

Your footsteps echo distantly as you stride down the abandoned corridors of the Fine Arts Gallery in Silkshore, where you are to meet with the **MUSES**. Turning a corner past a row of peeling portraits, you find yourself face-to-face with two members of the artist collective. They bow, slightly.

*“You may call me Tomas. We represent the Muses: a society of artists devoted to the creative expression of the Spirit. We are seekers of truth—for that, the rarest and the most valuable thing in the world, can be achieved only by unveiling our innermost selves through art.”*

Tomas reaches into his dusty waistcoat and reveals a flyer for an upcoming concert featuring a large image print of the headliner, a dark-haired woman sitting delicately by an ornate harp. The caption below reads: *“Tabitha Slane (Grand Artisan) presents: Heartstrings, a Symphony of Elegance”*

*“A symphony of elegance? A symphony of falsehoods. A symphony of uninspired rubbish! The audiographs we’ve acquired of her ‘performances’ are enough to cast her talent into doubt. And yet she captivates her audiences when she plays that damned glass harp. Retrieve the instrument and exchange it for a fake before her upcoming concert.”*

### APPROACH & OBSTACLES

**APPROACH:** Tabitha Slane’s mansion on the Silkshore waterfront has been largely repurposed to accommodate a grandiose performance hall. Tabitha carries an audiograph that unlocks the vault.

Each area of the mansion contains possible challenges and opportunities.

**PERFORMANCE HALL:** The mansion’s foyer has been adapted for a concert venue.

- ❖ A glittering chandelier
- ❖ Attentive servants prepare for the upcoming event

**DRAWING ROOM:** A cozy but formal, carpeted room where important guests socialize.

- ❖ Audiograph playing device
- ❖ Nobles fawn over Tabitha
- ❖ A flue leads to other floors

**CELLAR:** Dozens of wine casks and a flat, stone floor. The entrance to a personal vault.

- ❖ The vault’s lock requires a specific sound as the key
- ❖ Two Bluecoats stand guard

*“False artistry is an affront to our inner truths! We must put an end to this pretender.”*

### SCENES & COMPLICATIONS

*The Butler approaches you. “Sirs! Madams! You can’t be in here. Wait, I don’t recognize you. Do you have an invitation?”*

- ❖ A servant identifies you from an earlier encounter and asks you why you’re here
- ❖ The Butler never forgets a face
- ❖ He demands a bribe to look the other way

*With a sucking sound, bricks in the wall give way to a tiny room containing a glass harp. Upon touching the harp, a melodic voice trills in your head. You feel something pluck curiously at your mind. “You’re not Tabitha.”*

- ❖ The **SPiRiT** in the harp uncovers a memory
- ❖ It lashes out at you, flinging you backwards

*In the Drawing Room, Lord Birne and Lady Traub are discussing Tabitha’s performances. They ask, eagerly: “What’s your favorite?”*

- ❖ Lord Birne or Lady Traub are suspicious
- ❖ Lord Birne disagrees with you, and calls on a servant to fetch Tabitha to confirm his opinion
- ❖ Lady Traub is offended and calls on security

*Tabitha Slane wails: “I know why you’re here. **HER** gifts come with a price, and you won’t know you’ve paid until it’s too late.”*

- ❖ She sings a piercing note that materializes as a twisting ribbon of air, hurtling toward you
- ❖ Tabitha slices at you with a stilleto dagger
- ❖ She stabs herself before you can question her