

THE PHANTOM OF MUSIC

AN ADVENTURE OF LOVE AND DEATH

AZZAEL ULBRINTER

Resolve the mystery surrounding
the famous Opera Ghost



Strange accidents keep happening in the Singing Brass Dragon Opera of Waterdeep. Curtains fall during rehearsals, dancers stumble into the orchestra pit, a flying glowing skull terrorizes the sceneshifters, and threatening letters arrive each day. Recently, a chandelier fell and killed a new employee. Now a group of adventurers has been hired to investigate the crime and rumors surrounding the ghost haunting the Opera...

A 4-Hour Adventure for Three to Five 1st-5th
Level Characters

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To my girlfriend, who watched the musical and thought:
"Christine gives me a lot of warlock vibes".
Your mind never ceases to surprise me.



BASED ON: *THE PHANTOM OF THE OPERA* BY GASTON LEROUX

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CONTENT WARNING

This adventure contains some sensitive topics from its source material:

- The Opera Ghost seeks Colleen's affection against her consent. Keep in mind that the ghost won't ever force or abuse her physically.
- There is a character in the novel known as "The Persian", who is portrayed as a mysterious, exotic and dangerous foreigner.
- The Ghost was born with a physical deformity on half of its face, which has led to a life of rejection.
- Certain outcomes end in suicide, depending on player choices.
- The Ghost's preferred method of killing its enemies is by hanging them by the neck with a spectral lasso floating in the air.

These issues have been addressed in different ways, but their tropes and the main story remain the same. Reader discretion is advised.



INTRODUCTION

Ft ready for *The Phantom of Music*, a Mystery adventure for *Dungeons and Dragons, 5th Edition*. The characters will be investigating the strange accidents occurring at an opera house, accidents believed to be linked to a mysterious ghost! It is up to them to solve the mystery, unveil the true identity of the ghost, and save Colleen, the newest star of the Singing Brass Dragon Opera.

AN INVESTIGATION ADVENTURE

This adventure plays out mostly as a crime investigation where the characters go through a series of interrogations, collecting information, and clues. The characters may not only discover the Ghost's true identity, but also uncover who is helping it, and thwart its masterpiece which threatens Waterdeep itself. Don't fret if the characters don't solve every puzzle or collect every clue; they can still reveal the Ghost's secrets by exploring cellars, poking around the Opera house, or interacting with the vast array of NPCs.

Before running this adventure, it is recommended that you read through the adventure and familiarize yourself with the timeline, NPCs and maps before playing. The characters are expected to ask many questions and piece together a puzzle, so you want to be prepared for all of their questions!

This adventure was structured to help you with that task by presenting you with the adventure background and NPCs descriptions on its first pages, while the adventure itself starts in the following chapter.

ADVENTURE PRIMER

"For several months, there had been nothing discussed at the Opera but this ghost in dress-clothes who stalked about the building, from top to bottom, like a shadow, who spoke to nobody, to whom nobody dared speak and who vanished as soon as he was seen, no one knowing how or where"

—Gaston Leroux, *The Phantom of the Opera*

ADVENTURE BACKGROUND

Many events prior to this adventure have led to the current situation at the Opera. The story so far starts with the birth of the Opera Ghost and its rejection from eladrin society, and it ends with a chandelier falling. This forces the managers to seek aid in the characters, and leads to the start of the adventure.

THE GHOST'S TRAGIC ORIGIN

More than two centuries ago, in the Feywild, an eladrin named Firaer was born with a physical deformity on half of his face. The Summer Court eladrin couldn't witness the poor creature, and so, gave up Firaer to the unseelie fey. However, they could not tolerate the baby either, as half of his body resembled a beautiful eladrin. Rejected by both the seelie and unseelie fey, Firaer ended up in the arms of a hag known as Dread Olga Pigtooth.

Due to her distorted sense of beauty, the hag took a special interest in Firaer. His appearance represented the corruption of the elven beauty. Firaer was raised by the old hag, who taught him the secrets of magic. The eladrin demonstrated extreme talent, learning his lessons quickly. This began to worry Dread Olga, as she feared that the eladrin could soon overthrow her. The hag decided to give him a lesson of humility.

The eladrin grew curious about the life that rejected him. Knowing his loneliness, the hag gifted Firaer a mask of disguise and prompted him to go to the Summer Court. More than 200 years had passed since he was banished, so no one recognized him with his beautiful, magical appearance. Rumors about his beauty and talents began to spread quickly and reached Titania's ears. She brought Firaer to her own court.

Firaer's new life of happiness and beauty didn't last long. Oberon became extremely jealous of this new court member and offered a reward to anyone that could bring information about his unknown origin. It was Dread Olga herself who approached Oberon.

The archfey dispelled the magical properties of Firaer's mask, leaving a plain white mask. Firaer, believing that he would be accepted by the court regardless of his appearance, took the mask off. He was proven wrong when the terrorized fey began to run away from him. Firaer was banished again, and the elves began to tell stories about the banished eladrin and his ghostly visage.

Firaer returned to his adoptive mother's arms, who was pleased by the unfolding of events. Dread Olga offered a life of beauty to the heartbroken eladrin. A life in which everyone would run to satisfy his whims. A life in the material plane.

THE SINGING BRASS DRAGON

Wishing to cause mayhem in the material plane, Dread Olga convinced Firaer of living in the city of Waterdeep. Together they built a lair below a popular opera house known as The Singing Brass Dragon.

The hag encourages Firaer's whims and tantrums, insisting that he should punish those who don't follow his requests. The eladrin sends letters addressed to the opera managers listing his demands, threatening them with horrible "accidents" if they don't obey.

Such demands include leaving Box 5 empty so he can watch the opera, 200 gp delivered to him each month, playing the opera of his choice, and casting whom he pleases.

At first the Opera managers paid no attention to these strange letters, but their minds quickly changed when the first accidents began, when a manager fell into the cellar. Since that day, the opera staff has feared this unknown being, whom they call the "Opera Ghost".

THE ANGEL OF MUSIC

Colleen is a new dancer and opera chorus member who joined the cast two months ago. Her father used to tell stories about the Angel of Music, a being who is believed to be a messenger of Milil (god of poetry and song) sent to artists of good heart with the mission of bestowing them with otherworldly talents.

Firaer's heart yearned for company and fell in love with Colleen at first sight. He overheard Colleen talking about the Angel of Music and took advantage of this information. When Colleen heard the Opera Ghost for the first time, she believed it to be the fabled angel that her father promised.

Colleen and the Opera Ghost have been meeting in secret since then. The Opera Ghost has been giving her singing lessons, magically improving her voice.

NEW ADMINISTRATION

The opera managers retired forty days ago, leaving their charge to Armin and Fermin. At first, they believed the Opera Ghost to be no more than a bad joke and ignored its requests, but like their predecessors, they changed their minds after a group of dancers fell into the orchestra pit.

In the meantime, a childhood friend of Colleen's returned to Waterdeep. The two resume their friendship, and developed a small relationship. The Ghost grew jealous and is being encouraged by Dread Olga to act recklessly.

In the middle of a performance three days ago, Firaer caused the chandelier to fall over the public, killing one person. This caught the eye of the press and the City Watch who are threatening Armin and Fermin to close the Opera if they don't solve their ghost problems. The new managers recruited a group of adventurers to solve the Opera Ghost mystery.

ADVENTURE OVERVIEW

This adventure starts with the characters arriving at the Singing Brass Dragon Opera after being called by its managers. It is broken in three main acts:

Act 1: Investigation

The characters interrogate the major NPCs as they explore the opera. They hear rumors about the Opera Ghost and find some clues pointing to its real nature.

Run time: 60-90 minutes



Act 2: Performance

The Opera Ghost is planning to kidnap Colleen but needs to distract the characters. It sends a letter demanding the adventurers to perform for him. At the end of this section, the Ghost kidnaps Colleen while Dread Olga covers his escape.

Run time: 30-60 minutes



Act 3: Mask Off

The characters track the Opera Ghost to its lair. They can discover its master plan and thwart it before it is too late, or face it directly, where they are forced to make a painful choice.

Run time: 30-60 minutes

IS IT A GHOST?

The true identity of the Ghost has been modified enough to surprise even a player who is an expert of the source material. To keep the mystery about the Ghost, avoid using "he" to refer to it. The NPCs believe it to be a real ghost and so they treat it like your usual D&D monster.

THE ENEMY BEHIND THE MASK

As an unusual feature of this adventure, the Opera Ghost is not meant to be killed, nor is it trying to kill the characters. At least not directly. The real villain of this adventure is Dread Olga Pigtooth, who is manipulating Firaer's feelings to do her bidding. The hag is currently disguised as one NPC of your choice in the following list. The NPC you choose is replaced by the hag, while the others remain as eyewitness and sources of information.

Demtra Fahn. A Red Wizard who receives a generous amount of gold each month from Thay in exchange of information. Demtra expends this gold to gain access to the backstage of the Opera and to wander wherever she pleases.

Madame Gila. A concierge of the opera. She has heard the Opera Ghost across the door of Box 5 and has received tips from it for her services as box-keeper. She was fired for her involvement with the Ghost, but was rehired after her replacement died when the chandelier fell.

Mother Ysabeau. Colleen's adoptive mother. A superstitious old lady who fills Colleen's head with stories about the Angel of Music.

ADJUSTING THIS ADVENTURE

This adventure is designed for three to five 1st-5th level characters and is optimized for five characters with an average party level (APL) of 4. However, this adventure presents only one main combat encounter which can be easily adjusted. Suggestion for scaling for other level characters are presented within.

TIMELINE

The following sidebar summarizes the events for your convenience. Keep it at hand while you read the following section.

220 years ago: Firaer is born and adopted by Dread Olga.

20 years ago: Firaer returned to the Summer Court, but was banished again after his face was exposed. He and the hag created their lair in the Opera cellars.

19 years ago: The first rumors about the Ghost began to spread thanks to a ratcatcher named Joseph. He was killed and transformed in a flameskull.

60 days ago: Colleen joined the Opera cast as a dancer. Mother Ysabeau spoke about the Angel of Music and the Ghost overheard. (If the hag is disguised as Ysabeau, she kidnaps her on this day)

55 days ago: The Ghost deceived Colleen by impersonating the Angel of Music. They began their singing lessons.

40 days ago: Armin and Fermin became the new managers. Letter #1 arrived (See Appendix B).

30 days ago: Letter #2 arrived. An accident regarding the dancers forced the managers to begin following the Ghost's requests.

25 days ago: Letter #3 arrived. Colleen made her singing debut, as requested by the Ghost.

20 days ago: Rafael returned to Waterdeep and meet with Colleen. Colleen tried to avoid him at first.

15 days ago: Rafael and Colleen began dating.

10 days ago: The Ghost found out about Colleen's relationship and kidnapped her. Rafael overheard her talking with it. She discovered his true face and promised to return each night. Gunnloda sang in the leading role that night.

9 days ago: Colleen returned with an iron ring. Gunnloda returned to her role as lead singer.

8 days ago: Letter #4 arrived. The Ghost complained about Gunnloda taking the role back.

5 days ago: Armin and Fermin fired Madame Gila for her involvement with the Ghost.

3 days ago: Letters #5 and #6 arrived. The managers ignored the Ghost's last warning. The chandelier fell, killing Madame Gila replacement.

2 days ago: Letter #7 is sent to Madame Gila, rehiring her. (If the hag disguises as her, she intercepts the letter). Letter #8 is sent to the managers alongside a script.

This morning: Colleen revealed what she knew about the Ghost to Rafael, they are planning to escape tonight. The Ghost found out about this and will kidnap Colleen. The managers hired adventurers to solve the Ghost problem.

DRAMATIS PERSONAE

"His eyes are so deep that you can hardly see the fixed pupils. You just see two big black holes, as in a dead man's skull. His skin, which is stretched across his bones like a drumhead, is not white, but a nasty yellow"

—Gaston Leroux, *The Phantom of the Opera*

NON-PLAYER CHARACTERS

The following NPCs are prominent in this adventure. Apply their respective racial traits as appropriate (Darkvision for elves and dwarves and so on).

COLLEEN

Colleen is a LN human commoner with a Charisma of 15(+2). The Ghost has magically enhanced her voice, granting her expertise in performance (+6).

Colleen's mother died when she was born. Her father then married a woman named Ysabeau, who raised Colleen like her own daughter. Colleen's father was a talented musician and together they sang happily each night. Her parents used to share stories about magical places and creatures, one of whom was the Angel of Music. Her father promised that after his death, he would ask Milil to send the Angel of Music to her.

Colleen's father passed away two years ago, after which Colleen couldn't sing without being brought to tears. Ysabeau tried to cheer her up with more stories about the Angel of Music, but Colleen lost her faith in it.

She got a job with the Opera as a dancer two months ago and was visited shortly after by Ysabeau, who thanked the Angel of Music for her new job. The Opera Ghost overheard this conversation and used an invisibility spell to visit her. The Ghost impersonated the Angel and deceived Colleen, who accepted its singing lessons. She recovered her will to sing, and the Ghost enhanced her voice using magic.

Twenty days ago, an old childhood sweetheart named Rafael visited the opera. Rafael and Colleen quickly resumed their friendship which blossomed into love, but she was worried about the consequences that the romance could bring. The Angel of Music had warned her to remain single and to sing only for it.

The Ghost kidnapped Colleen ten days ago after finding out about her relationship. Realizing that her kidnapper wasn't the Angel that she presumed it to be, she unmasked it and discovered its true face. The eladrin threatened Colleen of imprisoning her forever for knowing his secret. Colleen, sensing Firaer's need for compassion, promised him that she would return each night if he allowed her to leave. Firaer, brought to tears by this act, let her to go. He gifted her an iron ring, and demanded her to wear it at all times (See "Iron Ring" sidebar). Colleen has carried her promise so far as she fears what the Ghost could do.

On the morning in which the characters arrive, Rafael finally convinced Colleen to share with him what she knows about the Ghost. Now they are planning to leave Waterdeep after tonight's performance.

What she knows. Colleen won't reveal any of the following information unless convinced with a successful DC 20 Charisma (Intimidation or Persuasion) check:

- The Ghost first appeared to her as a voice without a body about two months ago.
- Once she moved to her new dressing room, about a month ago, it began appearing across the mirror in her room as a dark figure with a white mask.
- Since that day, the Ghost has blindfolded her and taken her to its lair, a house over a subterranean lake.
- When the Ghost kidnapped her, it let her go after she promised to return each night. It gave her an iron ring which she must wear at all times.
- Behind the mask, the Ghost appears to be an elf with a horrible deformation on half of its face. One of its eyes seems to be full of rage and hate, while the other reflects a deep grief and sadness.

What she believes. Colleen fears that the Ghost would kill a thousand men for her. She doesn't believe that it is the Angel of Music anymore, but keeps this facade with Mother Ysabeau to avoid worrying her.

IRON RING

Dread Olga dealt with an annis hag who made a pair of iron rings for her. Dread Olga gave both rings to Firaer, who gave one of them to Colleen.

Any creature that holds an iron ring can have a whispered conversation with the hag, provided the creature and the hag are on the same plane of existence and within 10 miles of each other. The holder of the ring can hear only the hag's voice, not those of any other creatures or any ambient noise around the hag. Similarly, the hag can hear the holder of the ring and not the noise around it. As an action, she can discern the direction and approximate distance to all of the rings.

Firaer and Dread Olga are using the rings to spy on Colleen, who is unaware of the ring's properties. Colleen doesn't need to be willingly talking to the ring for them to overhear her. It also has the properties of a *ring of mind shielding*.



FIRAER, THE PHANTOM OF MUSIC

Firaer (see appendix A for its two possible stat blocks) resembles a young beautiful eladrin but has a physical deformation on half of his face. He wears his mask at all times in spite of it losing its magical properties.

The eladrin is becoming more powerful each day and will soon reach the level of an archfey. Firaer was raised by a hag and thus he has no notion of morality. He blames his appearance to be the cause of his suffering and fails to see the evil of his actions. This upbringing has also left him with a sarcastic and rather playful personality, as if he were a child looking for affection.

He fell deeply in love with Colleen at first sight, who he deceived by impersonating the Angel of Music. He wanted everyone to hear her sing, but the new managers were ignoring his requests.

Firaer, driven by his emotions, developed a plan that would destroy the Opera and bury him alongside everyone under the building, but ceased his plans when the managers finally began to follow his instructions, declaring Colleen as the lead singer.

After finding out about Colleen and Rafael's relationship, Firaer kidnapped her with the intention of forcing her to stay with him forever. However, she saw the sadness in his eyes, and in a show of compassion, promised him to return each night if he left her go. Firaer was deeply moved and accepted to do so.

He was desolated after finding out Colleen's plans to escape and resumed his masterwork to blow up the Opera in his grief. He plans to force Colleen to choose between a life with him or death.

DREAD OLGA PIGTOOTH

The real villain of this adventure, Dread Olga (**green hag**) is manipulating Firaer's emotions to cause mayhem in Waterdeep. She has long been orchestrating the ultimate tragedy that will likely end in Firaer's own death. Thanks to the iron ring, she heard Colleen's plans to escape and shared them with Firaer. She is eager to see the disaster that Firaer will create next.

Disguised as Demtra. Dread Olga killed and replaced Demtra years ago. The hag is using Thayan resources to wander through the Opera without restrictions.

Disguised as Madame Gila. The managers believing that the concierge is in cahoots with the Ghost, fired her, just to be later forced to rehire her. The managers sent a letter addressed to Madame Gila which the hag intercepted. The real Madame Gila is unemployed and unaware that someone is impersonating her.

If she replaces Mother Ysabeau. Dread Olga kidnapped Mother Ysabeau about two months ago. She has been repeating the story of the Angel of Music to Colleen, convincing her that the Ghost is in fact the Angel.

RAFAEL LANNGOLYN

Rafael (LN human **commoner**) is a young man from a noble Waterdavian family. He recently returned from his studies in Neverwinter, after which he reunited with Colleen. The two used to spend their days together when they were kids, playing and sharing stories about heroes and dragons.

After his return, Colleen and Rafael's friendship turned into a romance. Colleen insisted on keeping this romance a secret, using Rafael's noble family as an excuse, while in reality she feared what the Opera Ghost could do.

Rafael was worried about Colleen's insistence on keeping their relationship a secret and began to spy on her. Ten days ago, after hearing her talking to another man in her dressing room, he rushed into it but found no one there. Colleen returned the next day with an iron ring on her finger.

Colleen finally told Rafael everything she knew the morning of the characters' arrival, after which they agreed to escape to Neverwinter. Rafael is currently making the necessary preparations to escape during the night.

What he knows. Rafael won't share any information given to him by Colleen. He will share the following if questioned alone:

- He heard Colleen talking to a man, but both she and the man disappeared when he entered the room. This was ten days ago.
- Colleen wears an iron ring since she returned the next day.

What he believes. Rafael trusts Colleen and thinks that the Opera Ghost is a strange and evil creature, but one that can be defeated.

DEMTRA FAHN

Demtra (See Appendix A for her stat block) is a LE human who is secretly a Red Wizard of Thay spying on Waterdeep. She receives a generous amount of gold each month from her superiors to finance her investigation. She has divined the presence of a strong fey creature in the Opera and wants a piece of its power. Demtra is expending her resources to buy her way into the Opera backstage and trying to discover its secrets by herself.

What she knows. Demtra won't share any information without a successful DC 20 Charisma (Intimidation or Persuasion) check. The check can be made with advantage if someone offers her a valuable piece of information.

- The Opera Ghost is probably a fey creature, not an undead.
- The power of the Ghost grows stronger each day.
- Demtra discovered a trapdoor that probably leads to the Ghost's lair, but hasn't explored it yet. (area C5)

What she believes. Demtra Fahm is a pragmatic woman who only believes in what she knows.

MADAME GILA

Madame Gila (LN human **commoner**) is an aging woman and the concierge in charge of the patrons who sit in the boxes of the opera. She has heard the Opera Ghost across the door of Box 5 and has received tips from it for her good services. She was fired by the opera managers due to this involvement with the ghost, but was quickly rehired after her replacement died in the chandelier accident.

What she knows. She has the following information to share if convinced with a successful DC 15 Charisma (persuasion) check.

- She has heard the Ghost on its box, but has not seen it.
- She is the person that delivers the gold the Ghost demands each month. She leaves it inside the box, after which it disappears.
- She received a letter from the opera managers to rehire her (letter #7 from Appendix B).

What she believes. Madame Gila is curious about the Ghost's identity, but avoids asking too many questions or talking about it.

MOTHER YSABEAU

This old woman (LG human **commoner**) of kind heart raised Colleen as her own child. She has earned Colleen's affection and the title of Mother.

She is a superstitious woman who believes in every theater tradition. She is usually seen wearing good luck charms and holy symbols of Tymora and Milil. She is unaware of the Opera Ghost rumors as Colleen keeps them a secret to not worry her mother. Colleen hasn't told her about the kidnapping or the Ghost's true identity.

What she knows. She has the following information to share:

- The Angel of Music appeared to Colleen two months ago. It has been training Colleen ever since.
- The Angel of Music is a manifestation of Milil which is sent to artists of good heart, bestowing them with an otherworldly talent.
- Colleen used to tell her all about the Angel, but hasn't mentioned it for ten days.
- Colleen and Rafael used to be good friends. Ysabeau knows that they are in love.

What she believes. Mother Ysabeau truly believes in the Angel of Music. She hasn't heard the rumors about the Opera Ghost and she would believe it to be a different being.

ARMIN AND FERMIN

The new opera managers (LN human **commoners**) are a married couple well into their fifties. They didn't get the job thanks to their own musical talents, but rather because of their good relationship with the Musician's Guild.

Armin is a tall, slim man. He wears a black tuxedo and a white bow tie. Armin belongs to an influential business family, so his word carries a lot of weight. He is not a masked lord (a political position of Waterdeep whose members are kept secret), but he has spread those rumors to make himself more important.

Fermin is a joyful man of small stature that compensates the lack of hair on his head with an elegant moustache. He wears a grey tuxedo and a button-up shirt below. Fermin loves music, all music, to the point that he is known for giving only good reviews and sponsoring even the worst musicians. The Musician's Guild takes great delight of his poor taste as it results in free advertising for everyone.

What they know. The managers have the following information to share:

- The Ghost demands gold each month.
- Madame Gila has spoken with the Ghost.
- The chandelier killed the woman who was going to replace Madame Gila.
- They know that Rafael and Demtra are allowed to enter the backstage.
- They keep many letters from the Opera Ghost. (letters #1 through #5 and letter #8 from Appendix B)
- There is rivalry between Colleen and Gunnloda.

What they believe. The managers don't believe in the Opera Ghost's existence. Fermin thinks that it is a really bad joke that went out of control, while Armin believes that it is some kind of fraud. Their main suspect is Madame Gila, as she tried to warn them about the Opera Ghost and has made mention of her interactions with it.

GUNNLODA GOLDFINDER

Gunnloda is a CN dwarf **commoner** with a Charisma of 14(+2) and proficiency in performance (+4). She has been the lead singer for over a decade and all the praise has gone to her head. Colleen's recent success has overshadowed the dwarf. Gunnloda turned to her fans, asking them to boo Colleen at her performances. When she was singing three days ago, her voice was replaced by an otherworldly croak, after which the chandelier fell.

What she knows. She has the following information to share:

- She has heard about the Opera Ghost for a long time, and has seen various accidents attributed to it.
- The Ghost has been demanding for Colleen to be the lead singer instead of her.
- Gunnloda received a letter three days ago, warning her to not sing that night. (letter #6 from Appendix B).

What she believes. She thinks that Colleen is plotting with the Opera Ghost to replace her.



JOSEPH, THE RATCATCHER

Joseph was working as a ratcatcher twenty years ago when he first saw Firaer wandering in the sewers. Firaer wasn't using his mask and so Joseph ran frightened by such sight. He escaped and began spreading tales about a Ghost living in the Opera, describing it as a creature with yellow parchment as skin and a deep black hole for eyes. Firaer hated such descriptions and, encouraged by Dread Olga, committed his first murder by drowning Joseph in the sewer chamber. Since then, Firaer has been hiding his face behind the mask at all times.

To celebrate Firaer's first murder, the hag transformed the corpse of Joseph in a **flameskull** who now serves her. Joseph's only purpose is to keep intruders away by scaring anyone who approaches the trapdoor to their lair. The Opera hasn't been able to hire a new ratcatcher as everyone quits after finding out about Joseph's death. Now, almost two decades later, no one remembers exactly how the first rumors began to spread and who coined the name of the Opera Ghost.

BONES, THE YETH HOUND

The Queen of Air and Darkness wishing take Firaer out of her sight offered a **yeth hound** (see appendix A for its stat block) to anyone who could take him out of her court. The hags all over the Feywild wondered whether to adopt the eladrin or not, but it was Dread Olga who finally accepted the deal, taking Firaer and the yeth hound with her.

The hag named the creature "Bones" as she feeds it mostly with humanoid bones. The beast is too large to enter the hag's lair, so it usually stays in the sewers in area C5 alongside the ratcatcher. Sometimes, the Ghost turns Bones invisible so it can fly throughout the opera, leaving its smokey odor behind and frightening the personnel who believe that there is a fiend looming in the Opera.

OTHER DANCERS AND SINGERS

The opera crew is made up of dozens of dancers, singers and sceneshifters (**commoners**). Anyone who has worked for some days at the opera has heard about the Opera Ghost and some claim to have seen it.

The characters can interrogate the opera crew to obtain random pieces of information. Some are just rumors invented by the sceneshifters, others are misconceptions and a few ones are true. Even though the rumors have been heard for decades, some believe that the sudden increase in violent accidents are due to someone plotting some kind of crime using the Opera Ghost as a cover up. Roll on the table to the right each time the characters interrogate a different crew member. Check the True or False column if that rumor is real (the rumors that mention Demtra, Madame Gila and Mother Ysabeau assume that the hag is not replacing them).

Other Names. Here are some names, in case you need them: Andrew, Anne, Charlot, Edolina, Edouart, Jacques, Jean, Johanna, Phillippe, Stephana, Vincent.

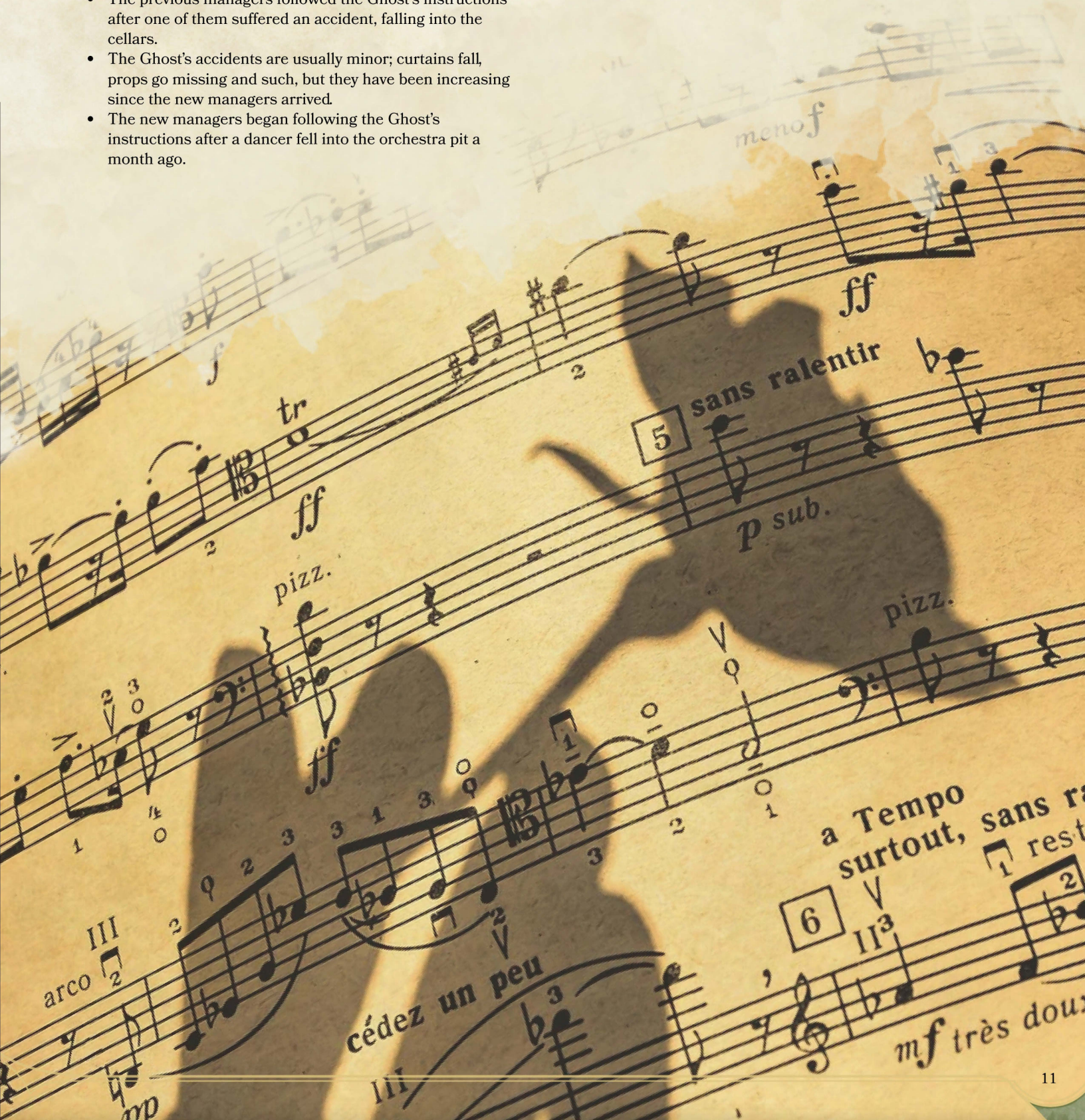
d12	Rumor	True/False
1	"The Thayan girl summoned the Ghost! She curses with her wicked eye!"	False
2	"Madame Gila invented the Ghost to rob the managers each month. No one knows what happens with the money she leaves at Box 5 after all."	False
3	"Have you seen Colleen's mother? The old woman may be the one behind this, trying to make her daughter famous."	False
4	"Colleen is the one sending the letters - she is plotting to become the lead singer replacing Gunnloda."	False
5	"Gunnloda is behind this. She is trying to frame Colleen to keep her role as lead singer."	False
6	"Rafael wants to frighten Colleen so that she escapes with him. He wants her only for himself."	False
7	"The old managers invented the Ghost. The rumors spread as free publicity after all. The new managers are just following their game."	False
8	"A stableman saw the Ghost some months ago! It looked like a floating head on fire!"	True - see "Joseph"
9	"Sometimes you can smell smoke odor in the hallways, especially at night. There must be a fiend wandering the opera."	True - see "Bones"
10	"Miss Gunnloda croaked like a frog during her performance 3 days ago!"	True
11	"Colleen couldn't sing without crying when she joined the opera, but about a month ago she debuted a beautiful voice like no other."	True
12	"The ghost is not a ghost! A friend of mine brought a cleric months ago and it detected no such presence."	True



PUBLIC INFORMATION

The following information is well known by anyone who has worked in the opera for some time:

- Something or someone causes accidents to happen. The personnel blame a creature that they have nicknamed The Opera Ghost.
 - The managers receive letters from said Ghost containing requests of various kinds.
 - One of these requests is leaving Box 5 empty for the Ghost to use.
 - The previous managers followed the Ghost's instructions after one of them suffered an accident, falling into the cellars.
 - The Ghost's accidents are usually minor; curtains fall, props go missing and such, but they have been increasing since the new managers arrived.
 - The new managers began following the Ghost's instructions after a dancer fell into the orchestra pit a month ago.
- Colleen debuted shortly after it. Her voice was impressive and she was declared the new lead singer.
 - The accidents ceased for a while, but ten days ago, Colleen went missing and didn't show up for her performance. Gunnlod took her place as lead singer that night.
 - Gunnlod kept her place as lead singer. Accidents began to happen again.
 - Three days ago, the chandelier fell and killed someone.



Act 1

Investigation

"No one ever sees the Angel; but he is heard by those who are meant to hear him. He often comes when they least expect him, when they are sad and disheartened. Then their ears suddenly perceive celestial harmonies, a divine voice, which they remember all their lives."

— Gaston Leroux, *The Phantom of the Opera*

OPERA HOUSE

The Singing Brass Dragon Opera is located on the Sea Ward of Waterdeep. Its walls are covered with a thin brass paint and has red a ceramic roof giving it the appearance of a brass dragon. The building doesn't function only as an opera but as an art museum as well. It contains many pieces brought from all corners of the Sword Coast, which attract new clients every day, hooking them to stay for the evening function. The Opera performs only once per night, marketing it as an exclusive event.

During the day, the opera is open to visitors who pay an entrance fee to see the art inside. At 7 p.m. the opera is closed to the general public, allowing only those with tickets for the evening performance at 8 p.m. to stay. The characters arrive at noon after being recruited to solve the mystery of the Opera Ghost and are received by the managers in the main foyer.

GENERAL FEATURES

The opera walls are built with yellow stone bricks. It has four levels and a cellar. Each floor is 15 feet high, but some rooms don't have a ceiling in the upper floor making them double in height or more.

The Opera is lit by torches and chandeliers from early morning until the end of the night's performance. All doors are unlocked unless stated otherwise. A character with thieves' tools can pick a locked door with a successful DC 15 Dexterity check.

PUBLIC AREA

The visitors can access the opera only by the western side, where they can observe its art collection and enter the auditorium and galleries. They can't access the backstage, cellar, or go up to the fourth level.

OPERA LOCATIONS

The following locations are those available for the general public. They are keyed to the maps 1 through 4 (see Appendix C) and marked with the letter O.

O1. MAIN ENTRANCE

Six **guards** stand here blocking the entrance to the main foyer. They ask for a fee of 1 gp to enter the opera, however they are aware of the character's mission and allow them to enter for free. One of them guides them to the managers before returning to its watch (area O2).

O2. MAIN FOYER

When the characters first enter this area, read:

This exquisite room is decorated from the floor to the ceiling with majestic pieces of art and treasures brought from all corners of the Sword Coast. Great ornamented columns hold the painted ceiling which illustrates stories from heroes across the Realms. Two men in their late fifties, dressed in formal attire, are waiting for you. The sweat dripping from their foreheads reveals their distress.

The two men are Armin and Fermin, who are offering 50 gp to each character for solving their problem. After presenting themselves, Armin begins to explain the case as follows:

"We became the managers two tendays ago, after which we were warned by the previous managers about certain... creature lurking the opera halls."

"A ghost! So they say," interrupts Fermin.

"This Opera Ghost is said to cause accidents if we don't follow its instructions. Curtains fall, props, go missing and people stumble," continues Armin.

The managers hand out the letters they have to the characters before continuing.

“What is worse, however, is that the chandelier fell three days ago! Now the Watch is threatening us with closing the Opera if we don't find the Ghost.”

The managers allow the characters to enter the Opera and to interrogate their personnel. They return to their office (area B2) after sharing the information they have.

O3. GRAND STAIRCASE

This huge, vaulted ceiling room contains a stone staircase leading to the second floor. Two statues stand next to it: the one at the left depicts an armored knight while the one at the right depicts an angel holding a harp covered with leaves. The room is lit by a chandelier hanging from the ceiling 30 feet above which is reflected by the polished stone floor. Trays of canapés and other delicacies rest on tables at each side of the room.

This room hosts parties from 7 p.m. to 8 p.m. where the patrons gossip and share secrets while they wait for the night's performance. During the day it is mostly kept empty while the opera staff prepares the appetizers.

Statues. The statue at the left represents the god Helm (god of protection) while the one at the right depicts Milil. A character recognizes both gods with a successful DC 10 Intelligence (Religion) check.

Doors. Stone double doors stand next to each statue leading to the auditorium (area O8). Other smaller doors lead to the northern and southern halls (area O4). The staircases lead to the second floor (area O10).

Mother Ysabeau. Unless kidnapped and replaced by Dread Olga, Mother Ysabeau is in this room praying to the statue of Milil. She is concerned about Colleen's recent behavior and how little she has spoken about the Angel of Music recently. Ysabeau will share the information she has with the characters if they present themselves as investigators, but she will be alarmed if anyone mentions a ghost in the Opera. She won't share any more information until calmed with a successful DC 15 Charisma (Persuasion) check.

O4. HALLS

Two halls border the opera. The exterior walls are adorned with portraits of the different shows that the Opera performs and stained-glass windows depicting the planes of existence. A character who studies a window for 1 minute gains advantage on checks to recall lore about that plane for the rest of the day. The windows continue to areas O5 and O9, completing the planes.

O4a. Northern Hall. This hall leads to a dancing room (area O5) and the northern private boxes (area O7). The door to the backstage (area B1) is locked. The windows here depict the following planes: Mechanus, Arcadia, Mount Celestia, Bytopia, Elysium and the Beastlands.

O4b. Southern Hall. This hall leads to a restaurant (area O9), the southern private boxes (area O7) and to the public restrooms (area O8). The windows here depict the following planes: Acheron, the Nine Hells, Gehenna, Hades, Carceri and the Abyss.

O5. DANCING ROOM

The Opera offers dancing lessons during the day. Today's lessons were canceled due to the chandelier accident.

Windows. The windows here depict the following planes: Arborea, Ysgard, The Feywild and the Elemental Planes of Air and Water.

O6. RESTAURANT

A fireplace illuminates this room which contains a bar and some dining tables. The delicacies served during parties in the Grand Staircase are prepared here, as well as food for the visitors and the opera staff.

Windows. The windows here depict the following planes: Pandemonium, Limbo, the Shadowfell, and the Elemental Planes of Fire and Earth.

Popular Breakfast. Gunnloda Goldfinder is having breakfast here alongside some fans. She is willing to share what she believes, blaming Colleen for the accidents. The dwarf will share what she knows provided that a character praises her with a successful DC 10 Charisma (Persuasion) check, otherwise she won't share any information unless forced to collaborate by the managers.

O7. PRIVATE BOXES

The doors to the boxes are locked; however, the characters can ask members of the staff to open the doors for them. Each box contains a couch and an ottoman. A 5 ft. tall balcony divides the boxes from the auditorium. The boxes in the eastern side are slightly larger as they need to accommodate pillars holding the galleries above. The boxes in the third floor are the exception as there is no gallery above them.

Madame Gila. Whether replaced by Dread Olga or not, the characters can ask Madame Gila to unlock the doors. In any case, Madame Gila warns them that it is wiser to not get involved with the Ghost and that the managers would avoid all problems if they just obeyed its demands as the previous owners did.

O7a. Box 5. This box is the one that the Ghost reserves for itself. A successful DC 17 Intelligence (Investigation) check reveals that the pillar in box 5 is hollow. A hidden elevator inside the pillar allows the Ghost to move from its lair to the first and second floors of the opera. The mechanism that opens the columns can only be activated from the cellar or from inside the elevator.

O7b. Box 11. The same check reveals that the pillar in this box is also hollow. A character who succeeds on a DC 17 Wisdom (Perception) locates a secret door connecting this box to Colleen's dressing room (area B9a). The Ghost used this door and the elevator to kidnap her ten days ago.

O8. AUDITORIUM

A chandelier hanging from the ceiling 60 feet above illuminates this massive auditorium. The red carpeted floor has a slight slope, allowing spectators from the back to enjoy the show as well as the ones at front. You can see from here the seats in the boxes; there is no way that someone could watch the show from a box without being seen by the public.

The sloped auditorium is treated as difficult terrain. The eastern side is 5 feet below the western side. A thick hempen rope divides the auditorium from the orchestra pit (area B4) which is 5 feet below the eastern side. A successful DC 10 Intelligence (Investigation) check reveals that the seats directly below the new chandelier were damaged as the result of the chandelier accident three days ago.

Silent Observer. Whether replaced by the hag or not, Demtra Fahn is studying the characters from the gallery on the second floor (area O10). A character with a passive Wisdom (perception) score of 14 or higher can notice the standing woman in red robes looking at them. She leaves the gallery as soon as noticed or when the characters leave the auditorium. If Demtra is not the Dread Olga, she goes through the backstage to the Chandeliers (area B12) to investigate them. If she is the hag, she goes to her lair (area L1) instead.

Vision to the boxes. The ghost uses an invisibility spell to watch the show from Box 5 without being seen by the spectators.

O9. PUBLIC RESTROOMS

The wastes from the restrooms fall directly in the sewer chamber below (area C4). An unlocked door divides the restrooms from the southern hall, while a locked metallic fence blocks access from the public to the backstage (area B1). The opera staff carry the keys to the fence, allowing them to clean both the public and private restrooms at the same time.

O10. GALLERIES

Spiral staircases connect the second and third floor of galleries. A slight slope allows the spectators from the back seat to watch the performance, but it is not enough to make the gallery difficult terrain.

BACKSTAGE

Normally visitors aren't allowed to enter the backstage, but the managers have authorized the characters to do so. Some other people who can enter the backstage are Rafael and Demtra, who are investors sponsoring the opera.

GENERAL FEATURES

The backstage floors are made of bare stone tiles. The first level is 5 feet below the surface level and is 20 feet tall; the remaining floors are each 15 feet high. Some areas don't have a ceiling in the upper floor making them double the height or more.

BACKSTAGE LOCATIONS

The following locations are keyed to the maps 1 through 4 (see Appendix C) and marked with the letter B.

B1. BACKSTAGE MAIN CHAMBER

The sceneshifters are working here finishing the last details for tonight's performance. A complex rigging system allows them to lift and change the scenes, as well as to open and close the curtains. The characters can interrogate up to 2d4 sceneshifters while they work.

Two stone spiral staircases lead to the upper floors. Nobles and influential people that wish to avoid the eyes of the public arrive to the opera in carriages directly by an entrance on the eastern side of the building.

A map of the opera hangs in the northern side (See Appendix B). A character can copy the map in a piece of parchment with a successful DC 10 Intelligence (Cartographer's tools) check.

B2. MANAGERS OFFICE

This room contains two large desks filled to the top with letters and documents. The managers haven't been able to answer to all the press they have received due to the chandelier disaster and are busy working here. Armin and Fermin won't stop working to collaborate with the characters unless convinced with a DC 15 Charisma (Persuasion) check. This check is made with advantage if the characters have gained some valuable information such as the nature of the pillar in box 5.

B3. HATCH

A metallic hatch covers a ramp that gives access to the cellars. Years ago, the Ghost convinced the previous managers to obey its orders by opening the hatch in the middle of the night, which caused one of the managers to fall and break his leg. Since that day the hatch is kept closed most of the time and a security cordon has been placed around it. A character can gain this information by questioning a member of the staff.

B4. ORCHESTRA PIT

This place contains a piano and some chairs. A play over the piano reads "Midsummer Fey Dream", it narrates the tragic story of two lovers who get involved in the political games of a fey court. A DC 15 Intelligence check reveals that this play was carefully composed to provoke a deep feeling of sadness to anyone listening it. A character proficient with a musical instrument can add their proficiency bonus to this check.

This play was written by the Ghost itself during its times of solitude. It wishes to share its pain by demanding the opera perform the work (letter #8 from Appendix B). The managers decided to comply with the Ghost's requests after the chandelier accident and are planning to perform it in 8 days.

B5. STAGE

The wooden stage is illuminated by a chandelier hanging directly above it. A turntable mechanism has been built in a section of the wooden floor, allowing actors to walk in place without moving out of the stage.

Rotating Floor. A character with a passive Wisdom (Perception) score of 13 or higher notices a small iron peg in the floor which locks the turntable. The Ghost unlocked it in the middle of a dancing performance a month ago, causing one dancer to stumble into the orchestra pit. The Ghost uses a similar mechanism for a trap in its lair (area L1).

B6. STAFF RESTROOMS

As in the public restrooms, the wastes here fall directly in the sewer chamber below. Only those allowed to the backstage can use these restrooms.

B7. PROP ROOM

This cluttered, unlit room contains various theatrical props, costumes and tools. A trapdoor in the floor leads to the prop storage and the cellar below (area C3). Roll twice for each character in the following table to determine which props can be found in this room, these will be useful in "Act 2: Distraction".

Iron Boots. Dread Olga sometimes hires **redcaps** (see appendix A for their stat block) to cause mayhem in the opera. One of them was killed in an internal fight, leaving only its iron boots behind. The boots were found one morning in the restaurant and brought to this room to be used as a prop. A character who succeeds on a DC 15 Intelligence (Arcana) check can conclude that these boots belonged to a redcap. The check is made with advantage if the character studied the glass window depicting the Feywild in area O4.

RANDOM PROP TABLE

d20	Prop
1	A wide hat plumed with a diatryma feather and an eyepatch.
2	Dinosaur costume; it could also be used as a green dragon costume with some imagination.
3	A puppet hand that resembles the hand of Vecna.
4	A bag of holding that can only carry roses.
5	Wooden treasure chest with a face and teeth carved as if it were a mimic.
6	An animated armor named Buster who acts as a stunt dummy.
7	A cardboard box beholder.
8	Fake guillotine and a rubber head in a basket.
9	A dirty red flag.
10	Rubber fish that squeaks when pressed.
11	A black umbrella whose handle resembles a green parrot.
12	A red mask and a stuffed crow that can be placed over a shoulder.
13	A stuffed monkey holding cymbals, sitting atop a music box.
14	Fake red dragon skull with rubies in its eye sockets.
15	A white handkerchief with red strawberries embroidered onto it.
16	Green cloak and a pair of dull scimitars.
17	Heart-shaped flask containing a pint of water and a white rose inside.
18	A belt holding four differently shaped and colored wands.
19	Red pointed hat and a wooden pipe.
20	Lenses with one glass stained blue and the other red.

B8. DANCERS' ROOM

A wardrobe stands in this room alongside some chairs and brass framed mirrors. The dancers use this room to change clothes and to gossip. The characters can interrogate up to 2d4 dancers in this room.

B9. SINGERS' ROOMS

Each singer has their own room to dress and prepare. Each one is equipped with one desk, a chair and a mirror and each singer personalizes their rooms with gifts from their fans. The doors are normally locked as each singer carries the key to their room, there is a fifty per cent chance of a singer being inside the room willing to open the door if a character knocks it.

B9a. Gunnloda's Room. The dwarf was displaced to this room after she lost her position as lead singer. Gunnloda brought a huge seat to personalize the room, which also contains many portraits of herself and hundreds of letters from her fans. She can be found here after finishing her breakfast in the restaurant (area O6).

B10. COLLEEN'S ROOM

This room has been traditionally given to the lead singers. As such, Gunnloda used this room for years until about a month ago, when her role as lead singer, as well as the room, was given to Colleen. The new singer has been collecting letters from her admirers and some roses but hasn't made many changes to it yet.

Secret Door. A secret door to Box 11 (area O7b) hides behind a mirror. If the mirror is removed, a successful DC 17 Wisdom (Perception) check reveals cavities hinting the presence of a secret door.

Rafael. The couple is inside the room preparing the last details of their escape. If the characters knock the door, only Rafael comes out to talk with them. He won't let anyone interrogate Colleen without a successful DC 15 Charisma (Persuasion) check. This check is made with advantage if the characters offer some form of protection.

Colleen. Tear streaks down her face reveal that the singer has been crying all day. She is scared to death about what the Ghost is willing to do for her. Colleen desires to sing one last time before escaping and retiring from singing for good. Unless convinced to share what she knows, she will deny any accusation of collaborating with the Ghost or of knowing it.

Escape plan. Rafael bribed the stablemen (area C2) to let him steal a horse at the end of the show. He also bribed some heads of the City Watch so that they can escape out of the city, leaving everything behind. They won't share this information with anyone.

The Iron Ring. A character with a passive Wisdom (perception) score of 15 or higher notices the iron ring that Colleen is wearing which is clearly magical. An *identify* spell is necessary to know its properties.

B11. RIGGING SYSTEM

This complex system of pulleys, ropes and other simple mechanisms allow the Opera staff to operate the scenery, curtains, lightning and fly mechanisms.

B11a. Stage Curtain. This lane supports a heavy curtain that divides the auditorium from the stage. The curtain has the embroidered emblem of the theater, a brass dragon writhing with a musical note coming out of its breath.

B11b. Backstage Curtain. This lane supports a heavy curtain that divides the stage from the backstage. The curtain is closed most of the time and is only opened when the sceneshifters need to carry heavy props into the stage.

Bones. The yeth hound is flying, invisible, close to the ceiling. Dread Olga commanded it to stay there as it will be necessary for her plan (see "After the Show", page 20). A character with a passive Wisdom (Perception) score of 16 or higher can sense the yeth hound's smoke odor. If the characters engage it in combat, it uses its flying speed to escape to area C5.

B12. CHANDELIERS

A lane leads to the chandeliers which are held by chains to the ceiling 15 feet above. The Opera staff uses these lanes to do maintenance and change the chandelier's candles.

B12a. Auditorium Chandelier. This chandelier is clearly newer than the one illuminating the stage. It was installed just a day ago.

B12b. Stage Chandelier. This old and dusty chandelier illuminates the stage below. Red Wizard's help. If Demtra is here (see O8), she is inspecting the chandelier and deducing how it fell. She can cast a 1st level spell if the characters share any information regarding the Ghost with her. Some good use for this help is casting *identify* on Colleen's iron ring.

CELLAR

The cellar can be accessed by the hatch in area B3 or the trapdoor in area B7. Most members of the Opera avoid going into the cellar because of rumors regarding a flying skull on fire who has been seen wandering around this area, who is believed to be the Opera Ghost.

GENERAL FEATURES

The cellar is 15 feet below the surface level. It has a rather foul smell due to the sewer chamber and the stables being so close.

CELLAR LOCATIONS

The following are keyed to the map 5 (see Appendix C) and marked with the letter C.

C1. MAIN CELLAR

This dimly lit chamber is filled with pieces of scenery. There are some small buildings, trees, stairs that lead nowhere and an impressive brass dragon torso. The cellar also stores some food crates which are needed for the restaurant to work.

Shattered Chandelier. The remains of the chandelier that fell three days ago are stored here. A successful DC 14 Intelligence (Investigation) check reveals that one link of the chain that held the chandelier is open but not broken. A character who succeeds on a DC 17 Intelligence (Arcana) check can deduce that a chain link was opened with a *knock* spell. The check is made with advantage if the character knows the spell.

C2. STABLES

Even Armin and Fermin were surprised when they found out that the Opera had stables in its cellars. The horses are used for some performances and parades. Four stablemen work here all day grooming and feeding the horses, which they also take out for a daily walk advertising the Opera around the streets of Waterdeep.

The characters can interrogate the stablemen about the Ghost. One of them shares the following story:

"I have seen the Ghost! It happened on a night I was left alone cleaning the stables. I went to the sewer chamber to throw away the horses' excrement when I saw a head on fire without a body attached to it!"

In reality the stablemen saw Joseph, the ratcatcher. A character who succeeds on a DC 15 Intelligence (Arcana) check recognizes the description as a flameskull. Dangerous undead creatures used as guardians by evil spellcasters who create them using the remains of their rivals. If the check succeeds by 5 or more the character also recalls their damage immunities and resistances.

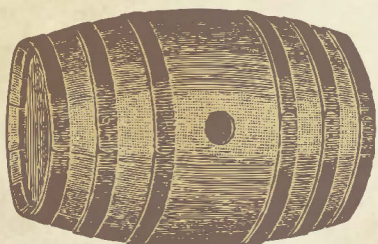
Whispers. When the characters first approach the stablemen, they can overhear them talking about Rafael's escape plan with a successful DC 15 Wisdom (Perception) check.

C3. STORAGE ROOM

Shelves aligned to the eastern wall contain paint, papers and other materials needed to work on the scenery while crates and barrels are filled with non-perishable food stand in the southern side. Dozens of dresses hang from wardrobes and several desks contain scripts for the various shows performed in the Opera. A 15 feet stair leads to a trapdoor to the prop room above (area B7).

Purchase Orders Record. A character who succeeds on a DC 15 Intelligence (Investigation) check finds a journal recording all of the Opera purchase orders. Besides from normal stuff such as tools and paint, the Opera has been buying an alarming amount of smokepowder (See "Smokepowder" sidebar) distributed in small purchases through the month. The purchases are daily and began 35 days ago, but there is a gap between 25 days ago and 10 days ago.

Stolen Explosives. The Ghost has been tampering with the purchase orders to buy smokepowder using the Opera's credentials. The characters can't find the explosives in the storage room as the Ghost has been stealing them for its masterpiece. The Ghost stopped its acquisitions after the managers began following its instructions, but resumed to do so when it found out about Rafael and Colleen's relationship. So far no one has noted the purchases nor its disappearance.



SMOKEPOWDER

Wondrous item, uncommon

Clerics of Gond (God of craft) created this explosive magical item to use in firearm-based weapons. It is largely banned in Waterdeep, its access is strictly regulated and restricted only to some authorized entities. The Brass Dragon Opera is authorized to purchase small quantities to use in pyrotechnics shows.

If smokepowder is set on fire, dropped, or otherwise handled roughly, it explodes and deals fire damage to each creature or object within 20 feet of it: 1d6 for a packet, 9d6 for a keg. A successful DC 12 Dexterity saving throw halves the damage. Casting *dispel magic* on smokepowder renders it permanently inert.

C4. SEWER CHAMBER

The wastes from the restrooms fall directly in this foul-smelling dark chamber. A 12-feet deep pool filled with water slowly decomposes the wastes. Sandbags keep the foul water away from overflowing into the cellar. Floodgate. A 10-foot tall floodgate divides the pool from a 20-feet tunnel. A lever opens the floodgate, flushing the wastes away to the tunnel behind. The chamber is flushed each tenday and filled again with clean water. If the water level ever reaches above 10 feet, it overflows through the tunnel keeping the cellars clean.

C4a. Tunnel. If the gate is open, foul water runs through this slopped tunnel to a river at the west. The Ratcatcher is alerted if the floodgate is open, expecting someone to walk into the tunnel. Most characters can't see into the tunnel due to the lack of illumination in the chamber.

C5. RATCATCHER'S CAVE

If it hasn't been lured elsewhere, Joseph the Ratcatcher is here. Read the following as the characters approach him:

Your boats get soaked as you walk through this dump and dark tunnel. Suddenly, you see with the corner of your eye a green glow coming from your right. You turn to see what can only be described as a floating skull in green flames!

"Get away if you want to live!" it screams.

The Ratcatcher only engages in combat in self-defense or if someone gets too close to the trapdoor (area C5a). He would rather scare the characters away than to fight them.

C5a. Trapdoor. The flameskull is magically bound to protect the entrance to the Ghost's lair, in a literal sense. A character can try to deceive the flameskull with a successful DC 20 Charisma check to gain access to the lair. For example, it could threaten the flameskull with stabbing the trapdoor, or persuade him that it will only cross the trapdoor without harming it.

After the kidnapping, Joseph is used to see the hag and the Ghost go in and out of the trapdoor. He believes that they are the only ones allowed to do so, but if he sees the Ghost dragging Colleen into the lair, he will start questioning himself who can or can't enter the lair. The DC to deceive the flameskull is lowered to 15 after Colleen's kidnapping.

Act 2

Distraction

"But here that toad was incomprehensible! So much so that, after some seconds spent in asking herself if she had really heard that note, that sound, that infernal noise issue from her throat, she tried to persuade herself that it was not so, that she was the victim of an illusion, an illusion of the ear, and not of an act of treachery on the part of her voice."

— Gaston Leroux, *The Phantom of the Opera*

DEDUCTIONS

The managers summon the characters, Rafael, Colleen, Gunnloda, and Madame Gila to their office at 7 p.m. with the intention of hearing what the characters have found so far. As a reminder, the characters could have gathered the following information:

- All "Public Information".
- The Ghost is not an undead creature, it is a fey.
- It is a spellcaster who caused the chandelier to fall.
- The pillars in Box 5 and 11 are hollow.
- There is a secret door behind a mirror in Colleen's room which leads to Box 11.
- Seems that the Ghost has a special interest in Colleen.
- Colleen and Rafael are planning to escape.
- Colleen wears a magical iron ring. They could also know its properties with the right spell.
- There is a flameskull protecting a trapdoor in the sewers.
- A large beast resembling a hound looms over the ceilings.
- Someone has been purchasing smokepowder using the Opera credentials. Said explosives have gone missing.

A NEW LETTER

The managers received a letter from the Ghost some minutes ago. They read it aloud after the characters have shared their deductions.

Dear managers Armin and Fermin:

I didn't expect that you would bother bringing new actors for the play. They don't have much time to practice, but even improvising I doubt that they are as bad as the ballet. They will replace the ballet in tonight's intermission. I hope it's fun.

Kind regards. O.G.

The Ghost is planning to kidnap Colleen during tonight's performance, but can't do so while the characters are protecting her. It sent this new letter to force them to act in the performance, and so, kidnap Colleen while she is unprotected. The NPCs react in the following ways:

Armin and Fermin. The managers don't want a second chandelier accident, so they ask the characters to cooperate and improvise something for the intermission.

Colleen. The Ghost also demanded for her to play tonight (letter #10 from Appendix B). Colleen wants to sing a last time before escaping, but is afraid of what could happen. She asks the characters to stay with her as long as possible.

Rafael. He won't share his plans to escape, which he is about to finish. He knows that the Ghost is supposed to watch the play from Box 5, so he asks the characters to perform so that the guards can trap the Ghost in its box.

Gunnloda. She offers her help to improvise something with the characters. However, the dwarf demands to be the protagonist of the intermission.

Madame Gila. Whether if she was replaced by the hag or not, she insists that following the Ghost's instructions to the letter is the wisest move.

If the characters accept the request to perform at intermission, proceed with the Improvised Performance section below. Otherwise, skip it and continue with Colleen's Kidnapping at the bottom of this page.

IMPROVISED PERFORMANCE

The show must involve all characters and follow some sort of storyline. The managers offer some props to implement into the performance to inspire the characters (area B7).

After explaining the situation and delivering the props, give the players 10 minutes to prepare their show. This represents the time the characters expend preparing, dressing and gathering props for their show which begins at night.

THE GHOST'S VOICE

The Ghost isn't watching the show from Box 5 as it knows that the guards are expecting it there. The Ghost prepared a trick to confuse everyone, simulating that it is watching the performance while in reality it is kidnapping Colleen. As soon as the characters enter the stage, a *magic mouth* spell is triggered:

When you step down in the stage, a deep voice reverberates around the opera for everyone to hear:

"Ladies and gentlemen, stay in your seats! The intermission begins now and the new actors shall follow my instructions verbatim or suffer the consequences!"

The audience remains in their seats, whispering with fear in their faces, as they stare at the chandelier hanging above them.

The Ghost prepared multiple *magic mouth* spells which are triggered randomly, demanding the characters to stay on their feet and keep incorporating elements to their show. The Ghost has no way of knowing what the show is or if they are actually following the instructions, so a character could notice some inconsistencies in its demands.

The mouths were hidden below the floor of the orchestra pit which causes them to reverberate all around the hall. The Ghost put them there from its lair (area L1). A character can recognize the spell with a successful DC 17 Intelligence (Arcana) check. Roll on the following table each time a player hesitates or fails an ability check required for its performance.

MAGIC MOUTH DEMANDS

d12

Message

- | | |
|----|--|
| 1 | "Boooring! Bring some traditional slapstick comedy!" |
| 2 | "You know what this show needs? A dragon." |
| 3 | "My heart yearns for love. This show needs some romance!" |
| 4 | "What kind of story doesn't have a character's death on it? One of you should die before the show ends!" |
| 5 | "I was expecting something more musical. I demand at least some rhymes from each one." |
| 6 | "I am falling asleep here, put some more action!" |
| 7 | "I don't like the character portrayed by the tallest actor, change it now!" |
| 8 | "Can't you do some magic? Show me your best spell!" |
| 9 | "I don't like the way you are using the props, change their meaning right now!" |
| 10 | "The shortest actor shall play an animal from now on" |
| 11 | "Everyone! Switch papers!" |
| 12 | "Put a twist in this story If you don't want a chandelier falling over your heads!" |

A last *magic mouth* is triggered after the characters end their performance. Continue with Colleen's kidnap next.

"It was a decent show, certainly better than the ballet. Now bow to your audience!"

COLLEEN'S KIDNAPPING

This event plays differently depending if the characters were distracted with their performance and by which NPC the hag is replacing. In any case, the Ghost kidnaps Colleen while Dread Olga covers its escape alongside her minions.

The following table shows which creatures accompany Dread Olga in her attempt to delay the characters based on the character's average party level (APL). Dread Olga doesn't fight to the death. She escapes with or without Bones if she is reduced below 30 hit points using her Invisible Passage. The characters can find her later in area L2. Appendix A contains the stat blocks needed for this adventure that aren't included in the Monster Manual.



ENCOUNTER DETAILS

APL Encounter

- 1-2 Dread Olga (**green hag**) mounted in a **worg**, with six **guards** helping the characters.
- 3-4 Dread Olga (**green hag**) mounted on Bones (**yeth hound**)
- 5-7 Dread Olga (**green hag**) mounted on Bones (**yeth hound**) and three **redcaps**

AFTER THE SHOW

If the characters perform, Colleen stays in the backstage alongside Rafael. At the end of the show, the Ghost appears and grabs her into the cellars (B3) and drags her all the way into its lair using the entrance in area C5. The characters can hear Colleen's scream and run towards the backstage:

You see Rafael quickly running into the hatch leading to the cellar. You run towards him but a large creature descends from the ceiling and lands in the hatch, closing it right behind Rafael.

Now this large creature resembling a large dog with a horrible human-like face is staring at you with its glowing red eyes. Even worse, a humanoid figure is mounting the beast.

Dread Olga is disguised as the NPC she is replacing while mounting Bones (see "Mounted Combat" from the PHB). She is not controlling the hound directly, so they take turns separately.

DEMTRA'S DECEPTION

Run this event if Dread Olga is replacing Demtra and the characters decided to stay to protect Colleen.

Rafael stays with the characters backstage (area B1) as the ballet group prepares itself for the intermission. Demtra approaches them, presenting herself as an investor with some questions for them. She asks for the characters to share with her the information they have about the Ghost. If the characters question her why her interest, Demtra explains that she is studying the Ghost herself and that has some information to share.

"Close to the sewer chamber there is a hatch that leads to a place no person has ventured before. I am myself too afraid of the Ghost to visit him alone, but this may be the perfect chance to catch him while he is watching the show."

A character who succeeds on a DC 14 Wisdom (Insight) check can notice that Demtra is using the pronoun "he" while speaking about the Ghost. However, she is not lying about the trapdoor. Colleen is too afraid of the Ghost and decides to stay behind. Demtra accompanies the characters to area C5 and attacks them alongside Bones. Meanwhile, Colleen is kidnapped by the Ghost and brought to the lair using the secret elevator.

MOTHER'S BETRAYAL

Run this event if Dread Olga is replacing Mother Ysabeau and the characters decided to stay to protect Colleen. Mother Ysabeau approaches them and asks to speak with her daughter alone. Colleen doesn't want to worry her mother with the knowledge of the Ghost, and so she accepts her offer, leading her mother to her dressing room (area B10) to talk in private. She asks the characters to stay behind her door.

You hear a scream from inside Colleen's dressing room. You quickly run into the room only to see Mother Ysabeau alone in distress. "She vanished! She just vanished in front of my eyes!"

Dread Olga is trying to trick the characters by lying about Colleen's sudden disappearance. In reality the Ghost used the secret door behind the mirror to drag Colleen into its lair. A character can notice Dread Olga's deception with a successful DC 14 Wisdom (Insight) check. They can also be aware of the secret room if they investigated it before. If Mother Ysabeau is attacked, she reveals her true form by peeling away her skin. She mentally calls Bones, who arrives at the second round of combat.

Eyewitness. There is a 50 percent chance that there was someone in area O7b to witness the Ghost dragging Colleen across the secret door towards the pillar, which the Ghost opens using a knock spell to enter the elevator inside.

MADAME GILA'S PLAN

Run this event if Dread Olga is replacing Madame Gila and the characters decided to stay to protect Colleen. Madame Gila and Rafael stay with the characters in the backstage (area B1) as the ballet group prepares itself for the intermission. Madame Gila implores the characters to follow the Ghost's demands as she doesn't want to see more blood spilled by the manager's pride. If they still insist in staying alongside Colleen and Rafael, read the following:

As soon as the ballet group enters the stage, a deep voice reverberates around the opera.

"Did I not tell you to replace this disgrace of a ballet!?"

This is followed by a loud booming sound, the cries of dozens of people and then the impact of a glass object shattering in pieces against the ground.

The Ghost used a *knock* spell to open a chain link holding the chandelier, causing it to fall over the stage and killing the ballet group. Dread Olga takes advantage of the commotion to mentally call Bones and fight the characters. The Ghost uses the distraction to kidnap Colleen and drags her to its lair using the entrance in area C5. Rafael runs behind them.

OTHER METHODS

If the characters insist in staying with Colleen, Dread Olga tries to use her minor illusion spell to lure the characters away by creating an illusory ghost. If that fails, she summons Bones which uses its Baleful Baying to frighten Colleen, who runs away from the party just to be caught by the Ghost.

COLLEEN IS SAVED

Don't fret if the characters manage to keep Colleen safe, thwarting the Ghost's plan of kidnapping her. The adventure still continues with the characters going into its lair to stop its masterpiece.

TRACK DOWN THE GHOST

Once the characters defeat Dread Olga, whether she escapes or not, they can track down the Ghost to its lair. Colleen in her struggle left some marks and witnesses. A character who succeeds on a DC 15 Wisdom (Survival) check can track the Ghost to the entrance it used to its lair (whether the trapdoor in area C5a, or the secret elevator in areas O7a and O7b). The characters could also deduce how to track it by their previous investigation.

If the characters are stuck and Demtra is not being replaced by Dread Olga, she approaches the characters and shares the information regarding the trapdoor in area C5a.



Act 3

Mask Off

"He accuses himself, he curses himself, he implores my forgiveness! He confesses his cheat. He loves me! He lays at my feet an immense and tragic love. He has carried me off for love! He has imprisoned me with him, underground, for love! But he respects me: he crawls, he moans, he weeps!"

— Gaston Leroux, *The Phantom of the Opera*

GHOST'S LAIR

The Ghost's lair is a small house built over a subterranean lake under the Opera. The hag doesn't use the house as she travels to her real lair in the Feywild using her magical cauldron (see the "Dread Olga's Cauldron" sidebar on this page).

If the Ghost kidnapped Colleen, it brings her to its lair. If somehow the characters saved her, the Ghost will return to its lair in sorrow, just to proceed with its masterpiece.

GENERAL FEATURES

The lair has two levels; each one 15 feet high. Almost all rooms are covered in complete darkness as both the Ghost and the hag possess darkvision. All doors are unlocked unless stated otherwise.

DREAD OLGA'S CAULDRON

Wondrous item, legendary

Dread Olga keeps doing her business in the Feywild using this cauldron. A fey creature can use its action to submerge itself inside the cauldron to be teleported to Dread Olga's real lair in the Feywild. Any object thrown into the cauldron is also sent to her lair.

Dread Olga can also perform a 1-hour ritual with the cauldron to summon fey creatures such as redcaps to do her bidding.

LAIR LOCATIONS

The following locations are keyed to the maps 5 and 6 (see Appendix C) and marked with the letter L.

L1. TRAP ROOM

The trapdoor from area C5a opens directly over this room, there is no ladder to descend or to climb back. The Ghost created this room as a second layer of protection between the trapdoor and its lair, serving both as a trap and as torture room.

This place can only be described as a nightmare dimension. An extreme heat hits your senses as you feel the stare of thousands of stone gargoyles around you. You see yourself all over this place, which makes you believe that you may be surrounded by mirrors. However, it doesn't matter how hard you try, you can't get any closer to your reflection.

Infinite Hell. The room is filled with gargoyles facing in every direction while the walls are completely covered with mirrors, creating an infinite reflection inside the room. The floor is built over a rotating floor similar to the turntable used in the stage (area B5), causing creatures to walk in place without moving. To make things even worse, the exterior of this room is filled with braziers, creating a living hell inside.

Trapped Rafael. If Rafael followed the Ghost through the cellars, he is trapped inside this room with one level of exhaustion due to extreme heat. He warns the characters before they descend about the infinite room and begs for help to escape. Rafael accompanies the characters if he is rescued.

Escaping the Room. Due to the rotating platform, mirrors, and extreme temperature it is hard to notice that the room is not infinite but just a simple trick. A tiny button hidden in a gargoyle opens a secret exit. The characters must execute a Skill Challenge to escape the room (See "Skill Challenge" sidebar on the next page).

Outside the Torture Chamber. Braziers all around heat this room. A pair of airtight doors keep the heat of this room away from the hallway behind (area L2).

SKILL CHALLENGE - ESCAPING THE ROOM

A Skill Challenge is a tool used to narrate scenes that involve a series of steps and the group effort of the party to reach a certain goal, such as escaping this trap. On their turn, each player describes what their character does to escape the room. A character may only use an ability it is proficient in. The DM then calls for an ability check and describes the success or failure, keeping the score. Once every character has taken turns collaborating, the cycle starts anew until the party accumulates a certain number of successes.

Allow your players to be creative in how their skills could be used for the situation. Some examples:

- Intelligence (Investigation) check to notice that they are walking in place due to the turntable.
- Strength (Athletics) check to lift a gargoyle out the ground and throw it against a mirror.
- Dexterity (Acrobatics) check to jump from gargoyle to gargoyle, avoiding walking in place.
- Dexterity (Thieves' tools) check to jam the turntable.
- Wisdom (Perception) check to find the hidden button once they can move freely inside the room.

Escape DC. The DC to escape the room using any skill is 14. It is increased by 2 each time the same skill is used again. Grant disadvantage if a task is especially complicated. Grant advantage if a character uses its turn to help another one by casting a spell or using some sort of resource.

Success and Failure. The characters win the Skill Challenge if they make five successful skill checks before they make three failed ones. Once the third failed check is made, the characters fail the challenge.

Results. The characters find the exit sooner or later, but the time they took inside this living inferno takes a toll based on how many failures they accumulated.

- 0 Failures: The characters escape quickly. They don't suffer any consequences.
- 1 or 2 Failures: The character must make a DC 10 Constitution saving throw for each failure, gaining a level of exhaustion for each failed save.
- 3 Failures: The character wanders for hours inside the room until they finally stumble with the secret button. The characters must make three DC 15 Constitution saving throws, gaining a level of exhaustion for each failed save.

L2. THE MASTERPIECE

Twenty wine barrels are stored in this cold humid room. A simple inspection opening their lead reveals that the barrels don't contain wine, but rather a black dust. The Ghost has stored the stolen smokepowder here. There is enough to blow the whole opera down as well as its neighboring buildings. Only ten barrels exploding at the same time are required to collapse the Opera.

Gas nozzle. A character who succeeds in a DC 12 Wisdom (Perception) notices small brass nozzle attached to the western wall. The nozzle has a faint smell of gas coming out of it. The Ghost has the ignition trigger in its organ (area L5). Breaking the nozzle would only cause more gas to enter the room.

Kidnapped Ysabeau. If Dread Olga is disguised as Mother Ysabeau, the real Ysabeau is tied here on the floor. She is in a bad state and needs urgent medical attention. A character who expends one use of a healer's kit can treat her wounds, otherwise there is a fifty percent chance that the old woman dies due to her wounds by the end of the day.

Last Stand. Dread Olga waits in this room if she escaped from her earlier encounter. If Colleen was kidnapped, the hag is using the iron ring to hear her and the Ghost talk in area L5. She is planning to escape to the Feywild as soon as she hears Colleen with intentions of activating the mechanism that ignites the barrels. She won't light the barrels herself as the tragic outcome she has been orchestrating for so long wouldn't be fulfilled without Colleen or Firaer blowing up themselves. If the characters arrive here after dealing with the trap room (area L1), the hag regains 6 hit points per each failure the characters got during the Skill Challenge, reflecting the time she got to recover. Dread Olga uses her magical cauldron to escape if reduced below 10 hit points.

Dread Olga's Cauldron. Dread Olga brought her cauldron from area L3b. This magical cauldron allows Dread Olga to keep her business in the Feywild (See "Dread Olga's Cauldron" sidebar on page 22). A character who uses an identify spell can find out its properties, as well as a character who succeeds in a DC 20 Intelligence (Arcana) check. The check is made with advantage if the character studied the glass window depicting the Feywild in area O4.

Dealing with the Masterpiece. The characters can find many solutions to thwart the Ghost's plan. Some examples are:

- Flooding the room by opening the hatch in L2a.
- Throwing the barrels to the lake in area L3.
- Removing the gas tanks in area L3c.
- Throwing the barrels into the cauldron, which transports them to Dread Olga's lair. They can also throw a torch inside, causing her lair to explode, killing the hag for good.

L2A. FLOODGATE HATCH.

A successful DC 14 Wisdom (Perception) check reveals closed iron hatch in the roof. Droplets of water fall between the stone roof and the hatch. A character who succeeds on a DC 10 Intelligence (Investigation) check deduces correctly that opening the hatch would flood the chamber they are in.

L2B. LADDER.

A ladder climbs to an unlocked closed hatch above leading to area L3.

L3. SUBTERRANEAN LAKE

When the characters arrive to this area, read or paraphrase:

A large, dark, humid cavern surrounds you. A house stands over a small cliff over a lake. The calm and clear water gives an ominous feeling as it reflects the faint candle lights coming from the house.

Secret Elevator. The pillar in this room is open, revealing a secret elevator inside. A lever in this area opens the pillar from the outside, allowing anyone inside to operate it and ascend to areas O7a and O7b. The pillars can also be opened from inside.

Hatch and Ladder. An unlocked closed hatch opens to a ladder descending to area L2b.

L3a. Floodgate Hatch. A character who succeeds on a DC 15 Wisdom (Perception) check notices a watertight hatch below the lake. Opening this hatch floods areas L1 and L2.

L3b. Cauldron. If Dread Olga didn't manage to escape, her cauldron is left here alongside humanoid remains and other components needed for the hag's rituals. A character who investigates the components gain advantage to find out the cauldron proprieties.

L3c. Gas Tanks. A tank attached to the northern wall supplies gas to a brass tube that descends into the lake. It leads to the gas nozzle in area L2. Removing the tanks disarms the Ghost's masterpiece. A second brass tube runs alongside the first one but doesn't connect to any tank. A lever inside area L5 allows pressured air to flow to the floodgate hatch, opening it.

L4. BEDROOMS

The hag built these bedrooms for Firaer and one visitor, expecting something like this to happen.

L4a. Firaer's bedroom. The eladrin rests here in a comfortable bed whose blankets are embroidered with dry leaves. A stained-glass window in the northern wall depicts him fully deformed. A successful DC 12 Intelligence (Investigation) check reveals a diary written by Firaer which recounts his tragic life. It contains some poems and songs based on the events.

L4b. Visitor's bedroom. This room is used by Colleen when she visits the Ghost for her singing lessons. The eladrin adorned it with roses and precious objects hoping to convince her to stay with him. The stained-glass window in the southern wall depicts Firaer as a fully beautiful eladrin.

L5. GHOST'S CHAMBER

When the characters first enter this room, read or paraphrase:

A hunched figure in dark clothes sits in front of an organ, playing an ominous melody that reverberates on the stone walls. Candle lights over the organ illuminates a white mask covering his face as it turns to you.

In addition, if the Ghost successfully kidnapped Colleen, describe:

Colleen is in a corner laying over a red pouffe. She looks at you with tears in her eyes, begging for help. The Ghost yells in a deep voice: "Make your choice Colleen! Or I will turn the grasshopper myself, and I warn you, it hops! It hops bloody high!"

The characters can see a brass grasshopper attached to the northern wall. There is a brass scorpion next to it. The characters can make a final DC 25 Intelligence (Investigation) group check to deduce the function of the brass animals and connect the dots. The DC is reduced based on how much information the characters have gathered. The DC is reduced by 1 for each of the following accomplishments:

- The characters have acquired all the public information (as detailed in page 11).
- They had read letters #1 through #10.
- The characters found the brass tubes in area L3c.
- They found the floodgate visible from area L2a or L3a.
- The characters found out about the missing smokepowder.
- The characters found the purchase records in area C3, detailing the gap in the purchases done by the Ghost.
- The characters know about Colleen's singing lessons.
- They found out about Colleen and Rafael's relationship and when they began dating.
- They know about Colleen's previous kidnapping and the promise she made to return.
- They know the proprieties of Colleen's iron ring.
- They know that there is a hag involved.
- They heard about Colleen and Rafael's plans to escape.

This check represents the characters filling the gaps in their knowledge using what they already know; the more information they have, the easier it will be. If the characters succeed, share the information from the Grasshopper and Scorpion sidebar on the next page as they arrive to their final conclusions.

GRASSHOPPER AND SCORPION

When the new managers arrived and began to ignore the Ghost's letters, it grew furious and driven by a moment of passion began purchasing smokepowder with the intent of blowing up the opera. It calmed itself a bit when the managers began following its instructions, but resumed to do so shortly after Rafael arrived at the opera.

Carried away by its jealousy, The Ghost kidnapped Colleen and dragged her to its lair. However, Colleen promised to return voluntarily each night. Somehow it convinced the Ghost which allowed her to leave, but it forced her to wear an iron ring.

The iron ring isn't just a simple token, but a magic device used by hags to listen through. The hag overheard Colleen and Rafael talking about their escape plans and communicated them to the Ghost to rekindle its rage.

It arranged the smokepowder under the lake to force Colleen into taking a final decision. She can decide to stay with it forever, turning the scorpion which opens a hatch under the lake, flooding the explosives. Or, she can decide to turn the grasshopper, which ignites the gas leading to the barrels, causing a massive explosion that would certainly bury everyone below the rubble.

From here the investigation is over. Turn up your music volume as the characters face the Phantom of Music. Continue with "the Point of no Return" below.

THE POINT OF NO RETURN

The characters can finally face the Ghost directly. However, it won't be an easy task. Firaer is about to become an archfey which is way out of the characters' league. There are many possible outcomes to this situation depending on what the characters have accomplished so far and in your own taste.

As in any D&D adventure, you are free to combine any of the following situations. For example, you can have the Ghost try to turn the grasshopper, just to notice that the characters disarmed its masterwork and then begin a combat against the characters.

COLLEEN'S CHOICE

You are free to decide which option Colleen takes. She can stay with the Ghost, turning the scorpion. If she does so, the Ghost promises to leave the opera alongside Colleen and never return.

On the other hand, you can decide that she is too afraid of the Ghost and that she wishes to turn the grasshopper, burying herself and everyone alive. If the characters disarmed the Ghost's masterpiece, it will be in for a surprise when the grasshopper is turned and nothing happens.

If Colleen wasn't kidnapped, Firaer is crying when the characters arrive. He has decided to take his own life by exploding the opera house and tries to do so when he sees the characters arrive. He lets out a painful cry if the characters disarmed his masterpiece.

FIGHTING THE GHOST

If the characters engage the Ghost in combat, you can use the **Opera Ghost** stat block (Appendix A) if you want your players to have a chance of defeating him. If you want to portray him as the archfey he is about to become, use the **Phantom of Music** stat block. In any case, its mask falls to the ground and shatters the first time that the Ghost takes damage, revealing his true face and taking out his will to fight. You can also prolong this combat by requiring a critical hit to remove the mask, or an attack that hits the Ghost's AC by 5 or more.

When that happens read or paraphrase:

The Ghost's mask falls to the ground, shattering in pieces. There is no ghost behind the mask, but rather what appears to be an elf. He falls to his knees, letting out a heartbroken cry as he tries to cover his face with his hands. "Nooo!"

If the characters keep fighting him, Firaer retreats as much as possible, crawling and covering his face. If the characters insist in attacking Firaer in his state and Colleen is not there, he implores mercy and asks them to stop. The characters can end the job there.

THE GHOST'S LOVE STORY

If Colleen is there, Firaer stares at her and shares his story with a broken voice. If the characters keep attacking him, he tries to do the same between each hit. Read or paraphrase the following:

"I gave you everything, Colleen. I gave you the song of birds, the grace of a fairy... and that's how you repay me? Betraying me and denying me?"

"It shouldn't surprise me. For as long as I have existed, I have only known rejection. All my existence I have longed for beauty, but I have been despised as a monster! Titania looks away with pity, Oberon laughs at my face, the Queen of Air and Darkness gave me a cold shoulder... You don't know what is to not to have a place in the world! Nowhere..."

If you wish, you can make this enough to make Colleen feel compassion for Firaer and turn the scorpion. Some characters could also feel compassion for him.

Colleen's Compassion. Colleen slowly approaches the Ghost and grabs his hand, looking with compassion at the elf's eyes. She gives him a single kiss in the cheeks, which is enough for the Ghost. He promises to leave the opera and never return, and laments having caused as much trouble as he did.

Character's Compassion. Similarly, a character can show some affection to the heartbroken Ghost. It doesn't need to be a kiss. They can also offer him a place to live, the Ghost would be of great help at the opera with his artistic skills.

No Compassion. The characters can keep fighting Firaer until they kill him, though that would fulfill Dread Olga's desires of creating the ultimate tragedy of Firaer's life.

EPILOGUE

Firaer stops being a threat if the evil influence of Dread Olga is removed by killing the hag. If he is left alive, he apologizes with the opera personnel and offers his help. At first, he is seen with suspicious eyes but eventually everyone gets used to his presence and his wonderful talents prove to be very useful. In any case, Colleen and Rafael decide to escape together to Neverwinter, leaving behind her artistic career and his noble name to dedicate themselves in a humble life as music teachers.

If the characters dealt with the Ghost by either killing it or showing him compassion, the managers reward them with the promised 50 gp and free tickets for the next show: A musical that narrates the story of a ghost who fell in love with an opera singer.



APPENDIX A: CREATURES

Creatures that are not described in the Monster Manual but appear in the adventure are presented in this appendix.

DEMTRA FAHN

The red wizard of Thay is specialized in divination magic. She uses the **mage** stat block, replacing her prepared spells with the ones listed below.

Cantrips (at will): *light*, *true strike*, *mage hand*, *prestidigitation*

1st level (4 slots): *comprehend languages*, *detect magic*, *identify*, *shield*

2nd level (3 slots): *detect thoughts*, *locate objects*, *see invisibility*

3rd level (3 slots): *clairvoyance*, *tongues*

4th level (3 slots): *arcane eye*, *locate creature*

5th level (1 slot): *contact other plane*

FIRAER

The eladrin has proven to be extremely talented and a quick learner. His mastery over magic has long surpassed those of his evil mistress, but she keeps him at bay by manipulating his heart. As any eladrin, Firaer is driven by his strong emotions which he has never learned to control. In combat he produces a spectral lasso around the neck of his enemies. It appears as a spectral lasso floating in the air that can't be cut.

The Opera Ghost. Use this stat block (page 28) if you want to represent Firaer in a weakened state. His progress as an archfey has been interrupted by Dread Olga controlling his emotions.

The Phantom of Music. Use this stat block (page 29) if you want to represent Firaer as a full archfey. In this state he can create warlocks, granting them an otherworldly voice.

REDCAPS

Redcaps are born from murders committed close to Fey crossings. They resemble small, old and grumpy gnomes with a red hat that they must soak in blood every three days to survive. They lust for blood and murder. When a redcap dies, it leaves behind its iron boots.

REDCAP

small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6+24)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses darkvision 60ft, passive Perception 13

Languages Common, Sylvan

Challenge 3 (700XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d4+4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

OPERA GHOST

medium fey (elf), chaotic neutral

Armor Class 17 (natural armor)

Hit Points 104 (16d8+32)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	18 (+4)

Saving Throws Wis +2, Cha +6

Skills Deception +6, Persuasion +6, Performance +8

Senses darkvision 60ft, passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 4 (1100XP)

Agonizing Blast. The Phantom adds its Charisma bonus to the damage it deals with spells (already factored into its attacks).

Innate Spellcasting. The Phantom's spellcasting ability is Charisma (spell save DC 14) The Phantom can innately cast the following spells, requiring no material components:

At will: *dissonant whispers*, *magic mouth*

2/day each: *invisibility*, *knock*

1/day each: *misty step*

Spellcasting. The Phantom is a 20th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Phantom has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *minor illusion*, *thaumaturgy*

1st-3rd level (3 3rd level slots): *charm person*, *confusion*, *faerie fire*, *fear*, *phantasmal force*, *silent image*, *sleep*

Actions

Multiattack. The Phantom makes two eldritch blast attacks or one phantom lasso attack.

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, 120ft, one target. *Hit:* 9 (1d10+4) force damage.

Phantom Lasso. The Phantom targets one creature that it can see within 10 feet of it. A spectral lasso appears around that creature's neck. The target must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14) and hung by it 10 feet off the ground. Until the grapple ends, the target is restrained and takes 13 (3d8) bludgeoning damage at the start of each of its turns. A creature reduced to 0 hit points by this effect can't regain hit points or be stabilized until it can breathe again.

PHANTOM OF MUSIC

medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 262 (35d8+105)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	20 (+5)

Saving Throws Wis +6, Cha +10

Skills Deception +10, Performance +17

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, charmed, frightened, poisoned

Senses Darkvision 60ft, passive Perception 10

Languages Common, Elven, Sylvan

Challenge 20 (25000XP)

Agonizing Blast. The Phantom adds its Charisma bonus to the damage it deals with spells (already factored into its attacks).

Magic Resistance. The Phantom has advantage on saving throws against spells and other magical effects. Magic can't put the Phantom to sleep.

Legendary Resistance (3/day). If the Phantom fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The Phantom's spellcasting ability is Charisma (spell save DC 19) The Phantom can innately cast the following spells, requiring no material components:

At will: *misty step*, *charm person*, *dissonant whispers*, *magic mouth*

3/day each: *invisibility*, *knock*, *suggestion*

1/day each: *dream*, *geas*

Spellcasting. The Phantom is a 20th level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The Phantom has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *minor illusion*, *thaumaturgy*, *vicious mockery*

1st-5th level (4 5th level slots): *mislead*, *blink*, *charm person*, *confusion*, *dominate person*, *dream*, *faerie fire*, *fear*, *greater invisibility*, *hallucinatory terrain*, *hold monster*, *hypnotic pattern*, *phantasmal force*, *silent image*, *sleep*

Actions

Multiattack. The Phantom makes four attacks with its eldritch blast and one attack with its magical lasso. It can cast one spell in place of the eldritch blast attacks.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +11 to hit, range 120ft, one target. *Hit:* 1d10+5 (10) force damage.

Phantom Lasso. The Phantom targets one creature that it can see within 10 feet of it. A spectral lasso appears around that creature's neck. The target must succeed on a DC 19 Dexterity saving throw or be grappled (escape DC 19) and hung by it 10 feet off the ground. Until the grapple ends, the target is restrained and takes 36 (8d8) bludgeoning damage at the start of each of its turns. A creature reduced to 0 hit points by this effect can't regain hit points or be stabilized until it can breathe again.

Legendary Actions

The Phantom can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Phantom regains spent legendary actions at the start of its turn.

Archfey Magic. The Phantom casts *charm person* or *dissonant whispers*.

Eldritch Blast. The Phantom makes one Eldritch Blast attack.

Sing for Me. One creature charmed by the Phantom must make a DC 18 Wisdom saving throw. On a failed save, the creature must sing if able and is incapacitated until the end of its next turn.

YETH HOUND

The yeth hounds are created by powerful archfey as rewards for their most loyal followers. They resemble huge black hounds with a humanlike face with red glowing eyes. They leave a smoke odor behind as they fly in pursuit of their prey.

YETH HOUND

large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 4 (1100XP)

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

Actions

Multiattack. The Creature Name makes Number and type of attacks

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

APPENDIX B: HANDOUTS

This adventure contains many handouts that you can give to your players as they gather clues and information. The handouts are presented as separate files, but are described in the following section.

LETTERS

All letters from the Opera Ghost are written with a red ink and a violent and shaking handwriting as if they were produced by the tantrum of a child.

LETTER #1

This letter was delivered to the managers during their first day at work, 40 days ago.

Dear new managers.

I welcome you to your new job, I hope you have a gratifying experience working with me in the future. The previous managers surely told you about me and my little requests, such as leaving Box 5 empty for my use each night.

Kind regards. O.G.

LETTER #2

This letter was delivered to the managers 30 days ago, after they ignored the previous letters and the Ghost's demands.

Dear managers.

I did not want to protest, first, because I dislike scandal, and second, because I thought your predecessors had neglected to inform you about my requirements. I have now received a reply from them confirming that you are indeed informed about my demands.

As a reminder, you must pay me 200 gold pieces each month for my advice in how the theater shall be run. The gold pieces shall be delivered during the afternoon of the first day of each month to my Box. Speaking of which, you also must leave Box 5 empty each night for me to watch the show.

If you want to leave in peace, you should begin by following my instructions.

Kind regards. O.G.

Armin and Fermin ignored this letter, still believing it to be a prank. That night a dancer fell to the orchestra pit breaking her leg (area B5). The managers begrudgingly began to leave Box 5 empty and to pay the required gold the next day.

LETTER #3

This letter arrived 25 days ago, demanding for Colleen to be the lead singer.

Dear Armin and Fermin.

Thanks for listening to me and leaving Box 5 empty. I have also received the gold that Madame Gila, who is always charming to me, delivered to my box.

Unfortunately, I must criticize your choice of leaving Gunnloda in the leading role while preventing Colleen, whose talent is undeniable, of taking any important part. You must immediately switch their roles. I am certain that Colleen will give a great performance as she has practiced enough for this role.

Remember to also switch their dressing rooms, as it is tradition for the singing lead to use the northern room in the second floor. The one that is farthest from the stairs.

Your most humble and obedient servant, O.G.

The managers obeyed this instruction. Gunnloda and Colleen interchanged dressing rooms as the new singer became the leading role.

LETTER #4

Gunnloda took her leading role back during the night that Colleen disappeared, she insisted to the managers to keep her as lead singer. This letter was delivered to the managers 8 days ago, after they accepted Gunnloda's demands.

Dear Armin and Fermin,

We were working perfectly so far, why did you replace Colleen in her leading role with Gunnloda? The dwarf's voice pains my ears as she sings like a shrieking cat.

I am once again forced to remind you that you haven't paid me for my advices this month. Madame Gila must deliver the 200 gold pieces to my Box this afternoon or we will begin again with our problems.

Kind regards. O.G.

The managers, tired of the Ghost's demands, ignored the letter. This mixed with Rafael and Colleen's recent dating, enraged the Ghost who began causing more violent accidents.

LETTER #5

This letter was delivered to the managers 3 days ago, before the chandelier accident and after the managers fired Madame Gila for her involvement with the Ghost.

Dear Armin and Fermin,
So, it is to be war between us? If you want to avoid a disaster beyond imagination, you must follow the following three instructions.

1. You must give me back my Box which shall be left empty from henceforward.
2. Colleen will take the lead singing role. Don't even mind Gunnloda, she will be ill.
3. I insist with the good services of Madame Gila, who you will reinstate in her functions.

Take my advice or face the consequences.

O.G.

The managers ignored the Ghost's ultimatum. The Ghost, encouraged by the hag and driven by its emotions, caused the chandelier to fall.

LETTER #6

This letter was delivered to Gunnloda 3 days ago before the chandelier accident.

Gunnloda, If you appear tonight at the opera, you must be prepared for a great misfortune in the moment you open your mouth to sing. A misfortune worse than death. Be warned.
O.G.

This alludes to the Ghost using a minor illusion spell to make Gunnloda croak during the performance, right before the Ghost used a knock spell to cause the chandelier to fall.

LETTER #7

This letter was delivered from the managers to Madame Gila to rehire her 2 days ago. If the hag disguises herself as Gila, she intercepts the letter.

Madame Gila,
We are sorry for firing you in such unjust manner. Please return to us to continue with your functions, you will be recompensated for your inconveniences.

Kind regards. Armin and Fermin.

LETTER #8

This letter was delivered to the managers 2 days ago alongside the script of an opera. The Ghost is demanding that they perform it and so the staff is practicing it intensely.

Dear managers Armin and Fermin.

I expect you have learned your lesson. I have written for you and opera that you must practice and perform in 10 days from now. I know that it is rather a small timeframe to prepare, but you tired my patience.

I hope you comply, remember, that there are worse things than a shattered chandelier.

Kind regards. O.G.

LETTER #9

This letter is delivered to the managers during the afternoon in which the characters arrive as described in "Act 2: Distraction".

Dear managers Armin and Fermin,
I didn't expect that you would bother bringing new actors for the play. They don't have much time to practice, but even improvising I doubt that they are as bad as the ballet. They will replace it in tonight's intermission. I hope it's fun.

Kind regards. O.G.

LETTER #10

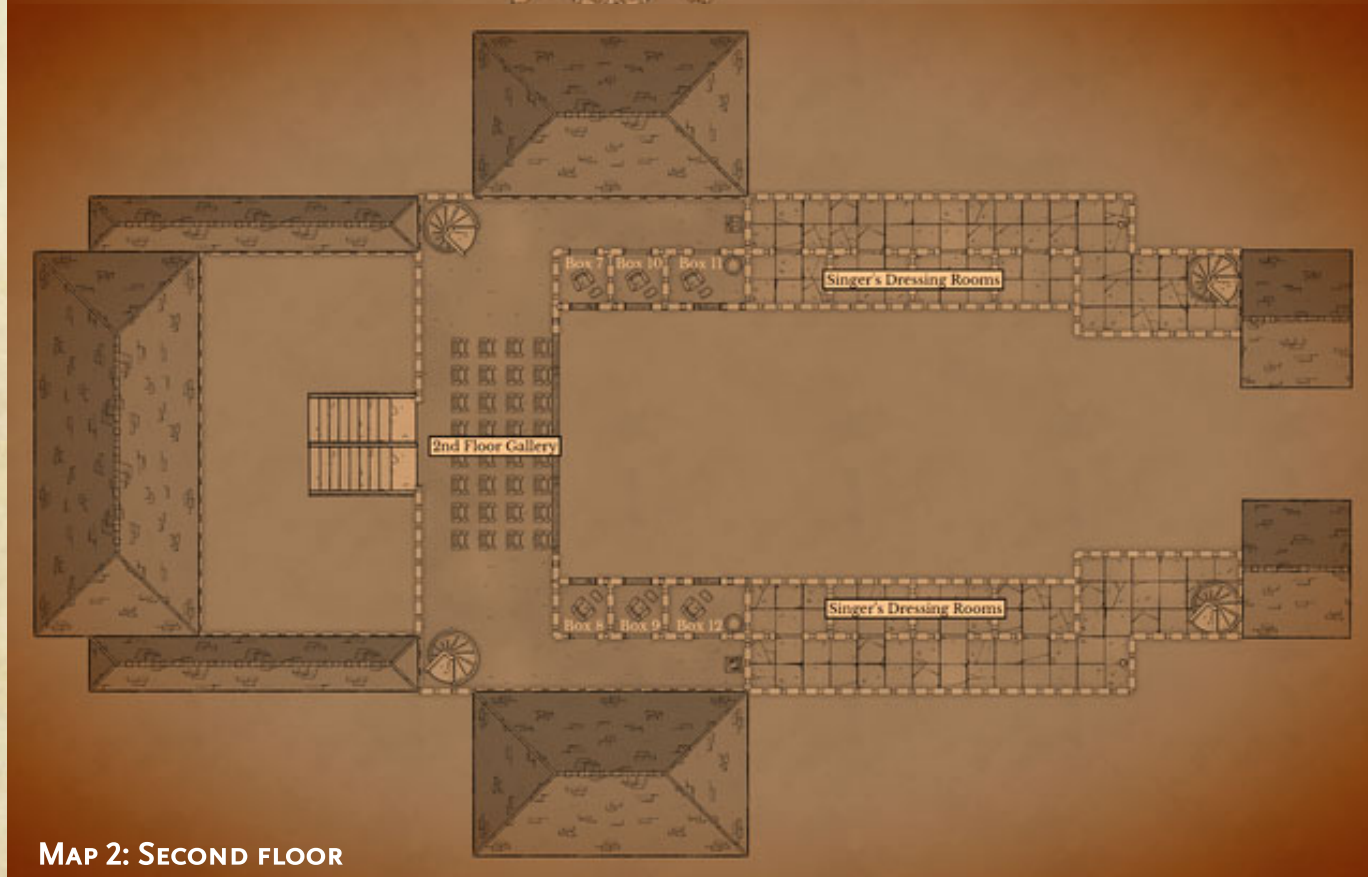
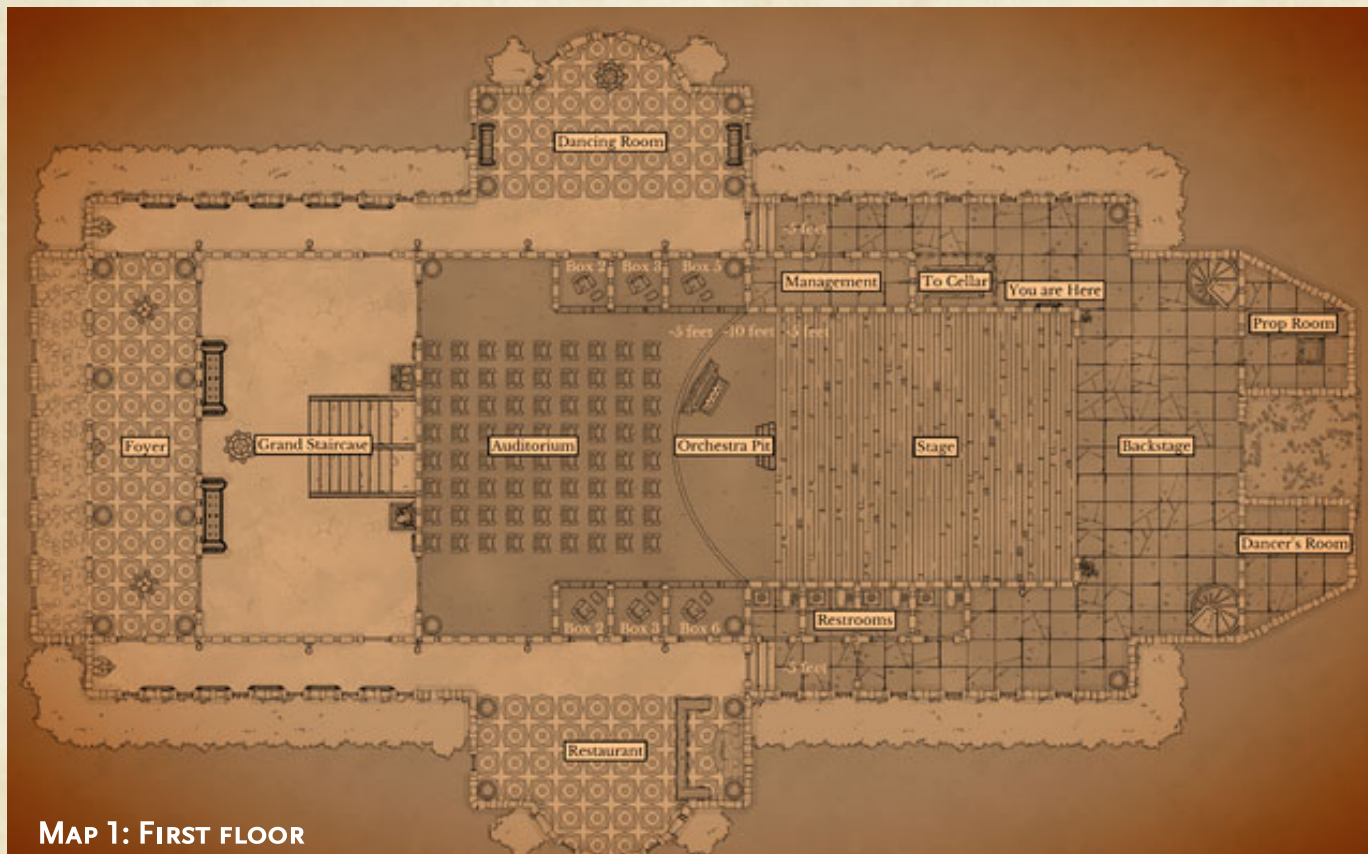
This letter was delivered to the managers alongside letter #9.

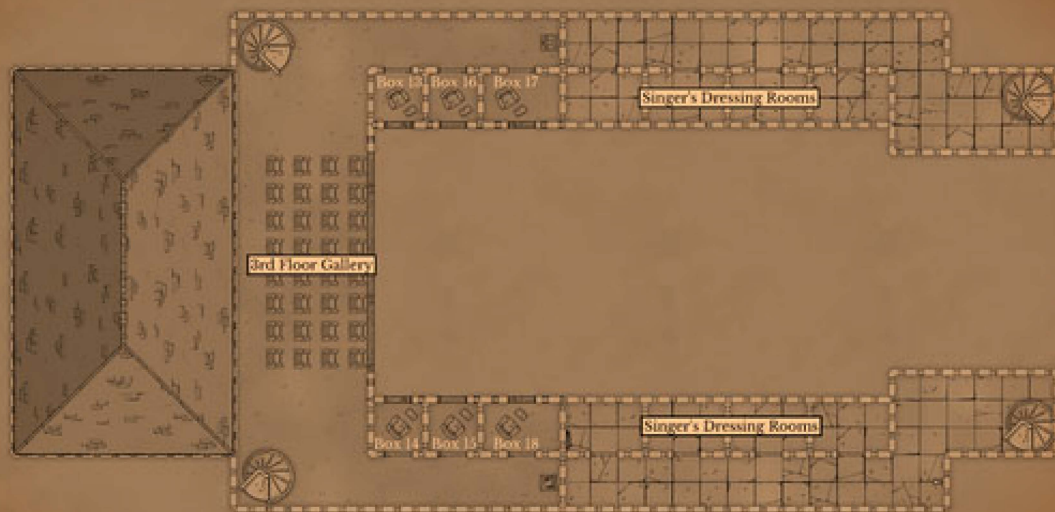
Dear managers Armin and Fermin.
I think you know at this point that I expect Colleen to be in the leading role tonight. Otherwise, expect the worst.

O.G.

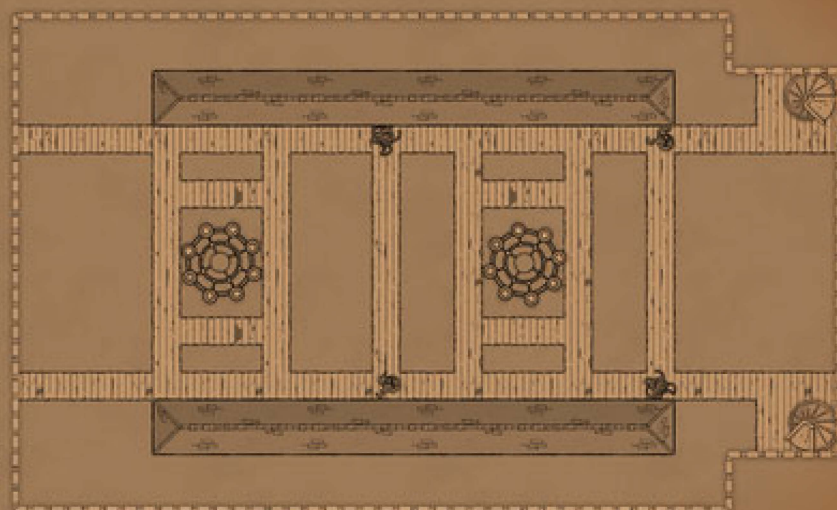
MAPS

The following maps are encountered in area B1. They are used by the new members of the opera to memorize its locations. They simulate being construction plans, so they don't have furniture or the Ghost's lair.





MAP 3: THIRD FLOOR



MAP 4: FOURTH FLOOR

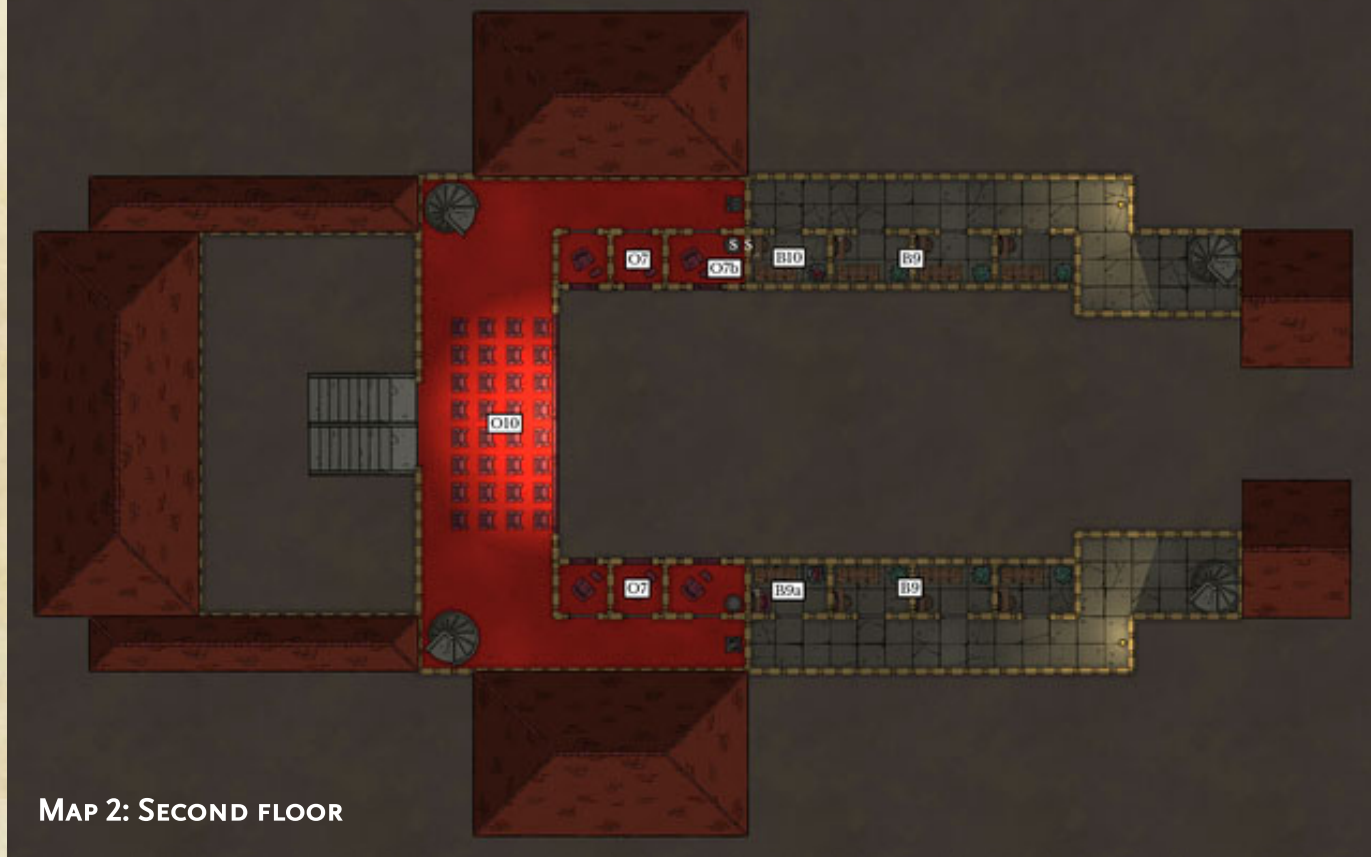


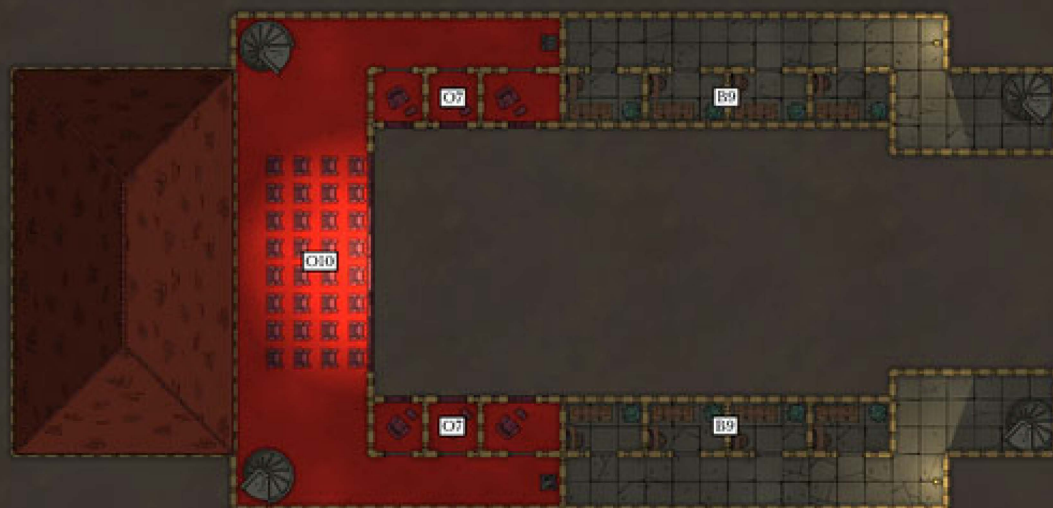
MAP 5: CELLAR



APPENDIX C: MAPS

The following maps are used in this adventure. They are also provided in separate files alongside player and printer friendly versions.





MAP 3: THIRD FLOOR



MAP 4: FOURTH FLOOR



MAP 5: CELLAR



MAP 6: LAIR

Is It A Ghost?

Strange accidents keep happening in the Singing Brass Dragon Opera of Waterdeep. Curtains fall during rehearsals, dancers stumble into the orchestra pit, a flying glowing skull terrorizes the sceneshifters, and threatening letters arrive each day. Recently, a chandelier fell and killed a new employee.

Now, a group of adventurers has been hired to investigate the crime and rumors surrounding the ghost haunting the opera.

An adventure about love and death inspired by Gaston Leroux's story: *The Phantom of the Opera*.

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