

Following Cobalt Flame

A One-Round Living City Adventure

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Blurb: The Bard's Guild is in trouble and needs the help of a few good people; you've been asked to assist. (A highly role-playing intensive module)

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

DM's Background:

The musical sensation, Cobalt Flame, took Ravens Bluff by storm last month. Thousands of peasants, and even nobles, merchants, and adventurers, flocked to their weekly concerts and looked on them with adoration. It was a huge fiasco when last week's concert had to be canceled for unexplained reasons. In actuality, the band members had all been killed in very mysterious ways. The killings were all masterminded by Clarence Ofisroker, a bard of below average talent

who has gone crazy after his third rejection from the Bard's Guild. Clarence despised the Cobalt Flame for their skill and popularity, and decided to kill them and steal their magical instruments so that he could make his own band and show them up. The Cobalt Flame's manager, Sean Stine, decides to hire adventurers to investigate the deaths by helping them become a new band.

Summary:

Introduction

The PCs are approached by a bard messenger and asked to come to the Bard's Guild to speak to Sean Stine.

Encounter One

The PCs meet Sean and are given his proposition: investigate a murder and get full profits from the band's concerts.

Encounter Two

The PCs investigate the murder sites. The victims were killed in locked rooms, public places, and various other difficult to be killed locales. A coded note can be found which gives hints to Ofisroker's plans.

Encounter Three

The PCs must learn how to become a band. They have a two-week deadline to learn to rock Ravens Bluff and there is quite a bit of pressure.

Encounter Four

The first concert. The PCs will have to perform for Ravens Bluff citizens and deal with the consequences.

Encounter Five

The PCs receive laud and/or boos from their audience. A threatening note is sent to the PCs telling them to quit or be made to quit.

Encounter Six

Another concert. The PCs are attacked while on-stage with all their fans thinking this is part of the show.

Conclusion

Finally, they manage to resolve the mystery, and are given the band's profits from their two concerts.

INTRODUCTION

Hanging around outside the Bard's Guild, you listen to the various rumors floating around the city. The

Bard's Guild has always been the hot spot to hear the latest and greatest, and today's rumor is a major dousy—the members of Cobalt Flame, the bardic musical band, canceled last week's show because they'd disappeared! Not, of course, that you take all these rumors seriously. Most likely the lead singer got sick, or something, but it's interesting to hear what sort of stories people with vivid imaginations can come up with. As you're chewing the fat with various other adventurers, a young boy with a lute strapped across his back tugs on your arm and, once he has your attention, hands you a piece of paper. "Do you need me to read it for you?" he asks earnestly.

The young boy, Sirius, aspires to be a bard at the guild, so he runs errands for guild members in the hopes that they'll take him as an apprentice. He will happily read the message that he delivers and will even lead adventurers to Sean's office. Once everyone is able to find out what the message says, give them **Handout #1**:

*Most Skilled Adventurer,
Recently, heinous acts have befallen bards under my care. I feel compelled to discover the perpetrator (or perpetrators) of these acts in order to resolve any debts I may have owed to them. Unfortunately, I cannot do this without help, so I beseech you to come to my office in the Bard's Guild immediately so that justice can be done.*

*Sincerely,
Sean Stine*

Any PC with local history has a minute (-12 to check) chance to recognize Sean as the manager of Cobalt Flame.

If the PCs decide to go directly to see Sean, then continue to encounter one. Otherwise, go ahead and have fun role-playing gossiping with other adventurers. If you're familiar with the players' other characters, it might be fun to throw in their other PCs as the ones talking with them, as well as other famous, or at least well known by these PCs, PCs and NPCs.

ENCOUNTER ONE

Sean Stine is a slender and good looking, if a bit sleazy seeming, human. He was the manager/composer for Cobalt Flame and took his responsibility seriously. He was friends with several of the bards who were killed and is very dismayed at their deaths. He is also a bit worried that he might be a potential target. If there are

any female PCs in the party, he will schmooze with them a bit more than others, and hit on them in semi-subtle ways.

As you go to Sean's office, you wait a moment for him to finish playing a bit of a song on his mandolin and then take some notes on a piece of paper in front of him. While you're waiting, several other adventurers enter. Sean finishes writing and looks up at you penetratingly. "It looks like Sirius was earnest in his mission. You look like skilled adventurers. I certainly hope that you're up to the task I have for you. My name is Sean Stine, and I was the manager for Cobalt Flame. Who are all of you?"

This is the PCs' opportunity to introduce themselves. If any of the PCs are bards, there is a good chance that Sean will know them, and greet them accordingly. When introductions are done, he will continue.

"As you might have heard, Cobalt Flame canceled their concert last week. That's because they died. All of them. In one day. We don't know how they could have been murdered, but they must have been—it's too much of a coincidence that they all died so suddenly. I would really appreciate if you would investigate their deaths, and I have a plan for how you can do it. You're going to become the next musical sensation of Ravens Bluff!"

It's likely this proposal will catch the PCs by surprise. Sean will explain his idea fully in an effort either to placate distraught PCs or in answer to questions. He will be as convincing as possible to reluctant or stage frightened PCs. Remember, Sean is a bard with an 18 Charisma, play him as such.

His reasons for picking adventurers for this mission instead of other bards are as follows:

1. He believes the members of Cobalt Flame were killed because they were part of the band rather than because of some personal, individual animosity (all were so different it was unlikely they had a common enemy for another reason).
2. If the PCs become a new band, they may become targets of the person who killed the members of Cobalt Flame, but since the PCs are experienced adventurers who should be able to handle any attempt on their lives, he is not as concerned about keeping them safe.
3. Meanwhile, they are free to investigate what little evidence there may be on the chance that it may prove fruitful.

In payment, the PCs will receive full profit from the concerts they will put on for the city of Ravens Bluff. Sean will volunteer his services for free. He will teach PCs any instrument they wish to learn, will give voice lessons, and teach the PCs any skills that will be necessary to make the band work as a musical group. He wants the PCs to return back to his office tomorrow morning to begin rehearsals for the band, but if the PCs wish to focus on that part of the adventure, he is willing to work with them on the details of the band at this time.

If for whatever reason the PCs refuse to risk making fools out of themselves by trying to be a band, Sean will offer another option—the employment of one Millius Vanillius, gnome illusionist extraordinaire (with dreadlocks and a vaguely German accent) and devout worshipper of Oghma. Millius, for half of the band's profits, is graciously willing to use his illusion magic to make the PCs sound like and appear to be awesome musicians. If the PCs are still adamant, only as a last resort, a suggestion of making them bouncers to watch for threats coming from the audience (like over eager fans or rotten vegetables) is also given. Any PCs who refuse to participate in either of these options are regretfully asked to leave and are out of the game.

Sean does not know too much about the circumstances of the deaths of the band members, but will provide the PCs with a list of the members names, part in the band, and where they were killed (so the PCs can investigate that)—see **Handout #2**.

Depending on how the PCs plan to organize their activities for the next few weeks, depends on the order of the following encounters. The investigation of the various band member's deaths (encounter 2) may take place over several days, *while* they take part in encounter 3. The PCs may even choose not to do parts of the investigation, which is perfectly fine—the final encounter will still happen during their 2nd concert, no matter how short that makes the adventure.

ENCOUNTER TWO

All of the deaths happened several days ago, and each body (except for Renee, who was a bit difficult to extract) has already been interred. If the PCs try to exhume the bodies for such purposes as *Speak with Dead* they will only discover what little information the victims know of their death as described later in this module. The Bard's Guild won't be really thrilled with the idea of their members' graves being dug up, but

with some persuasion they will allow it to be done for the purposes of the investigation.

Blizzar Tarin

Blizzar was giving private lessons to his newest apprentice, Aelona, when he died. Aelona was charmed by Clarence to poison Blizzar the next time they were close. She has a key to Blizzar's room in the Guild and was easily able to leave and lock the door behind her.

Sirius leads you up to Blizzar Tarin's luxurious room in the Bard's Guild. The door appears to have been broken by someone trying to get in. Apparently, Blizzar had a taste for red and blue velvet. Sirius points to the unkempt bed and says, "That's where they found him. It was gross. He was all bloated and purple. They say he poisoned himself."

Investigation of the room will eventually reveal a small vial that might have held poison. If Sirius is questioned more, he can tell the PCs the following information:

- Blizzar's apprentice Aelona reported that something was wrong with Blizzar after she tried to fetch him for the concert.
- The door was locked so they had to break down the door because no one had a key.
- Aelona was really broken up by his death. She hasn't left her room since the body was found.

If the PCs try to question Aelona, there will be no response to knocks on her door. If the PCs try to break into her room, let them do it if they think of something that is creative or will obviously work (like breaking down the door, even if they will have to pay for damages, which Sirius will be sure to tell them). They will not find her in the sparse room. If the PCs search the room, they will find a part of piece of paper that must have been torn off that has some strange writings on it. Give them **Handout #3**, which really says: *"...return to me. You know where to find me. I appreciate all that you have done so that we can become Ravens Bluff's next musical sensation! --C.O."* If needed, provide them one clue (either a letter or a strategy hint) for every PC with an Intelligence of 16 or more. Also, rogues who make a read languages roll may figure out what one word is. Further investigation will not reveal any additional information.

Shana Kazar

Shana was killed by a *phantasmal killer*. Clarence cast it on her while she was alone in her home in the residential district. He flew to her window and watched

while she was attacked by a shape that appeared to be an ugly Shana infecting her with ugliness. Shana was a bit vain. At low levels, Clarence isn't high enough level to cast this spell himself, but he had a scroll with the spell on it.

You arrive at the home that must have been Shana Kazar's. It is a small, two room stone building, that was designed to look as ostentatious as possible. There are several expensive windows in what appears to be the bedroom, looking out over a well maintained garden.

There is little to no information that the PCs can find here. This was one of Clarence's better-planned killings, since Shana was his least favorite of the bards. Essentially, the PCs can know that there is easy visibility into the bedroom, so someone could have cast a spell that involved seeing her. Also, the look of fear on Shana's face at her death should be a big clue.

Jordan Instire

Jordan was at the Boar's Tusk Tavern getting his usual afternoon buzz from ale and adoration. He was known to do this every evening, especially right before a concert, so that he could relax better. Clarence knew of Jordan's habit and capitalized on it by having poison applied to the inside of Jordan's ale mug as he distracted Cara, Jordan's bar maid. After imbibing enough of the poison and alcohol, though not enough to intoxicate, the mixture caused Jordan to vomit to the point of drowning.

You enter the Boar's Tusk Tavern and approach the bartender. He looks up at you and asks "How may I help you?"

If the PCs ask the right questions, the bartender can supply the following information:

- Jordan was not known for over drinking. He had only had two ales as far as he knows.
- Jordan was a regular customer at the tavern, so anyone could know to find him there.
- A woman named Cara was Jordan's bar maid. She might be able to help the PCs more.

Cara is very cute and flirty. She can supply the PCs with the following information:

"I had just had Jordan's mug filled for the second time. When I went back to check on how he was doing he was face down in a pile of vomit. It was really gross. I tried to pull him out of it and wipe off his face, but I guess he was already dead."

- If the PCs ask about what else she was doing during the time that Jordan was in the tavern, she'll tell them she was waiting tables and flirting with customers as usual. As a brief side note, she'll touch on the fact that a strange but handsome man was flirting with her for a bit when she was getting Jordan his ale. She can give a very vague description of him, but nothing too specific.

That's pretty much all the PCs can discover here. Asking other random customers at the tavern that you make up as regulars will only tell they didn't see anyone but Cara approach Jordan that night, which is a bit odd since usually there are bunches of young women flocking around him.

If this encounter occurs after the PCs first concert, and it was fairly good, the bartender will offer them all a round of drinks on the house.

Renee Handly

Renee was one of the hardest of the bards to kill. Clarence did it by making her kill herself. He sent her a note she thought was from her sister that said she was in danger and needed Renee's help, and provided guidelines for teleportation to reach her. The guidelines were purposely done to make it highly likely that Renee would mis-teleport and be killed.

Renee Handly's death seemed pretty clearly her own fault if it wasn't so suspiciously timed. She cast teleport, a spell she used fairly often, to get to a place that she wasn't familiar with and ended up getting killed by the risk she took.

If the PCs check out where she was "found," they will find a place in Crow's End that is labeled by City Watch as the location of a crime. The PCs may attempt to cast a *Speak with Dead* spell, but since she's in a wall, it's a bit hard for her to get much across. Remember, because she is higher HD than most casters, she gets a saving throw as a 14th level bard (9 vs. spells). If she fails her save the following bits of information (if relevant to their questions, and based on your knowledge of her death) will get through to the PCs:

- an urgent note;
- my sister Risa;
- in danger.

If the PCs look for Renee's sister they can find her, with suitable difficulty (like some information

gathering checks, or discovering pictures of the sister in Renee's room and asking around town, etc.), at a small tavern near the edge of Crow's End called The Twined Weasels. Renee's sister, Risa, will tell the PCs that she has not contacted Renee recently.

Putting It Together

If the PCs talk to Sean about the results of their research, and eventually give him all of the following information, he will be able to connect them to Clarence:

- Cara's description
- That some spell casting was used in the killings
- The initials in the code letters: C.O.
- That the perpetrator wants to become a musician as well

Sean will remember a man who came to the Bard's Guild several times to try to join and was always turned down:

“He wasn't very good, from what I recall, and had a horrible temper. He was really upset when we turned him down the last time and swore that he would become a famous bard without the guild if he had to. His name was Clark, or Kent, or Clarence or something, I don't remember. I don't know what happened to him after that. We haven't heard anything from him in the last several months.”

If the PCs try to investigate into this person, they can consult Guild records and find the name Clarence Ofisroker. Renee was on the committee that turned down Clarence the last time, as was Sean (the other panel members are dead or out of town). It is also possible that they can turn up Clarence's application to the Bard's Guild, which includes his address at that time. Clarence isn't there, but they might choose to investigate that home.

Other investigations into Clarence will come up empty. He's managed to keep a pretty low profile since he returned to Ravens Bluff after recruiting a band of mercenaries to help him destroy the Bard's Guild, and he's too smart to return to his old home.

ENCOUNTER TWO A

Clarence's old home is a simple two-story place in Crow's End. He abandoned it after his last rejection by the Bard's Guild, but left a few calling cards in case one of them happened to try to come and find him for

whatever reason. No one else has been there since then, until now.

The place is incredibly dusty. The door is locked, but easily picked or bashed in. Inside, there are several worn out chairs and a large faded rug leading to the stairs which were apparently not loved enough by Clarence for him to want to take with him.

In actuality, the rug conceals one of the traps—a large 5' x 10' pit that is 15' deep with 5' spikes at the bottom. Any PC who falls into it will take damage of their level times 3 points of damage from hitting the spikes.

The second floor has a bed, dresser, a small desk, and a case with several once fine musical instruments in it. In the desk are several pieces of paper, one of which has indentations from writing on top of it. A PC who figures this out and how to read it, will get the following text: *“I've gotten sick of those wretched snobs at the Bard's Guild. They can't seem to recognize true genius when they see it! I plan to wreck some sort of havoc on them, but I must get away and plan, to truly give them the defamation that they deserve! I will head to Tantris tomorrow, and return when my plan is fully formed.”*

It is entirely possible that a high level or extremely intelligent group of PCs can figure out some way (through magical means or whatever) to figure out where Clarence is, etc. If they manage to do this, go with the flow. Use the information given you in this module and then run the final battle the same, except the PCs get the surprise. If this is done before the first concert, well, it's a really short module then, isn't it? At that point the PCs can choose to carry through with the concerts or not. If it's after the first concert and before the second one, then Sean will pressure the PCs to do the final concert “for their fans” (unless they really sucked). This shouldn't screw up the adventure.

ENCOUNTER THREE

When the PCs arrive at Sean's office, he will welcome them in.

“It's good to see you all here. I hope you got a lot of sleep last night because this is going to be a long day. Today will mostly be a brainstorming session. We need to figure out what sort of band you want to be, what your band's name is going to be, what part each

of you will have in the band, and all that other sort of information.”

Sean’s plan is not to let the PCs leave until they’ve answered all of those questions for the band. If brainstorming goes smoothly, he wants them to begin practicing, going over what they wish to do for their first performance (such as special/magic effects, what songs they want to play, and who’s doing what when). Sean will continue to prompt the PCs to answer the questions he’s presented them with, and will order one of the non-fighter types (someone he thinks can write—bards first, then cleric types next) to take notes. This is the information that you as judge will have to help you determine how well the party does in their first concert.

Remember, if Millius has been hired, he can be here to. Take full advantage of an illusionist’s shadow magic abilities—Millius can cast whatever level spells you need him to while still allowing the PCs on stage a chance to learn their chosen proficiencies. Suggested spells to possibly use: *mirage arcana*, *permanent illusion*, *improved phantasmal force*, *programmed illusion*, *veil*, *spectral force*, *audible glamour*, and, since Millius is really high level if he can cast some of these spells, feel free to make up some spells that he might have researched (like *improved audible glamour*). Use your imagination.

There is the assumption that the PCs will practice every day between this meeting and their first concert, two weeks away. As soon as this first meeting occurs, Sean has urchins spreading the news of the band across Ravens Bluff. Role-play this all as much as you and the players wish and time allows. If PCs do not practice, Sean will get very annoyed, and they will have only half the written chance of success when making proficiency checks.

ENCOUNTER FOUR

This is the first concert. Pretty much, you’re going to take the information about what the concert looks like that the PCs have supplied, make them all do proficiency checks and describe audience reaction.

The concert is taking place in the Ravens Bluff Playhouse (see LC5 for details). All you know is that thousands of people could be out there waiting to hear you perform. As you step onto the stage you are at first blinded by the beams of focused continual lights shining in your eyes, but you can still hear the

screams of the crowd. As your eyes adjust, you can see them—a mass of people from every class in Ravens Bluff—all waiting in anticipation to see you! As you begin your first song, you certainly hope you don’t disappoint them...

At this point we need to figure out just how well the PCs perform for the citizens of Raven’s Bluff.

First we need to figure out how many people showed up. Add together the highest Fame value each of the PCs have and multiply it by 50 (ie if Jason is most famous in the lower class with a 4, and Patricia is known best in the temple class with a 6, and Tom is known best in the upper class with a 3, you add those values together to get 13, which means that 650 people show up to the concert). If none of the PCs have fame, they will attract a minimum of 200 people.

Now we need to see how well they perform. Make each performing PC make a check for each skill they plan to use during the concert, such as singing, playing an instrument, whatever (acting if Millius is doing his illusions behind the stage). If they are unskilled, they need to make the check by half. If there are more made checks than not made ones, the band is very popular. If there is about the same made as not, they were average. If more checks were failed than succeeded, the PCs really were bad. It is up to you to judge, for various special efforts they made, such as neat special effects or whatever, if it will tilt this balance in their favor a tad.

If they sucked, they’ll only get 50 gp to split amongst them. If they were well received, they will receive gp equal to half the number of people that showed. If they were really awesome, they get gp equal to the number of people who showed.

Once all the rolls have been made, you can describe what happens. This will probably entail describing how the various spell effects appear, how the different performing sounds (based on proficiency checks), and how the audience reacts. If there are only about 200 people there, the crowd is probably fairly quiet except during incredibly spectacular moments of the performance. If there are many more audience members, then there are probably people trying to jump onto stage, things being thrown onto the stage, and various other rowdiness typical to concerts. It is up to the Judge to really play up on this concert and allow for leads into the next encounter.

ENCOUNTER FIVE

As you leave the stage you are hounded by audience members.

At this point, the audience members have their chance to react on a one to one basis with the PCs. You can do this as you wish, having PCs who performed well or who are particularly charismatic being mobbed by fans of the opposite sex while poorly performing PCs might be hassled and stalked by audience members. These “fans” (whether they love or hate the PCs’ band) won’t let the band get any sleep (so spell-casters will find themselves without spells in the morning) even if it requires having people breaking into their temples or other difficult to breach residences (there are enough people trying to get into one place to make them have a decent chance at disturbing the PCs’ rest).

Throughout the cacophony of the night, one disturbance in particular stands out as being important—each of you had a note wrapped brick thrown into your domicile. The note says: “Your band’s fame is going to die no matter what happens, choose the easy way out and quit before I have to take matters into my own hands. –C.O.”

Hopefully, the PCs will realize the connection between this note and the other one they have (or may) find. This may help them solve the puzzle of the other riddle because they’ll know the letters K and P in the coded note really stand for C and O.

The PCs will continue to be assaulted during the next week before their next concert. Any spell memorization will be impossible unless special preparations are made (a *nap* spell will help, but only if they cannot be found for the hour and time needed for spell memorization) during this time and most likely they will be thrown out of their normal abodes. Any PCs with this problem will be housed together in the Bard’s Guild. Leaving town to practice works. Be reasonable here.

Any investigation during this time will be pretty difficult to do with constant distractions. One of those distractions including being mobbed by a bunch of overzealous fans (or hecklers).

Fans (40). Int Average; AL varies; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1; SA 10% chance of pick pocket; SZ M.

The fans’ main motivation for mobbing the PCs is to get some momentos from them (or aggravate them if

they don’t like their band). They beat their way into the fray, grabbing at the PCs trying to take clothing, hair, instruments, magic items, or whatever they can get to. If the PCs kill the fans, they should get in major trouble, including the receipt of general infamy.

Assumably, they will be practicing for their next concert (make Sean bug them about it if they aren’t, especially if they gave an average to poor performance). Hopefully, they will change/add to their concert and do more creative planning and role-playing.

ENCOUNTER SIX

Another concert. Attendance will depend on the last concert. If the PCs were popular, they will get twice the number of people as their last concert. If average, the same number; if poor, half the number. The concert will begin the same as the last one, with the PCs making proficiency checks, only this time they get +1 to their checks if they have the skills and at normal if they didn’t have them (but you don’t have to tell them this).

You will do the same calculations as before, except this time, sometime during your description, segue into the following boxed text, with changes based on the situation the PCs are in—like whether they’re bouncers or not or whether Millius is helping them:

This performance seems to be going better than the last, and as the crowds are going wild, suddenly you are attacked by a bunch of thugs. The crowds cheer, thinking this part of the show, as a handsome but crazy looking man yells to you: “I’m supposed to be performing on this stage, not you! You didn’t take my warning, so now you’re going to pay!”

It is probably best to map out this combat for the PCs’ and your benefit. Clarence and friends get surprise—Clarence’s action is yelling, Aelona’s is *color spray*, then the thugs attack. Remember also, that PCs are not likely to have all their normal adventuring gear with them while on stage. Most bulky armor and weapons, and even some spell components, are unlikely to be available. Unless the PCs have stated some sort of preparation for this (ie. hiding weapons nearby, using extra-dimensional spaces to hide things in) they will have to do without those items/spells or take battle time to retrieve them.

The thugs took out the guards (and Millius, who is majorly distracted by his spellcasting, if he's there) and sneak in from both sides of the stage, taking on PCs individually, rather than a group to be all caught in area affect spells. Clarence and Aelona stand back from the battle and cast area affect spells at the party before the thugs close with them, and then other spells from there. Clarence will wade into battle once most of his spells are exhausted, but Aelona will hide and try to stay out of battle as much as possible.

Aelona is charmed, so PCs killing her would be a bad thing. Once Clarence is killed (or the spell is dispelled), the spell on her will be broken and she will be confused and outraged that she would let him convince her to do such things. She will turn on her once comrades if the battle is still happening. She is sort of ditzzy and Valley girl-ish. If the PCs do happen to kill her, they will gain general infamy as soon as her actual role is discovered in the final investigation.

Levels 4-13

Thugs, hm F1 (6). Int Average; AL N; AC 8 (leather); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 13.

Aelona, hf B2. Int Very; AL NG (charmed); AC 2 (armor and dex); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA spell; SD none; MR nil; SZ M; ML 12 (19 while charmed).

Spell: 1st: *color spray*.

Clarence Ofisroker, hm B4. Int Except.; AL CN; AC 4/0/2 (bracers AC 6, dex, *blur*); MV 12; hp 20; THAC0 17; #AT 1; Dmg 1-6*1.4 +2 (short sword +2, *enlarge*); SA spells; SD spells; MR nil; SZ M; ML 20.

Spells: 1st: *magic missile, enlarge**; 2nd: *blur**.

Levels 14-25

Thugs, hm F3 (5). Int Average; AL N; AC 3 (chain and dex); MV 12; hp 25; THAC0 16; #AT 3/2; Dmg 1-8 +3 (long sword, spec., str.); SA nil; SD nil; MR nil; SZ M; ML 13.

Aelona, hf B4. Int Very; AL NG (charmed); AC 2 (armor and dex); MV 12; hp 17; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells; MR nil; SZ M; ML 12 (19 while charmed).

Spells: 1st: *color spray, magic missile*; 2nd: *improved phantasmal force*.

Clarence Ofisroker, hm B6. Int Except.; AL CN; AC 4/0/2 (bracers AC 6, dex, *blur*); MV 12; hp 31;

THAC0 15; #AT 1; Dmg (1-6 +1)*1.6 +2 (short sword +2, *strength, enlarge*); SA spells; SD spells; MR nil; SZ M; ML 20.

Spells: 1st: *magic missile, charm person, enlarge**; 2nd: *blur*, strength**.

Levels 26-37

Thugs, hm F5 (5). Int Average; AL N; AC 2 (chain and dex); MV 12; hp 46; THAC0 14; #AT 3/2; Dmg 1-8 +5 (long sword, spec., str.); SA nil; SD nil; MR nil; SZ M; ML 13.

Aelona, hf B6. Int Very; AL NG (charmed); AC 2 (armor and dex); MV 12; hp 29; THAC0 17; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells; MR nil; SZ M; ML 12 (19 while charmed).

Spells: 1st: *color spray, magic missile, light*; 2nd: *improved phantasmal force, glitterdust*.

Clarence Ofisroker, hm B8. Int Except.; AL CN; AC 2/-2/0 (bracers AC 6, dex, *blur*); MV 12; hp 40; THAC0 14; #AT 1; Dmg 1-6 +3 (short sword +2, *strength*); SA spells; SD spells; MR nil; SZ M; ML 20.

Spells: 1st: *magic missile, charm person, enlarge*; 2nd: *blur*, strength*, glitterdust*. 3rd: *hold person*.

Levels 38-56

Thugs, hm F7 (6). Int Average; AL N; AC 1 (chain and dex); MV 12; hp 69; THAC0 11; #AT 4 (hasted); Dmg 1-8 +6 (long sword, spec., str.); SA nil; SD nil; MR nil; SZ M; ML 13.

Aelona, hf B8. Int Very; AL NG (charmed); AC 2 (armor and dex); MV 12; hp 34; THAC0 16; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells; MR nil; SZ M; ML 12 (19 while charmed).

Spells: 1st: *color spray, magic missile, light*; 2nd: *improved phantasmal force, glitterdust, shatter*; 3rd: *hold person*.

Clarence Ofisroker, hm B10. Int Except.; AL CN; AC 2/-2/0 (bracers AC 6, dex, *blur*); MV 12; hp 45; THAC0 13; #AT 2; Dmg 1-6 +4 (short sword +2, *strength*); SA spells; SD spells; MR nil; SZ M; ML 20.

Spells: 1st: *magic missile, charm person, enlarge*; 2nd: *blur, strength*, glitterdust*. 3rd: *lightning bolt, haste**. 4th: *stoneskin (8)**.

Levels 57+

Thugs, hm F9 (7). Int Average; AL N; AC 1 (chain and dex); MV 12; hp 80; THAC0 10; #AT 4 (hasted);

Dmg 1-8 +8 (long sword, spec., str.); SA nil; SD nil; MR nil; SZ M; ML 13.

Aelona, hf B9. Int Very; AL NG (charmed); AC 2 (*armor* and dex); MV 12; hp 44; THAC0 16; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells; MR nil; SZ M; ML 12 (19 while charmed).

Spells: 1st: *color spray, magic missile, light*; 2nd: *improved phantasmal force, glitterdust, shatter*; 3rd: *hold person, fly*.

Clarence Ofisroker, hm B14. Int Except.; AL CN; AC 2/-2/0 (bracers AC 6, dex, *blur*); MV 12; hp 65; THAC0 11/15; #AT 2; Dmg 1-6 +4/1-6+2 (short sword +2, *strength*); SA spells; SD spells; MR nil; SZ M; ML 20.

Spells: 1st: *magic missile; charm person; enlarge*. 2nd: *blur, strength*, glitterdust*. 3rd: *lightning bolt, haste*, hold person*. 4th: *stoneskin (9)*, phantasmal killer, fire shield**. 5th: *cone of cold*.

CONCLUSION

There are many possible endings to the battle with Clarence. The following boxed texts are meant to be used as guidelines for the events that follow the battle, not as strictures.

If the battle ends on stage:

“That’s him! That’s that Clarence guy who threatened the Bard’s Guild!” yells Sean as he rushes onto stage during the mayhem after the attack. The crowd is in shock with the dawning realization that the attack was real.

If the battle ends off stage:

Sean comes running up to you. “You’ve caught him! That’s the man who must have killed the Cobalt Flame,” he cries. “I’m very proud of you, but…” he looks a bit abashed, “the show must go on. The crowd is screaming for you! I’ll watch this loon.” And you are ushered back onto stage to finish your concert.

If it hasn’t all been figured out already, this is the PCs opportunity to resolve the mystery, figure out it was Clarence that was behind the murders, etc.

Depending on how much remaining time you have, you might want to roleplay out the PCs telling their fans that they are no longer going to be performing for them (they’ll be really unhappy to hear it, or really relieved), or what the PCs actually do plan to do (they might actually want to keep the band going). Also,

remember that most likely the PCs will be uncovered as fakers if they used Millius Vanillius’ help in the final concert. Most of Millius’ spells would have disappeared after he was knocked unconscious, so if they were integral to making the PCs good, bad things are going to happen. PCs will have to deal with disgruntled audience members, and many of them will demand a refund of their money (halves the PCs take again, since they’ll have already halved it for Millius).

After everything is calmed down and the concert is over, you are ushered into Sean’s office at the Bard’s Guild once again. “I’d really like to thank you for your help. You definitely deserve all the money that your band earned. Here’s your profits for tonight’s performance.” He points to a chest on the floor. “In addition, you may keep whatever magic was found on Clarence, as well as this magical instrument of mine.”

If they were any good, and Millius didn’t help, Sean will add:

“If you want to keep your band together, I would love to continue managing you.”

There can be roleplaying here, too. Sean will offer to manage them again if they choose to break up but later want to get back together.

The End

EXPERIENCE POINTS

Most of this event is not tiered experience. Only the final (and only) battle is tiered. Because of the lack of combat elsewhere in the module, there is little to no reason a high level party should get more experience than a low level one—roleplaying is being rewarded, not just brute strength.

Encounter One:

Agreeing to become a band for Sean w/o Millius and no bouncers, and no bards in the PC group 100 xp

OR

Agreeing to become a band for Sean w/o Millius and no bouncers, and no bards in the PC group 25 xp

Encounter Two:

Learning about Aelona 50 xp

Finding the note	100 xp
Deciphering the note	100 xp
Figuring out Shana killed by spell	50 xp
Figuring out Jordan poisoned	50 xp
Getting description of Clarence	100 xp
Getting info from Renee	50 xp
Getting Clarence's name from Sean	50 xp

Encounter Four:

Performing	50 xp
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Encounter Five:

Dealing well with fans	50 xp
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Encounter Six:

Defeating Clarence and foes	100 xp per tier
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Total Experience for Objectives:	850 xp
Roleplaying Experience:	0-1,000 xp

Total Possible Experience: 1,850 xp

For Tier 2:	2,050 xp
For Tier 3:	2,250 xp
For Tier 4:	2,450 xp
For Tier 5:	2,650 xp

user must bring the *Complete Bard's Handbook* (or a copy of the description page for this item) to use this item.

- PCs who learned a proficiency or practised to be in the band can choose to take the proficiency in an available slot, or use the next available slot for it. PCs who used Millius Vanillius' help can take the acting proficiency. PCs who were bouncers cannot choose a proficiency. These proficiencies all take normally allowed slots; they are not bonus proficiencies. PCs do not have to take the proficiencies.
- Whatever money made from second concert (half, if Millius helped).

Fame Award

All PCs who perform in the band gain one Fame Point in the category of their choice. PCs who are bouncers get no Fame this adventure.

Possible Infamy Point if they use Millius and are exposed, and in your judgment the exposure causes a stir (for example, very flashy illusions used to make them look good, or sound spells to make them sound good used).

Possible infamy point in general if PCs kill Aelona or any of the fans that mob them.

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Encounter Four:

Whatever money made from first concert (half, if Millius helped).

Encounter Six:

- *Bracers of defense AC 6*
- *Short sword +2*

Conclusion:

- *Recorder of recording:* This item works as described in the *Complete Bard's Handbook*, with the following clarifications: 1) It can only hold one thing recorded at a time, so as soon as the user records something new, the prior recording is lost; 2) the recorded sounds cannot be used to activate any magical effect—this means that it cannot record spells, command words, or anything which would activate or bypass a magical item or spell. The

Most Skilled Adventurer,

Recently, heinous acts have befallen bards under my care. I feel compelled to discover the perpetrator (or perpetrators) of these acts in order to resolve any debts I may have owed to them. Unfortunately, I cannot do this without help, so I beseech you to come to my office in the Bard's Guild immediately so that justice can be done.

**Sincerely,
Sean Stine**

Players' Handout #2

1. Blizzar Tarin, lute and lead singer—found dead in his locked room in the Bard's Guild from what looks like poison.
2. Shana Kazar, harp and back up singer—found dead in her home in the residential district; appeared to be scared to death.
3. Jordan Instire, percussion (drums, xylophone, triangle, cymbals, etc.)—found lying in a puddle of his own vomit in the Boar's Tusk Tavern.
4. Renee Handly—flute, trumpet, pan pipes, and jew's harp—found teleported into a wall when going to an unfamiliar area.

Players' Handout #3

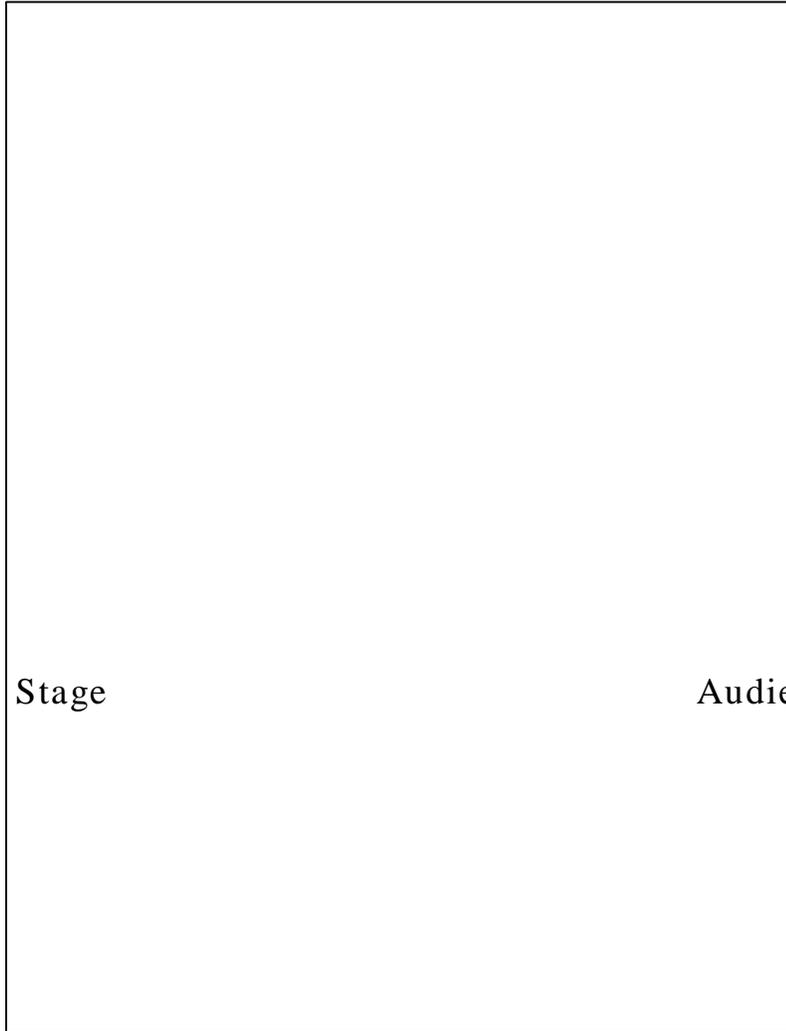
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vjhu tpxu wp rvjr su kjx iukplu Ojhuxw Ignzz'w xufr lnwykjg
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--K.P.

Performance Aid

10'

Stage Right



Stage

Audience

Stage Left