



The Song of Harmonia

A Legendary Lives Adventure

By Joe Williams & Kathleen Williams

Copyright © 1990, 2007 by Joe Williams

Email me at: freeRPGs@comcast.net

The Song of Harmonia

The Song of Harmonia

Who killed the old music teacher and why? This mystery adventure is a challenge to both players and referees. We have intentionally left this adventure open ended. The mystery is completely described, but how it turns out in your campaign is up to you and your players. One of the advantages of the Legendary Lives system is that it easily allows you to flesh out an adventure during play, making it uniquely yours.

Author's Note: This adventure was written for the first edition rules. Some conversions will be required.

The Competition

The adventure starts in the town of Riverwake, not far from the famed Alzarian library. This huge structure contains the largest collection of musical instruments and ancient scores in the world. The Keepers of Alzarian train talented musicians, and once every year, award the title of Master to the most skilled. Minstrels and bards flock to Alzarian seeking such status. After a grueling 24 hour competition, a single contestant will be awarded this honor.

Riverwake is currently a hotbed of activity, for the competition is only two days away and the population has more than doubled within the last week. All inns, taverns, hostels and even stables are filled to capacity. Tickets to the Alzarian competition have been sold out, and cost nearly \$300 on the black market.

Uncle Tad

This scenario requires one of the characters to be a bard or minstrel. While walking along, a young boy delivers a spoken message to her. Carefully he recites the following words from memory:

My dear student,

How glad I was to hear that you are in town! Have you come to enter the competition? Alas! I am too old and frail to compete any longer, but I still tutor. This year I am training three competitors - what an honor! But, I am troubled. One of my students seems too good to be true, and I'm afraid that magic might be involved. It would be a terrible disgrace if any pupil of mine was exposed as a cheat. Will you and your friends help me uncover the truth? I look forward to seeing you soon.

Your old teacher,

Taddingsford Goldenleaves

The party member will remember 'Uncle Tad' with loving fondness, though she has not seen him in years. If questioned, the boy will state that Uncle Tad paid him a bronze to deliver the message, but he doesn't know who informed him of the party's arrival. He can point the way to Tad's cottage, or the musician character can remember the way with a MEMORY(Pas) roll.

Uncle Tad's cottage

This one-room dwelling is on the outskirts of town. The door is open and the party can see the body of an old elf lying on the floor. He has been savagely beaten around the head with a blunt instrument, and is quite dead. The musician character will recognize him as her old tutor, Uncle Tad. A MEDICAL(Gud) roll indicates that he was killed only a short while ago.

The room contains a small bed, a chest of old clothing, a variety of musical instruments, a small table cluttered with dishes, and three cupboards holding pieces of leather and awls. Most of the leather is punched full of holes. A small fireplace is clean and contains no ashes. The room is in some disarray, with crockery and clothing strewn about, and has the appearance of being frantically searched. Lying open on the floor next to the

workbench is a small, empty strongbox. Neither money nor the murder weapon can be found.

Uncle Tad holds a broken cane in his right hand and a piece of leather in his left. This leather is also full of holes. A character who suspects the holes may be a form of braille can try to decode the lettering. On a Passable or better Literacy roll, the character is convinced that the holes form a code, but he doesn't know what it says. On an Awesome roll, the character learns that it is a line of music. A LEGENDS(Sup) roll is needed to identify the tune as part of the Song of Harmonia (musicians have a +1 column shift on making this roll).

See Questioning Kessia for more information on the Song of Harmonia.

Outside the Cottage

There is a river just a few steps from the front door, where a boat is moored. A close examination of the boat and a SEARCH(Gud) roll will reveal an empty coin purse with the initial 'C' embroidered on it. This is the personal property of Baron Cheswick Mousetone (see below), and if confronted with it, he will claim that a pickpocket must have swiped it from him some hours earlier.

Constable Turnipfield

After the party has searched the room, they'll be interrupted by a fat, little woman and a tall, bluff fellow who is clearly a law man. Hannah discovered Uncle Tad's body only moments before the party arrived, and scuttled off to find Constable Turnipfield. Now they both view the party with suspicion, and only a SINCERITY(Gud) roll will convince them that the characters are not the murderers. Constable Turnipfield will attempt to arrest the party if he is not convinced of their innocence, but otherwise, he will accept them as friends.

Turnipfield is definitely out of his depth when it comes to murder, and he will ask the party to assist him with his inquiries, especially if one of the characters is a Firbolg, interrogator, soldier, or if a character makes a AUTHORITY(Grt) roll. He will offer them free room and board at the jail house if they accept. Of course, the musician character will have personal reasons for wanting to find Uncle

Tad's killer. Constable Turnipfield carries a small club and a whip. He has the following skills:

STR: Pas
AGI: Por
INT: Pas
RUN: Por
HOS: Pas
COM: Gud
DAM: Gud
BP: 4

Hannah

Hannah lives in the cottage next door. Ever since Uncle Tad went blind a few years ago, she's done all his marketing and cooking for him. Uncle Tad had been very excited about the upcoming competition for many months, but his interest seemed to drop off in the last few days. She heard him grumbling about 'finding out for himself' and 'the disgrace if it's true!' but she'd didn't know what he meant and didn't ask. She assumed he had pre-competition jitters, for he had been training three pupils this year, and she knew it was quite a strain.

It was Uncle Tad's habit to wake early, eat a simple breakfast of bread and cheese, and tend to his garden. Then he'd play the instrument of his fancy for about an hour before his first student showed up. Today, she remembers, he'd been playing a flute. She saw the first pupil arrive by boat, but did not see him leave. The second student always came by the Town road, so she never saw him arrive; however, she did hear him playing the lute for a short while. Then Uncle Tad began shouting at the poor boy, but she couldn't quite make out the words. She did not see the third student arrive for she'd been off to the market, but she saw her leave the cottage just before she herself returned home. Since each lesson lasted about an hour, she assumed that the third student had her singing lesson, and then left. It was about half an hour later that she brought Uncle Tad his noon meal and found him dead.

The Three Students

Hannah can identify the students by sight and by the instrument they play, but she does not know

their names. For your convenience, names and other pertinent information are listed here:

Revald Frothingham: Revald comes from a wealthy hill folk family. He has black hair, green eyes and a sulky manner. Pompous and arrogant, he is secretly unsure of himself and his musical ability. He reacts poorly to criticism, and fears rejection. He plays a recorder. Revald is staying with his friend, the Baron Cheswick Mousetone, at the Woodwind Inn.

Darris Slane: A Ratling, Darris is quite ashamed of his heritage, and tries to pass himself off as human. He is very convincing (though a fellow Ratling will recognize him immediately), and Hannah will describe him as a young boy with long brown hair and brown eyes. An ALE(Gud) roll is needed to spot him for what he is. A nervous fellow, Darris' weakness is gambling. He has a room at the Whistle & Tamborine Pub. He is an accomplished lute player.

Kessia Chandri: She belongs to the powerful Chandri family, a vast serpentine clan with political and religious connections in nearly every city in the world. Most of their money is made in the slave trade, and some day Kessia will inherit a great fortune. When she travels, Kessia wears a long robe and veil to hide her features. Hannah will describe her as a tall, regal lady, not realizing that she's a serpentine. Most of the time she is cloistered in her room at the Woodwind Inn. She is a singer.

In Town

The natives of Riverwake are a gossipy lot, and it should be quite easy for the party to get the names of the students and their addresses just by describing them to an old codger or bartender. You may wish to include a variety of wild rumors to spice up your story. For example, it could be said that Revald is a master swordsman, Darris is really the son of an elven princess or Kessia is hideously ugly and must cover her face so she won't cause delicate people to faint. Some of this information may have a tinge of truth to it, but the players will have to ascertain how much.

The party should have the opportunity to question two of the students before nightfall. The third should not be made available until the next day.

Players may wish to search the suspects' rooms for clues.

Questioning Kessia

Kessia is staying at the Woodwind Inn, the most expensive lodgings in town. She has a suite on the upper floor which she shares with four serpentine guards, and a human companion named Lionel. She is treated like royalty by these guards, and they will immediately attack if they feel she is in any danger. Kessia is in close, constant contact with her powerful father with the use of messenger pigeons. She will be on the roof sending him a message when the party arrives. It will take her some time to come down and greet them. She will express sorrow over Uncle Tad's death. Kessia carries a large whip and under her cloak wears plate mail on her chest and arms, as well as a chain helmet. She has the following skills:

STR: Grt
AGI: Pas
INT: Gud
RUN: Gud
HOS: Pas
COM: Gud
DAM: Gud
BP: 4

The serpentine guards each carry flails and shields. They have these skills:

STR: Gud
AGI: Grt
INT: Pas
RUN: Pas
HOS: Grt
COM: Pas
DAM: Gud
BP: 4

Lionel wears complete chain mail, and carries a long sword & crossbow. He has these skills:

STR: Grt
AGI: Grt
INT: Pas
RUN: Pas
HOS: Pas
COM: Gud

DAM: Gud
BP: 3

When questioned, Kessia will say that she had gone to her lesson, and found the door to the cottage closed. Thinking that Uncle Tad had forgotten about her, she simply returned to her room at the inn.

(In actuality, Kessia found the door open, and Uncle Tad dying on the floor. As she cradled him in her arms, he gasped out: 'He has the Song of Harmonia...don't let him compete...stop him...' before he succumbed. As a musician Kessia immediately realized the importance of his words. About 50 years ago, the bard Harmonia created a sensation by playing a magical song at the Alzarian competition. Whenever the song was played or sung, those that heard it became completely entranced. For nearly three days, all those in Riverwake were like souls without wills of their own. They obeyed Harmonia's every request. Mostly, she wanted them to return to normal. When the townsfolk finally recovered, Harmonia was offered Master status on the condition that she destroy the words and music of her song. It was believed that she had done so.

If even a few notes of the song were played, the power would probably be enough to sway the judges to vote for the performer. While Kessia has no intention of cheating at the competition, she knows what the song could mean to her father, the slaver. She intends to recover the Song of Harmonia for her family. She has sent an anonymous note to both Darris and Revald in an effort to determine which of her fellow students has the Song. See Questioning Darris and Questioning Revald, below.)

A laundry basket in Kessia's room contains a hastily discarded robe with a blood-soaked sleeve. If the messenger pigeons on the roof are examined, a note will be found tied to one of their legs. It reads: 'Proceed with caution. Song is immeasurable treasure but so is my lovely daughter.'

Questioning Darris

Though Darris is staying at the Whistle & Tamborine Pub, he is not at home now. His room contains a cot, a dresser with drawers that stick, and a washbasin. In the dresser is a list of IOUs to Uncle Tad equalling \$402, along with a piece of

parchment that reads: 'R.F. 500 to 1, K. C. 200 to 1, D.S. 4 to 1.' The top of the parchment is marked with a smiling cat. Tucked in the pocket of an old tunic is a note reading: 'I know about the Song. Your reputation will be ruined if you do not come to the Lyre pavilion tonight at 8:00 p.m.' Darris doesn't know it, but this note is from Kessia. Although he knows nothing about a Song, he plans to attend the meeting because he is fearful that someone intends to reveal his Ratling heritage before the contest.

The bartender will direct anyone searching for Darris to the Little Lewis Lute Shop on Market Street. Here, a panicking Darris is directing Lewis to make him a new lute - on credit. If questioned, he will stammer that his old lute was broken and he needed a new one quickly, before the contest. Darris' manner is furtive and suspicious, and when he is told of Uncle Tad's death, he is clearly afraid that he will be accused. He will tell lie after feeble lie until the truth sounds suspicious. He will also try to run away and hide at the first opportunity.

(Uncle Tad had a soft spot for Darris, and often helped him pay off his gambling debts. He warned Darris to stay away from Happy Jack the gambler before the competition, but Darris placed a bet he couldn't pay, then lost. When Happy Jack threatened to break his fingers, Darris went to Uncle Tad for help. The old man gave him a stern lecture, then gave him all his money to pay off his debt. Darris did so, then placed another bet, which he also lost. As Darris fled Happy Jack's gambling house, he tripped and smashed his lute. Happy Jack's goons are currently trying to find Darris, and it won't be his lute they break this time).

Darris carries a small sword and two daggers. He wears leather armor. Darris has the following skills:

STR: Por
AGI: Grt
INT: Pas
RUN: Grt
HOS: Por
COM: Pas
DAM: Pas
BP: 3

Questioning Revald

Revald and Baron Mousetone are also staying at the Woodwind Inn. They are accompanied by six men-at-arms (wearing the Mousetone livery). When told about the death of his tutor, Revald's attitude is callous and uncaring. Uncle Ted, he says, was a critical, nasty man who always made him nervous and spoiled his performance. Why, if the Baron hadn't insisted, he wouldn't even study with the rotten geezer. Revald will state that he went to his lesson as usual, and returned after about an hour. If prodded, he'll mention a 'tall, dark stranger' lurking about, a weak lie. If he becomes agitated or defensive, Baron Mousetone will dismiss him to another room.

(Baron Mousetone gave Revald a small passage of music to include with his piece for the Alzarian contest. Unfortunately, Uncle Tad was one of the townsfolk who heard the Song of Harmonia as a boy, and recognized it's haunting notes as Revald was practicing it. The old man confronted Revald, and told him that he would see to it that he was disqualified if he used it during the competition. Revald told the Baron, who told him to keep his mouth shut and to be more careful.)

Revald wears chain armor on his chest and arms, and carries a sword. He has the following skills:

STR: Pas
AGI: Gud
INT: Pas
RUN: Grt
HOS: Gud
COM: Pas
DAM: Pas
BP: 3

Baron Mousetone's guards carry swords and wear chain helmets, plate chest and leg pieces as well as chain on their arms. They have these skills:

STR: Grt
AGI: Pas
INT: Por
RUN: Por
HOS: Pas
COM: Gud
DAM: Gud
BP: 3

Questioning Baron Mousetone

The Baron is a very urbane pleasant fellow who enjoys fine wine, art and of course, music. He'll tell the party that he hired Uncle Tad as a tutor for his friend Revald because he was the best - in the last ten years, six his students won the title of Master. The Baron is very sympathetic, and will even offer his services to track down the murderer.

(The Baron Mousetone owns virtually the complete score of the Song of Harmonia, and gave a small passage to Revald to include with his piece. The Baron secretly runs a variety of gambling operations, and plans to make millions on the Alzarian competition by betting on Revald, the dark horse. When Uncle Tad threatened to expose Revald, Baron Mousetone decided to have him killed. The Baron sent out one of his trusty guards to dispatch the old fellow. This man rowed downstream, killed Uncle Tad, then left by the Town Road, leaving the boat behind. It was he who left behind the coin purse, which once held payment for this heinous crime).

Baron Mousetone wears chain mail and, carries a beautiful, bejeweled short sword. He has the brittle Song of Harmonia tucked inside the hollow hilt of his sword, which he always carries with him. He has the following skills:

STR: Gud
AGI: Grt
INT: Gud
RUN: Pas
HOS: Pas
COM: Grt
DAM: Gud
BP: 4

If the players have an opportunity to search the Mousetone rooms, ask them to make SEARCH rolls. On a Good roll, the character finds a note reading, 'I know about the song. Your reputation will be ruined if you do not come to the Lyre pavilion tonight at 7:00 p.m.' It is hidden in the Baron's desk. On a Great Search roll, a player will find a false bottom in a trunk. Inside is a ledger of gambling debts and profits. The last entry reads: 'Happy Jack's, Riverwake. Alz.Comp. \$10,000 R.F.'

Happy Jack's

A sign depicting a smiling cat hangs over the door to this tavern. The gambling emporium is virtually empty during the day and crowded with patrons in the evening. Happy Jack is a large man who controls all the gambling that takes place in Riverwake. He holds a marker from Darris for \$500 and has accepted a bet from Baron Mousetone for \$10,000; however, he will not give up this information willingly.

Players who wish to gamble at Happy Jack's may play Squoosh, a roulette-type game of chance. A character wins back FATE(Grt) times his bet; on a Good or lower roll the character loses.

Getting Thumped

During the course of the game, the players may be set upon by various parties. The Baron Mousetone will wish to stop any investigation, and he will send his guards to do the job. Kessia's men may also attack simply because they feel she has been threatened. If she realizes the party is searching for the Song as well, her father will send men to stop the player's activities. Happy Jack's men may assume the party is hiding poor Darris, and threaten them. At any rate, the party should suffer from a lot of bewildering encounters with fighters of all shapes and sizes, all working for different ends.

At the Lyre Pavilion

Baron Mousetone will keep the appointment with Kessia at the Lyre Pavilion at 7 o'clock. She offers him a deal: she'll keep her mouth shut about Revald's cheating if Mousetone will give her a copy of the Song of Harmonia before noon tomorrow. The Baron will agree, then draw his sword to kill her. Immediately, her men will swarm over the pavilion to her rescue, and his soldiers will come to his defense. In the fierce battle, Baron Mousetone is disarmed as he barely escapes.

Confessions

After the battle, Kessia will confide in the party and try to enlist their help to secure the Song

of Harmonia from the Baron. Of course, they do not realize that the Song is in their hands. Make sure that one of the party members adopts the sword, or, if there is no takers, have Kessia take it into her possession. The Baron must retrieve that sword, and he will try anything to get it before the competition tomorrow - bribery, theft, false accusations, kidnapping, anything.

The End

If the Baron does not recover the Song of Harmonia before the competition, Revald will fail miserably. If it is recovered, Revald will win and the Baron will offer to sell the Song to Kessia. If Kessia obtains the Song, she will send it via pigeon to her father, who will use it to make his slaves more docile and manageable. If Darris has the Song, he will turn it over to Happy Jack's in lieu of his gambling debts. If the party has the Song, they may sell it, give it away (perhaps to the Alzarian library?) or destroy it. Neither Darris nor Kessia will use the Song to win the competition. If your players are interested, you may roll a d6 to determine who wins the competition if Revald does not perform. On a 1-2, Kessia wins, 4-6 Darris wins.

