

SWAN SONG

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Title: Swan Song

Number of players: 4

System: D&D 3.5

Setting: Fantasy; glam rock dystopia

Twenty years have passed since the Harmonious Ruler unified the kingdom with his Righteous Song. In this brave new world, music is a highly controlled substance, and the Church of Harmony crushes all unlicensed use under its melodious boot. At the head of the Church's Sonic Legion is a hierarchy of lute-wielding bardic priests, led by a trio of the Harmonious Ruler's most zealous converts – bearers of the legendary instruments which enabled his rise to power.

In the barter town of Deepfort, poised between the Harmonious Kingdom and the neutral drow territories underground, the last vestige of the Resistance does its best to survive and keep hope alive, while a monstrous echo of a fallen hero devours innocents and enemies alike. In the nearby village of Stonebridge, an ordinary family lives a quiet life away from the dangers of the occupied cities. But in the forest a dark crescendo is building, and before long they will all be thrown together in a symphony which may reverberate through the kingdom for years to come.

GLOSSARY

drow: matriarchal dark-skinned elves who live in the Underdark. They like darkness, spiders and a bit of murder in their politics.

Drummer's Curse: the abnormally high drummer turnover rate experienced by a worrying number of bands as a result of diverse accidents and other misfortunes.

lute: a plucked string instrument. Comes in various pitches and sizes.

octobass: like a double bass, only bigger.

theorbo: a large plucked string instrument with a long neck.

tiefling: a half-demon.

Underdark: a vast network of tunnels and caverns deep underground. The drow live there.

zither: a medium-sized plucked string instrument which is a flat board with strings; also known as a table harp.

MODULE OVERVIEW

Summary

The four player characters are members of the Etteril family. Serinde Etteril is the pseudonym of Merilinel Thynne, a powerful half-elven bard. Zilfryn Etteril is her husband, an exiled drow assassin. Evelyn Etteril is her daughter, a sorcerer, and Amalar Etteril is her younger half-drow son, a bard.

Merilinel was once in a famous band called Vorpall Mace, with Evelyn's sort-of-dead father Osbert. They tried and failed to stop the rise of the Harmonious Ruler at a fateful Battle of the Bards twenty years ago. Thereafter, Vorpall Mace spent five years leading the Resistance in the trading town of Deepfort, which is built on top of mines connected to the Underdark.

After several devastating setbacks which resulted in great losses to the Resistance and the transformation of Osbert into a sound monster called the Whistler, Merilinel went into hiding in the remote village of Stonebridge with Zilfryn and her young daughter, having lost her singing voice. The family has lived a quiet life there for the past fifteen years.

Recently the Harmonious Ruler has hatched a plan to wipe out the remainder of the Resistance in Deepfort, by using a musical ritual to activate an old drow defensive barrier and trap everyone inside the Old Town where they can be killed or captured. Part of the ritual is designed to attract the Whistler and provoke it into unleashing its rage on the trapped inhabitants. At the head of this assault is Merilinel's old nemesis, the tiefling bard Reginald Sable.

The city and its surrounds are crawling with Sonic Legion troops and Priests of Harmony preparing for the attack. Some have come to Stonebridge, which is very worrying for the family. The module begins with the local priest's wife delivering a warning that the visitors have been tipped off that young Amalar is an unregistered bard.

This will drive the Etterils to flee from the village in the dead of night and head to Deepfort, where they think they will be safer. They will soon find out that the last safe place may not remain that way for long.

The Harmonious Kingdom

The Harmonious Ruler is secretly a lich named Ulric Vine, the often-forgotten fifth member of the legendary band known as the Clerics. He keeps his phylactery inside his lute. He keeps his identity under wraps to discourage assassination attempts.

Twenty years ago he rose to power at a popular musical contest by performing a powerful bardic ritual – with the assistance of Vorpall Mace's rival band, Adamantium, and four legendary instruments which once belonged to the Clerics. Since that day he and his lieutenants and minions have maintained order and obedience within the Harmonious Kingdom through repeated performance of this Righteous Song, as well as other musical rituals designed to engender compliance.

In the Kingdom, music is rigidly controlled. All children exhibiting bardic abilities are removed from their families at an early age, and raised and indoctrinated by the Church of Harmony. The Church's Priests of Harmony lead a larger force known as the Sonic Legion – bards fill the most important positions within this hierarchy.

All instruments must be licensed, and only a limited corpus of registered music may ever be performed. Citizens are encouraged to be vigilant and report their neighbours' infractions. Most have access only to the highly distorted news reports released in official propaganda bulletins.

Even after two decades of this ruthless regime, a small but determined Resistance continues to be a thorn in the Harmonious Ruler's side – smuggling illicit sheet music, recordings and instruments, and staging underground gigs.

Deepfort, and the Villains' Plan

This trading town was built centuries ago on top of a platinum mine. As the human inhabitants mined from the top, the drow underneath mined from the bottom. When they met in the middle, armed conflict inevitably resulted. Both sides fortified their defences, and for decades the area was the site of frequent turf wars.

Eventually, however, the deposits were completely mined out, the relationship between the nations became more cordial, and Deepfort became a flourishing trading hub. It comprises two concentric circles: the larger, newer and better-off Outer City, mostly built during the town's most prosperous period, and the tiny cramped Old Town which is built within

the walls of the old fort erected around the mine entrances to keep the drow out.

Today Old Town is one of the last remaining sanctuaries of the Resistance, because its many connections to the Underdark provide a wealth of escape routes and hiding places – and despite their neutral status the drow don't try very hard to pursue fugitives.

What most of Deepfort's inhabitants don't know is that the outline of an ancient magical barrier used by the drow to repel human invaders during a long-forgotten war is still carved into the passage walls, and that the Ruler has constructed a song which can reactivate it.

He has sent two members of Adamantium – his loyal minion Reginald Sable, and the more reluctant Filton Clankwhistle – to the town, bearing their two Harmonious Instruments, at the head of an army. They intend to trap the inhabitants of the Old Town between the barrier and the wall of the fort, and exterminate the remainder of the Resistance.

The ritual is a duet for the drum and theorbo. The drum activates the old drow defences, while the theorbo summons the Whistler and drives it into a rage. A few crucial chords also ensure that the performers and their troops are shielded from the monster's wrath, keeping it focused on the enemy.

When the sonic carnage is over, the troops can pick over the rubble at their leisure, mopping up any survivors.

Module Flow

First hour

The priest's wife delivers the warning. The Etterils **flee Stonebridge**, evading their pursuers. After some hiking through the **forest** they make it to **the Elderflower**, an inn where they hope to get supplies and perhaps rest – but they discover that the inn is occupied by a regiment of the Church which is escorting Filton Clankwhistle. Here they have the opportunity to discover that serious trouble is brewing.

Second hour

In this middle section, several **optional but recommended** NPC encounters can be **slotted in** at various times and locations – as **extended scenes** if time allows, or as **add-ons to an existing scene** if a shortcut is needed.

The family **arrives in Deepfort** and possibly has a brief run-in with **the Whistler**. They make contact

with the Resistance in **Club Spectre**, and warn its leader – former Vorpall Mace drummer Rosalind Mott – that some kind of attack is imminent. Preparations ensue.

The group may meet with potential **drow allies** or recruit young bards at a gig by the punk band **Cacophony**. An old friend – the final band member, the dwarf **Feldspar Shalecrusher** – meets Merilinel and delivers a new insight about the Whistler. Merilinel may attempt to **confront the Whistler** to get her voice back, and Filton may be persuaded to **defect**.

Third hour

The Resistance's **last stand!** Reginald has a **stage** constructed in the city, and possibly finds a **replacement drummer**. When everything is in place, the **ritual begins**. If the Whistler has already been **destroyed**, Reginald will switch to his **backup plan** and order his troops to surround and enter Old Town, and begin the extermination the **hard way**.

Sources of inspiration

Velvet Goldmine, glam rock, and dystopian science fiction concept albums.

The narrative pacing is different for the older and younger characters. Merilinel and Zilfryn are returning to atone for and confront their past failures. Evelyn and Amalar are setting out to test themselves and their ideals on their first adventure.

PLAYER CHARACTERS

Serinde Etteril, veteran bard in hiding

- Actually Merilinel Thynne, half-elven former lead singer of Vorpall Mace
- Was a Resistance leader in Deepfort
- Led the Resistance into a trap set by her archrival, Reginald Sable
- Accidentally turned her lover, Osbert Weaver, into a sound monster while trying to rescue him from his execution
- Lost her singing voice in the same incident; left with much reduced bardic abilities
- Went into hiding in Stonebridge with her infant daughter Evelyn and a drow mercenary, Zilfryn Etteril
- Became a weaver in Stonebridge
- Fell in love with Zilfryn and had a son, Amalar
- Distant from her daughter; close to her son
- Discouraged Evelyn's bardic talent; unable to do the same with Amalar; has been teaching him how to control and hide his magic
- Has kept her past secret from her children, which frustrates Evelyn

Zilfryn Etteril, exiled assassin

- A drow; formerly a guard and assassin from the noble House Belaerran
- Taught a bit of magic as a child
- Deadly with a sword
- Exiled for the socially unacceptable assassination of the matriarch of the rival House Velcharyn
- Nobody was actually unhappy about the outcome, but appearances had to be maintained
- Travelled to the surface, pursued by assassins
- Took on work for the Resistance in Deepfort despite the bad pay, because of Merilinel
- Loves and admires Merilinel as if she were a matriarch
- Stood by her during the catastrophic Resistance operations, and accompanied her into hiding
- Became a hunter in Stonebridge
- Loves Evelyn as his own daughter; is closer to her than to his son
- Taught Evelyn basic principles of sorcery and self-defence
- Doesn't know how to relate to his son because his upbringing is so different
- Keeps everyone's secrets; doesn't reveal things that are not his to reveal

- Is utterly loyal to Merilinel and would do anything to protect his family

Evelyn Etteril, rebellious young sorceress

- Merilinel's daughter with Osbert; mostly human
- Had a natural aptitude for bardic magic as a child; because of Merilinel's discouragement she developed a sorcerous talent instead
- Upset by her mother's refusal to discuss the past
- They no longer fight because they hardly ever talk
- Closer to her adoptive father, who taught her the basics of magic and fighting
- A good shot with a bow; helps her father to hunt
- Interested in sound-related magic
- Reads underground musical newsletters smuggled by visiting traders out of Deepfort
- Favourite band: brother and sister duo Cacophony
- Involved in a musical smuggling ring under the pseudonym Discordia; makes copies of magical recordings of Cacophony's music
- Also working on a magical sound desk called the Sound Golem 3000, assisted by Amalar
- All of this is obviously kept secret from Merilinel
- Is fond of her little brother and protective of him

Amalar Etteril, idealistic young bard

- Merilinel's son with Zilfryn; half-drow
- Has a strong bardic talent which she was unable to suppress
- Has spent a lot of time with his mother learning how to control and hide his magic
- Particularly loves percussion, and makes improvised percussion instruments out of household objects
- Loves music, and hates that the oppressive rules of the Church of Harmony make everyone in his family unhappy and afraid
- Has a strong idealistic streak and wants to change the world, but doesn't know how
- Gets on well with his sister Evelyn, who lets him read her magazines
- Works on the Sound Golem 3000 with her in secret
- Suspects that she is involved in smuggling; doesn't know the details
- Close to his mother; distant from his father
- Charismatic and good with people; well-liked by his peers despite his visibly foreign heritage

IMPORTANT NPCs

Vorpal Mace

This once-famous band tried but failed to prevent the Harmonious Leader's rise at the fateful Battle of the Bards twenty years ago. For a few years after this catastrophe they led the Resistance in Deepfort, until their bid to take control of the city by capturing the local Church of Harmony was foiled by a trap set by Adamantium's Reginald Sable. With Merilinel Thynne's departure into hiding, the band broke up once again, this time perhaps for good.

Rosalind Mott was the band's final drummer; a young and enthusiastic human merchant's daughter at the time of the Battle. After Osbert's death, Merilinel's departure and Feldspar's disappearance she became the de facto leader of the Resistance, and has put her links both to legitimate merchants and to organised crime to good use.

Feldspar Shalecrusher, a dwarf, was the band's bass lutenist, and also its heart and soul. He disappeared after the Resistance's disastrous attack on the Church, and was long presumed dead – but rumour has it that a mournful dwarven solo act has been making the rounds at the city's underground gigs. He had a close encounter with the Whistler which has left him slightly mad.

Osbert Weaver, a human, was the lead lutenist of the band and Merilinel Thynne's lover. Their tumultuous relationship produced a daughter. Osbert was captured by Reginald Sable during the failed attack on the Church, and to save him from execution Merilinel attempted to turn him into sound and back again using an experimental bardic spell – inadvertently turning him into the Whistler, an insane sound-monster which haunts Deepfort to this day.

Adamantium

This goth rock band, Vorpal Mace's long-time musical nemesis, was instrumental in the Harmonious Ruler's rise to power, although perhaps its members did not realise exactly what they were doing at the time. Since then all three have become the Ruler's most feared lieutenants; bearers of three of the legendary instruments used in the ritual of the Righteous Song.

Reginald Sable, the tiefling lead vocalist, is the bearer

of the Harmonious Theorbo. He has always been partial to brooding, angsty lyrics, and has really embraced his new dark overlord aesthetic. Long ago he had a fling with Merilinel Thynne, and has periodically made overtures to win her over.

Filton Clankwhistle, a gnome, is the bearer of the Harmonious Drum – which he is really sick of, since his preferred instrument is the octobass. He is miserable in his new life, and didn't sign up for any of what has happened – but he isn't brave or principled enough to make a stand against his companions, and has a fatalistic outlook on his future prospects.

Ida Hawthorn, a human, is the keeper of the Harmonious Zither, and does not appear in this module.

Cacophony

This is the most famous young band in Deepfort. **Cyril** and **Cyrilla** are a pseudonymous brother and sister duo of punk singers and lutenists. They look and dress alike, their music is loud, and their lyrics are revolutionary. The magical recordings they smuggle out of Deepfort are copied somewhere outside the city by a sound mage they know only as Discordia – which is the secret pseudonym of Evelyn Etteril.

The drow

Since Deepfort straddles the border between the Harmonious Kingdom and the neutral drow territories in the Underdark, many drow can be found in the city. Although several drow houses surreptitiously aided the Harmonious Ruler in his ascension, after two decades of worsening relations they are experiencing buyer's remorse and are widely believed to be propping up the Resistance – although they are not above betraying their contacts to the Church whenever it becomes politically expedient.

Many years ago, Zilfryn was one of the elite warriors in service to the Matriarch of House Belaerran, and prided himself on his ability to anticipate the wishes of his superiors. He assassinated the young, ambitious and unstable Matriarch of a smaller rival house, Velcharyn – an act which earned him the private gratitude of both his own house and the dead

Matriarch's successor, but which necessitated a stern public rebuke because of its political indelicacy. He was exiled, and pursued by House Velcharyn's assassins for several years. His current status in Deepfort is uncertain.

Olothril Belaerran is the ranking representative of House Belaerran in Deepfort; a first cousin of the Matriarch. She runs Nimrothvel, an expensive restaurant and hotel for visiting drow dignitaries. She is fond of Zilfryn, but has been careful not to show favour to him openly.

Chassrith Velcharyn is the ranking representative of House Velcharyn in Deepfort; a minor textile saleswoman. She has tried to have Zilfryn killed several times in the past.

Monsters

The Whistler is a creature of sound and rage, created from Merinel Thynne's singing voice and Osbert Weaver's soul in a botched bardic spell. For the past fifteen years it has haunted the streets of Deepfort, possessing hosts to use as vessels for its songs, and driving them insane in the process. The Priests of Harmony have tried to trap it many times, to no avail. The locals regard the monster with a mixture of admiration and horror.

The Harmonius Ruler does not appear in this module. He is Ulric Vine, a powerful bard, a lich, and the often-forgotten fifth member of a legendary band, the Clerics – but he prefers to keep that under wraps. It would not do for anyone to guess that he keeps his phylactery inside his instrument.

SCENE OVERVIEW

Leaving Stonebridge [required]

Time: 15 minutes

Priests of Harmony have arrived in Stonebridge as part of the forces mobilising in the area, and questioned the local priest Lambert about local subversives. He has given them Alamar's name.

Warned by Lambert's wife Joan, the Etteril family scrambles to pack supplies and flee the village in the dead of night, pursued by the priests.

Flight Through the Forest [required]

Time: 5 minutes

Transitional scene. The family travels through the forest towards an inn where they hope to resupply and rest. Give the players some time to have a family discussion now that they are out of immediate danger.

The Elderflower [required]

Time: 40 minutes

Arriving at the inn, the Etterils discover that it is

occupied by a regiment of the Sonic Legion, which is escorting Filton Clankwhistle, a member of Adamantium and the most reluctant of the Harmonious Leader's three lieutenants.

This disrupts their plan to get supplies, but gives them the opportunity to learn some disturbing intelligence by eavesdropping on the troops or interrogating Filton directly. And possibly engage in theft, kidnapping or worse.

END OF FIRST HOUR

Reaching Deepfort [required]

Time: 5 minutes

Transitional scene. Introduce the players to Deepfort, where the Church of Harmony has recently increased its presence and the law is far more strictly enforced. An oppressive atmosphere hangs over the whole city, which is crawling with Priests of Harmony.

The Etterils should make their way to the much less well-policed Old Town in the centre of the city. Take a shortcut directly to Old Town through a secret Underdark entrance if you need to speed things up.

Whistler Attack [add-on]

Time: 5 minutes

If the family has not previously encountered the Whistler, they should cross paths with it in a brief encounter. This is intended to be foreshadowing, not a lengthy interaction.

Club Spectre [required]

Time: 30 minutes

Rosalind's nightclub and underground studio; effectively the headquarters of the Resistance. Here Merilinel is reunited with Rosalind and can pass on the alarming news from outside. Rosalind can fill Merilinel in on recent events in the city and ask for her help in defending it, and perhaps direct her to an underground gig where young bards can be recruited and where Feldspar is likely to show up.

This scene can be extended to incorporate other NPC encounters: Cacophony could play here, and both Feldspar and the Drow could visit. Even the finale could begin here, if the players are taking too long to plan their response.

The Resistance should make a firm alliance with at least one party to put up an effective defence against the troops later.

Cacophony's Gig [add-on]

Time: 15 minutes

Here the Etterils can watch Cacophony's performance and have the opportunity to recruit many young bards to the city's defence.

Feldspar's Tale [add-on]

Time: 15 minutes

Feldspar will approach Merilinel and reveal some new insight into the Whistler, encouraging her to confront it and finally put it to rest.

Meeting Drow Allies [add-on]

Time: 15 minutes

Zilfryn and Merilinel may seek an audience with one or more drow noblewomen from Zilfryn's past, or the drow may come to find him. Despite their previously antagonistic relationship, they may be persuaded to ally with the Resistance to defend the city, but probably not for free.

Negotiation with Filton [add-on]

Time: 15 minutes

If it looks like the Resistance has a fighting chance, Filton may be persuaded to defect before or during the final battle.

END OF SECOND HOUR

Confronting the Whistler [add-on]

Time: 15 minutes

Merilinel has the opportunity to interact with the Whistler and perhaps destroy it to get her voice back. Her children may be able to assist her with their own magical talents.

The Last Stand [required]

Time: 45 minutes

Reginald builds a stage. If something has happened to Filton, he also conducts auditions for a new drummer, and Amalar has the opportunity to infiltrate and sabotage the ritual.

The ritual begins! If the Whistler is a no-show because it has already been dealt with, Reginald will proceed directly to the next stage of the plan and order his forces to begin their attack on Old Town. Otherwise, now is the time to incorporate the dramatic confrontation. Either way, it's up to the players to stop Reginald and his minions and save the city.

Finally, discuss the aftermath – do they succeed at repelling the attack? Do they capture either of the Harmonious Instruments, or their wielders? What are the political implications?

END OF MODULE

SCENE DETAILS

LEAVING STONEBRIDGE

A squad of six **churchmen** from the city, including two bards, **arrived** in Stonebridge earlier this evening. They have been staying in the **local church** with Lambert, the village priest. The Etterils have all been **worried** about the visitors' presence, for various reasons.

The warning

They are about to **sit down to dinner** when they are roused by a **banging on the door**. Joan, Lambert's wife, has arrived with some **dire news**: when his guests demanded a detailed report on the village, the weak-willed Lambert, in his eagerness to appear cooperative, **named Alamar** as a child who may possess bardic talents.

Lambert had **noticed Amalar's ability** some time ago, but had been persuaded by Joan **not to report it** until the boy was older – and had been content to turn a blind eye, until he was asked to produce a **scapegoat**. Joan is embarrassed about this, but will probably try to defend her husband and justify his actions.

Joan has slipped away to warn Serinde and her family that the priests plan to call on them **in the morning**, since they are currently resting and eating dinner – but they might decide to **leave early**, and arrive here at any minute.

The family must hastily **gather their things** and begin the long journey through the forests to **Deepfort**, where they can hope to **disappear** into the larger city and find a way to rebuild the lives they are leaving behind.

Complications

Serinde and Zilfryn need to **get to the shed** to open the **emergency cache** concealed beneath its floorboards.

In addition to travel supplies, the cache contains a number of items likely to raise questions within the family:

- Merilinel's **lute** (which is a beautiful but flagrantly illegal instrument), and
- Zilfryn's adamantine **sword and armour** (the craftsmanship of which marks him as far more than a common soldier).

Evelyn will probably be bringing her own eyebrow-raising items:

- a large sack (containing **illicit musical newsletters**), and
- a flat wooden box (the folded-up **Sound Golem 3000**).

Noting Joan's absence, the churchmen have begun to search the village, and their lanterns can be seen moving towards the Etteril family's outlying farmhouse.

Resolution

A hasty discussion followed by a rapid departure and some successful **stealth rolls** may allow the family to escape into the wilderness and be on their way.

A prolonged argument or some unlucky rolls might result in the family being **confronted** by one of the churchmen. If unlicensed bardic spells or instruments are noticed by the priests, or the churchman is killed or injured, the remainder are likely to ride for Deepfort immediately to make a report.

Once underway, the family may find time to continue their questions and discussions on their journey to **the Elderflower**, the inn where Serinde and Zilfryn hope to acquire fresh supplies.

Lone Churchman

- Cloaked and menacing; silhouetted by his lantern; accustomed to being obeyed.
- Not used to meeting armoured resistance.
- HP: 20
- AC: 12 (leather armour)
- Attacks: Spear: +4 (1d8)

FLIGHT THROUGH THE FOREST

This is a transitional scene and can mostly be narrated.

After fleeing their home, the family have a hard three-day walk through the wilderness to Elderflower where they hope to resupply. Nights will be cold and lighting fires dangerous.

If necessary, give the characters an opportunity to discuss what has happened while huddled together around a small, carefully managed fire.

THE ELDERFLOWER

This well-maintained waystation and inn stands on a scenic route through the forest, off the main roads. Wealthy travellers use it as a country retreat. Zilfryn and Serinde have come here because it is out of the way, and because they know the owner, **Lyra Brewster**. They intend to get supplies here, and perhaps even rest for the night if there are no other visitors.

Complications

It soon becomes apparent that there are *many* other visitors – an entire regiment of the **Sonic Legion**, which has exceeded the capacity of the inn and has spilled out into a camp in and around the courtyard. There are **horses** tied up in the stables, and some outside – their barding bears the insignia of the Church, a **stylised bell with an H inside**.

The inn itself seems to be occupied by several high-ranking **Priests of Harmony** who, judging by the volume of luggage, are escorting some kind of dignitary. Serinde and Zilfryn should rapidly figure out that this is **Filton Clankwhistle**, accompanied by his old **octobass** in an enormous carrying case and a **set of drums**, both of which some unhappy Sonic Legionnaires are wrestling indoors and up the stairs.

The family needs to decide what to do next. A few approaches which they might consider:

- Do they sneak in or try to speak to Lyra so that they can **buy or steal the supplies** anyway?

- Do they try to **eavesdrop on the troops** to try to find out what is happening?
- Do they try to infiltrate the inn to **confront and interrogate Filton**?
- Do they concoct a plan to **locate and steal the Harmonious Drum** which they are likely to believe him to be carrying (but which is actually a **non-magical replica**)?

Of course their plan might evolve rapidly as they receive new information.

Lyra's predicament

Lyra Brewster has never attracted the attention of the Church before, and she is terrified that one of the **many petty infractions** she knows she is guilty of will now come back to haunt her. She will not be happy to see Zilfryn and Serinde, suspicious characters whom she has helped out in the past, back on her doorstep at the worst possible moment.

She's unlikely to report them to the priests, since she can't easily do that without incriminating herself, but she will try to **get them out of her inn as quickly as possible**, without arousing the suspicions of her very frightening guests.

The Etterils will find her a **nervous and reluctant ally**, but if they approach her in the right way they may get some limited supplies at a bargain price or information about where the guests are quartered.

Observing the Troops

There are a few **unfortunate other guests** sharing the inn with the regiment – they don't really want to be

here, but they're afraid to leave in case that looks suspicious. As long as the priests have these civilians as an **audience**, they will enthusiastically push **the party line**: everything is going well! The righteous Sonic Legion is extending the Harmonious Ruler's justice even unto this benighted backwater! Woe betide the foul, creeping rebels who dare close their ears to his Song! Their more candid private conversations, however, paint a different picture.

The priests and legionnaires are **not particularly happy** to be stuck babysitting Filton – they speak about him with open disdain, and are **full of complaints** about their mission. They complain about the weight of the octobass and question the need to have brought it at all. They complain about the unwieldy drum set, and that Filton isn't using it for practice enough, wasting his time playing the octobass instead. They complain that he's rude, and surly, and drinks too much. They complain that they're stuck in a dull inn in the middle of nowhere, and wish that they had drawn one of the other assignments.

With some decent **Listen** checks followed by a few perceptive **Sense Motive** rolls, eavesdroppers can deduce some or all of these snippets of intelligence:

- This regiment is part of a **much larger operation** taking place in and around Deepfort. A massive contingent of the Sonic Legion seems to be mobilising in the area.
- This regiment's mission is to **deliver Filton to Deepfort** at some established time, to **rendezvous** with another important person.
- Filton does not appear to have a good reputation within the Church. He is considered **unstable and not entirely trustworthy**. The regiment is not just here to protect him, but possibly also to stop him from running away.
- The casual way in which the priests refer to the drum set suggests that the **Harmonious Drum is not actually here**. This is odd – in all the official propaganda the members of Adamantium are never seen without their instruments.

Filton's Tale of Woe

Filton is holed up **alone in his upstairs room**, probably drunk, playing something depressing on his octobass while the drum set lies abandoned and haphazardly stacked in the corner. He looks terrible, a far cry from the jolly portrait which appears on the propaganda posters – the years have not been kind to him.

He has been **miserable** almost from the start of the Harmonious Ruler's reign. He didn't sign up to be an evil overlord, but by the time he realised what he was

involved in it was **too late to back out**. Now he's stuck playing the same songs over and over on **an instrument he hates**, in a world where original music has almost been stamped out.

If the Etterils break into his room to confront him, or to find and steal the drum, Filton will **recognise Serinde as Merilinel** right away. Unless his life is threatened, he is unlikely to call for the guards – he is desperate to have a conversation with someone other than his minders, and can **easily be persuaded to talk**.

Filton knows that the Church of Harmony is planning a decisive strike to **crush the remainder of the Resistance in Deepfort**. He is being escorted to Deepfort to join **Reginald Sable**, who is travelling there separately with **both the Harmonious Theorbo and the Harmonious Drum** – Filton is **no longer trusted enough** to be left with the drum unsupervised. Filton has also not been apprised of the exact plan – he has been given **sheet music**, some of which he has never seen before, and told to practice it on the way.

Successful **Knowledge** or **Spellcraft** checks will allow the magically trained members of the family to recognise the more familiar pieces of music as standard Church songs for crowd control. The new piece is more difficult to identify, and appears to be a fragment of a ritual for **activating some kind of device**.

The past twenty years have left Filton with a **fatalistic outlook** on life. Having seen the inside of the Church's war machine, he is convinced that the **Resistance is doomed** and that there is nothing anyone can do to change this. He will warn Merilinel not to go to Deepfort, although he has no better destination to suggest – nowhere is safe from the Harmonious Ruler's gaze.

Although Filton is not brave enough to defect to what he is certain is the badly losing side, he is tempted by the **sliver of a chance** that Merilinel can rally enough of a following to stand up to Reginald, and wants to hedge his bets. He will promise not to give the family away. If they part on good terms, this encounter may sow the seeds for Filton's **defection** later in Deepfort, if it looks like the Resistance might actually win.

Alternative interactions with Filton

If the Etterils seem **reluctant to seek Filton out**, perhaps because it seems too risky, they may see him **down in the inn** instead – being trotted out by the priests for a (reluctant and uninspired) **performance** for the edification of their captive audience and the

inspiration of the rank and file (they love the drums). They will of course keep up the **pretence** that the fake Harmonious Drum is the real thing – the public can't be allowed to know how much disgrace Filton is actually in.

It's entirely possible that the family will **kidnap** or even **kill** Filton – either intentionally or because their plan to interrogate him or steal the drum goes horribly wrong. It's the Drummer's Curse! If he doesn't make it to his rendezvous, Reginald will be forced to find a **new drummer** later. A kidnapping may lead Filton to **defect much earlier**, since he will have few other options.

Resolution

Ideally the Etterils should get some supplies or information here and **get away quietly** without alerting the troops – but if something goes badly wrong, they may need to evade a pursuing force.

If they really **screw up** and get themselves captured, the regiment will immediately leave for Deepfort with their prisoners. **The Whistler** will then attack them on the road, drawn by Merilinel's presence – it should cause enough chaos to give the family an opportunity to escape.

Filton Clankwhistle

- Level 12 Bard

- Strength 8 (-1), Dexterity 14 (+2), Constitution 10 (+0), Intelligence 12 (+1), Wisdom 12 (+1), Charisma 18 (+4)
- Hit points: 48
- Saves: Fortitude +4, Reflex +10, Will +9
- Attack: Melee +8 / +3, Ranged +11 / +6
- Armour Class: 12

- Skills: Perform (Octobass) +18, Perform (Drum) +14
- Spells per day: 3x 0th, 4x 1st, 4x 2nd, 4x 3rd, 3x 4th

Signature spells:

- **Dominate Person** (4th level): Controls humanoid telepathically.
- **Sculpt Sound** (3rd level): Creates new sounds or changes existing ones.
- **Shatter** (2nd level): Sonic vibration damages objects or crystalline creatures. Used to wreck inn rooms when drunk.

Priest of Harmony (Bard)

- Level 4 Bard

- Strength 9 (-1), Dexterity 12 (+1), Constitution 10 (+0), Intelligence 12 (+1), Wisdom 9 (-1), Charisma 16 (+3)

- Hit points: 20

- Saves: Fortitude +1, Reflex +5, Will +3

- Attack: Melee +2, Ranged +4

- Armour Class: 11

- Skills: Concentration +6, Intimidate +8, Move Silently +7, Perform (Instrument) +10, Spot +8

- Spells per day: 3x 0th, 3x 1st, 1x 2nd

Signature spells:

- **Sound Burst** (2nd level): Deals 1d8 sonic damage to subjects; may stun them.

- **Cause Fear** (1st level): One creature of 5 HD or less flees for 1d4 rounds.

Sonic Legion Thug

- Level 4 Fighter

- Strength 14 (+2), Dexterity 12 (+1), Constitution 15 (+2), Intelligence 9 (-1), Wisdom 9 (-1), Charisma 10 (+0)

- Hit points: 24

- Saves: Fortitude +6, Reflex +2, Will +0

- Attack: +6

- Armour Class: 11

REACHING DEEPPORT

This is mostly a transitional scene to introduce the city and its oppressive atmosphere. Don't let it drag on for too long.

Entering the City

There is a visibly **increased guard presence** on the walls. It will be necessary to conceal or disguise Merilinel's lute and the Golem 3000 somehow to get past without arousing suspicion. No matter how ineptly the Etterils do this, however, they will be let in with a minimum of fuss – the guards are under orders to keep potential subversives *in*, not *out*.

Inside, the streets are full of **priests in full regalia**; some stand on corners leading groups of passers-by in song. Everyone is on edge, and the family will probably attract stares as they make their way through.

Bells from the tower of the Church of Harmony **ring in the hour** with chords from the Righteous Song. The city echoes with the crowd's verbal response. Afterwards everyone looks dazed and compliant – the characters should succeed at a **will save** to avoid feeling dejected and listless for the next hour. Merilinel and Zilfryn remember that this little ritual is technically required by law, but can't remember the last time they've seen it enforced.

If you are pressed for time, the family can take a **shortcut through the Underdark**, from a hidden entrance out in the forest directly to a cellar in Old Town. While they're down there, they may run into some **drow**.

Old Town

The Old Town is surrounded by a **tall wall**. On the outer side it is kept clear, but on the inner side the busy, cramped Old Town structures crowd up against it. This is the boundary of the **old fort** which was built around the mine entrances to guard against incursions by the drow.

Few of the high-ranking, well-dressed priests have ventured in here – a few stand on the wall, observing the streets below in distaste, but **do not move to intervene** even in response to blatant provocation like whistled tunes or thrown rocks.

The whole neighbourhood is full of **improvised wind chimes**, bells and other illegal noisemakers which are drowning out the sound of chanting and bells from the outer city. Somewhere a white-faced local priest is

trying to tear one down from a high place, scolding the sullen locals who watch on. A street urchin lurks in an alley, already making another one out of wire, rusty cutlery and dry animal bones.

The walls are covered by many layers of **posters and graffiti**. The posters advertise illegal musical performances and services using coded language impenetrable without a successful **Decipher Script** or **Knowledge** check – Merilinel and Zilfryn remember some of this code, and Evelyn and Amalar have picked some of it up from their magazines.

Some of the graffiti is about the **Whistler** – it is both feared as a monster that consumes its hosts and admired as a living symbol of musical resistance which cannot be extinguished by the Church.

This is a good time for the family to witness an abrupt **Whistler attack**, if they haven't encountered the creature already.

Zilfryn and Merilinel know how to navigate the maze of twisty passages to **Club Spectre**, where they expect to find Rosalind Mott.

WHISTLER ATTACK

Shortly after the family has entered Deepfort, they should have a **brief run-in** with the Whistler, and observe how it behaves.

This scene is not intended to be an extended interaction, but should reveal **more information** about the monster and **foreshadow** its later importance to the story. However, if you are short on time or the players seem determined to pursue the Whistler immediately, you can also resolve the **confrontation with the Whistler** in this scene.

It is most likely to frequent **Old Town**, drawn by the music and the presence of Rosalind and Feldspar – but its **full territory** extends to the outer city and even the surrounding forest.

If the family is captured at the Elderflower, the Whistler can be **introduced early** on the road to Deepfort, spreading chaos through the ranks of the Sonic Legion and allowing the Etterils to escape.

The Whistler

Little of Osbert Weaver remains inside this creature of sound and rage. Its approach is heralded by a **high-pitched buzzing** and a **vibration** which the characters feel in their bones – the Whistler is screaming in a register **too high** for most humanoids to hear.

The locals know exactly what this means and **run for cover**, dropping their bags, covering their ears, and dragging children away. Within moments, doors and shutters are slammed shut and the street is left **deserted**.

As the Whistler gets closer, the buzzing becomes a piercing shriek. The sonic effects intensify, **shattering windows**, shaking the foundations of buildings, and causing an unpleasant, almost tangible **pressure** to build up in the air.

The Whistler can do all of this damage in its **incorporeal form**, but it also has the ability to **possess people** – sometimes more than one at a time. It drives its unfortunate hosts to sing strange songs, **using them as unnatural instruments** in its incomprehensible performance.

The songs are **magical attacks** with a variety of destructive sonic effects: they seem particularly potent against Priests of Harmony, but do a lot of **collateral damage**.

The Whistler keeps hold of its hosts until they **wear out** their throats from singing, or their feet from walking, or **die** of exhaustion or starvation, or are killed by the priests. Any host that survives the possession is left **completely mad**, a broken husk unlikely to survive for long.

Include a host in this encounter – perhaps someone who has just been taken, or perhaps someone who has been in the creature's thrall for days.

Either way, upon encountering Merilinel and Evelyn, the Whistler will **hesitate** in some confusion before **abandoning** its host and dissipating. Whether the possession was brief enough for the host to recover is left to your discretion.

Mechanics

The Whistler is functionally an 18th level Bard with a Perform (Sing) skill of +25 and a Charisma of 20 (+5). It can cast the following spells an unlimited number of times per day, although its use of them is more chaotic than planned:

- **Enthrall** (2nd level): Captivates all within 100 ft. + 10 ft./level.
- **Fear** (3rd level): Subjects within cone flee for 1 round/level.
- **Dominant Person** (4th level): Controls humanoid telepathically.
- **Shout, Greater** (6th level): Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects. While not casting spells, it is often singing an extremely powerful high-pitched Countersong that resonates with nearby objects and people.

In addition, the Whistler may possess a host, using the unfortunate creature's vocal cords to sing its songs. Resisting possession requires a Will save, DC 25.

CLUB SPECTRE

This is Rosalind Mott's nightclub and underground studio, and the effective headquarters of the Resistance.

Most of it is **literally underground**. Merilinel and Zilfryn know that Rosalind's paper-thin legal cover as a small trading house occupies the aboveground level of the building; the club proper is built into an old mineshaft one level below; and below that is Rosalind's "cellar" – a hidden passage into the Underdark.

Rosalind has kept her establishment mostly unmolested by the local Church through a combination of **bribery, threats and proximity to the Underdark**. The local priests have mostly given up on policing Old Town – the tangle of escape routes ensures that whenever an illegal club is raided it will just pop up again in a different location a week later. Instead they take money to look the other way and avoid getting hurt.

The Trading House

This room is piled high with an **assortment of goods** – fabric, carpets, ugly statues and the occasional crate of fruit. Several **shady-looking characters** – employees Rosalind has inherited from her father's mob – are loitering around, cleaning their nails with knives or pretending to do paperwork. Two massive orcs guard a door which leads further into the building.

The minion in charge is a **sullen elf** with a mohawk and a nose pierced by a tiny flute which *fweets* softly whenever he exhales. He will greet the family with suspicion, and initially be very sceptical that they know Rosalind – but if Merilinel identifies herself, he will quickly recognise her and become a lot more polite as he ushers the party deeper into the club.

The Club

This **spacious, sound-proofed chamber** is where illegal gigs are held, recordings are made and drinks are served.

It's wallpapered with **old posters** of bands – Vorpall Mace in its glory days, the all-dwarf industrial metal band Blöodhämmer, the elven glam rock band Velvet Bow, and many more. There are even some ironically defaced posters of Adamantium, and several wanted posters featuring members of the Resistance. The bounty on Merilinel's head is impressive.

An aging **drum set** stands at the back of the stage in one corner of the room – this is Rosalind's old instrument. Rosalind Mott is waiting for Merilinel here.

Rosalind Mott

The last time Merilinel saw Rosalind, she was a excitable young woman – she is now older and wiser. She has traded in her colourful, frilly dresses for a **tasteful pin-striped ensemble** and a cigar. The orcs treat her with great deference, and politely leave the room when they are dismissed, although they are uncomfortable to be leaving her unguarded with a drow warrior.

Rosalind's reaction to Merilinel's return is a mixture of emotions – she is overjoyed to see her friend, but would also like to know where she's been for the past fifteen years, why she abandoned her to run the Resistance alone, and why she's back in town now with a family in tow.

- Level 12 Bard

- Strength 10 (+0), Dexterity 15 (+2), Constitution 12 (+1), Intelligence 12 (+1), Wisdom 10 (+0), Charisma 18 (+4)
- Hit points: 48
- Saves: Fortitude +5, Reflex +10, Will +8
- Attack: Melee +9 / +4, Ranged +11 / +6
- Armour Class: 12
- Skills: Bluff +10, Concentration +10, Diplomacy +7, Gather Information +12, Perform (Drums) +18, Negotiate +8
- Spells per day: 3x 0th, 4x 1st, 4x 2nd, 4x 3rd, 3x 4th

Warnings and Plans

Merilinel can tell Rosalind what she knows about **the planned attack**. Rosalind already knows that something is up, but this will fill in a lot of detail. At this point, the characters will probably want to discuss the situation and start making plans.

Rosalind will suggest that Merilinel's presence at the gig of a promising young punk duo, **Cacophony**, will inspire the locals and draw **many young bards** to the cause. She will also mention that **Feldspar**, who hasn't made contact with the Resistance since he disappeared during the failed attack years ago, is rumoured to have been seen at recent performances.

Zilfryn and Merilinel might also decide to approach **the drow** and seek an alliance with them.

The Cellar

A concealed trapdoor in the floor of club leads to a

steeply descending natural cavern which is filled with crates of Rosalind's illegal wares – sheet music, simple instruments and magical recordings. Several pathways lead further into the Underdark.

A good **Spot Hidden** check may lead someone to notice the **old carvings** on the wall, and to notice that they are almost perfectly horizontal. This is the outline of the magical barrier which will be activated during the attack – if the characters are back in the club when it begins, this may be the first place where they encounter it.

CACOPHONY'S GIG

The location of Cacophony's gig is disseminated through the Old Town at the last minute by a gang of whispering street urchins. It's a temporary stage and dancefloor erected in a **cordoned-off alleyway** deep in the heart of the district, shielded from prying eyes by several tall buildings.

Here the family can **listen to Cacophony perform**, and afterwards try to **recruit young bards** to the defence of the city.

To **save time**, you can have Cacophony play at **Club Spectre** instead.

Cacophony's Performance

The alley is packed full of **excited young people** who dance and scream along with the song lyrics. The highlight of the performance is a brand new song which Cacophony has composed in response to the current incursion of priests into the outer city – it is full of swearwords.

After the set, Evelyn may have the opportunity to **introduce herself** to her heroes, and reveal her secret identity as Discordia and her involvement in their smuggling operation.

Cacophony: Cyril & Cyrilla

This underground punk band is one of the shining lights of the illicit musical scene in Deepfort. They are a brother and sister duo – fraternal twins who like to play up the similarities in their appearance and dress in identical androgynous outfits. **Cyril** and **Cyrilla** are almost certainly not their real names. They both sing, and play old beaten-up lutes.

Their music is unapologetically loud and brash, and they are partial to anti-establishment lyrics.

- Level 8 Bards

- Strength 10 (+0), Dexterity 12 (+1), Constitution 12 (+1), Intelligence 12 (+1), Wisdom 12 (+1), Charisma 18 (+4)
- Hit points: 32
- Saves: Fortitude +3, Reflex +7, Will +7
- Attack: Melee +6 / +1, Ranged +7 / +2
- Armour Class: 11
- Skills: Bluff +12, Climb +6, Concentration +9, Diplomacy +12, Gather Information +14, Perform (Voice) +15, Sense Motive +7
- Spells per day: 3x 0th, 4x 1st, 4x 2nd, 2x 3rd

Recruitment

Rosalind wants Merilinel to inspire the young bards at then gig to **join the Resistance** in its defence of the city. She will have to overcome **considerable reluctance** – the Resistance hasn't been involved in open conflict with the Church since the disastrous attempt to seize the city fifteen years ago wiped out most of its trained fighters.

Since then, the bards have been engaged in much more **low-key and non-violent** operations – they can sing protest songs and smuggle music to the rest of the Kingdom, but they don't think that they can stand up to an invading army. Their first instinct is to **run away** into the Underdark and stay out of the city until it is safe to return.

Merilinel will need to **convince them** that if this attack succeeds, there will be nothing left to return to and nowhere safe to run.

If the Resistance successfully recruits the young bards, they will have **more musical backup** in the final battle.

FELDSPAR'S TALE

At Cacophony's gig, in Club Spectre, or perhaps just in the streets of Old Town, Merilinel will be approached by her old friend – the dwarf **Feldspar Shalecrusher**. He will probably tear up when he sees Merilinel, and insist on speaking to her about a matter of great importance: there is **something about the Whistler** that she needs to know.

After the failed attack and rescue mission, Feldspar had a bit of a **breakdown** and disappeared. He doesn't really remember much of the following decade. A few years ago he **sought out the Whistler** and tried to talk to it, to see if any of Osbert was still alive inside it.

When the Whistler **possessed him**, he could immediately sense its anger and disappointment – he was not what it wanted. Then, after forcing him to sing one song, the Whistler **let him go** – alive and mostly sane.

Feldspar is convinced that he was spared because the Whistler recognised him – and that Merilinel is who it is seeking, because her voice wants to be reunited with her. He believes that Merilinel can somehow **put the Whistler to rest** and **get her voice back**.

Feldspar also has a theory that some of the Whistler's destructiveness is caused by the **high pitch** that it often uses in its songs. He wonders if it's trying to communicate at a frequency that nobody can understand.

As a lingering side-effect of his ordeal, Feldspar can **sense where the Whistler** is. Right now, it is somewhere outside the city – but it is moving straight towards them, as if it has sensed that Merilinel is here.

If Rosalind is present, it should be clear that she is very **protective** of Feldspar, and tries to look after him. She has offered him a place to sleep and reminded him to take his medication whenever he has resurfaced in Club Spectre or at a gig.

Feldspar Shalecrusher

Feldspar's beard has gone completely white. He is **unhealthily** thin for a dwarf, and has a **strange look in his eye** and a nervous twitch. Merilinel will recognise the old instrument on his back as the bass lute he once played for Vorpall Mace.

- Level 10 Bard

- Strength 10 (+0), Dexterity 12 (+1), Constitution 12 (+1), Intelligence 12 (+1), Wisdom 12 (+1), Charisma 18 (+4)
- Hit points: 32
- Saves: Fortitude +3, Reflex +7, Will +7
- Attack: Melee +6 / +1, Ranged +7 / +2
- Armour Class: 11
- Skills: Bluff +12, Climb +6, Concentration +9, Diplomacy +12, Gather Information +14, Perform (Voice) +15, Sense Motive +7
- Spells per day: 3x 0th, 4x 1st, 4x 2nd, 3x 3rd

MEETING DROW ALLIES

Zilfryn left several **old friends and enemies** behind in Deepfort, and when they hear that he is back in town they are certain to want to meet up for a chat. If he doesn't go to them, they will seek him out and rebuke him for his rudeness.

You don't have to introduce both of the drow if there isn't enough time for their internal politics. Use Olothril for a more friendly initial interaction, or Chassrith for a more hostile one.

Arranging the Meeting

If the Etterils are being proactive, they might **seek an audience** with one or both of the important drow with whom Zilfryn has a history. In this case their initial reception is likely to be courteous, although neither noblewoman would hesitate to display violence in order to make a point. Ironically, as a result of Zilfryn's actions, the two houses have a reasonably good trade relationship which they don't wish to jeopardise – so whichever noblewoman is contacted first may wish to invite the other into the conversation, so as not to cause offence.

If the characters have been avoiding the drow, the noblewomen – with a suitably impressive honour guard – may singly or together choose to **confront Zilfryn** and politely enquire as to his reasons for returning to Deepfort. They may come to **Club Spectre** or just approach him **in the street**. If the family take the **Underdark shortcut** into the city, they may also run into the drow on the way.

Initially they are likely to feign severe offence that Zilfryn has not prioritised a courtesy visit to announce his arrival – but if shown respect, they will be more than willing to negotiate.

Negotiation

Enough time has passed that it's possible for both houses to display some magnanimous forgiveness and welcome Zilfryn back into the fold. While Zilfryn is unlikely to accept an invitation to resume his previous position, he and his family may be able to leverage this newfound goodwill into an **alliance** to save the city.

Alliances between the drow and the Resistance are always **fraught with peril** – the drow have a history of extraditing fugitives back to the Kingdom whenever

they need to make a show of friendship and compliance to the Harmonious Ruler. But they will definitely not be happy to hear of the Church's plan to attack Deepfort and destroy the Resistance once and for all.

It is in their best interest to sabotage this operation – but they are also **shrewd businesswomen**, and they may be inclined to cut their losses and flee before the battle begins, unless they are offered a sufficiently **tempting reward**. One of the Harmonious Instruments would definitely do it, but they may settle for a high-profile prisoner or assurances of very favourable trade deals with a hypothetical free city.

Some **Diplomacy** checks may be required to butter up the two noblewomen, convince them that their cooperation is needed to prevent a disastrous outcome for everyone, and not be played like a violin during the horse trading.

Having lived in Deepfort for many years, the drow are aware of the rumour that some **magical defences** were left behind in the underground passages after the long-ago war – but since their houses are relatively new to the city, they don't know the details of their design.

Securing the assistance of the drow will ensure that the Resistance has a small force of **highly skilled fighters** to deploy against the Sonic Legion troops. The drow also have a lot of **dirty tricks** up their diaphanous sleeves, and can equip Zilfryn with a variety of **poisons**.

Olothril Belaerran

This **experienced diplomat** is the ranking representative of house Belaerran in Deepfort; a first cousin of the Matriarch. She runs **Nimrothvel, an expensive restaurant and hotel** for visiting drow dignitaries in the nicest part of Old Town. She is fond of Zilfryn, but has been careful not to show favour to him openly – she has helped him in the past in small and plausibly deniable ways. She looks down on Chassrith Velcharyn as a middle-class upstart from a nouveau riche house, but is far too polite to insult her directly – she knows that her house currently finds House Velcharyn useful.

Olothril is a sorceress, but is unlikely to get her hands dirty in combat – she has people for that.

- Level 12 Sorcerer

- Strength 10 (+0), Dexterity 12 (+1), Constitution 12 (+1), Intelligence 14 (+2), Wisdom 12 (+1), Charisma 16 (+3)
- Hit points: 32
- Saves: Fortitude +5, Reflex +5, Will +8

- Attack: Melee +6 / +1, Ranged +7 / +2 (dagger or crossbow)
- Armour Class: 15 (adamantine chain shirt)
- Skills: Bluff +15, Diplomacy +15, Move Silently +10
- Spells per day: 6x Oth, 7x 1st, 7x 2nd, 7x 3rd, 6x 4th, 5x 5th, 3x 6th

Chassrith Velcharyn

This **recently promoted commoner** is the ranking representative of house Velcharyn in Deepfort. She **sells samples of textiles** produced in the Underdark, and rents a somewhat poky flat in the Old Town – she likes to hold her business meetings in picturesque public places. She has tried to have Zilfryn killed several times in the past, but bears no particular personal grudge against him. She considers Olothril Belaerran to be an insufferably smug elitist, but puts up with her for the sake of her house's continued prosperity.

- **Level 12 Rogue**
- Strength 10 (+0), Dexterity 16 (+3), Constitution 12 (+1), Intelligence 14 (+2), Wisdom 12 (+1), Charisma 12 (+1)
- Hit points: 45
- Saves: Fortitude +5, Reflex +11, Will +5
- Attack: Melee +9 / +4, Ranged +12 / +7 (dagger or crossbow)
- Armour Class: 15 (adamantine chain shirt)
- Skills: Bluff +12, Diplomacy +10, Move Silently +15

Drow Bodyguard

- **Level 10 Fighter**
- Strength 14 (+2), Dexterity 14 (+2), Constitution 12 (+1), Intelligence 10 (+0), Wisdom 10 (+0), Charisma 12 (+1)
- Hit points: 60
- Saves: Fortitude +8, Reflex +5, Will +3
- Attack: Melee +12 / +7, Ranged +12 / +7 (longsword, dagger, spear or crossbow)
- Armour Class: 16 (adamantine chain shirt)
- Skills: Climb +8, Jump +8

NEGOTIATION WITH FILTON

If it looks like the Resistance has a reasonable chance of repelling the attack on Deepfort and taking control of the city, Filton may be convinced to **switch sides** before or during the final battle.

Complications

Filton is both **a coward and a skeptic** at heart, and persuading him will require a lot of finesse. The characters may attempt mundane means of persuasion – via **Diplomacy** checks (to negotiate a mutually agreeable arrangement), **Bluff** checks (to mislead him) or perhaps **Intimidate** (to frighten him into compliance). Merilinel and Amalar might also try to use their bardic abilities to persuade him magically – but Filton is himself a skilled bard, and this attempt may backfire!

Resolution

Filton is unlikely to assist directly in the upcoming battle, but his cooperation might make it possible for the Resistance to gain control of the **Harmonious Drum**, which would truly be a game-changer.

Even Filton's **absence** from the battle is useful, since it will force Reginald to **look for a new drummer**. This is an opportunity for Amalar to infiltrate the ritual.

CONFRONTING THE WHISTLER

If the Whistler **hasn't been dealt with** by the time Reginald begins his ritual, this scene should form a part of the **final battle** – Reginald plans to summon and enrage the Whistler before setting it loose on the trapped civilian population.

However, Merilinel and her family may **seek out** the Whistler earlier. If so, they have the opportunity to **choose their ground** for this encounter – they may want to find a **secluded location** to confront the monster, to avoid putting innocent passers-by in danger. If they are feeling particularly ruthless, however, they might try to **use it as a weapon** by seeking out some of the enemy forces and luring the Whistler to them.

Feldspar has warned Merilinel that the Whistler is **coming to find her**. If he is with her when she goes to confront it, he will get increasingly agitated the closer it gets.

If Merilinel allows the Whistler to **possess her**, she can attempt to communicate with it – but she will rapidly discover that it is completely mad and definitely no longer recognisable as Osbert. She will get a sense of profound relief, grief and frustration, from an entity which has finally found something it wants but has no idea what to do with it.

Merilinel should make a **will save**. If she fails, she loses control of the interaction, and becomes the Whistler's **unwilling host** – although she may attempt to break free of its influence later. The Whistler will not intentionally hurt her, but that does not mean that it won't put her in a dangerous situation. What the Whistler decides to do next and how helpful this is to Merilinel's goals is left to the DM's discretion.

If Merilinel succeeds at the will save, she can attempt to unravel her broken spell with a **Counterspell**, thus destroying the Whistler and **regaining her singing voice**.

She could also willingly choose to **remain possessed**, perhaps in order to keep the Whistler with her and use it against her enemies. Every attempt to make the Whistler follow her instructions will require a new **will save**, which may become more difficult as the monster becomes increasingly absorbed in its destructive sprees.

The children could try to use the **Sound Golem 3000** to **trap the Whistler** while it is in its sonic form, and release it somewhere else. They could also use the Golem to **split it into its components**, perhaps redirecting Merilinel's voice back to her; or shift its high-pitched buzzing into a **lower register** to allow it to become audible, perhaps restoring some method into the creature's madness.

Leave room for players to **be creative** and come up with some kind of satisfying and meaningful resolution. If it's cool and it makes sense, let them do it!

THE LAST STAND

Reginald's troops have erected a **stage** in the middle of one of the outer city's main roads, close to the wall of the old fort.

He plans to use a **musical ritual** to crush the Resistance in Old Town. The ritual is a duet: the **drums activate a magical barrier** left in the underground passages below Old Town by the drow, cutting off the possibility of escape. The **theorbo summons and enrages the Whistler**, unleashing it it on the trapped city population while **shielding the performers** and their army. Afterwards, he will send in the waiting **troops to mop up any survivors**.

If the players are **caught unawares** by the preparations, they may still be in **Club Spectre** at the start of the ritual – they may try to escape through **the cellar**, only to encounter the **barrier**, shortly before the Whistler or the Sonic Legion **breaks down the door**. It would be one of the first places to be raided.

Foreshadowing

The elaborate old **carvings** that mark the boundary of the barrier are visible at a **constant depth** throughout the passages that lead from Old Town into the Underdark. The Etterils may have noticed them in Club Spectre's **cellar**, or in the **tunnel** leading in from the forest (if they took that shortcut), or during an **investigation** spurred on by the tip about old defences from the drow.

They should by this time have encountered **the Whistler** or at least have been warned about it.

The Drummer's Curse

If **something terrible** has happened to **Filton** (like murder, kidnapping or defection), Reginald needs to find a suitably virtuous **replacement drummer** at short notice, and holds a **public audition**. Of course the best musicians in Deepfort are wanted criminals and revolutionaries, so his available selection is dire.

This can give **Amalar** an opportunity to **infiltrate the ritual**, which will later make it easier for him to sabotage it. He is by far the **most skilled** applicant, and he is **not known** to the local authorities.

If you would like to **introduce** this option while Filton is still allied with Reginald, there are many other ways for the **Drummer's Curse** to manifest. Filton could get assassinated, drink himself sick, have a panic attack, or just play so badly that Reginald can't depend

on him to carry his part.

The Ritual

Once everything is in place, Reginald will have his priests round up a **reluctant audience** from the city – of course Reginald needs an audience. Characters who want to get close to the stage can **hide** themselves in the crowd.

Reginald is a **showman** who can't resist making a dramatic entrance – he will give a propaganda-laden **introduction** to the performance in which he emphasizes his own talent and greatness, before launching into the first bars of the song.

As Reginald and his **drummer** begin to play, the **magical barrier** is activated. If anyone is near enough to observe it, it appears as a layer of **thick dark mist** which gradually becomes more **dense** and is completely solid and **impenetrable** at its centre.

If **the Whistler** hasn't been dealt with before this scene, it will now arrive – **summoned and provoked** by a **shrill descant** at the edge of hearing that Reginald performs on the **theorbo**. The music should give the characters some **warning** of what is about to happen before the buzzing starts.

The magic-using characters can **disrupt the ritual** in many ways, whether Amalar is on the stage or not, using *Counterspell* and various other **bardic spells and abilities**. Non-magical characters can attempt a more mundane approach by **targeting Reginald**. Let the players **be creative** and narrate the story effects of what they are trying to do.

Various factors can help to make their intervention **more effective** – such as magical assistance from skilled **bard allies**, support from the **drow**, possession of the **Harmonious Drum**, or the return of Merilinel's **singing voice**.

If **the Whistler** is present, part of this sabotage may involve **confronting it** directly – the possibilities are described in greater detail in the relevant scene.

If the Whistler **doesn't show up**, Reginald will order his **troops** to advance into Old Town and begin to **pacify the area the hard way**. They are under orders to try to take bards prisoner if it's convenient, but they are unlikely to be very restrained in their arrests.

The Battle

Armed combat may break out between the Sonic Legion and the Resistance's fighters. **Zilfryn** will be in his element here – he's not very good at magic, but

he's excellent at **protecting magic users** and **killing people** in general.

If the Resistance has succeeded at **recruiting some allies**, they will come in very useful at this point. Additional **drow fighters** can likewise defend the bards from the Church's ground troops, and **young bards** can provide more **musical backup**.

Bards on both sides can **use their magic to affect the fighting**: weakening their enemies' resolve or making them turn on each other, or boosting the confidence of their allies.

Reginald Sable

- Level 18 Bard

- Strength 14 (+2), Dexterity 14 (+2), Constitution 12 (+1), Intelligence 12 (+1), Wisdom 12 (+1), Charisma 18 (+4)
 - Hit points: 78
 - Saves: Fortitude +7, Reflex +10, Will +8
 - Attack: Melee +15 / +10 / +5, Ranged +15 / +10 / +5 (mithril dagger)
 - Armour Class: 15 (masterwork black studded leather)
 - Skills: Concentration +16, Perform (theorbo) +20, Perform (lute) +18, Perform (sing) +18, Spellcraft +16
 - Spells per day: 4x 0th, 5x 1st, 5x 2nd, 5x 3rd, 5x 4th, 3x 5th, 2x 6th
- Signature spells:
- **Shout, Greater** (6th level): Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
 - **Suggestion, Mass** (5th level): Compels one subject/level to obey a command.
 - **Dominate Person** (4th level): Controls humanoid telepathically.
 - **Shout** (4th level): Deafens all within cone and deals 5d6 sonic damage.

Aftermath

Does the Resistance manage to defend Old Town and the rest of Deepfort? Do they barely manage to survive, or achieve a resounding victory?

Do they gain control of either of the Harmonious Instruments, or take Reginald or Filton captive? Who ends up with these prizes – what are the drow being paid for their cooperation?

Perhaps Merilinel has finally succeeded at wrenching the city from the Harmonious Ruler's grasp, and this battle is the opening chord of a new song of revolution.

SYSTEM SUMMARY

D&D

Skill checks: Roll d20 and add the player's skill bonus. The target number is a difficulty set by the DM (usually 20 for reasonably difficult tasks). Opposed skill rolls may also be used (e.g. *Hide* vs *Spot*).

Saving throws: Roll d20 plus the appropriate saving throw (*Fortitude*, *Reflex* or *Will*) against a DC given by the rules or declared by the DM.

Combat: Roll d20 plus *Initiative* to determine order of action (higher goes first). Roll d20 plus *Attack* (either *Melee* or *Ranged*) against opponent's Armour Class (*AC*) to determine whether an attack hits. Roll damage as described in the attack and subtract from target's hit points (*HP*).

Although armed combat does feature in this module, the presence of many bards means that confrontations will often be resolved via skill checks (especially *Perform*), magical effects or simply narration. See *Bards in conflict* below.

Drow

Drow have the following additional capabilities:

Darkvision: Drow can see 120ft in absolute darkness.

Spell-like abilities: Drow can cast *Dancing Lights*, *Darkness* and *Faerie Fire* once per day each.

Light Blindness: Abrupt exposure to bright light blinds a drow for one round.

Half-drow can see 60ft in absolute darkness but do not have the other benefits and drawbacks.

Drow age very slowly and may live hundreds of years. Half-drow age more slowly than humans, but less slowly than full drow.

Elves

Lowlight vision: Elves can see 120ft even when there is only starlight.

Half-elves can see 60ft in low light.

Elves age very slowly and may live hundreds of years. Half-elves age more slowly than humans, but less slowly than full elves.

Spells: Bards and Sorcerers

A bard or sorcerer may cast arcane spells, which are drawn from the bard or sorcerer spell list as appropriate. They can cast any spell they know without preparing it ahead of time.

Every bard spell has a verbal component (singing, reciting, or music). A sorcerer's spells usually require gestures instead.

The Difficulty Class for a saving throw against a bard or sorcerer's spell is 10 + the spell level + the caster's Charisma modifier (for spells that have a saving throw).

A bard or sorcerer can cast a number of spells from each spell level per day as detailed on their character sheet. A higher level spell slot may be used to cast a lower level spell if needed.

Bardic Knowledge

A bard may make a bardic knowledge check to see whether they know some relevant trivia about local notable people, legendary items, or noteworthy places. A successful roll reveals trivia, not expert understanding. For example, a success will not reveal the powers of a magic item but may give a hint as to its general function.

A bard may not take 10 or take 20 on this check – this sort of knowledge is essentially random.

DC for types of Knowledge:

- **DC 10:** Common, known by at least a substantial minority; common legends of the local population.
- **DC 20:** Uncommon but available, legends known by only a few people.
- **DC 25:** Obscure, known by few, hard to come by.
- **DC 30:** Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Players have their bonus to the bardic knowledge check noted on their character sheets. High-level bards excel at pub quizzes.

Bardic music

Once per day per bard level, a bard can use their music to produce magical effects on those around them

(including themselves, if so noted). While these abilities fall under the category of bardic music, they can all be activated by any suitable musical or vocal performance.

Countersong: A bard can use their music to counter magical effects that depend on sound. Each round of the countersong, they make a Perform check, which determines the strength of the countersong.

Fascinate: A bard can use their music to cause one or more creatures to become fascinated with them. The maximum number of people a bard can fascinate at the same time is the bard's level divided by three, rounded up. To use the ability, a bard makes a Perform check and the result determines how difficult the effect is to resist. People affected listen raptly to the bard. Any obvious threat automatically breaks the effect.

Inspire Courage: A bard can use song to inspire courage in their allies (including themselves). An ally must be able to hear the bard. While the ally hears the performance and for 5 rounds thereafter, they receive a +1 bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. These bonuses become +2 at 8th level, and +3 at 14th level.

Inspire Competence: A bard can use their music to help an ally succeed at a task. The ally gets a +2 competence bonus on skill checks with a particular skill as long as they continue to hear the bard's music.

Inspire Heroics: A bard of 15th level or higher can inspire heroic deeds in one ally at level 15, or two allies at level 18. An ally must be able to hear the bard. While the ally hears the performance and for 5 rounds thereafter, they receive +4 on all saving throws and +4 AC.

Suggestion: A bard can make a suggestion (as the spell) to a creature that they have already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor allow a second saving throw against the fascinate effect, nor count towards a bard's daily limit on bardic music effects. This ability affects only a single creature (but see Mass Suggestion, below).

Mass Suggestion: Like Suggestion above, but the suggestion affects all creatures who have are currently fascinated by the bard.

Song of Freedom: A bard of 12th level or higher can use their music to attempt to break an enchantment on an ally. Requires one minute of performing. Roll 1d20 + bard level to determine the strength of the attempt.

Bards in conflict

The outcome of a conflict between bards often depends on *Perform* checks, but even the greatest stars benefit from a having a band behind them and a good technical crew.

Things to consider during a performance:

- A performance is always better when it's a team effort. Allow others to aid the performance with lighting, dance moves, special effects, backing instruments, distractions, and mixing or modifying the sound. Reward the players for inventing interesting things to include in their performances.
- Encourage the players to help you narrate the results of checks creatively – if someone rolls well, perhaps they have launched into a spectacular solo. If someone rolls poorly, explain what has gone wrong, and cycle to the next player, giving them the opportunity to step in and help the performance recover from the fumble.
- Duets are a wonderful way for allies to combine talents and assist each other.
- Enemies dueling, each trying to out-play the other at the front of the stage, is a wonderful way for enemies to compete.
- Encourage players to incorporate spells and magical effects.
- Amplification, a good sound mage, or good magical sound equipment can all make or break a performance.
- Sometimes things go wrong that are beyond the performers' control – strings snap, drumsticks break, sound equipment fails.

And lastly, sometimes even bards just need to have someone hit with a sword.

Countersong

Please read *Countersong* under *Bardic music*. As the generic counter to another bard's magic, it's often an important component of conflicts between bards.

LEGENDARY INSTRUMENTS

Over time and through use, instruments may develop significance, power and a character of their own. Their sound becomes more moving and their effects more potent.

The important instruments in this module are listed below, from most powerful to least powerful. Their bonuses to difficulties to resist or counter their effects are listed in brackets as a guide to their relative power. In the brackets alongside the bonus is the theme to which the instrument is most attuned and for which it gives an additional +1 bonus.

The Harmonius Theorbo (+5, compulsion): One of the Clerics' original instruments used to bring about the Harmonius Kingdom. Played by Reginald Sable of Adamantium.

The Harmonius Drum (+5, binding and barriers): One of the Clerics' original instruments used to bring about the Harmonius Kingdom. Played by Filton Clankwhistle of Adamantium. Currently the real instrument is with Reginald and Filton is knowingly carrying a convincing fake.

Merilinel's Lute (+3, freedom): Played by Merilinel Thynne, once leader singer of Vorpall Mace and leader of the resistance. Used in numerous confrontations with the Priests of Harmony and in the creation of The Whistler.

Filton's Octobass (+2, despair): Played by Filton of Adamantium when he is not being made to play the Harmonius Drum. It has absorbed twenty years of Filton's sorrow and frustration.

Feldspar's Bass Lute (+2, hope): Played by Feldspar, once bass lutenist of Vorpall Mace.

Rosalind's Drum (+1, passion): Played by Rosalind Mott, once drummer of Vorpall Mace and now owner of Club Spectre and de facto leader of the Resistance in Deepfort.

Merilinel's children Evelyn and Amalar have constructed a magical sound desk. Although highly experimental and too recently made to have developed a character of its own yet, this exciting new instrument is listed below:

Sound Golem 3000 (+0, unknown): 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.

SPELL REFERENCE

0-LEVEL BARD and SORCERER SPELLS

- **Dancing Lights:** Creates torches or other lights.
- **Detect Magic:** Detects spells and magic items within 60 ft.
- **Detect Poison:** Detects poison in one creature or small object.
- **Ghost Sound:** Figment sounds.
- **Ghostharp:** Object records, plays a song at your command. (Spell Compendium)
- **Know Direction:** You discern north.
- **Light:** Object shines like a torch.
- **Lullaby:** Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep.
- **Magical Hand:** 5-pound telekinesis.
- **Mending:** Makes minor repairs on an object.
- **Message:** Whispered conversation at distance.
- **Open/Close:** Opens or closes small or light things.
- **Prestidigitation:** Performs minor tricks.
- **Read Magic:** Read scrolls and spellbooks.
- **Resistance:** Subject gains +1 on saving throws.
- **Silent Portal:** Negates sound from door or window. (Spell Compendium)
- **Songbird:** Perform and gain +1 on your next Cha check. (Spell Compendium)
- **Sonic Snap:** Subject takes 1 point of sonic damage and is deafened 1 round. (Spell Compendium)
- **Summon Instrument:** Summons one instrument of the caster's choice.

1ST-LEVEL BARD and SORCERER SPELLS

- **Alarm:** Wards an area for 2 hours/level.
- **Amplify:** Lowers Listen DC by 20. (Spell Compendium)
- **Animate Rope:** Makes a rope move at your command.
- **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- **Charm Person:** Makes one person your friend.
- **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- **Disguise Self:** Changes your appearance.
- **Feather Fall:** Objects or creatures fall slowly.
- **Identify:** Determines properties of magic item.
- **Obscure Object:** Masks object against scrying.
- **Silent Image:** Creates minor illusion of your design.
- **Sleep:** Puts 4 HD of creatures into magical slumber.
- **Sonic Blast:** Subject takes 1d4/2 levels sonic damage

plus deafness. (Spell Compendium)

- **True Strike:** +20 on your next attack roll.
- **Unseen Servant:** Invisible force obeys your commands.
- **Ventriloquism:** Throws voice for 1 min./level.

2ND-LEVEL BARD and SORCERER SPELLS

- **Alter Self:** Assume form of a similar creature.
- **Calm Emotions:** Calms creatures, negating emotion effects.
- **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
- **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- **Delay Poison:** Stops poison from harming subject for 1 hour/level.
- **Detect Thoughts:** Allows "listening" to surface thoughts.
- **Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.
- **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- **Glitterdust:** Blinds creatures, outlines invisible creatures.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Sonic Weapon:** Weapon does 1d6 extra sonic damage for 1 minuter per level. (Spell Compendium)
- **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
- **Whispering Wind:** Sends a short message 1 mile/level.

3RD-LEVEL BARD and SORCERER SPELLS

- **Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- **Fear:** Subjects within cone flee for 1 round/level.
- **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves and checks.
- **Sculpt Sound:** Creates new sounds or changes existing ones.
- **See Invisibility:** Reveals invisible creatures or objects.
- **Sound Lance:** Sonic attack deals 1d8 damage per level (up to 10d8). (Spell Compendium)
- **Deep Slumber:** Puts up to ten levels worth of creatures to sleep.

4TH-LEVEL BARD SPELLS

- **Invisibility, Greater:** Turn someone invisible, and they can attack and stay visible.
- **Dominate Person:** Controls someone telepathically.
- **Modigy Memory:** Changes 5 minutes of subject's memories.
- **Shout:** 5d6 sonic damage to people within a cone.

5TH-LEVEL BARD SPELLS

- **Song of Discord:** Forces targets to attack each other.
- **Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- **Shadow Evocation:** Can mimic 4th-level evocation (lightning, fireballs, etc) but targets receive an additional Will save to disbelieve. If they succeed, the spell is only 1/5th as effective.
- **Shadow Walk:** Transports caster and a group rapidly through the plane of shadows.

6TH-LEVEL BARD SPELLS

- **Project Image:** Create an illusionary double that can talk and cast spells.
- **Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
- **Sympathetic Vibration:** Destroys a building using resonant vibrations over the course of a few minutes.

EXTRA NAMES

Bands

Mind Flayer, Androsphinx, Chaos Beast, Wood Orc

Dwarven

Female: Adra Redshadow, Ruby Ogremaul, Hema Blackanvil, Rhoda Strongheart, Nitra Shalequarry

Male: Dain Blueblade, Garnet Ringcaster, Barnak Moonhelm, Velek Axemaker, Tyrol Foeslayer

Elven

Female: Urthel, Celariel, Dúwen, Himeleth, Pelineldes

Male: Serongol, Daechir, Nordaer, Sarthor, Tinuven

Drow

Female: Quendril, Lianna, Gaussryne, Zhaundree, Oleressa

Male: Alfein, Halvren, Rivolin, Dralyn, Velvryn

Gnome

Female: Salena Tinkerfritz, Stemble Tripwrench, Lisalena Nozzletopple, Camilia Gearfizz, Emmalisa Wrongclock

Male: Firkle Glitzbomb, Janton Copperbyte, Zickin Blunderpiston, Stilton Bentspark, Gilford Scrapspindle

Human

Female: Annora Vilde, Claricia Lovethorn, Evelune Ash, Hilde Inhock, Merewen Esthall

Male: Alexander Suthen, Robert Haneholt, Wymer Forlang, Everard Quelm, Turstin Birche

CREDITS

Thanks to our playtesters: Mike Dewar (DM), Neil Muller (Amalar), Beth Tolson (Evelyn), Matthew Beets (Zilfryn) and Bronwen Smith (Serinde).

This module is a sequel to *This Is Vorpall Mace*.