

AMALAR ETTERIL

Male half-drow, quarter-elven; age 13; Serinde and Zilfryn's son

You were born here, in the village of Stonebridge, where you live with your mother Serinde, your father Zilfryn, and your older step-sister Evelyn. Your father is a drow, and you have inherited his dark skin, red eyes and ability to see in the dark. Your mother is half-elven, and so you will likely live almost as long as a drow or an elf. It is puzzling to realise that your sister, who is five years older than you and whose father was human, will age much more quickly.

For as long as you can remember, you have loved making sounds. Instruments that don't belong to the Church of Harmony are outlawed, so you improvise with jars, and stools, and tables and whatever you find to hand. Percussion sounds are the ones you like the most, and you hope that one day you will be able to have a drum set of your own.

For almost as long, you have known that making music in public is illegal and dangerous and that if anyone ever suspects you make music outside of church, you will be taken from your family and they might be imprisoned for hiding you. You love your family very much and don't want anything to happen to them because of you.

Even more dangerous than making music is being a bard and making magical music. You are a bard.

Your mother is a bard too, but the Church took her instruments away and she went into hiding. She pretends not to be a bard and weaves wool to earn a living. She doesn't like to speak about her past it – it makes her sad, which you can understand. You would be sad too. Evelyn doesn't understand and is sometimes angry. That makes your mother sad and angry too.

Evelyn loves music too. Although she is a sorcerer and not a bard, she has focused a lot of her talents on sound and is hoping one day to become a sound mage. She has not shared this with your mother – they do not speak to very often – and has sworn you to secrecy.

All the other young people in your village love music. They follow the underground gossip about the unlicensed bands that play in Deepfort and buy illicit newsletters from traders that pass through. Sometimes the traders bring recordings of illegal music concealed in magical trinkets. You don't speak to the traders because that would endanger your family, but you read

the letters and listen to the recordings when the other children show them to you.

Evelyn has a secret stash of newsletters under the floorboards in her room which she has sometimes let you read. You were thrilled by the articles about legendary illegal nightclubs like Club Spectre, where everyone important seemed to hang out and make music. You admired Deepfort's young musicians and the lengths they went to to play their secret gigs. One of your favourite bands is Cacophony, a punk duo whose music is very loud.

Everyone loves music and the Church of Harmony forbids and controls it. You, your mother and your sister live in fear of doing what you love. This is not right, and although you don't know how yet, you intend to change it.

The local priest Lambert isn't a bad person. He ensures that everyone attends sermons and mouths the words of the Righteous Song, but beyond that he does very little. You guess this is how evil starts – people not doing anything – and perhaps everyone in the village is just as guilty of supporting the Church of Harmony as Lambert is.

You've never been as close to your father Zilfryn as you are to your mother. You love him but he is often out in the forest hunting game, and he doesn't understand music as well as your mother or Evelyn. He used to be a soldier in a noble drow house in the Underdark, but he was exiled for political reasons. He knows a little bit of sorcery and helped Evelyn learn when she was younger. You know he loves your mother very much. You wish you understood him better.

You know that Evelyn is somehow involved in the musical underground, although you haven't managed to figure out exactly how. You know she sometimes receives small packages from the traders who bring the illicit newsletters, and occasionally she sends slightly larger packages of her own. You think she also corresponds with someone in Deepfort – maybe one of the bands! You know she keeps things secret to keep you safe, but you're dying to know more.

One secret she has let you in on is the Sound Golem 3000. It's a magical sound desk that can capture sound from one location, transform it, and project it somewhere else. It can also create an aura of silence. You have been working on it together, having sworn each other to secrecy. Your mother would definitely be angry if she found out.

Although you have been happy and content with your

life in Stonebridge with your family, you're beginning to understand that there is a wider world outside of your village and that freeing music again for everyone is going to require leaving your home. You're not sure you're ready, but suddenly it looks like you may be forced to leave whether you're ready or not.

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

Your mother and father have been whispering to each other all night – they're not being very subtle about it, and it's pretty obvious that they're really concerned about the priests' presence. What will you do if they come for you? You'd probably have to leave town, and maybe head for one of the bigger cities, where it's easier to hide. You are worried and scared and you feel awful that you might be responsible for ending the life your family had here.

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

Your family

Serinde: your mother, who has taught you how to be a bard safely and whom you love very much. She is sad about her past and you think she must have loved music as much as you do. She is a half-elf.

Zilfryn: your father, whom you love, but with whom you struggle to find common ground. He was a soldier in a drow noble house before being exiled for political reasons. He makes a living by hunting game and he and your sister get on well.

Evelyn: your step-sister, with whom you work together on the Sound Golem 3000. She lets you read her stash of illicit newsletters about bands in Deepfort. You suspect that she is somehow involved in the illegal musical underground.

Equipment

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

Amalar Etteril

4th level Bard

Race: Half Drow **Hit Points:** 18

Alignment: Neutral Good **Base**

Attack Bonus: +3

Stats

Strength: 10 (+0) **Dexterity:** 16

(+3) **Constitution:** 10 (+0)

Intelligence: 14 (+2) **Wisdom:** 15

(+2) **Charisma:** 19 (+5)

Saving Throws

Fortitude: +1 **Reflex:** +7 **Will:** +6

Combat

Initiative: +3 **Melee attack:** +2

Ranged attack: +6 **Armour class:**

13

Skills

Balance: +7 **Bluff:** +8

Concentration: +4 **Diplomacy:**

+10 **Knowledge (local):** +6 **Listen:**

+11 **Move silently:** +7 **Perform**

(Percussion): +14 **Perform**

(Magical Device): +11 **Search:** +4

Sense Motive: +12 **Sleight of**

Hand: +7 **Spellcraft:** +4 **Spot:** +4

Use magic device: See Perform

(Magical Device).

Feats

Skill Focus: Percussion: +3 to

Perform: Percussion (already included).

Skill Focus: Sense Motive: +3 to

Sense Motive (already included).

Race features

Darkvision: Can see 60ft in absolute darkness.

Class features

Bardic knowledge: Make a check at +8 to see if you know something about an important person, item or place.

Bardic music effects

Fascinate: Make a Perform check to cause up to 2 people to be fascinated by you.

Inspire competence: Give someone else a +2 bonus to a skill check.

Countersong: Make a Perform check to counter a magical effect that depends on sound.

Bard spells

These spells may be performed with percussion instruments. They are less effective when performed with improvised percussion instruments and may have up to 50% less range or 50% less effect at the DM's discretion.

2nd Level (1 per day)

Detect Thoughts: Allows "listening" to surface thoughts.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

1st Level (3 per day)

Amplify: Lowers Listen DC by 20. (Bard spell from SC)

Charm Person: Makes one person your friend.

Feather Fall: Objects or creatures fall slowly.

0th Level (3 per day)

Dancing Lights: Creates torches or other lights.

Ghost Sound: Figment sounds.

Songbird: Perform and gain +1 on your next Cha check.

Ghostharp: Object records, plays a song at your command.

Prestidigitation: Performs minor tricks.

Resistance: Subject gains +1 on saving throws.

The Sound Golem 3000

- *Clairaudience:* creates an invisible sensor at specific location that transfers sound from there to the sound desk (range: 100ft). Up to two sensors may be active at any time. Use Spellcraft if a skill check is needed.

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

Performance if a skill check is needed.

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

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