

## Rosalind Mott

*Female human; age 15; drummer*

You grew up surrounded by music. Your papa is a wealthy merchant with investments in many industries in Greatmarsh. He has always found it upsetting that a lot of nobles in the city look down on the merchant class, as if they were better than you – he spared no expense in ensuring that you were brought up surrounded by as much luxury as any noble lady. He often threw lavish banquets for his business associates, always striving to match whatever fashions were currently in vogue in the city. Greatmarsh has a strong bardic tradition, so musical entertainment has always been a must.

You were drawn to music and musicians since you were a little girl – you could name all the popular instruments and even some unpopular ones by the time you were five. You pestered every visiting bard with questions and tried your hand at every instrument you could possibly get your hands on. They all had to indulge you, of course – being their employer's little girl had its perks.

Your papa bought you many instruments of your very own, of course. You had a lute, and a zither, and several flutes and even an enormous harp – but despite your papa's hope that you might take up one of these graceful and ladylike options, they all fell by the wayside when you discovered your absolute favourite: the drums. You simply love getting lost in the rhythm and noise of this underappreciated instrument – from the moment you first hit a cymbal with a drumstick you knew that this was what you had been born to do.

You have always dreamed of playing for an audience wider than your papa and your tutors and nannies, but there has always been a tiny snag: there aren't very many popular drum soloists. Drummers generally play with a band. And while there were plenty of bands in Greatmarch, and there seemed to be a high drummer turnover rate, you could never find anyone willing to give an untried girl a chance.

Some people told you to come back when you were older, or to try to form a band with people your own age – but you don't want to wait until you're old! These are the best years of your life! And you don't know anyone your own age who is any good at music – some of your papa's friends' children have learned to play instruments, but only because

their parents made them, and they're all quite awful at it.

You tried to fill the void in your heart by going to see as many other bands perform as you could, hoping that you would eventually strike it lucky just by being in the right place at the right time. You have seen a lot of extremely talented Greatmarsh musicians, and even some bands from neighbouring cities.

Your papa doesn't exactly approve of all these excursions – he normally doesn't let you out into the city without at least two bodyguards. He retains quite a few of them – when you asked him why he said that being a businessman can be dangerous, and told you not to worry. You have become quite adept at giving Hans and Georg the slip. Some of the local inns are a bit disreputable, but it's not as if this is some kind of barbarian wasteland.

If you had to pick one favourite band, it would have to be Vorpall Mace. You followed their career obsessively since you saw them in an inn when you were a little girl – the first time your papa allowed you out to watch a performance, heavily chaperoned. Their vocalist was Merilinel Thynne, a half-elf who was born into a local noble family. She had a beautiful voice, and sang sad songs with clever lyrics which no doubt alluded to her inner turmoil over her elven heritage. The lead lutenist was Osbert Weaver, a local boy from a very poor family who taught himself to play the lute and write music. His skill with the instrument was amazing. There were rumours that the two of them were a couple.

You idolised both of them, and you were absolutely devastated when the band broke up after a performance plagued by bad luck, which you missed completely as a result of a sudden illness. Osbert began to play solo at banquets – unfortunately not in circles that you could ever hope to be invited to – and Merilinel holed herself up in a tower in the marshes where she was apparently studying sorcery. The drummer, whose name you don't recall, disappeared under mysterious circumstances. The remaining member of the band – a dwarf named Feldspar Shalecrusher, who played the bass lute – became a fixture at various bardic locales, moping over a mug of ale and occasionally playing solo, although it was clear that his heart wasn't really in it.

The most exciting news in the bardic world in the

past few weeks has been all the preparation for the upcoming Battle of the Bards. This prestigious contest takes place every five years on the outskirts of the city of Whitecrest, at the site where the legendary band of bards known as the Clerics turned back an invading army of orcs with the power of their music. Posters advertising the event have been stuck up all over Greatmarsh, and many of the best local bands were planning to go. You desperately wanted to be there, but you doubted that your papa would permit you to make the journey, with or without an escort.

A few days ago you were hanging around in a local inn after a rather mediocre band's performance, feeling quite mopey yourself after yet another rejection, when you overheard Feldspar trying unsuccessfully to recruit a drummer into a band. His band! He was trying to re-form Vorpall Mace! To compete at the Battle of the Bards! Of course you cornered him in the street, and insisted that he allow you to audition, telling him that you already knew a lot of Vorpall Mace's songs.

He seemed a little sceptical, and you think you fumbled your drumsticks a couple of times during the demo, but you obviously won him over because he invited you into the band. You still can't quite believe that this has really happened – you keep pinching yourself. You even met Osbert himself yesterday – Feldspar introduced the two of you after he persuaded both Osbert and Merilinel to rejoin the band.

Apparently Feldspar finally convinced Merilinel by showing her a poster for the contest – one of the bands which has been confirmed to be appearing is Adamantium, Vorpall Mace's long-time nemesis and your second-favourite band. Reginald Sable, the lead singer, is a tiefling – he's so dreamy! Their sound has been getting a bit dark for you lately, though.

You haven't met Merilinel yet – tonight you have to help the rest of the band to sneak her out of her master's tower. What you haven't mentioned to your new companions is that you have to do some sneaking away of your own – you don't really need anyone's help, and you didn't want to take the risk that Feldspar would rescind his invitation if he thought that you were going to be trouble. You're going to leave your papa a nice note. He's probably going to be quite angry, but you're sure that he will forgive you when you get back – and there is no

way that you can possibly pass up on this opportunity.

Not only are you going on tour with Vorpall Mace, but you are probably going to meet every other famous band in the area. Adamantium will be there, of course, and also Velvet Bow and Blöodhämmer! Feldspar is also excited about an auction which is going to happen at the Hall of Fame museum – you've heard that they have one of the original instruments of the legendary Clerics!

### ***Your fellow band members:***

**Osbert Weaver:** one of your heroes; a self-taught lutenist and songwriter from a poor family. He is incredibly talented. He has recently been playing solo for noble patrons. There are rumours that he and Merilinel were a couple before Vorpall Mace broke up.

**Merilinel Thynne:** another person you greatly admire – a half-elven noblewoman with a beautiful voice. She has been studying sorcery under Master Baldwin on the outskirts of the city. There are rumours that she and Osbert were a couple before Vorpall Mace broke up.

**Feldspar Shalecrusher:** a dwarf. It's unusual for a dwarf his age to be interested in bardic music. Not only does he play the bass lute, but he possesses an encyclopaedic knowledge of local bardic lore. He was very sad when Vorpall Mace broke up, and has cheered up immensely now that the band is getting back together. He provides the cart and mule which transports the band's instruments – the mule's name is Matilda, but everyone calls her the Vorpall Mule.

### ***Equipment***

**Small silk rucksack:** Clothing and travelling supplies.

**Drum kit:** In numerous bags. Luckily Feldspar has a cart to transport it on.

**Money:** 100 GP (not a lot, but your papa usually buys you anything you need).

## Rosalind Mott

*5th level Bard*

**Race:** Human

**Hit Points:** 30

**Alignment:** Chaotic Good

**Base Attack Bonus:** +3

### Stats

**Strength:** 9 (-1)

**Dexterity:** 15 (+2)

**Constitution:** 12 (+1)

**Intelligence:** 12 (+1)

**Wisdom:** 9 (-1)

**Charisma:** 17 (+3)

### Saving Throws

**Fortitude:** +2

**Reflex:** +10

**Will:** +3

### Combat

**Initiative:** +2

**Melee attack:** +2

**Ranged attack:** +5

**Armour class:** 12

### Skills

**Balance:** +4

**Bluff:** +6

**Climb:** +3

**Concentration:** +6

**Diplomacy:** +5

**Disguise:** +7

**Gather Information:** +7

**Hide:** +9

**Knowledge (local):** +4

**Listen:** +4

**Move Silently:** +11

**Perform:** +14

**Search:** +2

**Spot:** +3

**Survival:** +1

**Swim:** +1

## Feats

**Lightning Reflexes:** +2 bonus on Reflex saving throws (already included).

**Skill focus (Perform):** +3 to Perform (already included).

**Stealthy:** +2 to Hide and Move Silently (already included).

**Proficiencies:** Armour (light), Shield, Simple weapon.

## Class features

**Bardic knowledge:** Make a check at +6 to see if you know something about an important person, item or place.

**Bardic music:** 5 times a day, use your music to produce magical effects on people around you or yourself.

## Bardic music effects

*Fascinate:* Make a Perform check to cause someone 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.

*Inspire courage:* Inspire courage in anyone who can hear you.

## Bard spells

### Spells per day

**2nd level:** 1

**1st level:** 3

**0th level:** 3

### 2nd Level

**Cat's Grace:** Subject gains +4 to Dex for 5 min.

**Eagle's Splendor:** Subject gains +4 to Cha for 5 min.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

### 1st Level

**Charm Person:** Makes one person your friend.

**Cure Light Wounds:** Cures 1d8 +5 damage.

**Disguise Self:** Changes your appearance.

**Feather Fall:** Objects or creatures fall slowly.

### 0th Level

**Dancing Lights:** Creates torches or other lights.

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

**Ghost Sound:** Figment sounds.

**Mage Hand:** 5-pound telekinesis.

**Message:** Whispered conversation at distance.

**Prestidigitation:** Performs minor tricks.