

EVELYN ETTERIL

Female human (mostly); age 18; Serinde's daughter

You were born in the city of Deepfort, but you remember little of your life before your arrival in Stonebridge, the small village in the countryside where you live with your family. It's not a subject your mother has cared to discuss, no matter how many times you have brought it up – and the man who raised you like a father has been unyielding when it comes to keeping her secrets.

You don't know anything about your real father, other than that he is dead. You don't know what turned your mother into the distant, frustrating figure who discouraged you from pursuing your childhood interest in music and deflected your every question about her past. You can guess some of it – she must have been some kind of minor bard, and the Harmonious Kingdom is not kind to bards who don't want to join the Church of Harmony.

Your happiest childhood memories are of spending time with Zilfryn, your adopted father. Although he has been somewhat reticent about his own past, you know that he was some kind of soldier for a noble drow house in the Underdark, and that he is in exile for political reasons. When he was little he was taught the basics of sorcery, and his support really helped you when you were struggling to find an outlet for your own developing magical power.

Zilfryn has also taught you how to defend yourself. Although you don't think you will ever have his knack for the sword, you're a pretty good shot with a bow. For years you have been accompanying your father into the forest to hunt game to sell in the village – sometimes to avoid being conscripted into helping your mother with her weaving. The long silence between you has made your interactions increasingly awkward, and you find your father's company a lot more pleasant.

If it weren't for your mother's insistence that bardic magic is a danger to be avoided at all costs, you might have become a bard yourself. As it is, most of your sorcerous abilities are focused on sound – you can't help being interested in it, and what Serinde doesn't know can't upset her. Like the pet magical project you keep under your bed – or your participation in a Kingdom-wide musical smuggling ring.

It all started off very innocently. All the other young people in the village follow the underground gossip

about the unlicensed bands that play in Deepfort, a known hotbed of resistance – you just have to know which traders carry the illicit newsletters and what to say to them to get hold of one. They offer a window on the world very different to what is presented by the official propaganda distributed by the Church, which everyone knows is full of lies.

You can even buy recordings of illegal music concealed in little magical trinkets, although those are much more dangerous to smuggle than paper. The local priest, Lambert, is a complete idiot – all of this is happening right under his nose, but as long as everyone turns up in church and mouths the words of the Righteous Song he thinks he's done his job. Which suits you just fine.

You've been an avid reader of the newsletters for years – you keep a large collection under the floorboards in your room. You were thrilled to read the articles about legendary illegal nightclubs like Club Spectre, where everyone important seemed to hang out and make music. You admired Deepfort's young musicians and the lengths they went to to play their secret gigs – especially Cacophony, a brother and sister duo whose bold, uncompromising sound and anti-establishment lyrics struck a particular chord with you.

You also loved reading the more technical articles aimed at sound mages, especially when you found them practically applicable to your own magic. That is your life's ambition – to support musical performers by amplifying and transforming their music. One of the first things you tried was making your own magical recordings, and was delighted to discover how easily you could do it.

When you read about the difficulties that Cacophony had been having in smuggling their recordings out of Deepfort, you had a brilliant idea and wheedled your smuggling contact into passing a letter from you back to the secret press, and from there it made its way to the musicians themselves. Of course you used a pseudonym – you called yourself Discordia as a tribute to your heroes.

Your suggestion was simple: they would send you a master copy of each of their recording sessions, which would be a lot easier to conceal than a whole box full of them, and you would copy them in Stonebridge, passing the copies back into the smuggling ring. Nobody would ever suspect that a sound mage was operating out of this tiny town in the middle of nowhere! You've been doing this for months with no one the wiser, although you had to reveal some of the grand design to your little brother after he started

getting suspicious.

Amalar is five years younger than you – he’s Zilfryn’s actual son, although the two of them aren’t very close. He’s a half-drow, so unlike you he stands out a lot in the village. In spite of this, he is well-liked – at least among the people your own age.

He has a strong bardic talent, and despite her best efforts Serinde has been unable to stamp it out – instead she has spent his whole life teaching him how not to use his magic. For as long as you can remember, the whole family has lived under a cloud of worry that Amalar would do something to give himself away and the Priests of Harmony would whisk him off to be indoctrinated into the Church, never to be seen again.

Now that he’s not a little kid anymore the two of you get along pretty well. You feel really bad for him – you know that he loves music more than anything, particularly percussion. He can barely restrain himself from drumming on random things when nobody is watching. It’s something that’s in his bones, but he’s been forbidden from doing it.

Amalar can’t really be seen to be involved in anything to do with the musical underground without setting off all of Serinde’s alarms, but you let him read your newsletters in secret when she’s otherwise distracted. You have also let him into your biggest secret of all – your long-time labour of love, a magical sound desk which Serinde definitely doesn’t need to find out about.

You call it the Sound Golem 3000 – the first two prototypes came to rather unfortunate ends. It can capture sound from one location, transform it, and project it somewhere else. It can also create an aura of silence. You and Amalar have been working on it together, having sworn each other to absolute secrecy.

You’re pretty sure that Amalar knows something about your involvement in the smuggling ring, but you’ve never discussed the details with him – he’s your little brother, after all, and you don’t want to put him in danger.

As you’ve grown up, your life in Stonebridge has begun to feel more and more stifling. Although you cherish the time you’ve spent with your father and brother, and although you and Serinde have settled into a cordial ceasefire – you never fight, because you barely speak to each other – you’ve become really sick of this tiny, safe, boring town. You have often wished that you could see more of the world, and to visit the places you’ve only read about in your newsletters. It looks like you may be about to get your wish – but not

under the circumstances you would have liked.

Earlier this evening a squad of city priests arrived at the local church, and they’ve been holed up inside with Lambert ever since. What could they be talking about? If Lambert suspects anything about Amalar’s abilities or your secrets, you doubt that he would have the courage to lie to protect you.

Serinde and Zilfryn have been whispering to each other all night – they’re not being very subtle about it, and it’s pretty obvious that they’re really concerned about the priests’ presence. What will you do if they come for you? You’d probably have to leave town, and maybe head for one of the bigger cities, where it’s easier to hide. You would ordinarily be delighted by the prospect, but right now you’re just sick with worry.

You’d have to take the Sound Golem – you couldn’t possibly leave it behind. You’re not sure what you would do about your stash of newsletters – they’d be heavy to carry, but they’d incriminate you if they were found. Should you burn them? Bury them? Maybe you should just throw everything in a bag to deal with later. Serinde is sure to be furious if she sees all the contraband you have hidden in your room. Could your activities have done anything to attract the priests’ attention?

But perhaps you’re just being paranoid, and the priests will leave tomorrow without causing any trouble. For now you’re putting on a brave face while Serinde calls the family to dinner.

Your family

Zilfryn: the man you know as your father. He is an exiled drow. He has taught you sorcery, and how to hunt and fight, and been a good parent to you your whole life. You don’t know what he sees in Serinde, but you know that he is deeply loyal to her.

Serinde: your mother, a cold and distant figure in your life. When you were younger you tried to ask her questions about her past and about your real father, but you gave up on getting a straight answer out of her a long time ago. She is half-elven.

Amalar: your little brother. He’s a good kid with an irrepressible love for music, and your partner in crime in many technically illegal hobbies.

People you know

Cyril: one half of Cacophony, your favourite band. Cyrilla’s fraternal twin. He is human.

Cyrilla: the other half of Cacophony, your favourite

band. Cyril's fraternal twin. She is human.

Equipment

Your bow: a shortbow which Zilfryn bought for you as a gift. You have used it to hunt deer.

Sound Golem 3000: a magical sound desk which you and Amalar made in secret. It's a carved wooden board with stone and metal inlay, covered in knobs and levers. It folds up into a flat wooden case two feet long and a foot wide.

A sack: full of illegal literature and a handful of even more illegal magical recordings.

Evelyn Etteril

6th level Sorcerer, 1st level Fighter

Race: Mostly Human **Hit Points:** 32 **Alignment:** Neutral Good **Base Attack Bonus:** +3

Stats

Strength: 10 (+0) **Dexterity:** 14 (+2) **Constitution:** 12 (+1) **Intelligence:** 13 (+1) **Wisdom:** 13 (+1) **Charisma:** 18 (+4)

Saving Throws

Fortitude: +5 **Reflex:** +4 **Will:** +8

Combat

Initiative: +2 **Melee attack:** +4 **Ranged attack:** +6 **Armour class:** 12

Skills

Concentration: +6 **Diplomacy:** +9 **Knowledge (Arcana):** +7 **Perform (Magical Devices):** +16 **Spellcraft:** +18 **Survival:** +5 **Use magic device:** See Perform.

Feats

Craft Wondrous Item: You can create or mend a wide variety of complex magical items.

Iron will: +2 to will save (already included).

Skill focus (Spellcraft): +3 to Spellcraft (already included).

Magical Aptitude: +2 to Spellcraft and Use Magical Device (already included).

Point Blank Shot: +1 to attacks and damage with a bow against a target within 30ft.

Class features

Familiar: You may take a suitable small animal as a familiar if you find one.

Sorcerer spells

3rd Level (4 per day)

Sound Lance: Sonic attack deals 1d8 damage per level (up to 10d8).

2nd Level (6 per day)

Cat's Grace: Subject gains +4 to Dex for 1 min./level (and thus +2 to ranged attacks).

Sonic Weapon: Weapon does 1d6 extra sonic damage for 1 minuter per level.

1st Level (7 per day)

Identify: Determines properties of magic item.

Sonic Blast: Subject takes 1d4/2 levels sonic damage plus deafness.

True Strike: +20 on your next attack roll.

Ventriloquism: Throws voice for 1 min./level.

0th Level (6 per day)

Resistance: Subject gains +1 on saving throws.

Detect Magic: Detects spells and magic items within 60ft.

Detect Poison: Detects poison in one creature or small object.

Ghost Sound: Figment sound.

Message: Whispered conversation at a distance.

Silent Portal: Negates sound from door or window. (SC)

Sonic Snap: Subject takes 1 point of sonic damage and is deafened 1 round.

The Sound Golem 3000

- *Clairaudience:* creates an invisible sensor at specific location that transfers sound from there to the

sound desk (range: 100ft). Up to two sensors may be active at any time. Use Spellcraft if a skill check is needed.

- *Sculpt Sound:* change sounds passing through the sound desk. Use

Performance if a skill check is needed.

- *Ventriloquism:* transfer sounds from the sound desk to a distant point (range: 100ft). Sounds may be transferred to up to two locations at a time. Use Spellcraft if a skill check is needed.

- *Silence:* prevent sound in a 10ft radius (range: 100ft). Only one zone of silence may be active at a time. Use Spellcraft if a skill check is needed.