

C4

C-SERIES



The Play's the Thing

by Stephen Yeardley

4-6 PCs

LEVELS 4-5



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Starring • Stephen Yeardley
Published By • Jonathan G. Nelson
Senior Set Director • Todd Gamble
Screenplay • Jonathan G. Nelson
Director's Assistant • Will Myers
Stage Dressing • Todd Gamble
Playhouse • AAW Games LLC
Lay of the Land • Alex Tallon
Prop Design and Artwork • Storn Cook, Gary Dupuis, Jeff Ward

AAW GAMES LLC

Jonathan G. Nelson

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Adventure Background

The town of Bankside had a troupe of players and the attendant retinue set up a temporary theater about 6 months ago, in the way that they had for several years before. But after an accident with some lime-lights, which injured the principal actor, the troupe manager and a couple of stagehands, the company stayed on whilst they recovered the expenses of repair and recuperation. Local craftsfolk were used to make good the damage and re-establish the actors ability to perform. Already a popular crowd that was willing to engage freely and warmly with the locals and always ready to lend a hand where they could, Teatteri's Troubadours were soon made to feel like an established part of the town.

Indeed, their good humour and ready wit seemed to invigorate the town, and before long a smile became the default setting on the face of most people, instead of the usual concerns and worries occupying them. The town council's head, High-reeve Salainen, soon declared that Teatteri and his players could stay for as long as they liked; almost everyone agreed.

The Troubadours were no trouble either, at least taking part in nothing more than to occasional bout of exuberant carousing, in the same way as many other members of the town. Teatteri even returned the odd youngster or two who "ran off to join the theater" before matters got out of hand, something that was much appreciated. The chief of the local guards, Vahti Upseeri, frequently commented on how well the company behaved and that she wished more people were like them.

Upseeri wasn't the only supporter of the troupe; Paja Tyolainen, the head of the town's guild structure, also had nothing but positive words to say about Teatteri and his companions as they used those local craftsfolk and shops to complete the repairs. Overtime, the two made a formidable promotional pair for the theater group.

Only one dissenting voice was heard, that of Deacon Jhones, the town's rather upright and uptight spiritual leader. He couldn't see the value of letting such ne'er-do-wells hang around as they would obviously be a disruption and distraction to the younger members of the community. But he was voted down then and eventually seemed to grudgingly come around. Teatteri ensured support was given to his church by the troupe, both through turning up to services and singing heartily encouraging and for helping out to draw others in.

Teatteri was always gracious when these comments were voiced with him around, as were his fellow actors. None of them ever caused trouble or gave reason to think badly of them. So much so, with the repairs completed and the troupe ready to move on, High-reeve Salainen, Vahti Upseeri and Paja Tyolainen put it to the people of Bankside that Teatteri's Troubadours should be allowed

to stay and a permanent theater be established, even going so far as to suggest Teatteri be given a position on the town council, or at least an honorary one. Again, the only dissenting voice was Deacon Jhones, who had greater misgivings about something permanent than he did about the temporary set up. As the PCs arrive in Bankside, the town is in the middle of a two-week consultation period before the vote is taken; at present, it looks like a sure thing.

Of course, all is not what it seems...

After years of travelling, searching and seemingly countless performances in cities, towns and villages scattered far and wide, Villiem Teatteri and his players finally made the discovery that ended those years of earnest and heartfelt searching. In the town of Bankside, on the edges of the community, Teatteri found a shrine to Naytella, a minor demi-goddess of acting, plays, wild entertainment and revelry. These shrines were incredibly rare, as Naytella believed in her followers being on the road for as much of their lives as they could; her opponents felt the same.. But if a spot was found that was suitable for rest, revelry and a relaxed view on life, shrines to encourage these traits were established.

However, most authority figures and structures don't take kindly to the introduction of Naytella's ideas of a relaxed, pleasure-driven way of life. "How would anything get done?" they ask, fearful that their word will no longer be law. Of course, Companions of Naytella usually aren't the brutes and fiends that chaotics often seem to be; they just want to have a good time, and ensure everyone around them does too, constantly. So those in power seek to suppress and drive out Companions, making them someone else's problem. Because once a shrine is fully in place, a town can quickly become an infamous byword for non-conformity by the masses.

Adventure Hooks

Although the adventure is set in the small town of Bankside and some of its prominent people are referred to, the theater can be set anywhere you choose; these hooks are just suggestions.

1. The bard in your party has heard that a new theater is opening in a nearby town and is interested in meeting its founder, Villiem Teatteri, who is well-known around the region for a relaxed performing style.

2. One of the martially-minded members party has friends or relatives in Bankside and has been invited to a celebratory event to mark their return from a successful vampire hunt. Part of this involves going to a performance of a new play, "The Haunting of Rybalka Lodge", which is a grisly tale of murder, mayhem and malevolent spirits written by the infamous bard Yann o' Fannell, son of Fort Alden!



3. The lawfully-aligned cleric in your party is asked to visit Bankside after a request from Deacon Jhones, the resident spiritual leader, for a delivery of tracts and texts to help support his argument for an upright way of living. Apparently a band of ne'er-do-wells has taken root in the small town and lazy ways are setting in.

4. Bankside has recently developed a reputation for a relaxed lifestyle, with an attitude to such things as taxes, entertainment and revelry seemingly at odds with the usual serious approach taken by the rest of the region. The party's barbarian or sorcerer thinks that perhaps it'll be a good place to rest after its most recent arduous adventure.

5. After a recent accident and fire, a re-built theater is opening in Bankside, but the rogue in the party hears from her/his guild leader that appropriate "insurance" hasn't been paid. It would be terrible if another "accident" befell the theater, and asks the rogue to go and point this out.

6. Salainen, the High-reeve of Bankside, has asked for monitors and guards for an upcoming election. Temperatures are running high as a real shift in the way the town works is taking place and some folks aren't happy. Help to ensure the election is kept impartial and isn't disrupted will be welcomed, and the perceived gravitas of a mage or druid particularly so.

Adventure Synopsis

Villem Teatteri, a bard who believes firmly in the freedom to enjoy oneself, has discovered a rare shrine to the demi-goddess Naytella. He has built a theater over the shrine with the help of his troupe and has been visited by four strange creatures - doppelgangers - who wish to experience Naytella's gift of carefree enjoyment. As part of their mischief-making, the troupe have enticed the four main leaders of Bankside council to the theater and have them permanently drunk in Naytella's shrine, replacing them with the doppelgangers. Each of these creatures is playing their part well; so well in fact, that they have been able to accelerate plans to have an election to allow the troupe to stay permanently and for Teatteri to be given a place on the ruling council. When these plans are passed, the council members will be released with no real memory of what has gone on but will find a *fait accompli* in place.

Anyone who approaches the town and looks like they may disrupt the troupe's plans is drawn deeper into Bankside by whatever rumor seems appropriate. Once there, they are either approached by Deacon Jhones - actually a doppelganger - and

asked to look into what is happening at the theater OR are invited there only to find the doors locked behind them and the troupe intent on subduing and converting them.

Will the PCs save the town, themselves, or both?

Rumors

If your players are the kind that like to do some groundwork, have them visit some of the usual sites you'd find in a town, including where the council meets, the local religious center, the jail and markets. PCs may want to visit the theater itself straightaway, but during daylight hours will find it closed 80% of the time with a sign saying "In rehearsal" across the doors and open selling tickets 20% of the time.

At each site, have each PC make a Gather Information (3.5E) or Diplomacy (PF) roll and read one appropriate rumor.

If the players are not fans of this type of role playing, just have them make the Gather Information (3.5E) or Diplomacy (PF) rolls as standard and allow them to gather one from each section that their roll exceeds. For example, if a player gets a score of 16, they get one rumor from each section below that score.

Skill Check



DC 5

Teatteri is being offered a place on the council. He and his troupe have done a lot for the town, so why not? (**True**)

It was a nasty accident that damaged the original traveling theater and injured Teatteri - nobody would want to see that again! (**False - the troupe engineered the "accident" so it could stay and investigate the shrine**)

The troupe is always so friendly and welcoming; it's changed the minds of some folks round here about how to live with others. (**True - the town is much more relaxed**)

One or two impressionable youngsters have tried to join the troupe, but they are always brought back by Teatteri. (**True - he doesn't want meddling children interfering with his find**)

DC 10

Teatteri and Vahti Upseeri have been seen spending a lot of time together recently - is there going to be a wedding in town? (**True, but not for the reasons the townsfolk believe - and there won't be a wedding!**)

Deacon Jhones is sometimes seen in hushed but heated discussion with the senior members of the troupe, as he's not a fan of their relaxed, hedonistic ways. (**True, but it's all an act**)

There's going to be a big crowd at the re-opening of the theater, including members of the regional council; they're important people, don't you know! (**True or False at the GM's discretion - perhaps they could arrive before just before the PCs investigate the theater and a doppelganger takes the place of one of them**)

Rebuilding the theater must have been expensive, but the troupe hasn't put on a play for a while. Teatteri must have deep pockets! (**True in a way - he's found some items in the crypt and persuaded some townsfolk to quietly back him through influence**)

DC 15

The troupe has been rehearsing as hard as it can for the next production - and the effects will be amazing. I've heard the sound of the wailing of the ghosts during rehearsals and my friend says he's seen the illusions being used. (**False. This is actually a young chaos beast that has become part of the troupe as a representative of Naytella**)

The reason Tyolainen and Salainen are so accommodating to Teatteri is because they owe him money after losing at cards to him. (**False**)

There was a rival to Teatteri in the theater group, but the pair had a midnight duel out of sight of the town and the rival never returned. (**False**)

The troupe really put upon Teatteri. He's such an accommodating man that the members get away with murder! (**False - Teatteri gives the impression of being lawful when he's actually more than happy for the troupe to constantly let its collective hair down**)

DC 20

The theater is on a piece of land that nobody else wanted because it is cursed - the accident wasn't the only one, but Teatteri doesn't want to admit it. (**False on both counts**)

Each new moon, the ghostly sound of revelers can be heard floating on even the lightest of winds (**Partially true - it's the troupe**)

Teatteri is a canny chap - he buries part of the takings in the churchyard of a lawful deity before leaving, so he knows he'll have at least some money available each time he comes back (**False or True depending on you, the GM - this could be a side quest or a foreshadowing**)

After a cart turned over when its dray-horses were spooked, two of the theater's "bouncers" came along and carefully organized the righting of the cart in an ordered way, steadied the animals, dealt with those involved in a calm and measured way, ensured the guard had a proper chance to take statements and then rode the horses back to the stables before providing witness statements. **(True, although this lawful stance is difficult for the members to keep up)**

DC 25

Teatteri and the troupe are stalked by a hideous creature, according to a friend of the cousin of the person recounting the rumor. **(False - the person who says this actually saw one of the doppelgangers in natural form for a very brief moment)**

There are tales of a very old theater once being on the site of the new one. However, everyone only knows and can only tell part of the story. **(True - add the details of this as you wish. You could have the PCs chasing around Bankside after minor details that seem important)**

The troupe always seems to win the locals around to its way of thinking, particularly when they are buying in the tavern. **(True)**

The vote is in the balance, but only because Deacon Jhones is so against the whole troupe. His influence is strong and lots of townsfolk listen to him. **(False, of course, given the whole council is made up of Teatteri's doppelgangers)**

DC 30

Another theater used to stand on the site, many years ago. But one evening, all the members of its company just disappeared. **(True - again, this could be foreshadowing or linked to the above rumor)**

Teatteri has sometimes been asked if he'll be doing guided tours of the theater, but he's always made excuses; the real reason is that he's found some valuable items and is keeping them for himself. **(True, but it's not what the locals think)**

All of the troupe are able to perform magic **(Not yet true, but it will be, thanks to Naytella)**

DC 35

Someone the speaker knows, but can't quite recall the name of, swears blind that she once saw High-reeve Salainen come through the front door twice without going back out again. **(True, as two of the doppelgangers got themselves mixed up)**

Someone the speaker knows, but can't quite recall the name

of, swears blind he was followed one evening by a monstrous spider with a humanoid face. **(False - it was an event due to a Dreamweaver spider)**

The party is told by a sharp-tongued individual that the entire town is going to wrack and ruin according to Deacon Jhones, but that even he isn't talking about the event as a whole any more. **(True, but the person that relates this is actually a doppelganger trying to tempt the PCs to the theater. If they uncover this level of rumors, they are a real threat in Teatteri's eyes)**

If the PCs are making a nuisance of themselves, either through attempting to investigate what is going on or by trying to become part of the troupe, Teatteri will eventually decide that they need to be dealt with. This will take the form of capturing the party, attempting to convert them and then dumping them miles from town with no real memory of anything untoward taking place. He and the troupe are not murderous, far from it. But the shrine does need to be protected at all costs as it is such a rare site.

All of the troupe are now sworn followers of Naytella with some of them now having taken levels in the Companion of Naytella class. Two of the doppelgangers have also recently committed - this is reflected in their new statistics. The two that have committed



generally play the roles of High-reeve Salainen and Vahti Upseeri. The two that are masquerading as Paja Tyolainen and Deacon Jhones will commit in 1d3+1 days.

Naytella is a free spirit and welcomes any to her fold if they are prepared to embrace a chaotic neutral lifestyle of acting, plays, wild entertainment and revelry. There are many ways to come to her and she is prepared to reward her most dedicated followers with various ways to draw others in.



Companion of Naytella

(Prestige Class)

Alignment: Chaotic Neutral

Hit Die: d6

Requirements

To become a Companion of Naytella, a character must fulfil at least one of the following criteria.

EITHER

5 ranks in at least two of the following skills:

Balance (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Perform (any) (Cha), Ride (Dex), Sleight of Hand (Dex), Tumble (Dex), Use Rope (Dex)

(Pathfinder characters need at least 5 ranks in Acrobatics in place of Balance and Tumble. A CMB of +5 or more is a substitute for Use Rope)

OR

5 ranks in at least one of the above skills AND the ability to cast arcane illusion spells

OR

5 ranks in one of the above skills AND the ability to cast spells from one of the following domains: Chaos, Penumbra, Shadow, Travel or Trickery

OR

One level of bard

Class Skills

A Companion of Naytella's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually)

(Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Tumble (Dex), Use Rope (Dex), Use Magic Device (Cha)

(Pathfinder characters use Acrobatics instead of Balance and Tumble, Linguistics instead of Decipher Script and Speak Language, Perception instead of Listen, and Stealth instead of Hide and Move Silently. Concentration is not a skill. Ropes are used through your CMB roll.)

Skill Points at Each Level

6 + Int modifier.

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	<i>Influence</i> 3/day; ranged <i>legerdemain</i> 1/day
2nd	+1	+0	+3	+3	Carefree Blaedsian; Skill Boost (Any +2)
3rd	+2	+1	+3	+3	Inspire Competence
4th	+3	+1	+4	+4	Breath Weapon (2d8)
5th	+3	+1	+4	+4	Ability Boost (Int +1, Cha +1)
6th	+4	+2	+5	+5	Grace; Skill Boost (Any +2)
7th	+5	+2	+5	+5	Bonus Feat (linked to original class) OR +1 level of any existing spellcasting class
8th	+6/+1	+2	+6	+6	Special Ability
9th	+6/+1	+3	+6	+6	Breath Weapon (4d8); Giving Your All
10th	+7/+2	+3	+7	+7	Disarming Mind; Instant Mastery

Class Features

All of the following are class features of the Companion of Naytella

Weapon and Armor Proficiency

A Companion of Naytella is proficient with all simple weapons, plus the kama, longsword, rapier, sap, short sword, shortbow, and whip. They usually use weapons that deal non-lethal damage or can trip and/or disarm foes. Companions of Naytella are proficient with light armor but not with shields. A Companion of Naytella can cast spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a Companion of Naytella wearing medium or

heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A Companion of Naytella still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Influence

A Companion of Naytella is able to cast the spell *influence* 3 times per day.

Ranged Legerdemain

A Companion of Naytella can perform one of the following class skills at a range of 30 feet: Handle Animal, Sleight of Hand or Use Rope. Working at a distance increases the normal skill check DC by 5, and a Companion of Naytella cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. (Pathfinder characters use their CMB in place of Use Rope and the check has a +5 difficulty)

A Companion of Naytella can use ranged legerdemain once per day. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Carefree Blaedsian (Su)

A Companion of Naytella applies her Charisma modifier (if positive) as a bonus on all saving throws

Skill Boost (Ex)

At 2nd level, a Companion of Naytella gains a +2 bonus to any one class skills. This happens again at 6th level.

Inspire Competence (Su)

At 3rd level, a Companion of Naytella is able to Inspire Confidence as the bard ability.

A Companion of Naytella with this ability is able to use music or poetics to help an ally succeed at a task as if he had at least 6 ranks in a Perform skill. If a Companion of Naytella has ranks in Perform but not this ability, he can add those skill ranks to the roll. If a Companion of Naytella already has this ability through being a bard, he gains +6 to his Perform check. The ally must be within 30 feet and able to see and hear the Companion of Naytella. The Companion of Naytella must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the Companion of Naytella's performance. Certain uses of this ability are infeasible. The effect lasts as long as the

Companion of Naytella concentrates, up to a maximum of 2 minutes. A Companion of Naytella can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Breath Weapon (Su)

At 4th level, a Companion of Naytella gains a minor breath weapon. The breath weapon deals 2d8 points of damage of sonic energy. This is a result of Companions quickly having to learn to project their voice during riotous revels. Being able to be heard over large crowds and hold conversations at noisy events strengthens the voice to impressive levels, making it as much a weapon as those they carry in their hands, and capable of delivering a moderate sonic attack.

At 9th level, the damage increases to 4d8.

Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Cha modifier.

The breath weapon can be either a line or a cone, as the Companion of Naytella chooses. A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long. Once chosen, it can not be changed until the 9th Level, when the shape is again decided upon. The choice takes training to be effective and only significant experience allows a Companion to reform the weapon.

Ability Boost (Ex)

On reaching 5th level, a Companion of Naytella's ability scores increase as follows: Int +1 and Cha +1

Grace

At 6th level, a Companion of Naytella gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a Companion of Naytella only when she is wearing no armor and not using a shield.

Special Abilities

At 8th level, a Companion of Naytella can choose one of these abilities:

Influence the Heart (Su)

A Companion of Naytella can use any Charisma based skills as if taking 20 at any time against creatures with an alignment opposite Chaotic Neutral. The Companion of Naytella does not attract an attack of opportunity and can use the ability even when under pressure and not

normally able to take 20.

Master of Energy (Su)

A Companion of Naytella is so in tune with spells containing the sonic descriptor that the saving throw against any sonic-described spells they cast is increased by +4

Practice Makes Perfect (Su)

This ability allows a Companion of Naytella to temporarily transfer one or more of his Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the Companion of Naytella cannot use the transferred power. He can transfer any of his Companion of Naytella powers except spellcasting.

Giving Your All (Su)

This ability gives a Companion of Naytella a +1 insight bonus to all saves and to EITHER his Attack OR Armor Class score

Disarming Mind (Ex)

At 10th level, if a Companion of Naytella is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally

Instant Mastery

This ability gives the Companion of Naytella 4 ranks of a skill in which the character has no ranks.



Influence

Enchantment (Compulsion), [Language-Dependent, Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. per level)

Target: One living creature

Duration: 1 day/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the decisions of the target creature by emphasizing the self-satisfying benefits of a pleasurable action that the individual was considering doing anyway, such as buying something, attending an event or eating/drinking just a little more than they intended, and just needed further convincing (limited to a sentence or two). The emphasis must be worded in such a manner as to make the activity sound even more reasonable than it originally did. Asking the creature to do some obviously non-enjoyable act automatically negates the effect of the spell.

The emphasized course of activity can continue for the entire duration. If the highlighted activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

An extremely pleasurable reason to do something causes the save to be made with a penalty (such as -1 or -2).

Material Component

A loop of writing material with the activity to be completed written on the outside and the exact opposite, crossed through with a single line, on the inside.

Around Town

If the party move around Bankside gathering rumors, they are likely to come across flyers advertising the theater's opening production, "The Haunting of Rybalka Lodge", a grisly tale of murder, ghostly apparitions and mayhem. These flyers are actually minor magic items with the ability to influence the townsfolk to go and buy a ticket - most are interested and these tip the balance. Teatteri plans for a few fantastic shows on the days before the vote, to keep the townsfolk on his side.

Flyers of Influence

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 3,000 gp for 50 flyers; **Weight** 1/2 lb for 50 flyers

DESCRIPTION

These flyers are designed to make people do something they are already inclined to do but are hesitating, such as buy something, see an event or have some more food and/or drink when eating out. A person has to make a **Will save DC 12** to not immediately go and do the described action.

If you would like to include a story-based element to the creation of this item, any ink used should contain half-a-dozen drops of blood from any creature that is able to naturally distract or influence the mind, for example an aboleth, dryad or night hag.

CONSTRUCTION

Requirements Craft Wondrous Item, *influence*; **Cost** 1,500 gp



High-reeve Salainen

If the party decides to pay High-reeve Salainen a call, it will of course encounter a doppelganger. This one has become a Companion of Naytella, it being rather taken with the ability to have individuals be more inclined to do what it asks them. The creature has a number of points to make, and is extremely positive about the troupe as a whole.

1. Teatteri is keen to get a place on the council and reinforce his relationship with the town. This is up to the community to decide.

2. When it finally re-opens, the theater will be a great way of attracting other people to the town; the party is a clear example of that.

3. So far the theater has passed every "test" that has been put in front of it with regard to becoming integrated into town life, but there will be more to prove once the theater is open.

4. The only concern "he" has is that the troupe isn't seen as a disruptive force by any members of the community. With the vote coming up, a minority of objectors are becoming quite vocal, whilst the silent majority seem to be enjoying the whole process, regularly toasting the yet-to-be-achieved victory.

"He" seems mostly in favor of Teatteri's Troubadours staying in Bankside, but will abide by the result of the vote if asked about this..

Combat

Doppelganger Companion of Naytella pg 34

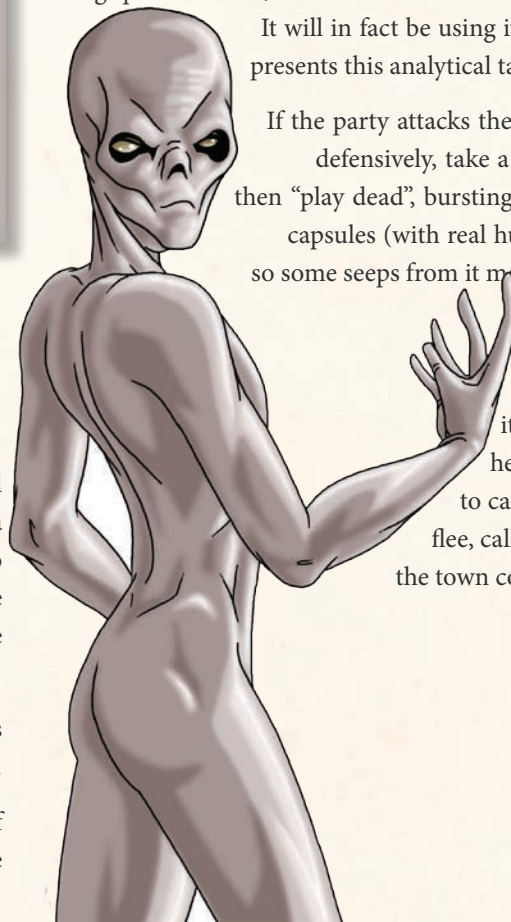


The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Salainen for some long while and is fully versed in his history. It will state that the theater is still under probation, but that all is going well.

When talking with the party, it will make extensive notes, claiming to use them as part of the decision-making process. It will pause and seem to read these thoroughly every now and then, asking questions like, "Does this and this mean you think this?"

It will in fact be using its *detect thoughts* and presents this analytical tactic as a screen.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then "play dead", bursting two theatrical blood capsules (with real human blood in them) so some seeps from it mouth and nose. In this state, its bluff and disguise checks are at their maximum as it is acting. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from the town council workers.



Deacon Jhones

Any time the PCs get to talk with Deacon Jhones, they will encounter a doppelganger in his place. As the deacon, it has a number of well-rehearsed points to make and is very difficult to shake from these. These views include:

1. The theater is no place for worshipers to spend their time. The players are a chaotic bunch of ne'er-do-wells
2. Whilst the troupe may have brought business to Bankside, its members also encourage lax and carefree ways, when what this town needs is hard workers who aren't prepared to go without to help others
3. Yes, young people have been returned, but how long before one isn't?
4. The town did quiet nicely without a permanent theater and the occasional visit was good for spirits. But now the towns folk are distracted.

"He" is clearly against of Teatteri's Troubadours staying in Bankside. Feel free to include any other points you wish. Of course, this isn't the real Deacon Jhones, it is an accomplished doppelganger!

Combat

Doppelganger pg 35



The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Deacon Jhones for some long while and is fully versed in his history. It will talk of the need to find out what is going on at the theater, siting the influence the troupe seems to have over the town. Then it will ask if the party minds it casting *detect thoughts* as it is about to reveal sensitive information and, as Deacon Jhones, it doesn't want to compromise itself.

If a PC queries this because "he knows" this isn't usually a clerical spell, the doppelganger Deacon Jhones will state instantly that it is a follower of whatever deity you use that has the Knowledge domain as one of its possible paths. The creature has used this ploy many times before.

The doppelganger will be assessing the strength of the party and broadly checking on the inclination of each of its members. It will relate this information to Teatteri, the troupe and the other doppelgangers. Its aim is to establish if the PCs are a threat that needs eliminating or converting and recruiting. Either way, it will sense if the PCs are considering going to the theater. If they are, it

will give them one of the flyers to try and push them over. If they aren't it suggests that is the way to find out what the troupe is up to and offer to give the PCs a potion of *cure light wounds* each in case the theater is trapped.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then "play dead", bursting two theatrical blood capsules (with real human blood in them) so some seeps from it mouth and nose. In this state, its bluff and disguise checks are at their maximum as it is acting. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from other church members.

Vahti Upseeri

If the party decides to pay Vahti Upseeri, the chief of the local guard force, a call, it will of course encounter another doppelganger. This one has become a Companion of Naytella, it being rather taken with the ability to further influence creatures. The creature has a number of points to make, and is rather relaxed about the troupe as a whole.

1. Although it seems counter-intuitive, the town has become much calmer in general since the troupe arrived and demonstrated a more relaxed way of living.
2. Some impressionable youngsters have tried to join the troupe, but Villiem always brings them back.
3. Other than the odd bout of drunken revelry, not a single member of the troupe has caused any legal problems, which is more than can be said for most wandering groups.

4. Vahti laughs at any suggestion that she and Teatteri are involved. She emphasizes that she prefers her freedom as she stares directly into the eyes of the most charismatic member of the party.

"She" is clearly in favor of Teatteri's Troubadours staying in Bankside.

Combat

Doppelganger Companion of Naytella pg 34



The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Vahti Upseeri for some long while and is fully versed in her history. It will state that there is no need to find out what is going on at the theater, siting the influence the troupe seems to have over the town and claiming Deacon Jhones is over-reacting.

When talking with the party, it will produce a dagger with a

sapphire in the pommel, claiming it to be a token of her guard-leader training school. It will state that the gem allows her to cast *zone of truth* and that “she” would like to do so as she is revealing personal information to the party and wants to make sure they are being fair and square with her. This will in fact allow it to use its *detect thoughts* and know if the PCs are telling the truth or not.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then “play dead”, bursting two theatrical blood capsules (with real human blood in them) so some seeps from it mouth and nose. In this state, its bluff and disguise checks are at their maximum as it is acting. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from the town guards.

Paja Tyolainen

If the party decides to pay Paja Tyolainen, the chief of the local guild structure, a call, it will of course find another doppelganger. This one has yet to become a Companion of Naytella. As with “Vahti Upseeri”, the creature has a number of points to make, and is also rather relaxed about the Troubadours.

1. The rebuilding of the theater has been good for business and the street entertainment provided by the troupe has kept everybody happy

2. By showing people that they can achieve all they need to at work AND enjoy themselves afterwards, the troupe has also boosted sales in taverns and other places of entertainment.

3. The theater will be a great place for individuals to let their hair down after a long period of work.

4. Dinner or a party with Villiem is always an event but he hasn’t bought anyone’s vote, something Paja promises.

“He” is clearly in favor of Teatteri’s Troubadours staying in Bankside.

Combat

Doppelganger pg 35



The creature will answer as many questions as the PCs choose to ask - it has been sifting through the thoughts and memories of the real Paja Tyolainen for some long while and is fully versed in his history. It will state that the theater is above board and that its removal would make a real dent in the economy. The creature claims Deacon Jhones is in the minority. But if he happened to be correct, that would be terrible!



When talking with the party, it will produce a ring with a small ruby set in it, claiming it to be a *ring of discern lies*. It will state that the ring allows him to tell if those he deals with in any form of business are being honest with him and that “he” would like to do so as the party is new to him. This will in fact allow it to use its *detect thoughts* and know if the PCs are telling the truth or not.

If the party attacks the creature, it will fight defensively, take a couple of blows, and then “play dead”, bursting two theatrical blood capsules (with real human blood in them) so some seeps from it mouth and nose. In this state, its bluff and disguise checks are at their maximum as it is acting. If the party hesitates but then looks to carry on fighting, it will flee, calling out for help from 4 guild guardsmen.

Around and about

Eventually, the PCs should approach the theater, whether to find out what is going on as Deacon Jhones has asked, or just out of curiosity. If they need further pushing, Teatteri and the doppelgangers have a back-up plan; the doppelgangers deliberately allow themselves to be seen as the same member of the town council in two (or more) places at the same time, or at least at slightly different times that make it very unlikely the person could’ve easily got from Point A to Point B in the time available.

Alternatively, if the PCs prove slow in going to the theater, have a few members of the troupe be eating and drinking in the same place as the PCs. The troupe members that are Companions of Naytella can use *influence* on the PCs, encouraging them to come to the theater at some point to have look around and join the troupe's usual revelry - "In fact, why not later this evening?" If they are still reluctant, one of the troupe's young bards will attempt to steal something particularly shiny and/or gaudy (rather than overly expensive) from the party before fleeing. The doppelgangers will look like the bard and allow themselves to be seen before scattering, whilst other troupe bards and Companions will be disguised as the young thief and be spotted in a variety of places. As soon as they are out of sight of the party, the doppelgangers will morph back into their usual council member and the troupe members revert to themselves. At a crucial moment, Teatteri will come round a corner and bump into the party. He'll listen to its story, be hugely apologetic, and offer to escort them to the theater straightaway to deal with the youngster.

Remember, most are all well-versed in bluff, disguise and where applicable, perform.

One of these should pique the party's interest. However, have the "four council members" be seen heading towards or into the theater at some point in this exercise if the party really needs encouragement.

The Theater

The theater is a new building, bright and enticing, with a number of lanterns around the roof overhang and large pole-mounted braziers at each corner. These have *continual flames* in them which switch between various prismatic colors depending on the time before the next performance, with red indicating a play will start in the next 60 minutes. At present, they are all blue, meaning there will be a performance 4 days. The lanterns also have *continual flames* in them, but are a soft, golden color. The lanterns all have hoods to cut off the light if the troupe so chooses. They are also designed to momentarily "turn off" if too many moths come close to them.

The theater is roughly 70 feet wide by 120 feet long, excluding a wide, sweeping staircase up to the front doors. This raises the building about 4 feet off the ground, and a Knowledge (architecture and engineering) or appropriate Craft DC 15 roll reveals the building shows signs of a windowless basement beneath the theater itself.

Although members of the troupe are listed in some areas, they will react to what the party does and don't remain static. They

will move towards the party and attempt to subdue it if possible. The troupe isn't healing-rich, as it hasn't had any need to be so far. Consequently, members will retreat if they can, which isn't difficult on this level. If they can escape, they will do so. Teatteri has a contingency plan in place for those members of the troupe that get away.

1 - The Staircase

The staircase is designed to gather theater-goers together as they approach three doors into the main building. They can be trapped if needed, although they won't be when the PCs first use them to approach the doors. They WILL be trapped when the PCs next use them. Teatteri will state that the trap is usually set at night to prevent people breaking into the theater.

When the trap is activated, the steps open to drop people into a shallow pit, then slam shut. Once in the pit, there is no immediate way to open the steps, as the activation lever is behind the counter in the foyer. One of the troupe checks the pit each morning.

Camouflaged Pit Trap

CR 1; mechanical; **location** trigger; **manual** reset;

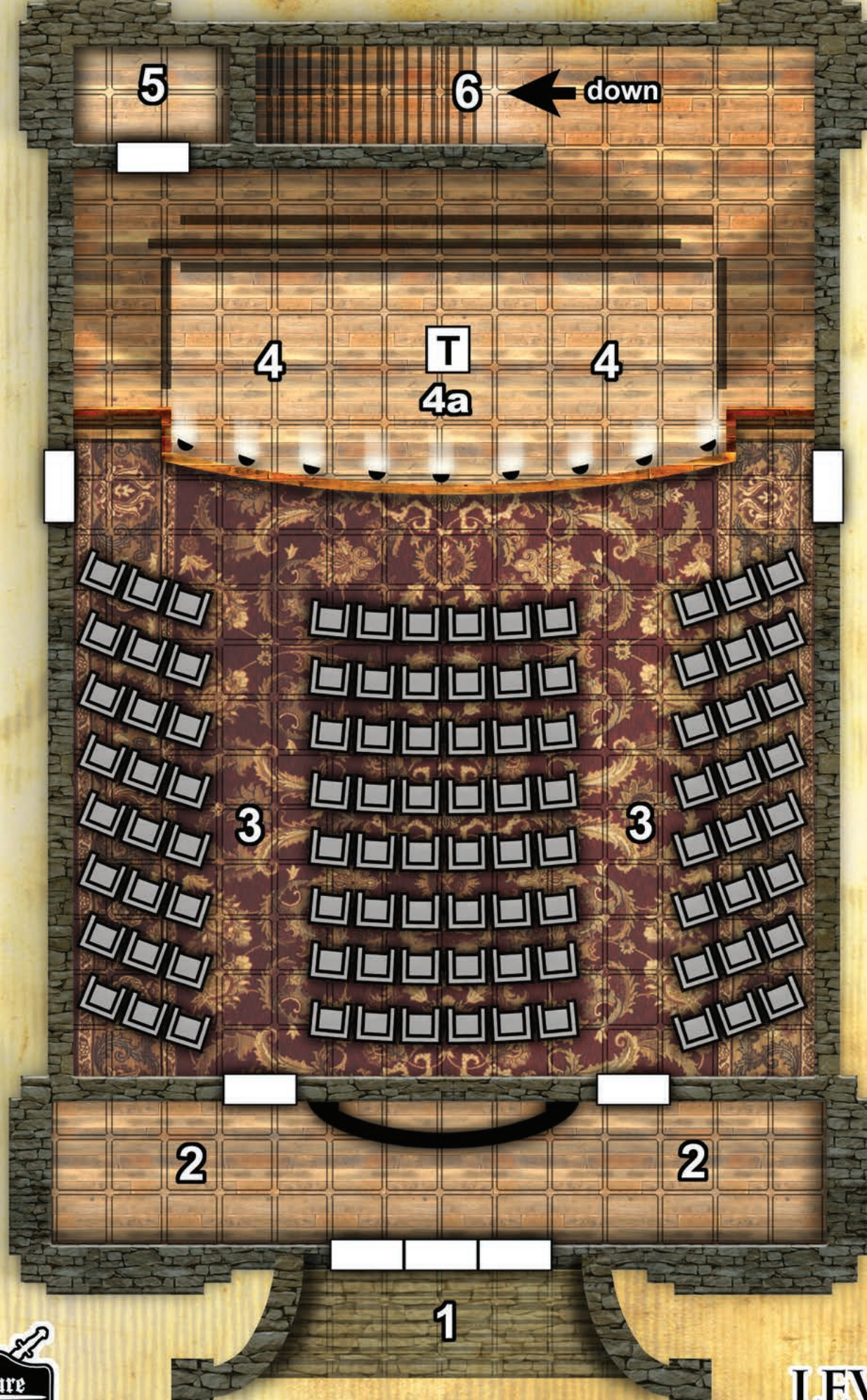
DC 20 **Reflex save** avoids; 8 ft. deep (1d3, fall), cover shuts without method to open;

Search/Perception DC 24; **Disable Device** DC 20.



Each of the doors has a poster on it, the marquee, describing the upcoming play. These have more details on them than the flyers, but do a similar job more effectively. They have a removable material strap across them showing the date of the next performance due to take place in 4 days.





LEVEL 1

ONE SQUARE EQUALS 5 FEET



Poster of Influence

Aura Moderate conjuration; **CL** 5th

Slot none; **Price** 1,125 gp per poster; **Weight** 1/20 lb

DESCRIPTION

These posters are designed to make people do something they are already inclined to do but are hesitating, such as buy something, see an event or have some more food and/or drink when eating out. A person has to make a **Will save DC 14** to not immediately go and do the described action.

If you would like to include a story-based element to the creation of this item, any ink used should contain a dozen drops of blood from any creature that is able to naturally distract or influence the mind. Suggestions include an aboleth, dryad or night hag.

CONSTRUCTION

Requirements Craft Wondrous Item, *influence*; **Cost** 562 gp

The doors can also be trapped to prevent thieves from leaving at high speed. The door frames have thin grooves cut in them that allow razor-wire to be pulled down from the lintel above. Each doorway has wire pulled down to a height of 2 feet 6 inches and 5 feet 6 inches. The wires are off-set by about 4 inches, so the lower razor-wire doesn't stop a taller person running into the higher one. There is a single activation button for all three sets of wires, which is behind the counter in the foyer.

Razor-Wires across Hallway (3)

CR 1; mechanical; **location** trigger; **no** reset;

Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares);

Search/Perception DC 22; **Disable Device** DC 15.

2- The Foyer

The foyer is a spacious area, designed to make people feel comfortable once they are inside. There are pictures of various members of the troupe, describing their roles. Villiem Teatteri's picture is the most prominent; a handsome man with a twinkle in his eye. His painting is magically able to let the image wink once every few minutes. It also contains the box office, behind a curved counter.

On the walls about 15 feet either side of the doors are *magic mouths* which give an over-view of the forthcoming play. They are designed to be heard over the sound of a crowd, so will seem loud

when just the PCs are in the foyer and perhaps attempting to move about quietly.

The counter top can be trapped, to prevent any attempted robbery when the theater is taking money just before a production starts. What is in effect a portcullis drops down from the ceiling and can trap someone leaning over the counter.

Portcullis Trap

CR 1; mechanical; **location** trigger; **manual** reset;

Atk +10 melee (3d6); **Search/Perception** DC 20; **Disable device** DC 20.

Note: Damage applies only to those underneath the portcullis. Portcullis blocks access to behind the counter.

Behind the foyer counter is an empty cash-box and a series of tickets of different colors. These relate to the seat inside, the material of the seats being the same color as the ticket. Remember, the triggers for the traps outside the theater and in the doorways are behind the counter.

3 - The Auditorium

The two doors leading into the auditorium/seating area can be trapped, and will be if the PCs try to leave this way. A number of small darts are fired from within the door frames. However, when the doors are first used to get into the auditorium, they will be safe.

Fusillade of Darts

CR 1; mechanical; **location** trigger; **manual** reset;

Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares);

Search/Perception DC 14; **Disable Device** DC 20.

Once the PCs pass through them, the doors will lock behind them. The activation triggers to both lock the doors and set the traps are on the stage.

Skill Check

Open Lock/Disable Device roll DC 18 to open the doors again.

If the party is in pursuit of various “town council members”, they will see them on the stage retreating behind the flats/side scenery panels on the stage. If the party is just investigating the theater, it will see the “council members” on stage in heated discussion, along with Teatteri and some other troupe members. They will turn and look at the party as it enters the auditorium/seating area, and scatter backstage.

The auditorium is a plush space, with a new carpet covering the entire floor and seating for 96 people. There are 2 doors to the sides of the auditorium, near the stage, but each of these is disguised outside and inside as part of the walls. A Search/Perception roll DC 18 will find them, Spot/Perception roll DC 22 will notice them. Both are locked, with the release mechanism on stage next to the switches near the levers that activate the traps and locks on the doors leading in to the auditorium. All of these are on the wall near the door to the shop/storage area behind the stage.

4- The Stage

The apron/curved front of the stage has an arc of lime-lights on it. These are small braziers with powdered lime in them that is flammable. Each is lit during the performance to provide light as it slowly burns. If the unit is ripped from the stage (a Strength check DC 15) it can be thrown by someone or something and, if it hits, it acts like a weak form of alchemist’s fire. You can throw a lime-light as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

Lime-light Missile

A direct hit deals 1d3 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d2 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a **DC 12 Reflex save**. Rolling on the ground provides the target a +2 bonus on the save. Magically extinguishing the flames automatically smothers the fire.

Each side of the stage are thick, heavy woolen legs/curtains, which prevent views down the wings/sides of the stage area and muffle sound. These are trapped to act like nets if anyone unauthorized moves them about.



Large Heavy Curtain Trap

CR 2; mechanical; location trigger; manual reset;

Atk +5 melee; Characters in 10-ft. square are grappled by the curtain (Str 18) if they fail a **DC 14 Reflex save**.

Search/Perception DC 20; Disable Device DC 25.

An iron security curtain can run across the apron/curved stage area and comes from the Proscenium arch/front-of-stage surround. It is fairly lightweight as it is flat enough to roll. Anyone that crosses from the apron to the downstage area triggers the falling iron curtain.

Iron Curtain from Ceiling

CR 2; mechanical; touch trigger; repair reset;

Atk +12 melee (2d4, iron curtain); multiple targets (all targets in 10 adjacent 5-ft. squares);

Search/Perception DC 20; Disable Device DC 20.

The wings/sides of the stage are empty and allow access to the back of the stage. The flats/side scenery panels rotate 360 degrees on a central pivot. At present, one side depicts a busy, bustling, snowy town on the edge of a winter woodland whilst the other shows flames licking up a wall and a malevolent spirit floating over burning-but-alive humanoids.

These are trapped to spin and strike unsuspecting characters. They are straightforward enough to secure and avoid.

Swinging Flat Trap (6)

CR 1; mechanical; touch trigger; manual reset;

Atk +7 melee (2d4, wooden panel;

Search/Perception DC 20; Disable Device DC 20.

The three backdrops/rear scenery boards depict a number of rural and woodland scenes, one on each side of the boards. One of them shows a thriving forestry-based town, the others show the lodge that is the center of the play in various conditions. The backdrops have been trapped to fall if not properly propped up.

Falling Backdrops/Rear Scenery (3 backdrops make one trap)

CR 2; mechanical; **touch** trigger; **repair** reset;

Atk +12 melee (2d6, panels); multiple targets (all targets in 10 adjacent 5-ft. squares);

Search/Perception DC 20; **Disable Device** DC 20.

Above the stage is a fly system/wooden rig which allows various items to be lowered onto the stage for use and raised when not needed, using ropes and pulleys. A number of heavy sandbags are trapped to fall if tripwires aren't avoided.

Sandbag Trap (6)

CR 1; mechanical; **proximity** trigger; **manual** reset;

Atk +10 ranged (1d6/19-20, x2, sandbag) targets one 5-ft. area;

Search/Perception DC 20; **Disable Device** DC 20.

4a - The Trapdoor

In the middle of the stage, a little closer to the back than the front, is a camouflaged trapdoor that drops into the trap-room, a 15 feet by 15 feet area on the level below. The way out in the trap-room is straightforward to find.

Camouflaged Pit Trap

CR 1; mechanical; **location** trigger; **manual** reset;

DC 20 **Reflex** save avoids; 10 ft. deep (1d6, fall);

Search/Perception DC 24; **Disable Device** DC 20.

5 - The Prop Room

This room contains various items that would add realism to any production. Many items that can be found on the general equipment list can be found here, but it will take a **Search/Perception** DC 12 roll for a PC to be able to lay his hands on something specific due to the quantity of items in this small room. However, pretty much every item here is a prop and will only serve its expected purpose

for 1d2+1 rounds before breaking in many pieces.

Two items do radiate magic; one is a *Hat of Disguise*, the other is a pair of white, felt boots that is part of a dismantled material construct. This second item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

As the party approaches the stage, they will hear singing; a song of courage and valor floats over the auditorium. Then a number of members of the troupe appear. They are laughing, joking together, and seem to welcome the party to the theater as they approach it. They are in costume, all appearing to be village guards of some kind. Their uniform has a crest on it, two mining picks over a longboat. The whips in the hands of three of them and saps at the waists of all look functional. But over all of that is the singing.

Combat

Voimistella pg 39

Stydi Varustaa pg 39

Lihäs pg 39

Keino Jekku pg 39

TACTICS

Keino will drink the *potion of mage armor* as the party approaches. She will drink the *potion of protection from law* depending on the nature of the party. Either she will be aware of this if the PCs have interacted with any of the doppelgangers or she will make a judgement call based on the PCs' actions.

As soon as the party appears in the auditorium, Voimistella will start to sing for up to 2 rounds; all attacks and damage rolls have a +1 morale bonus whilst saves against charm and fear spells also have a +1 morale bonus. The effects last for the 2 rounds that the singing occurs and 5 rounds afterwards, for a total of 7 rounds.

The quartet are fighting to disarm and disable the party, in order to get them drunk and convert them to the ways of Naytella, and so only deal non-lethal damage. If they get low on hit points, they will look to retreat to the level below.

6 - The Stairway Down

If the party chases any retreating adversary down the stairs, they find that they are trapped 3 steps down.



Tripping Chain and Fall

CR 3; mechanical; location trigger; automatic reset;

multiple traps (tripping, melee attack, and fall); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain), **DC 20 Reflex save** avoids fall down stairs (20 ft. slope, 1d6, fall) ;

Search/Perception DC 15; Disable Device DC 18.

Note: This trap is really one CR 1 trap that trips, a second CR 1 trap that attacks with a spiked chain and a third CR 1 trap that deals damage the same as a 10 ft fall. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone. If the spiked chain attack succeeds, the Reflex save is +2 due to the distraction.

There is low light down the stairway, coming from the stage.

The Living and Storage Areas

Although members of the troupe are listed in some areas, they will react to what the party does and don't remain static. They will move towards the party and attempt to subdue it if possible. The troupe isn't healing-rich, as it hasn't had any need to be so far. Consequently, members will retreat if they can, which isn't difficult on this level. If they can escape upwards, they will do so. Teatteri has a contingency plan in place for those members of the troupe that get away.

As soon as he is aware of the party, Koomiko will start to sing for up to 3 rounds; all attacks and damage rolls have a +1 morale bonus whilst saves against charm and fear spells also have a +1 morale bonus. The effects last for the 3 rounds that the singing occurs and 5 rounds afterwards, for a total of 8 rounds.

7 - The Stairs Down

As the party reaches the bottom of the stairs, they will find themselves under attack. Someone is firing solid-rubber-tipped arrows at them from further down the corridor. These arrows are designed to cause non-lethal damage. They are being fired at by Nuoli Mainen, an urban ranger used to protecting buildings. On looking around the corner, they may also see any characters that managed to flee from the fight on the stage.

8 - The Trapdoor Room

Anyone that falls through the trap-door on the stage will find themselves facing Tyrmata, a former monk who will commit to Naytella as soon as he is able. The other members of the troupe will move towards any fighting that begins. As before, they are looking to disarm and disable the party.

9 - The Dining Space

The area that the corridor from the stage and the trap room lead into is a dining room and recreational space. There are two long tables, each spacious enough to seat 10 people, 4 on each side and 1 at each end. There are cards on the table nearest the trap room, each of them a thin, stiff bone-like substance. Half-a-dozen of them face down, half-a-dozen face up. If viewed from the head of the table (near the exit from the corridor) they are set up as if the numbers of a clock, with a dagger stuck in the table above one of them. If anyone checks, they radiate strong magic of multiple schools. They are from a *deck of many things*.

The card with the dagger next to it is face up, in the position of 'number 1'. It is the Comet. The next 3 cards are face down - they are Euryale, the Fates and Flames, in that order. Card 5 is face up and is the Gem. Card 6 is face down and is the Idiot. Card 7 is face up and is the Rogue. Card 8 is also face up and is the Ruin. Card 9 is face down and is the Star. Cards 10 and 11 are face up and are the Talons and Throne respectively. Card 12 is face down and is the Vizier.

A PC finds they are able to turn over as many of the face down cards as they choose. A Spot/Perception DC 10 roll allows them to notice that the cards that are face up are in alphabetical order. No matter what happens in this room, the cards remain in place. They are a gift from Naytella that Teatteri hasn't fully used yet after finding them on the shrine and following her instructions on what to do with them.

Any character that draws the Flames will be plagued by a demon for the rest of their lives. The demon isn't quite sure why it dislikes the PC if it is ever questioned, but it just has a sense that all is not well between them. Depending on the level of the character, the demon will appear in a different form. After all, it is following its own career as well, starting as a the lowest form of dretch and working its way up through the levels of demonic power. The table below shows a suggested level it has reached to match the PC's level:

LEVEL 2

ONE SQUARE EQUALS 5 FEET



Demon Possibilities



PC Level	Demon	CR	HD	Comments
2	Dretch	2	2	Standard
3	Quasit	3	5	Standard +2 HD
4	Hala	4	5	Standard (Accessory)
5	Brimorak	5	6	Standard (3rd party)
6	Babau	6	7	Standard
7	Succubus	7	8	Standard
8	Nabasu	8	9	Standard
9	Vrock	9	10	Standard
10	Klavakus	10	10	Standard
11	Hezrou	11	10	Standard
12	Omox	12	13	Standard
13	Glabrezu	13	12	Standard
14	Nalfeshnee	14	14	Standard
15	Seraptis	15	15	Standard (Accessory)
16	Shemhazian	16	17	Standard
17	Marilith	17	16	Standard
18	Choronzon	18	20	Standard (3rd party)
19	Vrolikai	19	19	Standard
20	Balor	20	20	Standard

These are just suggestions for maintaining the enmity. It can of course end the first time the PC fully defeats the demon if you so choose.

9a - Weaponry

Leading off the dining area is a room that contains odds and ends of martial equipment, all of it standard and most of it usable with the feat Weapon Finesse, if as GM you would like to include anything in particular. The troupe isn't wealthy by any means, and isn't inclined to go looking for a fight anywhere, so this room doesn't have a lot in it. If the PCs haven't dealt with them previously, one of the doppelgangers is here, tied up and in the form of Vahti Upseeri. It will be very grateful to be released and will delay the PCs if possible, giving the troupe time to re-group. It will also follow the PCs and ambush them later, if it is allowed to do so. Remember, this particular creature is a Companion of Naytella - in fact, it has used its ranged legerdemain for the day to tie itself up. It may not have employed all its uses of its *influence* ability.

Combat



Doppelganger Companion of Naytella pg 34

10 - Hallway

This open space has a large rug in the middle of it. It is relatively new and doesn't yet have a trail across it where people have walked. It also has *magic aura* cast on it. If the PCs check for this, they may believe it is another trap.

11 - The Meeting Room and Study

The door to the inner area is covered by a wall hanging. Inside it, the PCs find that it has a number of items in it, all stored on, around or in a desk. There are also three chairs. The desk is locked, but an Open Locks/Disable Device DC 15 roll bypasses that. There is also a needle trap in each of the two handles that open a drawer and lower the writing flap.



Poison Needle Trap

CR 1; mechanical; touch trigger; manual reset;

Atk +8 ranged (1 plus poison, needle); poison [pixie sleeping salve, DC 15 **Fortitude** save resists (poison only), sleep (as per spell)/sleep (as per spell)]

Search Perception DC 22; **Disable Device** DC 20.

Within the desk are details of Teatteri's search for the shrine, a potion of *cure serious wounds* and 2 of *cure light wounds*, a *feather token* (bird), and various bags of coins including 10 pp, 125 gp, 320 sp and 200 cp. There are also a dozen scripts for the play "The Haunting of Rybalka Lodge". A Knowledge (history) DC 18 or Perform (acting) DC 15 roll will reveal that it is actually a very good play; the story is extremely well written and the characterization dramatic; it is sure to be a hit if performed well. The covers show that it was written by an infamous bard named "Yann o' Fannell, son of Fort Alden". A bardic knowledge DC 12 roll will reveal that Yann o' Fannell to be a writer of several successful horror stories based on the true accounts of the clearance of unwanted undead.

This room also contains a white, felt shirt that is part of a

dismantled material construct. This item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

12 - Teatteri's Outer Rooms

The wall below the tables has a false section, which can be found with a Search/Perception DC 12 roll. It slides easily to one side. Beyond it, a variety of theatrical props and stage scenes are stored. These are carefully balanced on raised platforms to prevent them getting damp or kicked. If care isn't taken they can be toppled and will inflict damage as a heavy flail trap. The Disable Device roll reflects the weight of the items and the need to take great care when moving them.

Toppling Flaps

CR 3; mechanical; **timed** trigger; **automatic** reset;

Atk +15 melee (1d10+8/19-20, multiple falling flaps act as a heavy flail);

Search/Perception DC 15; **Disable Device** DC 27.



Further along this room is Teatteri's living quarters. It is fairly spartan, with a bed, wardrobe containing both day-to-day clothes and some costumes (1d3+3, 1d4x50 gp each) that would allow him to mix in higher circles of Bankside society. Teatteri is currently on a lower level, so the door to his more secure storage room is locked. An Open Locks/Disable Device DC 18 roll will get past the lock, although it is also trapped. There are false hinges on the outside of the door, making it look like the handle has to be pulled to open it. In fact the real hinges are inside and the door has to be pushed. The handle is actually very fragile; it is hollow and easily broken under any gripping pressure. It contains brown mold.

Box of Brown Mold

CR 2; mechanical; **touch** trigger (damaging the handle); **automatic** reset;

5-ft. cold aura (3d6, cold nonlethal);

Search/Perception DC 22; **Disable Device** DC 16.



13 E 14 - Bathrooms

The two rooms that are opposite the entrance to the trap room are both bathrooms and contain nothing of any particular interest. If anyone wishes to *reduce* themselves and investigate a waste pipe, allow them to. Reward their efforts with 1d3 copper pieces in the first pipe and a bone comb in the second. The third can contain a standard rat that scuttles away with something in its mouth as the PC approaches, but this means nothing.

15 E 16 - Bedrooms

These two areas are bedrooms for 4 people. These are plain and functional, with standard clothes and other minor personal possessions. There are no signs of any out-and-out valuable items here; indeed, every penny has been put back into the rebuilding of the theater and shrine, with the money in Teatteri's office the entire worth of the whole troupe. Teatteri may be chaotic, but he's not dishonest, and the troupe are currently happy to pool their income. Feel free to include any items which you'd like the PCs to find to show these are fairly ordinary people in an unusual situation.

17 - Main Bedroom

The room at the top of the floor-plan contains 3 beds and 3 wardrobes. The first wardrobe holds the utilitarian outfits of a druid, the next the clothes of a cleric, with the image of a smiling theater mask positioned above and partially in front of a frowning version, with both of them over a goblet pouring liquid from it. The final wardrobe has the slightly brighter clothes of some kind of arcane spellcaster.

This room also contains a pair of white, felt trousers that is part of a dismantled material construct. This item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

18 & 19 - Bedrooms

The next two rooms are also bedrooms for 4 people, pretty much identical to areas 15 and 16. Again, these are plain and functional, with standard clothes and other minor personal possessions. There are no signs of any out-and-out valuable items here; indeed, because every penny has been put back into the rebuilding of the theater and shrine. Feel free to include any items which you'd like the PCs to find to show these are fairly ordinary people in an unusual situation.

20 - Kitchen

The room next to the second bathroom is the kitchen, which has enough utensils to feed about 20 people. There are sacks and bags of food from several shops in Bankside as well as small tuns of wine, mead and beer. A dozen pouches of aromatic tobaccos are also stored here. At the back of the room is a trap door which leads down to a small chilled compartment holding various meats. In the floor of this room is another trap door which opens to reveal a 10 feet drop to the floor of the crypt and shrine area. This can either be climbed down or tumbled down/acrobatically descended with a DC 10 roll.

Feel free to have Koomiko, Tarina Jutta and Taino Mainen come from any rooms you choose. They will respond as soon as they hear sounds of fighting OR the footfalls and warning shout from anyone coming down from the stage area. This will require a **Listen/Perception DC 20 roll** on the first round, decreasing by 3 for each round after that. Whilst chaotically aligned, they are not disorganised, and are prepared for the approach of the PCs to a certain extent. They are necessarily expecting them to appear in this area, hence the round or two it takes for them to respond, but they will still look to deal non-lethal damage and to overwhelm the PCs for conversion.

Nuoli and Taino are related, but through a wide-ranging clan link rather than immediate family. Each will help the other if they see the aims of Naytella being furthered, otherwise the troupe comes first.

Combat

Nuoli Mainen pg 40

Tyrmata pg 40

Koomiko pg 40

Tarina Jutta pg 41

Taino Mainen pg 41



The Shrine and Crypt

There are several members of the troupe on this level, tending to the shrine or maintaining the crypt as it should be. The real Deacon Jhones is on this level, along with two doppelgangers posing as Paja Tyolainen and High-reeve Salainen. Deacon Jhones is at the most southern point (Area 27), "Tyolainen" at the end of the narrow passageway pointing directly north-east (Area 24) and "Salainen" at the most northern point (Area 25).

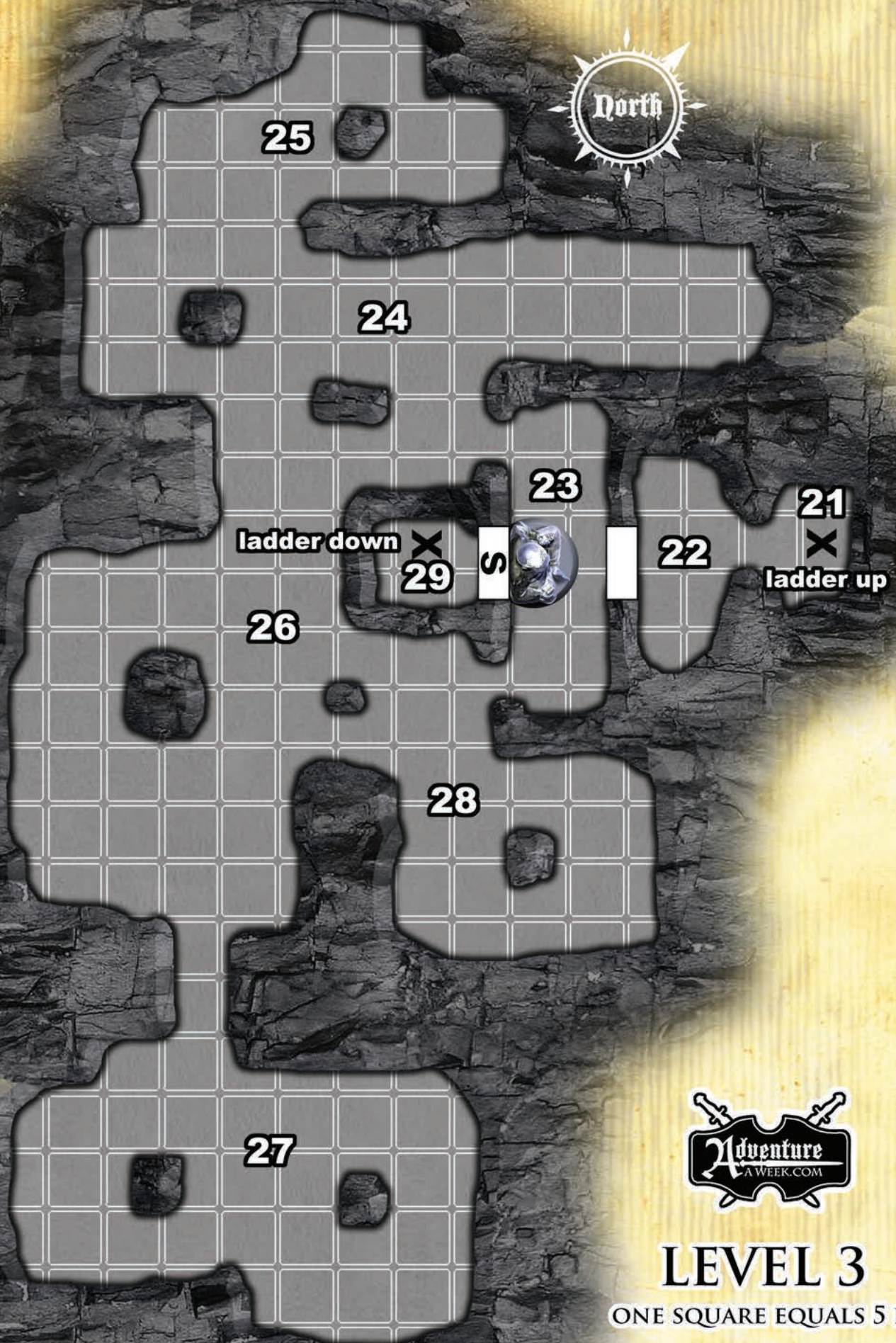
Each area is lined with skulls on shelves carved into the walls of the crypt. There seems to be no logic to who has carved what where, and whilst no jumbled in uneven heaps, the lines of skulls do not follow any pattern. If any PCs attempt to apply any logic to the order OR try to find anything specific when studying the skulls, they find themselves subject to a *daze monster* spell. This effect lasts for as long as the PC concerned searches plus 5 rounds.

As the PCs descend from the storage area, who they face depends on previous actions. If any troupe members managed to flee from the upper areas (in particular the doppelgangers), they will be out of sight and waiting to ambush the party. The cavern will be in darkness, with the doppelgangers tracking the party's progress. After 2 rounds, or if bright light is introduced, the PCs will hear singing suddenly start. This is Karanseera, who's song will inspire courage in the other troupe members, all of whom can hear her. She will sing for 4 rounds unless engaged beforehand, and knows that the effect will last a further 5 rounds once she stops, for a total effective period of up to 9 rounds.

Although individual members of the troupe are listed in each area, they will react to what the party does and don't remain static. They will move towards the party and attempt to subdue it if possible. The troupe isn't healing-rich, as it hasn't had any need to be so far. Consequently, members will retreat if they can, although that is difficult on this level. If they can escape up through the previous levels, they will do so. Teatteri has a contingency plan in place for those members of the troupe that get away.

21 - The Way Down from the Kitchen

At the back of the kitchen on the living and storage area is a trap door which leads down to a small chilled compartment holding various meats. In the floor of this room is another trap door



LEVEL 3

ONE SQUARE EQUALS 5 FEET

which opens to reveal a 10 feet drop to the floor of this crypt and shrine area. This can either be climbed down or tumbled down/ acrobatically descended with a DC 10 roll. There isn't a ladder placed in the chilled storage space, although there is one in this area, placed on the floor. This is used by anyone who is unable to climb or tumble and then removed by someone who can before they leave the level.

22 - The Hallway

If any two of the troupe from the previous level managed to retreat, they will be waiting here. They can be seen on a Spot/ Perception DC 25 roll. The first PC through the gap will be flanked by them and will face a full attack designed to subdue. The PC will then be carried through the doorway, which will be closed and locked. It requires a Open Lock DC 12 roll to open it.

If no NPCs retreated, the party will find the door locked anyway.

In either circumstance, as the PCs attempt to open the lock, they are sprayed from the other side of the door with mist of *hideous laughter*.

Hideous Laughter Trap

CR 2; magic device; **location** trigger; **manual** reset;

Spell effect (*hideous laughter*, 3rd-level wizard, 3 rounds, 10-ft. space in front of door, DC 13 Will save negates);

Search/Perception DC 26; **Disable Device** DC 26



23 - The Shrine to Naytella

A stone statue of a woman standing on a small, three-stepped stage is here. She is normally-proportioned other than being about 4 inches taller than average. It is unclear whether she is a human, an elf or some similar race. She is clad in a sleeveless shift that is roped at her waist and reaches to the floor. On her head is a scarf; this looks carved but is actually real, and can be removed. One foot, in a basic sandal, can be seen positioned outside the hem of the shift.

The statue radiates a gentle magic; it is just an aged effect of the statue being in the shrine for so many hundreds of years. It does not do anything to the PCs (or the troupe for that matter).

The statue's headgear is a white, felt scarf that is part of

a dismantled material construct. This item radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

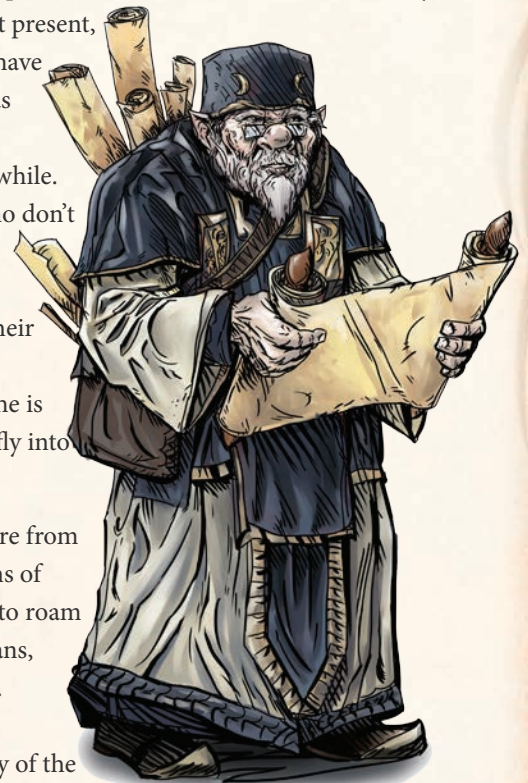
At her waist, attached to the carved "rope belt", is a pair of wine-stained theatrical masks. These are made of translucent ivory, but have been incorporated into the main statue. Her right hand is at waist level, the fingers in a beckoning gesture, whilst her left hand is raised above her head. She is holding a pitcher at an angle and wine is beginning to pour out if it. The woman has her head turned to the left and seems to be looking towards the pitcher. She has a welcoming smile on her face. If the PCs look closely, they can see that her eyes actually have been carved so that they are looking forward. In fact, similar to many pictures, they are so detailed that they appear to follow people around the space for a full 180 degree arc.

This is Naytella, demi-goddess of a chaotic neutral lifestyle of acting, plays, wild entertainment and revelry. She doesn't ask much of her followers, just that they have a fun time of life, don't take anything too seriously, and convince others to do the same.

24 - The First Crypt Area

Mobor Zeun, a barbarian with good knowledge of handling and training animals, is in this area. He has been working with Zaylamo to improve the conditions of the animals they occasionally use. At present, the troupe doesn't have any animal actors as there hasn't been a performance for a while. Mobor and Zaylamo don't work with the sorcerers' familiars out of respect for their status. If the party disturbs the skulls he is protecting, he will fly into a rage.

The skulls here are from former Companions of Naytella who used to roam the lands - barbarians, rangers and druids. Whilst they won't physically harm any of the



PCs, they do respond if Mobor is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of *confusion*. A **Will save DC 20** resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behavior
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but burst into song and sing as loudly as possible. This will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Embrace the nearest creature (for this purpose, a familiar counts as part of the subject's self). This is a grapple.

At the end of the long tunnel, if the PCs haven't dealt with them previously, is one of the doppelgangers. It is tied up and in the form of Paja Tyolainen. It will be very grateful to be released and will delay the PCs if possible, giving the troupe time to re-group. It will also follow the PCs and ambush them later, if it is allowed to do so. It is one of the two that haven't become Companions of Naytella yet.

Combat

Doppelganger pg 35



gods. Not surprisingly, there aren't that many skulls around. Whilst they won't physically harm any of the PCs, they do respond if Shanca is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of *confusion*. A **Will save DC 20** resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behavior
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but begin to make a loud and passionate speech on turning to Naytella. This will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Vigorously shake hands the nearest creature (for this purpose, a familiar counts as part of the subject's self). This is a grapple.

In the most north-eastern corner, if the PCs haven't dealt with them previously, is one of the doppelgangers. It is tied up and in the form of High-reeve Salainen. It will be very grateful to be released and will delay the PCs if possible, giving the troupe time to re-group. It will also follow the PCs and ambush them later, if it is allowed to do so. It is one of the two that has become a Companion of Naytella.

Combat

Doppelganger Companion of Naytella pg 34



25 - The Second Crypt Area

Shanca Onti, a monk who is currently going through the process of becoming a Companion of Naytella, is in this area. She has been working with Tyrmata to understand what will happen when she has to give up the path she expected to follow, that of a monk. She is nervous of this, but feels the love and support from the rest of the troupe. If the party disturbs the skulls she is protecting, she will attack them with a flurry of blows.

The skulls here are former followers of Naytella who had to give up their previous lifestyles and chosen paths to become a Companion - monks, paladins and clerics of non-chaotic neutral

26 - The Third Crypt Area

Thator Tomen, a cleric who firmly believes in Naytella and is also a very close friend of Teatterti, is in this area. She has been travelling with Teatterti for more than 5 years now and has as good an understanding of the man as anyone. It is in no small part due to her thoughts that the doppelgangers follow Teatterti and are becoming Companions of Naytella. Although Teatterti has passion and feeling about the demi-goddess, it is Thator who is able to translate these emotions to religious rigour. If the party disturbs the skulls she is protecting, she will attack it with spells, looking to hinder its progress and to try to speed up the subdual of its

members.

The skulls here are former followers of Naytella who were true Companions and the firmest believers of the demi-goddess in her earliest days - bards and clerics of chaotic neutral gods. There are many ancient-looking skulls here. Whilst they won't physically harm any of the PCs, they do respond if Thator is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of *confusion*. A **Will save DC 20** resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behavior
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but act out the story of the origin of Naytella, playing all the parts in different voices. This will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Move to the nearest humanoid creature and perform a mime of fighting with them. This will provide cover for any creature that the humanoid is fighting with.

begin a chant that affects any non-chaotic neutral creature with a form of *confusion*. A **Will save DC 20** resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behavior
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but start to perform various tumbling and acrobatic actions as if you had +5 ranks to your current skill points. The sound of this will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Move to the nearest humanoid creature and start a human pyramid with them. This will provide cover for any creature that the humanoid is fighting with. This is also a grapple.

In the most southern point of this area is the real Deacon Jhones. He is drunk - very drunk - and has been for 2 weeks. He is barely tied up, the ropes around him being an inconvenience only, and any action to release him requires only a DC 5 roll. He will be very grateful to be released and will delay the PCs as only a drunk can, giving the troupe time to re-group. He will also follow the PCs and hinder them later, if he is allowed to do so. There are no stats for Deacon Jhones as he is in no state to help the party in a constructive way.

27 - The Fourth Crypt Area

Karanseera, a bard who became a Companion of Naytella as soon as she became aware of the demi-goddess, is in this area. She had been travelling for almost a year before she met Teatteri. She had been looking for a meaning to her chaotic neutral lifestyle, then suddenly met the troupe as it approached Bankside and felt compelled to join. As soon as the shrine was found, she committed herself. It is her voice the party can hear when they first enter this level as she inspires the other members of the troupe. If the party disturbs the skulls she is protecting, she will attack it with all her abilities as seem appropriate, whether that is bolstering other members of the troupe or directly subduing the PCs.

The skulls here are former followers of Naytella who looked to use their arcane power to further her cause; mages of all types, but particularly chaotic sorcerers. Whilst they won't physically harm any of the PCs, they do respond if Karanseera is attacked. They will

28 - The Fifth Crypt Area

Hezon Breca, a fairly mild-mannered, robust young man, is in this area. He used to earn his living as a bodyguard, but was frequently overlooked for work as he was never intimidating enough. Teatteri took him on to not only be a guard for the takings on play night, but also someone who could ride well and almost literally be a spear-carrier for productions. At present, Breca is happy with his lot, but can't decide what to do next. He is still a relatively young man, so Teatteri is ready for any decision from him.

The skulls here are former followers of Naytella who protected her shrines and followers with muscle and mechanical manipulations. Fighters and rogues are stored here. Whilst they won't physically

harm any of the PCs, they do respond if Hezon is attacked. They will begin a chant that affects any non-chaotic neutral creature with a form of *confusion*. A **Will save DC 20** resists. The effects from this area last 7 rounds before anyone here gets used to them.

Chant of Confusion



d%	Behavior
01-10	Attack the skulls with melee or ranged weapons (or pick up the skulls if attack is not possible).
11-20	Act normally.
21-50	Do nothing but start to perform various martial actions having dropped any weapons and shields. The actions will be accompanied by loud cries such as "Have at you!" and "Take that, varlet!" The sound of this will attract other troupe members to the area.
51-70	Return to the shrine and begin to pledge allegiance to Naytella. This is the first process of becoming a Companion.
71-00	Move to the nearest humanoid creature and start a shadow fight with them, having dropped your weapons and/or shield. This will provide cover for any creature that the humanoid is fighting with.

Glyph of Warding (Blast) (Sound)



CR 4; spell; spell trigger; **no** reset;

Spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 sonic, **DC 14 Reflex save** half damage); multiple targets (all targets within 5 ft.);

Search/Perception DC 28; **Disable Device** DC 28.

Each wall has three shelves on it, each shelf full of odds and ends devoted to Naytella. Two items that may be of particular interest are a potion of *cure serious wounds* that can be split and a pair of white, felt gloves that is part of a dismantled material construct. This pair radiates a faint Transmutation aura. This creature is currently in its component parts and dotted around the first three levels. If the party has collected all of the items that form it, Teatteri will activate it during the final encounter.

Combat



Karanseera pg 42

Mobor Zeun pg 42

Thator Tomen pg 42

Shanca Onti pg 43

Hezon Breca pg 43

29 - The Area Behind the Shrine

Undershrine Cavern

At the back of the shrine, in the floor under a rug, is a trap door which leads down to a small natural hallway about 10 feet by 10 feet. There is a 10 feet drop to the floor of the lower cavern area. This can either be climbed down or tumbled down/acrobatically descended with a **DC 12** roll. There isn't a ladder placed in this space, although there is one in this area below, placed on the floor. This is used by anyone who is unable to climb or tumble and then removed by someone who can before they leave the level.

The door to this space is secret. A **Search/Perception** roll **DC22** will discover it whilst an **Open Locks/Disable Device** roll **DC 18** will unlock it. Once the door is open, a trap will go off one round later, catching everyone 5 feet from the doorway in its area of effect.

Once the PCs make their way to this final level, they are in for their toughest task. Three members of the council are stored down here, kept in a state of permanent drunkenness. A large barrel of potent wine is stored in this cavern, protected by the druid Zaylamo. He has spent much of his time as a follower of nature's ways converting fruits, plants and other substances into alcohol and providing it for revels all over the countryside. Zaylamo first met Teatteri about 9 months ago, shortly before they found the shrine in Bankside. In fact Zaylamo had been aware of the existence of the shrine without knowing exactly what it was. He will become a Companion of Naytella at the next opportunity.

Neynelde, a sorcerer colleague of Teatteri who often provides some of the effects for the shows, is a recent Companion of Naytella and is quickly becoming adept at using the skills Naytella provides. She has used her own spells to keep the council under control, as the alcohol lowers the members' resistance. As the party approaches, she will cast *silent image* and make it seem as



33

30

X ladder up

31

32



LEVEL 4
ONE SQUARE EQUALS 5 FEET

if a gelatinous cube is moving towards the PCs. She will do this as they are down one of the narrow arms freeing a council members, positioning the image of the cube so it blocks their escape.

Villeim Teatteri is down here. The bard, Companion of Naytella, and leader of the troupe is in conversation with High-reeve Salainen, not an easy task but one Teatteri is attempting. The bard is trying to *influence* the High-reeve and is successfully doing so; if the PCs don't stop him, Teatteri will soon be a member of the council and on his way to converting the population to the ways of Naytella.

As soon as he is aware of the party, Teatteri will start to sing for up to 5 rounds; all attacks and damage rolls have a +1 morale bonus whilst saves against charm and fear spells also have a +1 morale bonus. The effects last for the 5 rounds that the singing occurs and 5 rounds afterwards, for a total of (up to) 10 rounds. However, Teatteri will cut this off if there is a chance to escape.

There is also a doppelganger down here. If the PCs have released the incoherently-drunk Deacon Jhones from the crypt, the doppelganger will appear as him. It will claim to be ready to help the party but will get in the way, as a drunken cleric almost certainly would if real. The idea is to take up party resources and time rather than kill them.

The NPCs on this level are the most senior in the troupe and Teatteri would rather they escape and abandon the shrine for the time being than be killed. When they realise the PCs are on this level, they will aim to subdue them, tie them up, take their items and flee. What they don't want is a band of vengeful adventurers on their tail, looking to make some kind of point about a dead colleague. As such, they will close in on the party, surrounding it where they can, and fight their way out through the hatch. If possible, the last person up will take the ladder with them, hindering any pursuit. They will flee the theater, setting any unset traps on the way, and meet up at a secret location about 5 miles from Bankside before traveling on to meet any other survivors of the troupe. The exception to this rule is Teatteri, who will look to engage the party for as long as it is safe to do so and then use his *Cape of the Mountebank* to get away. Someday, he will return, both to the shrine and the party...

High-reeve Salainen, Vahti Upseeri and Paja Tyolainen are kept down here. All of the council members are very drunk. If freed, they will stagger after the PCs and hinder their attempts to deal with Teatteri and the troupe members. At present, they still consider Teatteri and the troupe to be friends - very good friends in fact - and don't want to see them hurt. That's alcohol for you.

If the party has collected the five white, felt items from the previous levels, it has the component parts of a Material Golem. If Teatteri sees any of the 5 items, he will shout the password that causes the individual items to join together and have the construct

fight for him. It will only do this if it is able to gather into its full form. The details of the Material Golem are below.

30 - *The Way Down from Behind the Shrine*

In the floor of the area behind the shrine to Naytella is a trap door which opens to reveal a 10 feet drop to the floor of this cavern area. This can either be climbed down or tumbled down/acrobatically descended with a DC 12 roll. There isn't a ladder placed in the space behind the shrine, although there is one in this area, placed on the floor. This is used by anyone who is unable to climb or tumble and then removed by someone who can before they leave the level.

As the first person through the trap door touches the floor, a *magic mouth* activates, saying "Welcome, Companion of Naytella." This resets after 3 minutes and repeats as required.

Phoadra the ranger is positioned about 20 feet away from the entrance. She is firing solid-rubber-tipped arrows at them from further down the tunnel. These arrows are designed to cause non-lethal damage. Phoadra is an Underworld-experienced ranger used to protecting caverns and the walkways between them. Unlike other levels, there won't be members of the troupe from previous areas. They have instructions to leave the theater and regroup at a secret destination about 10 miles from Bankside. If there is a way to do so, these retreating members will take the statue of Naytella with them and reset all the traps on the way out.

31 - *The First Cavern Area*

Zaylamo the druid is in this area, looking after a creature he found a few years ago. It is an immature chaos beast. As yet, the beast has been well behaved; Zaylamo, Yeatteri, Neynelde and Thator believe this is because of the influence of Naytella and her efforts in trying to get this most chaotic of creatures to use its abilities for useful purposes; they are correct. The beast is towards the northern point of the cavern. The beast weighs about 60 lbs, so if he can, Zaylamo will carry it away from the cavern. He has invested a significant amount of time in training the creature and doesn't want the effort wasted.

As the party approaches, Zaylamo will let the chaos beast approach them, fire of a spell or two and then judge how to get away. He may send the chaos beast towards Paja Tyolainen, but

only as a distraction. He will call for the other members of the troupe that are down here.

Combat

Immature Chaos Beast pg 36



Paja Tyolainen is tied up in the southern point of this cavern. He is drunk - very drunk - and has been for 2 weeks. He is barely tied up, the ropes around him being an inconvenience only, and any action to release him requires only a DC 5 roll. He will be very grateful to be released and will delay the PCs as only a drunk can, giving the remain troupe members time to get away. He will also follow the PCs and hinder them in any encounters, if he is allowed to do so. There are no stats for Paja Tyolainen as he is in no state to help the party in a constructive way.

32 - The Second Cavern Area

Neynelde the sorcerer is in this area, in conversation with one of the doppelgangers about changing appearances and the way to make the most of disguise and distraction. The doppelganger will become a Companion of Naytella when it next can, but is also keen to see if it can develop any natural arcane skill it may have. It has developed the habit of choosing a form that is pleasing to Neynelde without being threatening; this is actually a cross between the aunt and uncle that first realised Neynelde was a sorcerer and helped develop her talent. Neynelde does find this strange but reassuring, and the two are firm friends.

As the party approaches, Neynelde and the doppelganger will attempt to get past it and retreat. As previously stated, Neynelde will cast *silent image* to make it look like a gelatinous cube is moving towards the PCs and trap them. The doppelganger will transform into one of the party and attempt to sow confusion in its ranks.

Combat

Doppelganger pg 35



Vahti Upseeri is tied up in the southern point of this cavern. She is drunk - very drunk - and has been for 2 weeks. She is barely tied up, the ropes around her being an inconvenience only, and any action to release her requires only a DC 5 roll. She will be very grateful to be released and will delay the PCs as only a drunk can, giving the remain troupe members time to get away. She will also follow the PCs and hinder them in any encounters, if she is allowed to do so. There are no stats for Vahti Upseeri as she is in no state to

help the party in a constructive way.

33 - The Third Cavern Area

Villiem Teatteri, the leader of the troupe, a successful bard and a Companion of Naytella, is in this area. As soon as he is aware of the party, he will sing for up to 3 rounds to inspire courage, knowing it will last for 5 rounds once he stops. He will move towards the party, attempting to draw them into his section and allow the others to escape. He will make a grand speech, extolling the virtues of Naytella and trying to convince the PCs to convert to a life of revelry. If he sees any of the component parts of the material golem, he will call out the final words which cause it to take its full form and have it fight on his behalf. The creature is used as a stage prop to represent someone who needs to take damage.

(If the party only has some of the parts, you may wish to allow Teatteri to have the others and include the material golem in the encounter anyway. It will attempt to subdue the party members in the same way the rest of the troupe have.)

Alternatively, you may wish to give the PCs a chance to wrest control of the material golem from Teatteri. A **Use Magic Device roll DC 25** followed by a **Diplomacy roll** that beats Teatteri's own score will allow the successful PC to command the material golem for 1 round. It then reverts to Teatteri's instructions. this can be repeated as many times as there are successful rolls by the PCs.

At the last moment, when the odds are overwhelming, Teatteri will activate his *Cape of the Mountebank* and escape. If the party has brought Teatteri, Neynelde, Zaylamo and the doppelganger together, Teatteri will be able to take all of them with him when he uses the cape. This is his contingency plan should the worst happen.

Combat

Material Golem pg 37



High-reeve Salainen is tied up in the southern point of this cavern. He is drunk - very drunk - and has been for 2 weeks. He is barely tied up, the ropes around him being an inconvenience only, and any action to release him requires only a DC 5 roll. He will be very grateful to be released and will delay the PCs as only a drunk can, giving the remain troupe members time to get away. He will also follow the PCs and hinder them in any encounters, if He is allowed to do so. There are no stats for High-reeve Salainen as he is in no state to help the party in a constructive way.

Combat



Phoadra pg 44-45

Zaylamo of Westcourt pg 44-45

Neynelde pg 44-45

Villiem Teatteri pg 44-45

Conclusion

If the players rescue the council, they will be very grateful. Whilst Teatteri and the troupe have caused no long-term damage, many people feel quite foolish at the way they were taken in. Others, however, welcomed the chance to lead a more relaxed life, and these two groups will continue the discussion on the merits of each lifestyle far into the future. The council will reward the PCs with 500 gp each.

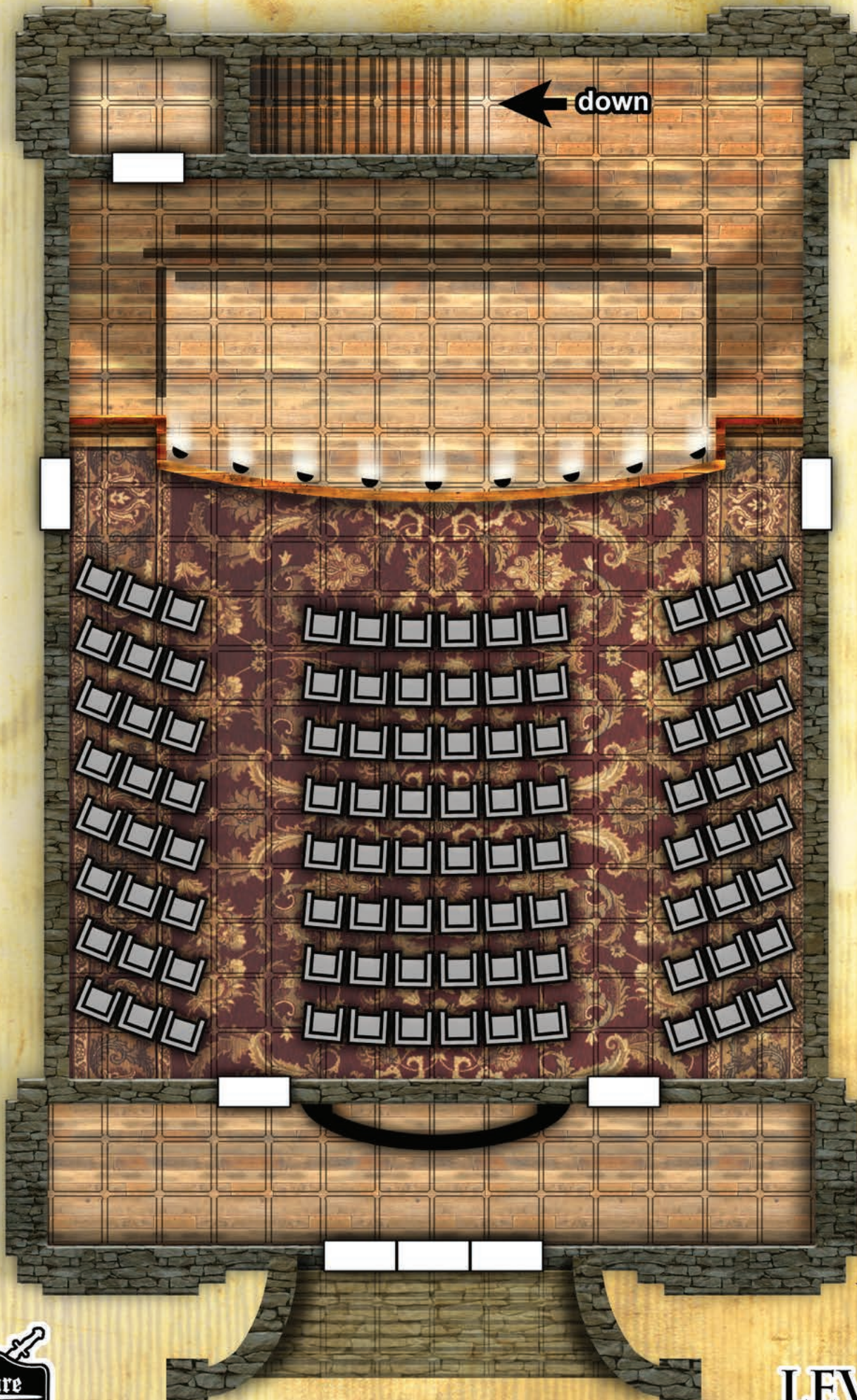
If the players unmask the troupe, the town will be surprised and angry for the most part. Others will say the council got what it deserved. The troupe will beat a retreat if they can, but if captured, will take a shoulder-shrugging attitude and an approach to events which is roughly, "What did you expect?" If Teatteri gets away, he will return for his troupe members over time, concentrating on the Companions of Naytella first.

If the party is captured but refuse to convert, the members will be given various naturally intoxicating substances and deposited many miles from Bankside, minus any valuable and interesting items they may have. As far as the troupe is concerned, there are no hard feelings; it's just the way of Naytella.

If the players wish to convert to Naytella they will instantly get help from Teatteri and Thator, who will take them all through the process of becoming a Companion. The PCs will then each be given one of the skulls to take with them on their travels. These skulls can be used to start a new shrine at any time; this process is up to the GM, but make sure it involves elements that each player enjoys as well as making use of the skills and feats the PCs possess.

What's next for Villiem Teatteri? After he escapes using his cape, he will attempt to regather the troupe. This can be as successful as you, the GM, wish it to be. He has the chance to be an interesting recurring distraction; he will never be looking to kill the PCs, but will certainly want to thwart any lawful plans they have. He will take another level of Companion of Naytella when he can, and then alternate until he is a 10th level bard/9th level Companion before taking the final level of Companion of Naytella, making him 10th/10th.





down



LEVEL 1

ONE SQUARE EQUALS 5 FEET





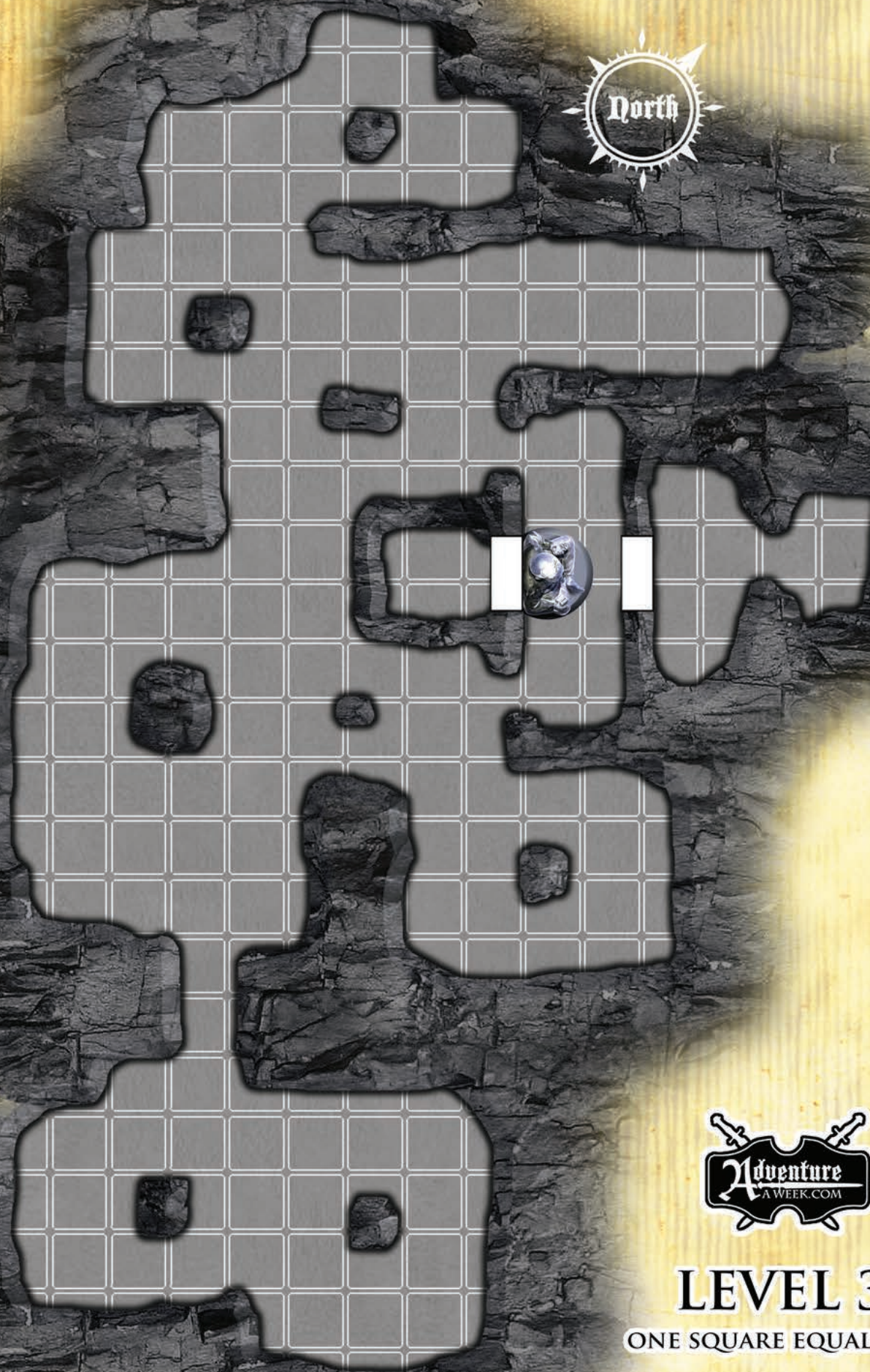
LEVEL 2

ONE SQUARE EQUALS 5 FEET

➔
UP TO
LEVEL 1

North





LEVEL 3

ONE SQUARE EQUALS 5 FEET



LEVEL 4
ONE SQUARE EQUALS 5 FEET

Combat Appendix



Doppelganger Companion of
Naytella

CR 3



XP 800

Companion of Naytella (1)

N Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)

hp 30 (4d10+8)

Fort +4, **Ref** +7, **Will** +8

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4)

Spell-Like Abilities (CL 18th)

At will *detect thoughts* (DC 13)

3/day - *influence* (DC 13)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude

Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Handle Animal +4, Perception +9, Sense Motive +6, Sleight of Hand +5, Stealth +5; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), perfect copy, mimicry,

SPECIAL ABILITIES

Mimicry (Ex)

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su)

When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Ranged Legerdemain

A Companion of Naytella can perform one of the following class skills at a range of 30 feet: Handle Animal, Sleight of Hand or Use Rope. Working at a distance increases the normal skill check DC by 5, and a Companion of Naytella cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. (Pathfinder characters use their CMB in place of Use Rope and the check has a +5 difficulty)

A Companion of Naytella can use ranged legerdemain once per day. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

ECOLOGY

Environment any

Organization solitary, pair, or gang (36)

Treasure NPC Gear

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelganger

CR 3

XP 800

N Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)

hp 26 (4d10+4)

Fort +4, **Ref** +5, **Will** +6

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 13)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude

Skills Bluff +9 (+13 while using change shape ability),

Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; **Racial**

Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), mimicry, perfect copy

SPECIAL ABILITIES

Mimicry (Ex)

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su)

When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelgangers prefer infiltrating societies where they can gather wealth and influence, and see little point in forming cities of their own kind. Younger doppelgangers practice their skills by taking over small orc or goblin tribes, then move to more complicated societies like dwarven, elven, and human communities. Rather than making themselves targets by taking positions of leadership, they prefer to be the power behind the throne, or use multiple identities to manipulate influential citizens or entire guilds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are



Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are particularly fond of invading human societies in order to indulge in their desires—some enjoy the complex dance of politics while others seek constant change in the race and gender of both themselves and their romantic companions. While not standard, it is those doppelgangers use their gifts for cruel and sadistic purposes that are most notorious, and these shapeshifters are the primary cause of the race's sinister reputation. Certainly, a creature capable of changing its shape has a handy way to avoid capture for its crimes, and some particularly malicious doppelgangers enjoy disrupting relationships by posing as unfaithful lovers.

Rumors persist of even more powerful doppelgangers capable of not only shifting their appearance, but also skills, memories, and even the extraordinary and supernatural abilities of creatures whose forms they choose to mimic. These doppelgangers' change shape ability functions like the spell polymorph rather than alter self.

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

Treasure NPC Gear

Immature Chaos Beast

CR 4

XP 1,200

CN Medium Outsider (Chaotic, Extraplanar)

Init +5; **Senses** darkvision 60 ft., Perception +5

DEFENSE

AC 16, **Touch** 11, **Flat-footed** 15 (+1 Dex, +5 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +4, **Will** +3

Immune critical hits, transformation; **SR** 5

OFFENSE

Speed 20ft. (4 squares)

Melee Claw +4 (1d3+2 plus corporeal instability)

Space/Reach 5 ft./5 ft.

SA Corporeal Instability

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative

Skills Acrobatics +8, Climb +7, Escape Artist +6,

Perception +5, Survival +0 (+2 following tracks), Stealth +6

SQ

SPECIAL ABILITIES

Corporeal Instability (Su)

Claw—contact (curse); *save* Fort DC 17; *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; shapechange and stonewall have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to

1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Resistant to Transformation (Ex)

Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

ECOLOGY

Environment any

Organization solitary or invasion (2–5)

Treasure none

A chaos beast's form changes without any goal or purpose. Though at any particular second a chaos beast may appear to have dozens of limbs, whether claws, tentacles, stingers, and so on, the lightning-quick shifts of its body mean most of these are gone before it has a chance to use them, and its attacks are always treated as claws regardless of the creature's appearance.

Material Golem

CR 3



XP 800

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 17, **Touch** 12, **Flat-footed** 15 (+2 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +3, **Will** +1

Special Defenses construct traits; **DR** 5/adamantine;
Immune magic

OFFENSE

Speed 30ft. (6 squares)

Melee Slam +4 (1d6+2)

Space 5 ft./5 ft.

SA Engulf, Improved Grab

STATISTICS

Str 14, **Dex** 15, **Con** -, **Int** -, **Wis** 11, **Cha** 17

Base Atk +2; **CMB** +4; **CMD** 16

SPECIAL ABILITIES

A material golem is made from animated pieces of clothing that can be found in most wardrobes, but particularly places where costumes are used or required. The items are typically plain white or plain black, but can be made to look like any other clothing as part of the final command during construction.

A material golem is usually used to represent someone or something else in the theater, combat arena or similar. It can be fitted with a flexible mask to represent a person or character and frequently has magic mouth cast on the mask to utter a few lines of speech. It is then used in fight scenes as it can seem to take considerable damage before being “killed”. The material golem will usually have blood capsules fitted under its clothing that burst and the contents appear during these fights.

A material golem move fluidly for a construct and can be made to perform dance-like and acrobatic-like movements which can be entertaining to watch, hence its Charisma score.

Combat

Engulf (Ex)

With a second successful grapple check, a material golem can wrap a Medium or smaller creature in its body. It needs to have already successfully grabbed the target with a previous successful grapple attack. The golem covers the entire body of its foe except for the eyes and nose, allowing it to breath but smothering its ability to make any sound at all. The golem can still use its slam attack to strike at other targets.

Attacks that hit an engulfing material golem deal half their damage to the monster and half to the trapped victim.

Improved Grab (Ex)

If a material golem hits with its slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

This improved grab works against opponents up to the same size category as the material golem. The golem has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the golem does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage but allows the material golem to attempt to use its engulf special attack. If the golem does not engulf its target, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold.

When a material golem gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Immunity to Magic (Ex)

A material golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity or fire damage slows a material golem (as the slow spell) for 2d6 rounds, with no saving throw.

A magical attack that deals damage involving water in any form (e.g. acid, ice) breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a material golem hit by acid fog heals 3 points of damage if the attack would have dealt 11 points of damage. A material golem gets no saving throw against attacks that deal water-based damage.

NPC group 1	Voimistella	Stydi Varustaa	Lihäs	Keino Jekku
CR	2	2	2	2
XP	600	600	600	600
Size/Type	Medium humanoid (human, female) Bard 2	Medium Humanoid (human, male) Barbarian 2	Medium Humanoid (human, male) Fighter 2	Medium Humanoid (human, female) Wizard 2
Alignment	CN	CN	CN	CN
Initiative	+1	+2	+1	+2
Senses	-	-	-	-
DEFENSE				
AC	14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)	14, touch 12, flat-footed 12 (+2 armor, +2 Dex)	13, touch 11, flat-footed 12 (+2 armor, +1 Dex)	12, touch 12, flat-footed 10 (+2 Dex)
hp	13 (2d6+4)	22 (2d12+4)	21 (2d10+6)	11 (2d6+4)
Saves	Fort +2, Ref +3, Will +3	Fort +5, Ref +2, Will +1	Fort +6, Ref +1, Will +0	Fort +2, Ref +4, Will +4
OFFENSE				
Speed	30 ft.	40 ft.	30 ft.	30 ft.
Melee	Whip +1 (1d3 nonlethal) or sap +2 (1d6 nonlethal)	Whip +5 (1d3+3 nonlethal) or sap +4 (1d6+4 nonlethal)	Whip +4 (1d3+2 nonlethal) or sap +5 (1d6+2 nonlethal)	Sap +1 (1d6 nonlethal)
Ranged	-	-	-	-
Space	5 ft.	5 ft.	5 ft.	5 ft.
Reach	5 ft. (10 ft. with whip)	5 ft. (10 ft. with whip)	5 ft. (10 ft. with whip)	5 ft.
STATISTICS				
Abilities	Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 17	Str 17, Dex 15, Con 14, Int 12, Wis 13, Cha 10	Str 15, Dex 12, Con 17, Int 13, Wis 10, Cha 14	Str 10, Dex 14, Con 15, Int 17, Wis 12, Cha 13
Base Atk	+1	+2	+2	+1
CMB	+1	+4	+4	+1
CMD	12	15	15	13
Feats	Dodge, Weapon focus (sap)	Animal Affinity, Weapon focus (sap)	Combat Expertise, Improved Disarm, Improved Trip, Weapon focus (sap)	Scribe Scroll, Spell Focus (enchantment), Spell Focus (illusion)
Skills	Acrobatics +6, Bluff +8, Diplomacy +5, Disguise +8, Perform (comedy) +8, Perform (oratory) +8, Perform (sing) +8, Stealth +5, Sleight of Hand +6	Acrobatics +7, Climb +8, Handle Animal +7, Intimidate +5, Ride +11, Survival +6	Acrobatics +7, Climb +7, Handle Animal +7, Ride +8	Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Spellcraft +8
Special Qualities	Bardic knowledge, bardic music, countersong, <i>fascinate</i> , inspire courage +1	Fast movement, uncanny dodge	Bravery +1	Weasel familiar (+2 on Reflex saves)
Languages	Common, Elven	Common, Orcish	Common, Dwarven	Common, Draconic, Elven, Gnome
Combat Gear	Leather armor, sap, whip	Leather armor, sap, whip	Leather armor, sap, whip	<i>Potion of mage armor, potion of protection from law, robes, sap</i>
Spells prepared/ to be cast	0 (3; DC 13) – <i>daze, daze, resistance</i> . 1 (1; DC 14) – <i>hypnotism</i>	N/A	N/A	0 (4) – <i>acid splash, daze</i> (DC 14), <i>ghost sound</i> (DC 14). 1 (3) – <i>color spray</i> (DC 15), <i>obscuring mist, sleep</i> (DC 15).

NPC group 2	Nuoli Mainen	Tyrmata	Koomiko
CR	2	3	2
XP	600	800	600
Size/Type	Medium Humanoid (human, female) Ranger 2	Humanoid (human, male) Monk 2/ Companion of Naytella 1	Medium Humanoid (human, male) Bard 2
Alignment	CN	CN	CN
Initiative	+3	+1	+1
Senses	Perception +6	Perception +8	-
DEFENSE			
AC	15, touch 13, flat-footed 12 (+2 armor, +3 Dex)	15, touch 15, flat-footed 13 (+2 Dex, +3 Wis)	14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)
hp	16 (2d8+4)	20 (2d8+4 plus 1d6+2)	13 (2d6+4)
Saves	Fort +5, Ref +6, Will +1	Fort +5, Ref +7, Will +8	Fort +2, Ref +3, Will +3
OFFENSE			
Speed	30 ft.	30 ft.	30 ft.
Melee	Shortsword +4 (1d6+2/19-20)	Kama +4 (1d6+1 plus trip) or un-armed strike (1d6+1)	Whip +1 melee (1d3 nonlethal) or sap +2 (1d6 nonlethal)
Ranged	Shortbow +7 (1d6 nonlethal/x3)	Shuriken +3 (1d2+1)	-
Space	5 ft.	5 ft.	5 ft.
Reach	5 ft.	5 ft.	5 ft. (10 ft. with whip)
Special Attacks	Favored enemy (human)	Flurry of blows +0/+0 (1d6+1), spells	Spells
STATISTICS			
Abilities	Str 15, Dex 17, Con 14, Int 12, Wis 13, Cha 10	Str 12, Dex 15, Con 14, Int 13, Wis 17, Cha 10	Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 17
Base Atk	+2	+1	+1
CMB	+5	+2	+1
CMD	18	15	12
Feats	Point blank shot, weapon focus (shortbow)	Acrobatic, combat expertise, improved grapple, improved trip, weapon focus (kama)	Dodge, weapon focus (sap)
Skills	Acrobatics +8, Climb +7, Handle Animal +5, Knowledge (geography) +6, Perception +6, Ride +5, Stealth +8, Survival +3	Acrobatics +8, Climb +6, Escape Artist +7, Handle Animal +2, Jump +5, Perception +8, Ride +5, Stealth +7	Acrobatics +6, Bluff +8, Diplomacy +5, Disguise +8, Perform (act) +8, Perform (comedy) +8, Perform (oratory) +8, Perform (sing) +8, Sleight of Hand +6, Stealth +5
Special Qualities	Track, Wild Empathy	Evasion, ranged legerdemain 1/day	Bardic knowledge, bardic music, countersong, <i>fascinate</i> , inspire courage +1
Languages	Common, Orcish	Common, Gnome	Common, Elven, Sylvan
Combat Gear	Masterwork leather armor, masterwork shortbow, rubber-tipped arrows (12)	Masterwork kama, <i>potion of mage armor</i>	Leather armor, sap, whip
Spells prepared/to be cast	N/A	<i>Influence</i> 3/day (DC 10)	0 (3; DC 13) – <i>daze</i> , <i>daze</i> , <i>resistance</i> . 1 (1; DC 14) – <i>hypnotism</i>

NPC group 2 cont.	Tarina Jutta	Taino Mainen
CR	3	2
XP	800	600
Size/Type	Humanoid (human, female) Bard 2/Companion of Naytella 1	Medium Humanoid (human, male) Wizard 2
Alignment	CN	CN
Initiative	+1	+2
Senses	-	-
DEFENSE		
AC	14, touch 13, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)	12, touch 12, flat-footed 10 (+2 Dex)
hp	17 (2d6+4 plus 1d6+2)	11 (2d6+4)
Saves	Fort +2, Ref +5, Will +5	Fort +2, Ref +4, Will +4
OFFENSE		
Speed	30 ft.	30 ft.
Melee	Rapier +3 (1d6/18-20) or sap (1d6 nonlethal)	Sap +1 (1d6 nonlethal)
Ranged	-	Ray +3 (various)
Space	5 ft.	5 ft.
Reach	5 ft.	5 ft.
Special Attacks	Spells	Spells
STATISTICS		
Abilities	Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 17	Str 10, Dex 14, Con 15, Int 17, Wis 12, Cha 13
Base Atk	+1	+1
CMB	+1	+1
CMD	12	13
Feats	Dodge, weapon finesse, weapon focus (sap)	Scribe scroll, spell focus (enchantment), spell focus (illusion)
Skills	Acrobatics +6, Bluff +8, Diplomacy +5, Disguise +8, Handle Animal +5, Perform (act) +8, Perform (comedy) +8, Perform (oratory) +8, Perform (sing) +8, Sleight of Hand +9, Stealth +5	Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Spellcraft +8
Special Qualities	Bardic knowledge, bardic music, countersong, <i>fascinate</i> , inspire courage +1, ranged legerdemain 1/day	Weasel familiar (+2 on Reflex saves)
Languages	Common, Goblin, Orcish	Common, Draconic, Gnome, Infernal
Combat Gear	Masterwork leather armor, masterwork rapier, sap	<i>Potion of mage armor</i> , <i>potion of protection from law</i> , robes, sap
Spells prepared/to be cast	<i>Influence</i> 3/day (DC 13). 0 (3; DC 13) <i>lullaby</i> , <i>resistance</i> , <i>resistance</i> . 1 (1; DC 14) <i>ventriloquism</i>	0 – (4) <i>daze</i> (DC 14), <i>daze</i> (DC 14), <i>ghost sound</i> (DC 14), <i>ray of frost</i> . 1 – (3) <i>hypnotism</i> (DC 15), <i>silent image</i> (DC 15), <i>unseen servant</i>

NPC group 3	Karanseera	Mobor Zeun	Thator Tomen
CR	3	2	4
XP	800	600	1200
Size/Type	Humanoid (human, female) Bard 2/ Companion of Naytella 1	Medium Humanoid (human, male) Barbarian 2	Medium Humanoid (human, female) Cleric 3/Companion of Naytella 1
Alignment	CN	CN	CN
Initiative	+1	+2	+1
Senses	-	-	-
DEFENSE			
AC	14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)	14, touch 12, flat-footed 12 (+2 armor, +2 Dex)	15, touch 11, flat-footed 14 (+4 +1 armor, +1 Dex)
hp	17 (2d6+4 plus 1d6+2)	22 (2d12+4)	26 (3d8+6 plus 1d6+2)
Saves	Fort +2, Ref +5, Will +5	Fort +5, Ref +2, Will +1	Fort +5, Ref +3, Will +9
OFFENSE			
Speed	30 ft.	40 ft.	30 ft.
Melee	Rapier +3 (1d6/18-20) or sap +3 (1d6 nonlethal)	Whip +5 (1d3+3 nonlethal) or sap +4 (1d6+4 nonlethal)	+4 +1 <i>morningstar</i> (1d8+1)
Ranged	-	-	-
Space	5 ft.	5 ft.	5 ft.
Reach	5 ft.	5 ft. (10 ft. with whip)	5 ft.
Special Attacks	Spells	Rage 1/day	Spells
STATISTICS			
Abilities	Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 17	Str 17, Dex 15, Con 14, Int 12, Wis 13, Cha 10	Str 10, Dex 12, Con 14, Int 13, Wis 18, Cha 15
Base Atk	+1	+2	+2
CMB	+1	+5	+2
CMD	12	17	13
Feats	Dodge, weapon finesse, weapon focus (sap)	Animal Affinity, Weapon focus (sap)	Self-sufficient, spell penetration, weapon focus (<i>morningstar</i>)
Skills	Acrobatics +6, Bluff +8, Diplomacy +5, Disguise +8, Handle Animal +5, Perform (act) +8, Perform (comedy) +8, Perform (oratory) +8, perform (sing) +8, Sleight of Hand +9, Stealth +5	Acrobatics +7, Climb +8, Handle Animal +7, Intimidate +5, Ride +11, Survival +6	Bluff +3, Diplomacy +6, Disguise +3, Handle Animal +3, Heal +10, Knowledge (planes) +2, Knowledge (religion) +4, Sleight of Hand +3, Spellcraft +5, Stealth +2, Survival +7
Special Qualities	Bardic knowledge, bardic music, countersong, <i>fascinate</i> , inspire courage +1, ranged <i>legerdemain</i> 1/day	Fast movement, uncanny dodge	Channel energy (5/day; 2d6; DC 13), Domain (travel), Domain (trickery), ranged <i>legerdemain</i> 1/day
Languages	Common, Elven, Giant	Common, Orcish	Celestial, Common
Combat Gear	Masterwork leather armor, masterwork rapier, sap	Leather armor, sap, whip	+1 <i>studded leather armor</i> , +1 <i>morningstar</i> , 3 scrolls of <i>cure moderate wounds</i>
Spells prepared/ to be cast	<i>Influence</i> 3/day (DC 13). 0 – (3; DC 13) <i>lullaby</i> , <i>resistance</i> , <i>resistance</i> . 1 – (1; DC 14) <i>ventriloquism</i>	N/A	<i>Influence</i> 3/day (DC 13). 0 – (4; DC 14) <i>guidance</i> , <i>guidance</i> , <i>resistance</i> , <i>resistance</i> . 1 – (3+1; DC 15) <i>bless</i> , <i>disguise self</i> (D), <i>sanctuary</i> . 2 – (2+1; DC 16) <i>eagle's splendor</i> , <i>invisibility</i> (D), <i>sound burst</i>

NPC group 3 cont.	Shanca Onti	Hezon Breca
CR	2	2
XP	600	600
Size/Type	Medium Humanoid (human, female) Monk 2	Medium Humanoid (human, male) Fighter 2
Alignment	CN	CN
Initiative	+2	+1
Senses	Perception +8	-
DEFENSE		
AC	15, touch 15, flat-footed 13 (+2 Dex, +3 Wis)	13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp	16 (2d8+4)	21 (2d10+6)
Saves	Fort +5, Ref +5, Will +6	Fort +6, Ref +1, Will +0
OFFENSE		
Speed	30 ft.	30 ft.
Melee	Kama +4 (1d6+1 plus trip) or unarmed strike (1d6+1)	Whip +4 (1d3+2 nonlethal) or sap +5 (1d6+2 nonlethal)
Ranged	Shuriken +3 (1d2+1)	-
Space	5 ft.	5 ft.
Reach	5 ft.	5 ft. (10 ft. with whip)
Special Attacks	Flurry of blows +0/+0 (1d6+1)	-
STATISTICS		
Abilities	Str 12, Dex 15, Con 14, Int 13, Wis 17, Cha 10	Str 15, Dex 12, Con 17, Int 13, Wis 10, Cha 14
Base Atk	+1	+2
CMB	+2	+4
CMD	14	15
Feats	Acrobatic, Improved Grapple, Improved Trip, Weapon focus (kama)	Combat Expertise, Improved Disarm, Improved Trip, Weapon focus (sap)
Skills	Acrobatics +8, Climb +6, Escape Artist +7, Perception +8, Stealth +7	Acrobatic +7, Climb +7, Handle Animal +7, Ride +8
Special Qualities	Evasion	Bravery +1
Languages	Common, Dwarven	Common, Dwarven
Combat Gear	Masterwork kama, <i>potion of spider climb</i>	Leather armor, sap, whip
Spells prepared/to be cast	N/A	N/A

NPC group 4	Phoadra	Zaylamo of Westcourt	Neynelde	Villiem Teatteri
CR	2	3	4	6
XP	600	800	1,200	2,400
Size/Type	Medium Humanoid (human, male) Ranger 2	Medium Humanoid (human, male) Druid 3	Medium Humanoid (human, female) Sorcerer 3/Companion of Naytella 1	Medium Humanoid (human, male) Bard 4/Companion of Naytella 2
Alignment	CN	CN	CN	CN
Initiative	+3	+2	+1	+1
Senses	Perception +6	Perception +7	-	-
DEFENSE				
AC	15, touch 13, flat-footed 12 (+2 armor, +3 Dex)	15, touch 12, flat-footed 13 (+3 armor, +2 Dex)	14, touch 14, flat-footed 11 (+1 Dex, +1 dodge, +1 ring of protection)	14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp	16 (2d8+4)	20 (3d8+6)	23 (3d6+6 plus 1d6+2)	33 (4d6+8 plus 2d6+4)
Saves	Fort +5, Ref +6, Will +1	Fort +5, Ref +3, Will +6	Fort +3, Ref +7, Will +6	Fort +7, Ref +12, Will +12
OFFENSE				
Speed	30 ft.	30 ft.	30 ft.	30 ft.
Melee	Shortsword +4 (1d6+2/ 19-20)	Masterwork club +4 (1d6+1)	Masterwork shortspear +2 (1d6)	+1 rapier +6 (1d6+1/18-20) or +1 sap +6 (1d6+1 nonlethal)
Ranged	Shortbow +7 (1d6 nonlethal/x3)	Masterwork sling +5 (1d4+1)	Masterwork dart + 4 (1d4)	-
Space	5 ft.	5 ft.	5 ft.	5 ft.
Reach	5 ft.	5 ft.	5 ft.	5 ft.
Special Attacks	Favored enemy (human)	Spells	Influence 3/day, spells	Influence 3/day, spells
STATISTICS				
Abilities	Str 15, Dex 17, Con 14, Int 12, Wis 13, Cha 10	Str 13, Dex 15, Con 14, Int 12, Wis 17, Cha 10	Str 10, Dex 14, Con 15, Int 13, Wis 12, Cha 18	Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 18
Base Atk	+2	+2	+1	+4
CMB	+5	+3	+1	+4
CMD	18	15	13	15
Feats	Point blank shot, weapon focus (shortbow)	Augment summoning, brew potion, spell focus (conjuration)	Dodge, spell focus (illusion), spell penetration	Combat expertise, improved feint, spell focus (enchantment), weapon finesse
Skills	Acrobatics +8, Climb +7, Handle Animal +5, Knowledge (geography) +6, Perception +6, Ride +5, Stealth +8, Survival +3	Handle Animal +5, Heal +8, Knowledge (nature) +6, Perception +7, Ride +9, Survival +6	Bluff +10, Handle Animal +6, Knowledge (arcana) +7, Sleight of Hand +5, Spellcraft +7	Acrobatics +7, Bluff +9, Diplomacy +9, Disguise +9 (+11 to act), Escape Artist +1, Handle Animal +9, Perform (act) +11, Perform (comedy) +11, Perform (oratory) +13, Perform (sing) +11, Ride +4, Sleight of Hand +8, Spellcraft +2, Stealth +6, Use Magic Device +9
Special Qualities	Track, wild empathy	Nature bond, nature sense, wild empathy, woodland stride, trackless step	Arcane bloodline, arcane bond, ranged legerdemain 1/day, weasel familiar (+2 on Reflex saves)	Bardic knowledge, bardic music, carefree blaedsian, countersong, fascinate, inspire courage +1, inspire competence, ranged

NPC group 4 cont.	Phoadra	Zaylamo of Westcourt	Neynelde	Villiem Teatteri
Special Qualities				legerdemain 1/day, skill boost (oratory)
Languages	Common, Orcish	Common, Druidic, Sylvan	Common, Draconic	Common, Elven, Gnome
Combat Gear	Masterwork leather armor, masterwork shortbow, rubber-tipped arrows (12)	+1 leather, masterwork club, masterwork sling (20 bullets)	Masterwork darts x3, masterwork shortspear, ring of protection +1	Cape of the mountebank, +1 leather armor, +1 rapier, +1 sap, potion of cure moderate wounds, potion of spider climb
Spells prepared/ to be cast	N/A	0 – (4) flare, guidance, guidance, resistance. 1 – (3) longstrider, magic stones, summon nature's ally I. 2 – (2) fog cloud, summon nature's ally II.	0 – (6) dancing lights (DC 15), daze (DC 14), daze (DC 14), flare (DC 14), ghost sound (DC 15), ray of frost. 1 – (6) color spray (DC 16), color spray (DC 16), hypnotism (DC 15), hypnotism (DC 15), silent image (DC 16), silent image (DC 16).	0 – (3) daze (DC 14), lullaby (DC 15), message. 1 – (3) charm person (DC 15), hideous laughter (DC 15), hypnotism (DC 16).2 – 1 enthrall (DC 17).

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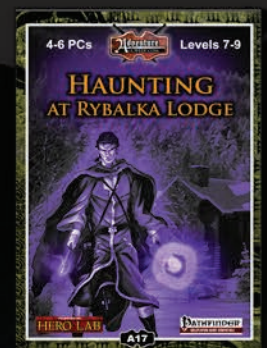
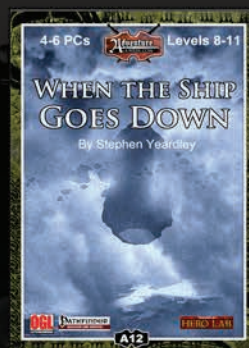
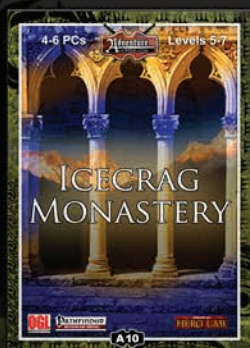
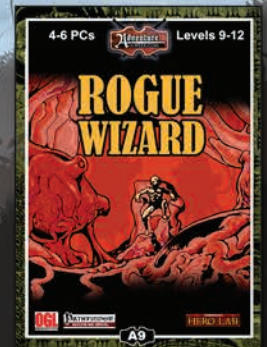
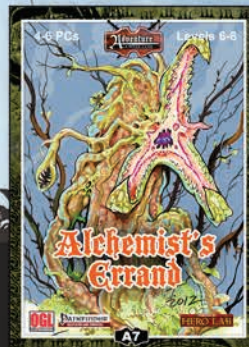
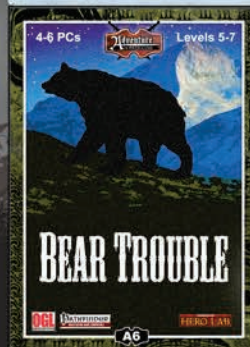
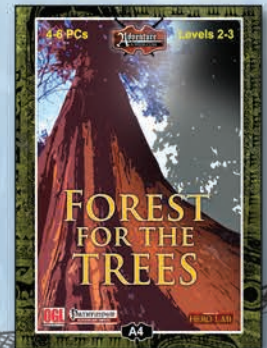
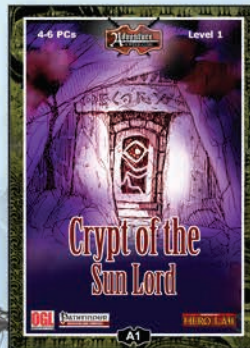
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