery.

Panicked characters will flee. Each round, a panicked character must make a **CMB attack vs. CMD 30**. If successful, the character flees at half speed. Otherwise, the character moves 10 feet as the crowd. Non-panicked characters may move with the crowd as above, or may move 5 feet against the crowd by making a **CMB attack vs. CMD 35**. If the attack fails, they may not move that round.

Non-panicked characters are affected if they are in a crowd occupied square. Each round, the characters are attacked by the crowd with a **+20 CMB attack**. If successful, the character is knocked prone. If already prone, the attack deals 3d6 non-lethal damage. Standing up either requires a **CMD attack vs. CMD 30**, or a **DC 35 Acrobatics check**. Casting spells requires a **Concentration check**.

Characters may attempt to control or direct the crowd. A **DC 35 Intimidate check** or a spell such as *remove fear* causes the crowd to disperse around the individual character. They will not attack the character each round, and the character may move at half speed in any direction without penalty.

A **DC 35 Diplomacy check** will funnel the crowd in the right direction, preventing the crowd attacks, but not easing character movement.

Once Donadrien's ghost is dispatched, the extent of the damage can be assessed. Unless immediately destroyed before it can take action, there will be a couple of the cast and crew dead on stage, as well as a number of patrons. All of the dead have open, lifeless eyes. A **DC 25 Heal check** determines that the method of death was negative energy.

As the characters survey the carnage, a disheveled Burbage bursts into the room. He is overwrought with grief as he explains that Roberto Cofresi has been killed upstairs in his private box. As all his help has fled, he requests that the characters stay with him until his guards return. Should the players examine the body upstairs, the players notice, with a **DC 30 Perception check**, that his face, unlike the other dead, is twisted in agony. A **DC 30 Heal check** shows a small dagger wound at the base of the spine as the likely cause of death. As Roberto Cofresi was killed with the dagger **Black Wraith**, his soul has been consumed. He cannot be resurrected. Should the players use spells to speak with Cofresi's corpse, little will be revealed. He did not see his attacker as he was attacked from behind.

As Burbage's guards sheepishly reappear, Burbage suggests that the players return to their lodgings and thanks them.

FLEEING CROWD



To move with the crowd a character must make a **CMB attack vs. CMD 30**. Success the character move at half speed with the crowd, otherwise they only move 10 feet as the crowd.

To move against the crowd a character must make a **CMB attack vs. CMD 35**, moving 5 feet if successful and not moving if they fail.

Characters who do not move with the crowd are attacked with a **+20 against CMD** and are knocked prone if the attack succeeds, or dealt 3d6 non-lethal damage if already prone. Standing up in the crowd requires a **CMB attack vs. CMD 30**, or a **DC 35 Acrobatics check**.

Casting spells in the crowd requires a **Concentration check** at **DC 20 + spell level**.

Characters may attempt to control or direct the crowd. A **DC 35 Intimidate check** or a spell such as *remove fear* causes the crowd to disperse around that character. They will not attack the character each round, and the character may move at half speed in any direction without penalty.

A **DC 35 Diplomacy check** will funnel the crowd in the right direction, preventing the crowd attacks but no easing character movement.

HEAL DC 25



A successful check determines the dead in the gallery were slain by negative energy.

PERCEPTION DC 30



With a successful check you notice that while the other dead are mostly expressionless, Roberto Cofresi's face is twisted in agony.

HEAL DC 30



A successful check finds that Roberto Cofresi was killed by a wound at the base of the spine, likely caused by a dagger or other light bladed weapon.

2. Murder and Investigation

At this point, the players may take it upon themselves to investigate the night's events. Burbage tells the PCs, "We can start tomorrow, to give the grieving some time to recover." When the characters awake, they have a message from Burbage awaiting them. He wishes to meet the characters at his home right away.

Burbage meets the characters at his townhouse in the Merchant District. He ushers them quickly inside, and forgoes the normal niceties as he gets right to the point. Roberto Cofresi is dead. The manuscript safe has been looted. The Cofresi family has pulled their funding. Rickard Burbage and the Opera House are ruined. His plays and support are gone, and even if they weren't, no one will show up so soon after Donadrien's appearance, even if there is no evidence of it turning up at performances of other operas. So this means that he cannot reopen until he pays for a very expensive exorcism, to permanently remove Donadrien's ghost, yet his money has gone along with his backers. It is a vicious circle indeed! He needs help to determine who killed Roberto Cofresi and stole the manuscripts, and why Donadrien's ghost appeared. He can offer a permanent VIP box as a reward. The VIP box can be easily rented out for 1,500gp per month, or sold for 30,000gp.

Rickard Burbage agrees to let the players do a quick search of the premises, and if asked, will show them the safe that he keeps in the business office. Nothing unusual turns up either upstairs, or in the other parts of the Opera House. (The box office and business office near the front and the storage and prop rooms on the eastern side of the building)

After meeting Rickard Burbage, have the players make **DC 40 Spot/Perception** checks on a regular basis as they are out and about. If they succeed, tell them that they catch glimpses of a dark clad, shadowy figure trailing them. A DC 35 Perception check on subsequent viewings will reveal the follower to be the same person. If they try to confront him, he teleports away and seems immune to divination-type spells. Felton Myers, the assassin who killed Roberto Cofresi, is assessing the party to see if they are a threat.

The most obvious avenues of investigation, along with their results, are listed below.

Rickard Burbage

He knows that Roberto Cofresi maintained a studio in the Temple District, near an Inn called The Quill and Scroll.

A few of the stolen manuscripts are new plays that he hasn't read yet, including an almost finished, untitled play from Roberto Cofresi. These were kept in a safe in Burbage's business office at the Opera House, which is always kept locked. Nothing else was stolen or vandalized.

The Sea Lord's Guard

As far as the Sea Lord's Guard is concerned, the two Council members who had attended were unharmed. The Sea Lord's Guard is in the process of appointing a special investigator for the case. The selection process should only take a few months. Until then, they can fill out witness reports and will be contacted when the investigation opens.

The Temple of Knowledge

If the players aren't in with the Temple yet, they will have to apply for an associate membership in order to use the research stacks. They will have to convince the priesthood with a **DC 40 Diplomacy** check. The roll can be modified as follows:

DIPLOMACY DC 40

The priesthood need to be convinced to give the characters access to their research stacks. They gain a bonus on the check for the following:

- +1 to the check for every 100gp donated
- +5 if they explain why they need access
- +10 if they get Rickard Burbage to vouch for them.



In the older Freeport history section, one of the books entitled *A History of Strange Freeport Events* has an account of Donadrien's last appearance. This book can be found with a **DC 25 Perception** check. One paragraph has a clear description of the victims of Donadrien's Ghost. All of them had open gashes and their blood drained. Witnesses reported that the ghost attacked with long, ghostly claws and drank the blood of her victims.

Buried further in the bowels of the library is a small book entitled, *Donadrien's Tale* that can be located with a **DC 40 Perception** check. A small passage at the end speculates that Donadrien wrote one final opera before she died in an attempt at saving her immortal soul, but it was lost and never performed.

PERCEPTION CHECK

DC 25 – In the older Freeport history section a book titled *A History of Strange Freeport Events* has an account of Donadrien's last appearance. One paragraph has a clear description of the victims of Donadrien's Ghost. All of them had open gashes and their blood drained. Witnesses reported that the ghost attacked with long, ghostly claws and drank the blood of her victims.

DC 40 – Buried deeper, a small book titled *Donadrien's Tale* speculates that Donadrien wrote one final opera before she died in an attempt at saving her immortal soul, but it was lost and never performed.



The Shipping News

If the players just walk in looking for what's new or interesting they will either get stonewalled or regaled with stories of Captain Lydon's latest seafaring adventures. If they even hint at what they are looking for however, they will be directed to the editor of the society pages, Lawrence Galt.

If the characters have participated in any of the adventures that saved Freeport, information will be traded freely for an exclusive interview. If they are newcomers, they will have to convince Lawrence with a **DC 40 Diplomacy check**. The roll can be modified as follows:

DIPLOMACY DC 40

If the characters are newcomers to Freeport, Lawrence will need convincing to trade information with them. The gain a bonus on the check for the following:

- +1 for every 10gp bribe
- +5 if the characters describe in some detail what they are up to, and promise an exclusive interview when done



Lawrence recently received an anonymous bribe to not publish a gossip column linking Gustavo DoBrussi's wife to Rickard Burbage. It was a sizable sum, and contained an implicit threat if he refused. Since Rickard Burbage is always being linked to someone, missing one story isn't going to hurt business.

Rickard Burbage

Rickard, after hemming and hawing, will confirm that he did indeed have an affair with Gustavo DoBrussi's wife, but insists that he was discreet and that it was a one time affair, like all of his affairs.

The Quill and Scroll

The Quill and Scroll is well known as a writers' hangout. Almost any night, several writers congregate, have readings and critique each other's work. For the small price of a round of drinks, several writers can confirm that Roberto Cofresi was indeed a regular. This starts an impromptu round of toasts to his memory. With a few more rounds, one of the drunken writers will eventually tell the characters that Roberto Cofresi wrote in a studio above a flower shop about a block from here.

The Home of Gustavo DoBrussi

If the characters decide to pay Gustavo DoBrussi a visit, they will be politely rebuffed. Secret nighttime raids will be risky, and will not reveal anything related to the murder.

The Cofresi Estate

The characters will be met by Juston, the Cofresi's head of staff. He politely states that the Cofresi family is mourning, and will not see visitors. If asked, he will state that since the family was only funding the Opera House to make Roberto happy, that they will no longer be funding the Opera House. He will direct the players to Roberto's studio if asked. He does not have any information on what Roberto was working on, as the family always assumed that once he had one of his works performed, he would straighten up and become a respectable merchant.

3. Roberto Cofresi

As you approach the flower shop, you see a set of wooden stairs on the side that lead up to a doorway.

ADVENTURE LOCATION: COFRESI'S STUDIO



Dangers: 6 undead thugs

Lighting: Dim; lit by outside light

Mood/Theme: A well-appointed studio, now overturned and ransacked

There is a secret compartment underneath the top board of a step about halfway up the stairs. On a **DC 30 Perception check**, the characters notice that the board on top one of the stairs, about halfway up, has recently been replaced; it shows considerably less wear than the rest of the steps. A **DC 30 Perception check** (with a **+2 circumstance bonus** if they are specifically searching the newer stair) reveals that a piece of the top board on a middle stair lifts up and out. Inside is a small metal box that contains a receipt for a jewelry box that Roberto Cofresi pawned off to *Warehouse Pawn*, a small pawnshop in the Warehouse District. The receipt indicates that the box needs to be picked up in a week, or it will be sold. If the characters find this, 6 Undead Thugs will show up 2 rounds after they enter the building. Otherwise, they will show up 6 rounds after they enter the building.

Roberto Cofresi's studio has been ransacked. Books and papers have been strewn all over the front room. Shelves have been knocked over, and a desk has been torn apart. There are 2 other doors on the far wall that lead to other rooms. Both are open.

A search through the front room doesn't reveal anything related to the murder. There are research notes and pages from plays and stories that Roberto Cofresi was writing. The storeroom on the right (north side) has also been ransacked, as has the bedroom on the left (south side).

Storeroom

Papers and quills lay all over the floor. Ink has been spilled, staining everything, and pooling in a few places on the floor.

This room appears to have been used for storage. None of the papers have been used.

Bedroom

An expensive mattress has been cut into pieces, and a nightstand has been destroyed. Torn notebooks lie in piles on the floor.

PERCEPTION DC 30

A successful check turns up an interesting page from a notebook. It is written in code, and stained with ink.

LINGUISTICS DC 30

The page seems to be one of many detailing the locations and status of manuscripts. One of the manuscripts, as yet untitled is listed as given to Rickard Burbage, and the other is hidden offsite.

(6) UNDEAD THUG

CR 11

XP 12,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 26, touch 14, flat-footed 22 (+2 armor, +4 Dex, +10 natural)

hp 54 (16d8-16)

Fort +4, **Ref** +11, **Will** +10

DR 5/-; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee short sword +16/+11/+6 (1d6+3/17-20) or short sword +12/+7/+2 (1d6+11/17-20)

Special Attacks sneak attack +4d6

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 11, **Wis** 11, **Cha** 8

Base Atk +12; **CMB** +15; **CMD** 26

Feats Combat Reflexes, Improved Initiative, Weapon Finesse, Improved Critical (shortsword), Improved Sunder, Power Attack, Skill Focus (Intimidate), Lightning Reflexes

Skills Acrobatics +20, Climb +22, Intimidate +24, Stealth +23

Languages Common

Other Gear leather armor, short sword

These thugs wear leather armor and wield short swords, and on closer notice, they appear to be just starting to decay.



4. Warehouse Pawn

Refer back to section "2. Murder and Investigation" if the characters decide to follow up on any other leads.

As you approach the flower shop, you see a set of wooden stairs on the side that lead up to a doorway.

ADVENTURE LOCATION: WAREHOUSE PAWN



Dangers: Possible Sea Lord Guards, a trap and a scavenged golem

Lighting: Lanterns (Day); None (Night)

Mood/Theme: Cluttered

Special Defenses: The entire structure has been enchanted with a dimensional anchor and mind blank. Any attempts at scrying or teleporting in or out of the building are completely blocked.

If the characters enter the shop during the day, an amiable man named Willis Frette will greet them from behind the counter.

Good afternoon! Are you here to buy or sell? I have a fine new collection of flatware from the continent, and the finest collection of affordable Valossan items in all of Freeport! Come, browse and feel free to ask questions if you see something you like.

Willis has a dedicated clientele who come here because he is the model of discretion. He will buy and sell with no questions asked, and will also make every effort to hold an item for resale to its original owner if requested. He doesn't need to find customers, customers find him.

Willis will converse with the player all day, and will take great pleasure in answering any questions about his wares for sale. If asked about the jeweled box and shown the receipt, he will confirm that Roberto Cofresi did come in and pawn the box, but he will say no more. He will not discuss his other clientele. If pressed, he will point out that he will exercise the same level of discretion should they become his customer.

If the characters approach the shop at night:

The streetlights provide barely enough illumination to locate the shop, and the doors are cloaked in darkness. Obviously, nighttime traffic is not a priority.

The double doors in front are the only way in. The walls are made of wood covering a thick layer of reinforced iron. (40 hardness, 160 hp) The doors are not trapped but are locked (DC 40 Disable Device check) and sturdy. (20 hardness, 60hp, DC 30 Break check) If the doors or walls are broken to get in, there is a 20% chance that a patrol of Sea Lord's

Guard will arrive to investigate the noise. From a combat perspective, the Sea Lord's Guard will present no challenge; however, if they engage in combat and leave a survivor, an arrest warrant for the party will be issued.

If an arrest warrant is issued, it will take 1d6+2 days and the players will be tipped off in advance by a messenger from Rickard Burbage. If the characters do not wish to be arrested, they can either avoid Sea Lord patrols and bounty hunters, or they can bribe their way out of it with a 10,000gp bribe. (5,000gp with a DC 40 Diplomacy check)

(4) SEA LORD'S GUARD

CR 4



XP 1200

Human fighter 5

LN Medium humanoid (human)

Init +5; Senses Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 52 (5d10+20)

Fort +6, Ref +2, Will +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk scimitar +10 (1d6+3/18-20) or mwk scimitar +8 (1d6+7/18-20)

Special Attacks sneak attack +4d6

STATISTICS

Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +8; CMD 19

Feats Cleave, Cleaving Finish, Improved Initiative, Improved Unarmed Strike, Power Attack, Toughness, Weapon Focus (scimitar)

Skills Intimidate +7, Perception +6, Sense Motive +6

Languages Common

Other Gear Scale masterwork chainmail, crossbow bolts (50), masterwork light crossbow, masterwork scimitar

A patrol of four men walk by, wearing the crest of the Sea Lord.

As you open the interior door, you see shelves full of what must be one of a kind items, and another door leading east.

DISABLE DEVICE DC 30



Once the characters are inside they will find that the door behind the counter has been secured with a chain and a padlock. Alternatively, the lock has a Break DC of 28.

The shelves truly are filled with one of a kind items. Many of the items in this room are Valossan in origin, or family heirlooms that have been pawned. Most of the items are intended to be recovered by the original owners. Next to the door is a 6 foot tall pile of junk that is actually a Scavenged Golem. If anyone other than Willis opens the eastern door or removes an object, the golem will activate.

SCAVENGED GOLEM

CR 15

XP 51,200

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision;

Perception +15

DEFENSE

AC 26, touch 10, flat-footed 26 (+16 natural)

hp 185 (30d10+20)

Fort +10, **Ref** +14, **Will** +10

DR 10/adamantine; **Immune** construct traits, magic

Defensive Abilities absorb missiles, rebuild

OFFENSE

Speed 20 ft.

Melee 2 slams +29 (4d6+10)

Special Attacks throw junk

STATISTICS

Str 30, **Dex** 10, **Con** –, **Int** –, **Wis** 10, **Cha** 1

Base Atk +30; **CMB** +40; **CMD** 50

Feats –

Skills –

Languages –

SPECIAL ABILITIES

Immunity to Magic (Ex) A scavenged golem is immune to any spell or spell-like ability that allows spell resistance.

Absorb Missiles (Ex) each missile weapon that hits the golem, whether or not it damages the golem, can heal the golem for 1hp. The golem can absorb all missiles at once in a single move action.

Throw Junk (Ex) as a standard action, the golem can throw objects from his body in a 15' cone. Objects thrown deal 4d8 damage, with a DC 22 Reflex save for half damage. Doing so results in 1d8 damage to the golem.

Rebuild (Ex) as a full round action, the golem can collect items from the environment and heal itself for 10hp per cubic foot of item collected.

A collection of junk is piled in the corner.

This room is a model of organization. A small desk has neatly organized stacks of office supplies on top. A few filing cabinets are set against the north wall.

The filing cabinets are full of receipts and item descriptions. It takes about 40 minutes to search all of the papers. None of the receipts talk about a jeweled case or Roberto Cofresi. However, a **DC 30 Perception check** turns up a small receipt for a box of exotic materials for Gustavo DoBrussi. A **DC 30 Spellcraft check** reveals that these components are used in the creation and summoning of powerful undead. Gustavo DoBrussi purchased these materials about a week ago.

PERCEPTION DC 30

A small receipt is written up for Gustavo DoBrussi detailing the purchase of a box of exotic materials.

SPELLCRAFT DC 30

The exotic materials for Gustavo are components used in the creation and summoning of powerful undead.

Near the eastern wall, in the floor, is a secret trap door which can be found with a **DC 33 Perception check**.

PERCEPTION DC 33

Near the eastern wall a secret trap door is laid in the floor.



A slightly putrid odor fills the room as you open up the trapdoor. Looking down, a rusty ladder leads down about 10 feet to a stone room.

There are two items in this otherwise empty room. In the northwest corner is a metal manhole, and along the western wall, just south of the manhole, there appears to be a small round safe door, about 3 feet in diameter, built into the wall. The safe is locked and trapped. (DC 35 Disable Device check)

SEWAGE TRAP

CR 13

XP 25,600

Type mechanical; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger touch; **Reset** manual

Effect Sewage and sewer gas begins to pour in through small cracks in the wall and a hidden flint and tinder cause a flash explosion of the gas (**Reflex** DC 32 for half damage and avoids dazed condition; entire room; flash causes 10d6 fire damage and target is dazed for 1 round); After 4 rounds, sewage completely fills room. Change of air pressure causes trap door to require a DC 22 Strength check to open.



The safe contains Willis' most confidential customer information. One of the slips of paper is a deposit slip from Roberto Cofresi for a jeweled box with a false bottom. It indicates that it was picked up by Gustavo DoBrussi on the morning following the premiere.

The manhole does actually lead to the sewers. If the trap was disarmed, the characters can leave that way, or climb back up and exit the store.

Should the characters decide to pay Gustavo DoBrussi a visit at home, they will be politely rebuffed until morning. If they decide to follow other leads, see section "2. Murder and Investigation."

5. Gustavo DoBrussi

If the characters arrive at Gustavo DoBrussi's house, they are told that he is not at home. He has gone to his office in the Merchant District. If needed, directions are given.

Gustavo DoBrussi's personal secretary, who is the only one in the office, meets them at the office. Gustavo DoBrussi's secretary is a small, frail looking elderly Halfling male. He can't be bribed but is easily intimidated or fooled. A DC 25 **Intimidate** or **Bluff** check gets him to admit that Gustavo DoBrussi briefly showed up at the office, and then hurried off to the Opera House for an early appointment.

If the characters don't find out about the appointment, have a messenger from Rickard Burbage intercept them at some point, asking them to come to the Opera House as strange events are taking place.



6. The Opera House, Again

ADVENTURE LOCATION: THE FREEPORT OPERA HOUSE



Dangers: Numerous undead, Felton Myers, Gustavo DoBrussi

Lighting: Spotlights on the stage (high intensity) and candles in the rest of the building (low lighting). There are spotlights on the very front of the stage, and in catwalks on the ceiling. If the characters are on the stage, there is a 50% chance that a spotlight will be shining on them. Additionally, characters can make a ranged touch attack with the spotlight to purposely target a creature. Creatures in a spotlight are dazzled for 1 round. Creatures with light sensitivity or light blindness are blinded for 1 round.

Walls: Expensive wallpaper and velvet curtains, except where they have been torn down.

Mood/Theme: The Opera House has been damaged, and an aura of fear and death now permeates the building.

When the characters arrive at the Opera House, they find that the front doors are open, and the streets around the Opera House are deserted. Once they enter have the characters make a **DC 17 Will save** or be affected by *bane*, taking a -1 penalty on attack rolls and saving throws while in the Opera House. As they approach the second set of double doors, the characters hear familiar music coming from the main gallery. Those that were at the premiere recognize the music. It is the music of Donadrien, but it now has a wispy, almost empty and soulless quality to it.

As the characters enter the gallery:

A ghostly orchestra plays its soulless renditions of Donadrien's greatest works, while translucent opera singers belt out wispy notes that seem to hang in the air. The Rito della Successione, or a bastardized version of it is being performed. The seats are filled with ghostly patrons, booing the performers and throwing insubstantial fruit and vegetables at the stage.

As your eyes adjust to the light, you see two figures circling each other onstage, darting in and out of the spotlights. Both pause to notice your arrival. One of them is an unknown human, wearing dark leather armor and wielding an inky black dagger that seems to absorb the light around it. Smoke rises from his armor in a few places, and his hair has been singed. The other is clearly Gustavo DoBrussi, but he is as few in Freeport have ever seen him, cloaked in shadows and emanating an aura of pure power, although he appears to have been cut multiple times.

Gustavo points at the leather clad man and says, "Here is your killer, Felton Myers. Help me deliver justice and help me finish this ritual he interrupted!"

The second man replies, "Yes, I killed Roberto, on this man's orders. He double-crossed me, and he'll double cross you. He means to kill me and he means to kill you!"

When Gustavo stole the manuscripts, he discovered, hidden in the margins of Rito della Successione several magical writings. Donadrien foresaw her own death, and the possible effects. To counter this, she wrote Rito della Successione as both an opera and a counterspell. If the opera is performed, it will banish her from the present location permanently. Gustavo has no reason to want to inflict Donadrien onto Freeport; in fact, if the real Donadrien were to appear, someone may realize that the first Donadrien was a fake. Banishing it with the ritual seemed to be a good way to avoid unwanted attention. Unfortunately, shortly after he started the ritual, he was ambushed by Felton.

If the characters enter the gallery, the doors will slam shut on their own once someone gets within 30 feet of the stage. The characters will notice with a **DC 30 Perception check** that the play is right near the point where it was interrupted during the premiere. As the crowd gets unhappier, a damaging aura emanates from the audience and gains in strength. There is only one way to stop the onslaught, the play must finish, and the characters must help.

PERCEPTION DC 30

The characters notice the play is right near where it was interrupted during the premiere.



RITO DELLA SUCESSIONE SCORE

Aura Overwhelming abjuration; **CL** 23rd
Slot -; **Price** -; **Weight** 2 lbs.

DESCRIPTION

This magical score can banish the ghost of Donadrien if performed. Donadrien will no longer appear at the location where the Rito della Successione was performed. If Rito della Successione is interrupted, it will cause a ghostly manifestation as per the puzzle above to appear as it tries to complete the ritual.



RITO DELLA SUCCESSIONE PUZZLE



A ghostly audience rises from their seats, booing the performance. At the end of the hall the Rito della Successione is in the middle of Act II. The orchestra is missing a conductor, and a copy of the opera, along with a conductor's baton, lies on a music stand. On stage, there is a table with a wine glass and a small phial, a captain's hat, and a caged boar.

The characters must finish the play. Clues can be found in the manuscript. Someone must conduct the orchestra, and another character must help the performers on stage. If someone reads the manuscript, they discover that it is about the Year of the Three Sea Lords, and the opera has stopped right before the death of Rowland Furrock. A **DC 28 Knowledge (history) check** will tell the character that he was killed by a boar.

The next section is about the death of Giles Wymer, who was poisoned. This can be revealed with another **DC 28 Knowledge (history) check**.

Lastly, the characters must give the captain's hat to the correct third Sea Lord, Miles Caxton, and not the man who Giles Wymer points to as he dies. This can be discovered with a **DC 28 Knowledge (history) check**.

If the characters do or cannot make the checks, they can study the manuscript, which will take 5 rounds and will reveal that they must perform the steps below while keeping the music progressing.

If the characters appear stuck or are failing, Gustavo will yell out instructions, such as "Release the Boar!", "Keep the music going!", or "Give the hat to... HIM!".

The following things must happen:

Someone must successfully conduct the orchestra. In order to do so, they must first make 3 checks, either a **DC 20 Intelligence check**, or a **DC 30 Perform (any) check**.

Each check is a full round action. When those three checks succeed, the first Sea Lord must be killed by releasing the ghostly caged boar to kill Rowland Furrock.

3 more **DC 20 Intelligence** or **DC 30 Perform (any)** checks need to be made again while conducting the orchestra. Then someone must pour the contents of the phial into the wine glass and offer it to Giles Wymer, who upon his death, will point at his named heir to his right.

3 more **DC 20 Intelligence** or **DC 30 Perform (any)** checks need to be made a final time. The hat then should be handed to Miles Caxton. At this point, the puzzle is solved and the attacks stop.

The ghostly patrons start out unhappy, and radiate negative energy which deals an amount of damage equal to 2 times the current unhappiness of the audience. The audience starts out at a (-5) rating, so everyone takes 10 negative energy damage per round.

The rating scales from (-5) to (5). Each successful check raises the rating by 1, and each unsuccessful check, or round of inaction, lowers it by one. However, it will not go higher than 5 or lower than (-5).

Once the play is completed, if the score is 0 or greater, the ritual was successful and Donadrien is banished. The crowd will cheer and call for an encore and then fade away. If the score is less than 0, the crowd will boo and angrily disperse. The ritual, while over, will be a failure; Donadrien will not be banished permanently.

During the play, the ghostly audience will react favorably to successes by cheering and clapping, and negatively to failures; booing, jeering, even throwing insubstantial fruit at the characters and demanding their money back.

If the ritual is not completed, several of the patrons will follow the characters around wherever they go, dealing damage. Other than completing the ritual, the patrons cannot be dispelled with anything short of a *wish*.

Should the fight move under stage, it can be reached either by the trap doors set into the stage itself, (marked with an X), or by going behind the stage and taking the stairs down. There is a 10 foot drop to the floor if the characters open the trap doors, which slide open.

BLACK WRAITH

Aura Overwhelming necromancy; **CL** 28th
Slot none; **Price** -; **Weight** 1 lbs.

DESCRIPTION

This ancient Valossan dagger has a +5 enhancement bonus and is made of cold iron. Whenever blood is drawn with this weapon, the wielder must make a **DC 30 Will save** or become Chaotic Evil; they will then seek to find and kill people who can add levels as if permanently affected by a geas. The dagger also has the following special properties:

Upon killing a creature the wielder may, once per day, turn that creature into an undead minion under the wielder's control for a number of days equal to the wielder's Wisdom bonus. This minion loses all prepared spells but otherwise comes back at full hit points and gains all undead traits.

On a confirmed critical hit or coup de grace, the wielder may immediately initiate an **DC 10 + (victim's level) Will save**, with a +4 bonus if it is a result of a coup de grace. If successful, the wielder immediately gains a single level in the highest level class of the victim as long as the victim's level in that class is higher than the wielder's level in that class. Additionally, the soul is removed, making any type of resurrection impossible. If the save fails, the wielder is immediately killed and his soul destroyed.

Anyone merely just killed by the dagger must make a **DC 25 Will save** or their soul will be permanently destroyed.

CONSTRUCTION REQUIREMENTS

Cost -
Unknown

FELTON MYERS

CR 19

XP 204,800

Male human fighter 4/ranger 4/rogue 12

CE Medium humanoid (human)

Init +12; **Senses** Perception +24

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 armor, +7 Dex)

hp 198 (8d10+12d8+100) (160/198 if encountered in combat with Gustavo)

Fort +20, **Ref** +24 (+4 vs. traps), **Will** +11; +8 vs. mind-affecting

Defensive Abilities evasion, improved uncanny dodge, trap sense; **Immune** disease

OFFENSE

Speed 30 ft.

Melee *Black Wraith* +31/+26/+21/+16 (1d4+9/17-20) or *Black Wraith* +31 (4d4+9/17-20)

Ranged +2 *light crossbow* +27/+22/+17/+12 (1d8+2/19-20)

Special Attacks favored enemy (humans +2), sneak attack +6d6

Ranger Spells Prepared (CL 1; concentration +2)

1st – *feather step* (DC 12)

STATISTICS

Str 14, **Dex** 27, **Con** 20, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +17; **CMB** +25 (+27 Stealing); **CMD** 36 (40 vs. Disarm, 38 vs. Steal, 40 vs. Sunder)

Feats Agile Maneuvers, Blind-Fight, Combat Reflexes, Crippling Critical (DC 27), Critical Focus, Dastardly Finish, Endurance, Greater Vital Strike, Improved Critical (dagger), Improved Initiative, Improved Steal, Improved Vital Strike, Precise Shot, Vital Strike, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)

Traits Anatomist, Indomitable Faith

Skills Acrobatics +31, Bluff +25 (+27 vs. humans), Diplomacy +25, Disable Device +39, Escape Artist +31, Intimidate +25, Perception +24, Stealth +31, Swim +25, Use Magic Device +25

Languages common, dwarven, elven

SQ combat styles (crossbow), favored terrain (urban +2), hunter's bonds (companions), rogue talents (bleeding attack +6, combat swipe, confounding blades, crippling strike, defensive roll, fast tumble), track +2, trapfinding +6, wild empathy

Combat Gear *potion of cure serious wounds*, *potion of gaseous form*, *potion of resist fire 30*, *ring of blinking*, *wand of cure critical wounds*; **Other Gear** +1 mithril chain shirt, light crossbow, *Black Wraith*, crossbow bolts (20), *belt of physical might* +6 (dex & con), *boots of speed*, *cloak of resistance* +3, *gloves of dueling*, *periapt of health*, *ring of freedom of movement*, mwk thieves' tools, 149 gp

GUSTAVO DOBRUSSI**CR 19**

XP 204,800

Male human necromancer 20

NE Medium humanoid (human)

Init +6; **Senses** Perception +22**DEFENSE****AC** 20, touch 12, flat-footed 18 (+6 armor, +7 Dex)**hp** 170 (20d6+40) (135/170 if encountered in combat with Gustavo)**Fort** +8, **Ref** +8, **Will** +14; +2 vs. fear; +8 vs. mind-affecting**Resist** electricity 30**OFFENSE****Speed** 30 ft.**Wizard Spells Prepared** (CL 20; concentration +30)9th – *energy drain* (DC 30), *energy drain* (dc 30), *mass suffocation* (DC 30), *mass suffocation* (used), *soul bind* (DC 30), *wail of the banshee* (used)8th – *create greater undead*, *symbol of death* (DC 29), *polar ray*, *intensified finger of death* (DC 28), *piercing finger of death* (DC 28), *maze* (used)7th – *control undead* (DC 28), *greater teleport*, *limited wish*, *prismatic spray* (C 27), *plague storm* (DC 28), *symbol of weakness* (DC 28)6th – *globe of invulnerability*, *circle of death* (DC 27), *circle of death* (DC 27), *conjure black pudding*, *eyebite* (DC 27), *greater contagion* (DC 27), *symbol of fear* (DC 27)5th – *suffocation* (DC 26), *cloudkill* (DC 25), *waves of fatigue* (used), *symbol of pain* (DC 26), *symbol of pain* (DC 26), *acidic spray* (DC 25), *hungry pit* (DC 25)4th – *acid pit* (DC 24), *bestow curse* (DC 25), *bestow curse* (DC 25), *maximised burning hands* (DC 21), *mass daze* (DC 24), *greater false life*, *greater infernal healing*3rd – *dispel magic*, *force punch* (DC 23), *healing thief*, *howling agony* (DC 24), *ray of exhaustion* (DC 24), *spiked pit* (DC 23), *vampiric touch*2nd – *boiling blood* (DC 22), *create pit* (DC 22), *cushioning bands* (DC 22), *false life*, *spectral hand*, *touch of idiocy*, *web* (DC 22)1st – *cause fear* (DC 22), *chill touch* (DC 22), *comprehend languages*, *color spray* (dc 21), *ear-piercing scream* (DC 21), *magic missile*, *peacebond* (DC 21)0 (at will) – *acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 21)**STATISTICS****Str** 10, **Dex** 12, **Con** 14, **Int** 30, **Wis** 14, **Cha** 15**Base Atk** +10; **CMB** +10; **CMD** 22**Feats** Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Golem Constructor (Salvaged), Immortality, Improved Initiative, Intensified Spell, Maximize Spell, Piercing Spell, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration, Turn Undead (13/day) (DC 22)**Traits** Courageous, Focused Mind**Skills** Bluff +17, Diplomacy +22, Fly +13, Knowledge (arcana) +33, Knowledge (engineering) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nobility) +16, Knowledge (planes) +33, Linguistics +23, Perception +22, Sense Motive +12, Spellcraft +33, Survival +7, Swim +5**Languages** abyssal, azlanti, boggard, catfolk, celestial, common, daemonic, dark folk, draconic, dwarven, elven, giant, gnome, halfling, infernal, orc, osiriani, ancient, sahaugin, shadowtongue, sylvan, undercommon**SQ** arcane bonds (staff of necromancy), grave touch (13/day), life sight (20 rounds/day), opposition schools (divination, transmutation), specialized schools (necromancy)**Combat Gear** *bead of force*, *brooch of shielding* (101 uses), *staff of necromancy*, *wand of magic missile* (maximized, CL 9th); **Other Gear** *rod of lordly might*, *bracers of armor* +8, *headband of vast intelligence* +6, *ring of electricity resistance (greater)*, *ring of evasion*, 150 gp

Both Gustavo and Felton have prepared themselves with mind blank, blocking scrying and divination attempts.

If the players do not continue the ritual, he will yell at them to do so, telling them the damage can be stopped.

The players have five options. They can kill Gustavo, they can kill Felton, they can kill them both, they can leave, or they can not interfere. The consequences are detailed over the page.

They attack Gustavo, leaving Felton alone:

Gustavo will respond with area effect spells, trying to bring down as many foes as possible and will wait until he is at one quarter HP before trying to escape. If Gustavo flees, he will flee Freeport.

If Gustavo goes down, Felton will attempt to coup de grace Gustavo, immediately reviving him as his undead minion if he succeeds. He will then attempt a surprise attack on the weakest character, hoping to either gain his levels or turning him into his undead minion under his control. If no characters are at half HP or less, or if he is at half HP or less, he will not do this. Instead, he will tell his side of the story if asked and use his potion of gaseous form if attacked. Since the characters know who he is, they will have gained a powerful enemy, although if Gustavo is still alive, retribution will be delayed until Felton is sure Gustavo isn't coming back.

They attack Felton, leaving Gustavo alone:

If the players are having any difficulty with the ritual, Gustavo will break combat and help. Felton will try to hide and kill Gustavo, but will have no qualms about taking out characters in his way. Felton will try to escape when he gets to one quarter of his HP, and will flee Freeport on the next ship.

If Felton is killed, the characters find 2 letters on his body, detailing an illicit drug deal gone bad between the characters and Gustavo, and implying that the characters owe Gustavo a great deal of money. If they don't pay, Gustavo threatens to turn them in to the Sea Lord. These letters were forged with a **Linguistics check of 38**.

Gustavo will deny Felton's accusations if asked. If the players have the two Pawn shop receipts, the players will get a +4 bonus on an **opposed Sense Motive check vs. Bluff check**. If successful, and the players threaten to turn him in, he will teleport away and flee Freeport. If the characters actually show the evidence to the Sea Lord's Guard, they will investigate, and find nothing. However, if Gustavo DoBrussi has fled Freeport, that will be enough, with the characters' evidence and story, to issue an arrest warrant. If the characters attack, he fight until he is down to one third of his HP total or runs out of offensive spells. At this point, he will dimension door or teleport away. If the characters try to bring him to justice, he will refuse and fight as above. If Gustavo escapes, whether or not they fight him, they will have gained a powerful enemy who is well connected in Freeport society, even if he fled.

They attack them both:

If the characters attack both Felton and Gustavo, they will both temporarily interrupt their conflict to focus on the party. Felton will try to coup de grace with his dagger to raise an undead minion if given the opportunity.

They leave:

Felton triumphs in the battle and takes and gains a wizard level, as the Will save succeeds. He leaves evidence framing the characters for the murder of Gustavo. The characters have also gained a powerful enemy and are now wanted for murder.

They do not interfere:

Treat this as the "They attack them both" case. Neither Gustavo DoBrussi nor Felton Myers will wait around very long. They will each spend a few rounds trying to convince the party to kill the other person. If the party still takes no action, Felton and Gustavo look at each other and shrug. The characters may make a **DC 30 Sense Motive check** or a **DC 40 Percpetion check**. Anyone that succeeds will get to act in an immediate surprise round along with Felton and Gustavo, who both attack.

Conclusion

As long as the puzzle is solved and Donadrien's appearance is explained the Opera House will be able open again soon for business. Although the Cofresi family won't be supporting the Opera House anymore, he will quickly find new backing, especially in light of the new opera that will be performing soon about a powerful merchant who double crosses his hired assassin. Rickard Burbage delivers the promised permanent VIP box.

As long as the characters weren't framed for Gustavo's murder, they become a sort of hero among the writers that hang out at the Quill and Scroll, and will never have to pay for a drink there again.

If either Gustavo or Felton is alive, they will be plotting on how to rid themselves of the characters, which can be the stuff of a future adventure.

If the characters were framed, they will be in for a rough time. The Sea Lord's Guard will post a 25,000 gp reward for the characters, dead or alive. Newcomers may be able to get away with lying low, but anyone else will be recognized by someone in short order. The characters will either have to work to clear their name, or leave Freeport.

Optional XP Rewards and Penalties

CR equivalents for completing the following:

CR 15 (51,200 XP) for each receipt from Warehouse Pawn, there are 2 in total

CR 15 (51,200 XP) for locating Donadrien's description in the Temple of Knowledge

CR 19 (204,800 XP) for killing both Felton Myers and Gustavo DoBrussi

CR 17 (102,400 XP) if Gustavo DoBrussi flees and they get an arrest warrant issued

CR 17 (102,400 XP) if they complete the Rito della Successione puzzle



Encounter Index

FALSE GHOST OF DONADRIEN

CR 15



XP 51,200

CE Large undead

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +19; **Aura** false aura (100 ft.)

DEFENSE

AC 21 (+11 natural, -1 size, +1 Dodge), touch 11, flat-footed 20 (ethereal); **AC** 14 (-1 size, +4 deflection, +1 Dodge), touch 14, flat-footed 13 (incorporeal)

hp 285 (15d12+190)

Fort +7, **Ref** +7, **Will** +16

Defensive Abilities channel resistance +4, SR 27; incorporeal;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee incorporeal touch +24 (2d6 Constitution drain + Death Touch)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Death Touch

STATISTICS

Str -, **Dex** 11, **Con** -, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +12; **CMB** -; **CMD** -

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Intimidate +17, Perception +17, Stealth +13, Perform (sing) +17, Perform (string) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (arcana) +17

Languages Common, Valossan, Elven, Sylvan

SPECIAL ABILITIES

Death Touch (Su) Creatures less than 10HD must make a DC 22 Fortitude Save or die

False Aura (Su) DC 28 Will save become panicked for 1d4 + 1 rounds. (100 ft. radius)

Limited Existence False Donadrien's Ghost only materializes for a limited time if it leaves the immediate area. It will dissipate in 1d10 + 10 rounds if it strays more than 500 feet from its initial location.

Donadrien's Ghost is a translucent ten-foot tall elf woman with a leering, hungry look on her face.

UNDEAD THUG

CR 11



XP 12,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 26, touch 14, flat-footed 22 (+2 armor, +4 Dex, +10 natural)

hp 54 (16d8-16)

Fort +4, **Ref** +11, **Will** +10

DR 5/-; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee short sword +16/+11/+6 (1d6+3/17-20) or short sword +12/+7/+2 (1d6+11/17-20)

Special Attacks sneak attack +4d6

STATISTICS

Str 16, **Dex** 18, **Con** -, **Int** 11, **Wis** 11, **Cha** 8

Base Atk +12; **CMB** +15; **CMD** 26

Feats Combat Reflexes, Improved Initiative, Weapon Finesse, Improved Critical (shortsword), Improved Sunder, Power Attack, Skill Focus (Intimidate), Lightning Reflexes

Skills Acrobatics +20, Climb +22, Intimidate +24, Stealth +23

Languages Common

Other Gear leather armor, short sword

These thugs wear leather armor and wield short swords, and on closer notice, they appear to be just starting to decay.



SEA LORD'S GUARD

CR 4



XP 1200

Human fighter 5

LN Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 52 (5d10+20)**Fort** +6, **Ref** +2, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.**Melee** mwk scimitar +10 (1d6+3/18-20) or mwk scimitar +8 (1d6+7/18-20)**Special Attacks** sneak attack +4d6

STATISTICS

Str 17, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +8; **CMD** 19**Feats** Cleave, Cleaving Finish, Improved Initiative, Improved Unarmed Strike, Power Attack, Toughness, Weapon Focus (scimitar)**Skills** Intimidate +7, Perception +6, Sense Motive +6**Languages** Common**Other Gear** Scale masterwork chainmail, crossbow bolts (50), masterwork light crossbow, masterwork scimitar

A patrol of four men walk by, wearing the crest of the Sea Lord.



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SCAVENGED GOLEM

CR 15



XP 51,200

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 26, touch 10, flat-footed 26 (+16 natural)**hp** 185 (30d10+20)**Fort** +10, **Ref** +14, **Will** +10**DR** 10/adamantine; **Immune** construct traits, magic**Defensive Abilities** absorb missiles, rebuild

OFFENSE

Speed 20 ft.**Melee** 2 slams +29 (4d6+10)**Special Attacks** throw junk

STATISTICS

Str 30, **Dex** 10, **Con** –, **Int** –, **Wis** 10, **Cha** 1**Base Atk** +30; **CMB** +40; **CMD** 50**Feats** –**Skills** –**Languages** –

SPECIAL ABILITIES

Immunity to Magic (Ex) A scavenged golem is immune to any spell or spell-like ability that allows spell resistance.

Absorb Missiles (Ex) each missile weapon that hits the golem, whether or not it damages the golem, can heal the golem for 1hp. The golem can absorb all missiles at once in a single move action.

Throw Junk (Ex) as a standard action, the golem can throw objects from his body in a 15' cone. Objects thrown deal 4d8 damage, with a DC 22 Reflex save for half damage. Doing so results in 1d8 damage to the golem.

Rebuild (Ex) as a full round action, the golem can collect items from the environment and heal itself for 10hp per cubic foot of item collected.

A collection of junk is piled in the corner.

FELTON MYERS**CR 19****XP 204,800**

Male human fighter 4/ranger 4/rogue 12

CE Medium humanoid (human)

Init +12; **Senses** Perception +24**DEFENSE****AC** 23, touch 17, flat-footed 16 (+6 armor, +7 Dex)**hp** 198 (8d10+12d8+100) (160/198 if encountered in combat with Gustavo)**Fort** +20, **Ref** +24 (+4 vs. traps), **Will** +11; +8 vs. mind-affecting**Defensive Abilities** evasion, improved uncanny dodge, trap sense; **Immune** disease**OFFENSE****Speed** 30 ft.**Melee** *Black Wraith* +31/+26/+21/+16 (1d4+9/17-20) or *Black Wraith* +31 (4d4+9/17-20)**Ranged** +2 *light crossbow* +27/+22/+17/+12 (1d8+2/19-20)**Special Attacks** favored enemy (humans +2), sneak attack +6d6**Ranger Spells Prepared** (CL 1; concentration +2)1st – *feather step* (DC 12)**STATISTICS****Str** 14, **Dex** 27, **Con** 20, **Int** 14, **Wis** 12, **Cha** 14**Base Atk** +17; **CMB** +25 (+27 Stealing); **CMD** 36 (40 vs. Disarm, 38 vs. Steal, 40 vs. Sunder)**Feats** Agile Maneuvers, Blind-Fight, Combat Reflexes, Crippling Critical (DC 27), Critical Focus, Dastardly Finish, Endurance, Greater Vital Strike, Improved Critical (dagger), Improved Initiative, Improved Steal, Improved Vital Strike, Precise Shot, Vital Strike, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)**Traits** Anatomist, Indomitable Faith**Skills** Acrobatics +31, Bluff +25 (+27 vs. humans), Diplomacy +25, Disable Device +39, Escape Artist +31, Intimidate +25, Perception +24, Stealth +31, Swim +25, Use Magic Device +25**Languages** common, dwarven, elven**SQ** combat styles (crossbow), favored terrain (urban +2), hunter's bonds (companions), rogue talents (bleeding attack +6, combat swipe, confounding blades, crippling strike, defensive roll, fast tumble), track +2, trapfinding +6, wild empathy**Combat Gear** *potion of cure serious wounds*, *potion of gaseous form*, *potion of resist fire 30*, *ring of blinking*, *wand of cure critical wounds*; **Other Gear** +1 mithril chain shirt, light crossbow, *Black Wraith*, crossbow bolts (20), *belt of physical might* +6 (dex & con), *boots of speed*, *cloak of resistance* +3, *gloves of dueling*, *periapt of health*, *ring of freedom of movement*, mwk thieves' tools, 149 gp

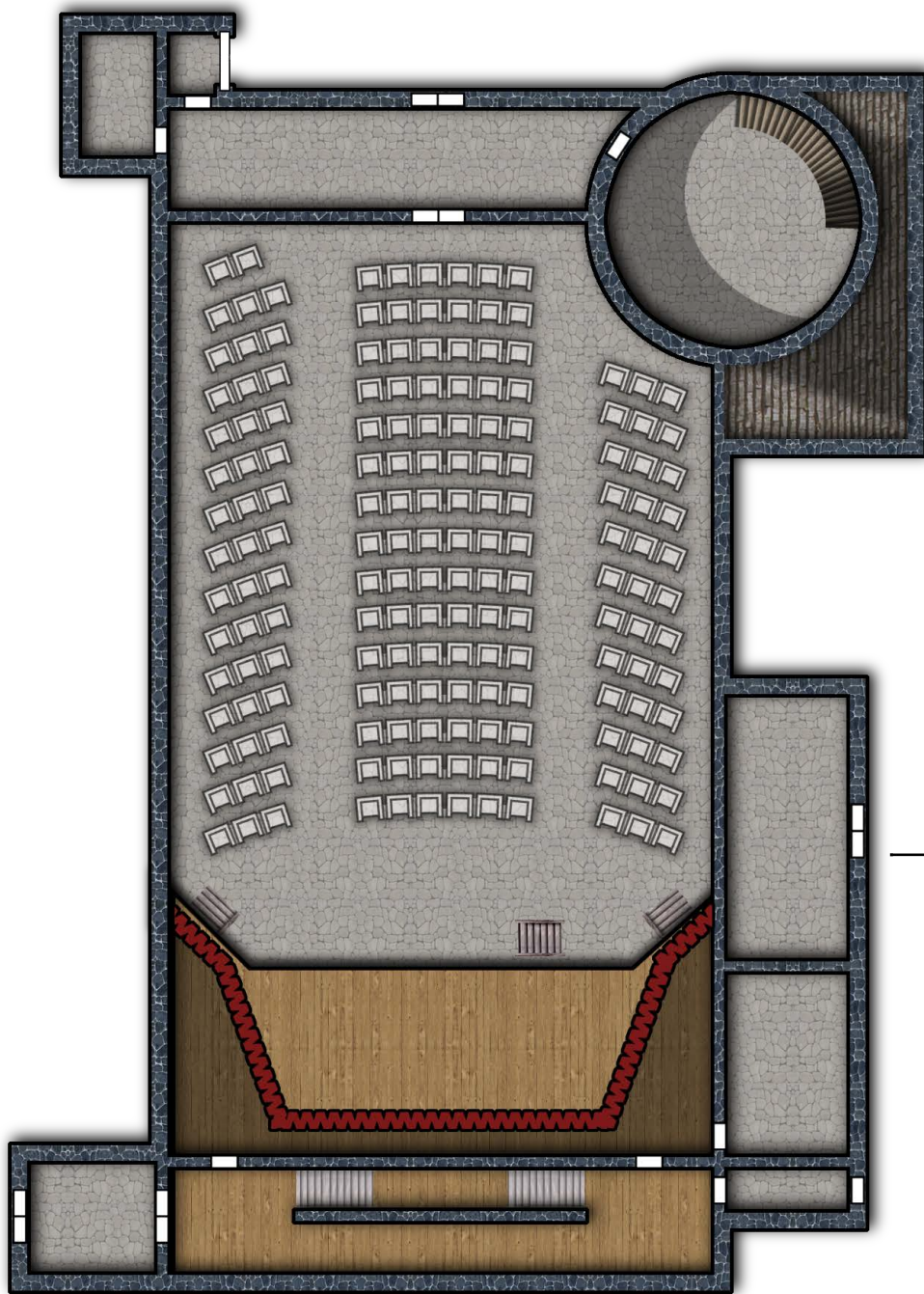
GUSTAVO DOBRUSSI**CR 19**

XP 204,800

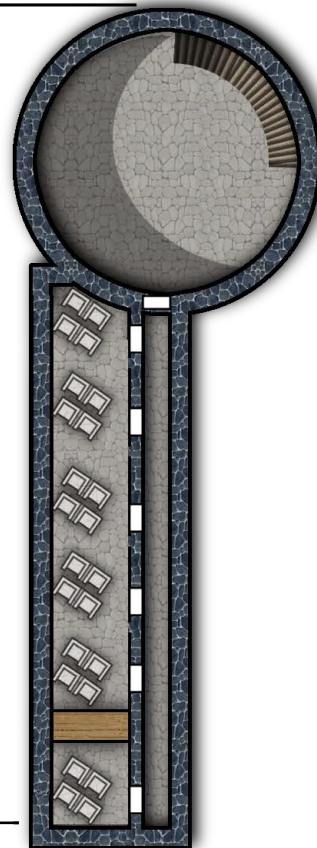
Male human necromancer 20

NE Medium humanoid (human)

Init +6; **Senses** Perception +22**DEFENSE****AC** 20, touch 12, flat-footed 18 (+6 armor, +7 Dex)**hp** 170 (20d6+40) (135/170 if encountered in combat with Gustavo)**Fort** +8, **Ref** +8, **Will** +14; +2 vs. fear; +8 vs. mind-affecting**Resist** electricity 30**OFFENSE****Speed** 30 ft.**Wizard Spells Prepared** (CL 20; concentration +30)9th – *energy drain* (DC 30), *energy drain* (dc 30), *mass suffocation* (DC 30), *mass suffocation* (used), *soul bind* (DC 30), *wail of the banshee* (used)8th – *create greater undead*, *symbol of death* (DC 29), *polar ray*, *intensified finger of death* (DC 28), *piercing finger of death* (DC 28), *maze* (used)7th – *control undead* (DC 28), *greater teleport*, *limited wish*, *prismatic spray* (C 27), *plague storm* (DC 28), *symbol of weakness* (DC 28)6th – *globe of invulnerability*, *circle of death* (DC 27), *circle of death* (DC 27), *conjure black pudding*, *eyebite* (DC 27), *greater contagion* (DC 27), *symbol of fear* (DC 27)5th – *suffocation* (DC 26), *cloudkill* (DC 25), *waves of fatigue* (used), *symbol of pain* (DC 26), *symbol of pain* (DC 26), *acidic spray* (DC 25), *hungry pit* (DC 25)4th – *acid pit* (DC 24), *bestow curse* (DC 25), *bestow curse* (DC 25), *maximised burning hands* (DC 21), *mass daze* (DC 24), *greater false life*, *greater infernal healing*3rd – *dispel magic*, *force punch* (DC 23), *healing thief*, *howling agony* (DC 24), *ray of exhaustion* (DC 24), *spiked pit* (DC 23), *vampiric touch*2nd – *boiling blood* (DC 22), *create pit* (DC 22), *cushioning bands* (DC 22), *false life*, *spectral hand*, *touch of idiocy*, *web* (DC 22)1st – *cause fear* (DC 22), *chill touch* (DC 22), *comprehend languages*, *color spray* (dc 21), *ear-piercing scream* (DC 21), *magic missile*, *peacebond* (DC 21)0 (at will) – *acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue* (DC 21)**STATISTICS****Str** 10, **Dex** 12, **Con** 14, **Int** 30, **Wis** 14, **Cha** 15**Base Atk** +10; **CMB** +10; **CMD** 22**Feats** Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Golem Constructor (Salvaged), Immortality, Improved Initiative, Intensified Spell, Maximize Spell, Piercing Spell, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration, Turn Undead (13/day) (DC 22)**Traits** Courageous, Focused Mind**Skills** Bluff +17, Diplomacy +22, Fly +13, Knowledge (arcana) +33, Knowledge (engineering) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nobility) +16, Knowledge (planes) +33, Linguistics +23, Perception +22, Sense Motive +12, Spellcraft +33, Survival +7, Swim +5**Languages** abyssal, azlanti, boggard, catfolk, celestial, common, daemonic, dark folk, draconic, dwarven, elven, giant, gnome, halfling, infernal, orc, osiriani, ancient, sahaugin, shadowtongue, sylvan, undercommon**SQ** arcane bonds (staff of necromancy), grave touch (13/day), life sight (20 rounds/day), opposition schools (divination, transmutation), specialized schools (necromancy)**Combat Gear** *bead of force*, *brooch of shielding* (101 uses), *staff of necromancy*, *wand of magic missile* (maximized, CL 9th); **Other Gear** *rod of lordly might*, *bracers of armor* +8, *headband of vast intelligence* +6, *ring of electricity resistance (greater)*, *ring of evasion*, 150 gp



FIRST LEVEL

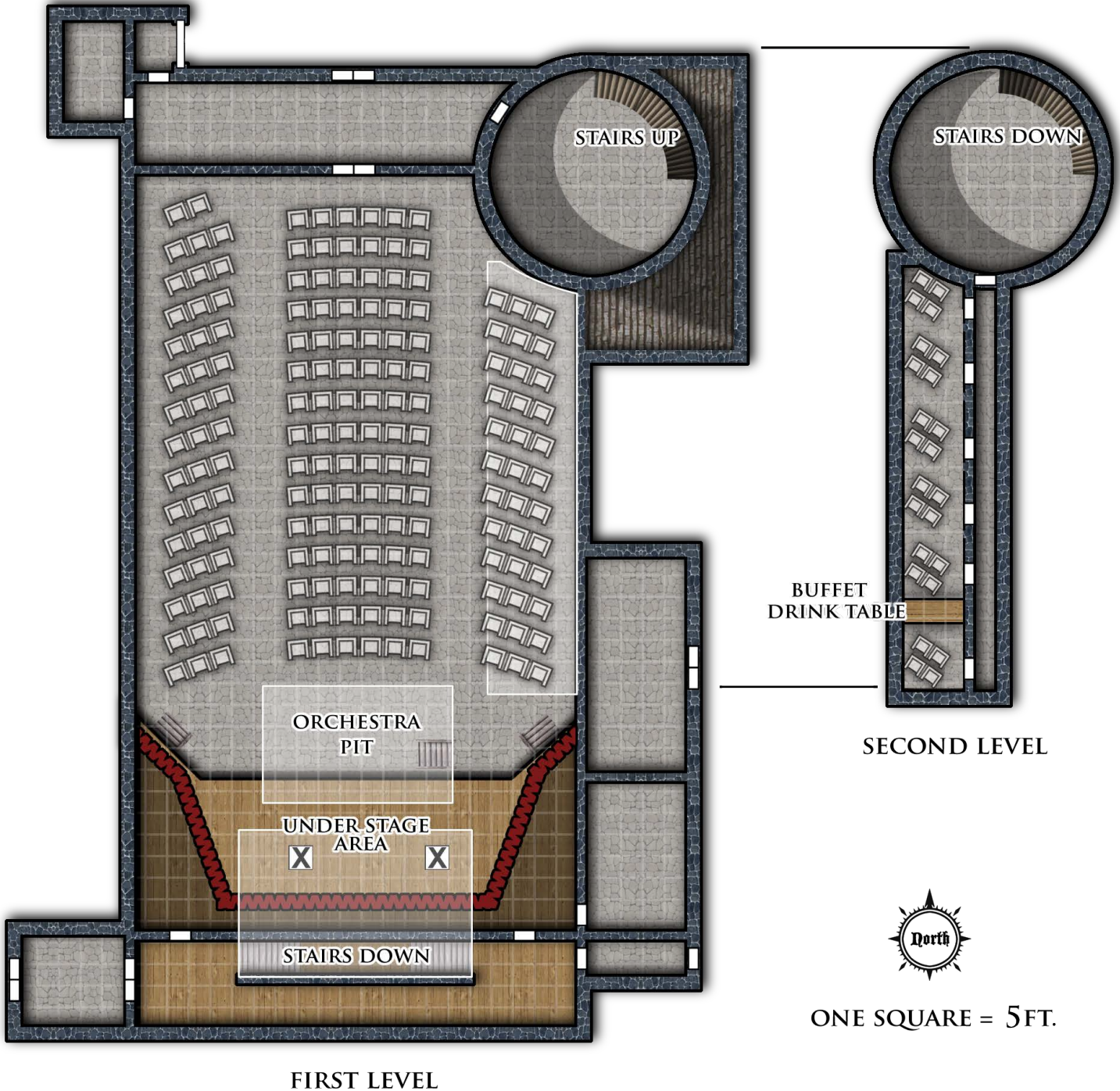


SECOND LEVEL





FREEPORT OPERA HOUSE



FIRST LEVEL

SECOND LEVEL



ONE SQUARE = 5 FT.

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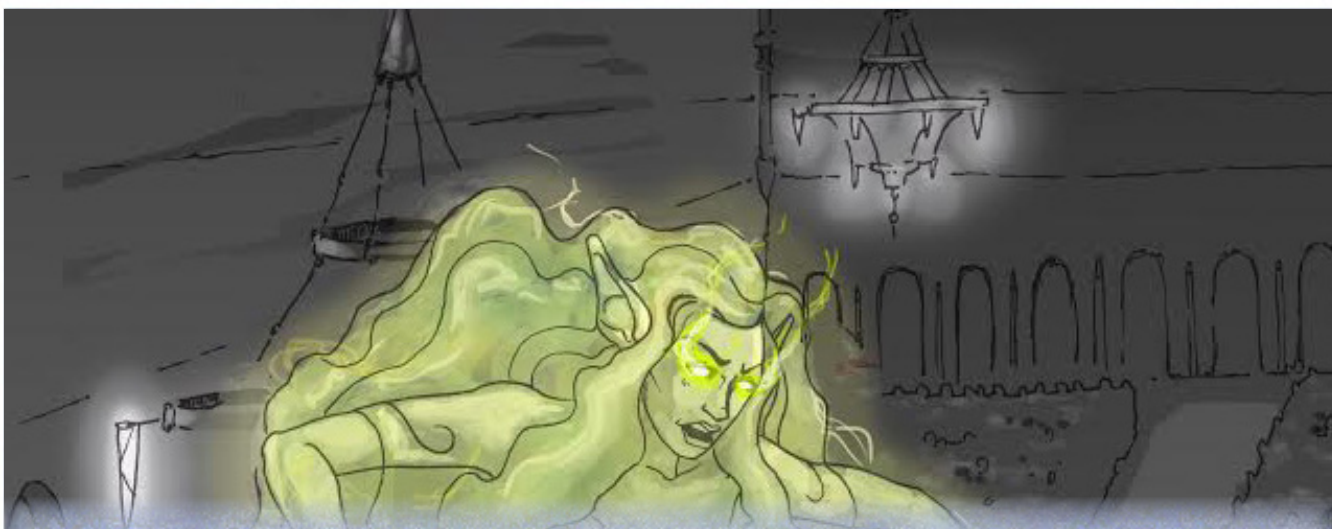
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Journey into the Depths of the Earth



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A Pathfinder/3.5 adventure for 4-6 PCs of Levels 13-15

City of Freeport

One hundred years ago, Donadrien died shortly after creating her final opera. Her ghost reappears after each subsequent performance, and always kills one of more of the cast or crew.

Now, fresh off of a remodel of the Freeport Opera House, a previously unknown opera from Donadrien is ready to be performed.

It's opening night, and the crème de le crème of Freeport is in attendance when Donadrien appears again. In the aftermath, the son of the primary financial backer of the Opera House is found dead, and the Opera House is shut down.

Can the party solve this mystery and help reopen the opera house and deliver justice?

Also included in *Rito della Successione*:

- A description and map of the Freeport Opera House
- Black Wraith, a powerful, soul-sucking dagger
- Two new high level adversaries for the party
- A puzzle in which the characters must take part in the opera
- Maps by ENnie award winning cartographer, Todd Gamble

