

The Phantom of Miragliano

(The Music of the Night)

**** WFRP adventure by Dragonfire (1999) ****

In this adventure the PCs attempt to discover the nature of a series of mysterious deaths and incidents in a Tilean opera house, the opera house is rumoured to be haunted by the ghost of an actor who died during a performance when a chandelier fell on him.

The Opera

The opera house in Miragliano is a grandiose building of truly titanic proportions, inside the building is room for several hundred seated spectators and their are boxes for several score more 'noble' patrons. Recently the opera house has come under new management, but the new owners have been having some trouble with one of the operas old superstitions. The actual opera house can be located in any large, civilised city in the Old World as determined by the DM, the adventure could just have easily been titled "The Phantom of Nuln" (although it doesn't sound as good).

Why are the characters at the opera house????

This question is one which must be answered early on if the adventure is to maintain a semblance of realism, as always the final choice rests with the DM. I have made a few suggestions below, but you should feel free to invent your own if you so wish...

- The PCs are part of a noble bodyguard (their masters have decided to have a night at the opera)
- The PCs form part of the opera house's resident security forces (this is more difficult to implement in a long-running campaign but is good for a one-off game)
- The characters are the escort of the Viscount de Chagny
- The PCs have some connection (either business or personal) with Christine Daae
- One of the nobler characters decides to take a night at the opera and drags the others along with him
- The PCs are hired by the theatres new owners

[Adventure Format]

The adventure will be presented in the following format, first will be a description of the principle locations in the adventure. The adventure will adopt a looser format than usual adventures, because PCs have an annoying tendency to ruin rigidly planned adventures the DM will be given location descriptions, a timeline for important events that will occur and notes on NPCs and their behavioural patterns.

The Goal of the Adventure

The DM should aim to fulfil as many of the goals below as possible...

- The PCs should realise that Christine Daae and Raoul the Viscount de Chagny are in love but that for some reason Christine is holding back
- The characters should realise that Christines rise to fame has happened suddenly and unexpectedly
- There is someone or something behind the mysterious accident
- When the PCs discover the Phantoms involvement they should have sympathy with him without condoning his acts of random violence
- Christine should be freed of the Phantoms influence and be free to marry Raoul

Location Descriptions

The Main Seating Area

The seats are set in a semi-circle shape around the central stage, torch holders are inset at regular intervals along the walls of the room so that at night it is not plunged into total darkness. There are approximately 600 seats in the main area and another 200 in the boxes that are fixed high on the side walls of the building.

The main building is made of stone but the seats and boxes are fashioned from wood, the seats are built upon a small wooden staircase so that people at the back of the room can see over the people in front of them. A crystal chandelier hangs from the centre of the rooms ceiling, it is held up by a thick rope that runs to an iron loop on the eastern wall next to the stage.

The Main Stage

The stage is a raised semi-circle made of wooden decking, off to the side are small areas where props and scenery are stored. In the centre of the stage is a trapdoor which runs into a small room, in the old days the trapdoor was used in productions (for disappearances etc.) but no-one now knows of it's existence (save the Phantom and a few others).

The Room Beneath the Stage

The room underneath the stage is small and human sized players will have to crouch in here (although dwarves and halflings can stand normally), it is filled with ancient props and scenery from early operas. There is nothing of real value in here and all the weaponry is fake (retractable) theatre weaponry. A doorway behind a large portrait leads into the sewers beneath the opera house. The protrait is of little value and depicts the male star of some old opera.

The Managers Offices

There are two managements offices in the building, they are both similar and consist of rooms furnished sparsely with a desk and a couple of uncomfortable wooden chairs.

Letter 1 is here

Letter 2 is here

Christine Daae's Room

This is the room of the operas new star, it contains Christine's costumes and has a full length dress mirror in one corner of the room lit by two ornate golden candlesticks (one on either side of the mirror). The left candlestick has a secret catch that when depressed correctly causes the mirror to swing around and anyone standing in front of it will find themselves in another room, in order to discover this trigger the player will have to search and make 3 successful I tests.

The secret room behind the mirror

The room behind Christine's mirror is a dust cluttered storage room filled with sheets upon which are written musical scales and works in a scrawled, almost illegible signature (these are the Phantom's work). A passageway (unhidden) leads from this room to one of the prop rooms just beside the stage.

The Ball Room

Adjoining the main performance room is a large ballroom that is used to hold functions and masques. This room has four long tables (one along each wall) for food and drinks and a large open floor for dancing. There is an abandoned (and forgotten) box built so high up in the wall that it is almost invisible, a passage leads from it to the room behind Christine's mirror.

A large crystal chandelier hangs within reach of the hidden box.

The sewers beneath the Opera House

Beneath the opera house is a point where many sewer trenches meet and run around each other, there are myriad passageways and it safe to assume that anyone coming down here will be completely lost within five minutes unless they have a guide or are following someone (i.e. the Phantom). One of the passages leads to an underground river. All in the opera know that there is a sewer system below the building but do not know about the underground river or the extent of the passageways.

The Underground River

The effluence in the sewers has flooded a deep, miles long trench in this area causing the formation of a miniature river of putrid slime. Anyone foolish enough to swallow any of the water will take damage and will be lucky not to be poisoned. The river eventually leads to the Tilean Sea, it also leads to an underground island upon which the phantom makes his home.

The Underground Island

In this part of the sewer system the river becomes two separate forks, leaving a dry island in the centre. Built on the island is a wooden house in which the Phantom makes his home.

The Phantom's Lair

The wooden house of the Phantom is filled with musical sheets and pride of place is taken by a large organ which the Phantom often plays, when he does

this the music can be heard throughout the sewer system (although only very faintly in certain parts of the opera house).

The Principle Players

The main NPC participants in the unfolding drama of the Opera.

Monsieurs Firmin and Andre (New owners of the Opera House)

M WS BS S T W I A Dex Ld Int Cl WP Fel

3 25 34 2 2 7 50 1 43 24 29 24 43 43

Skills: None of particular note (they have no weapon proficiencies), but they know everything there is to know about opera and the stage.

Background: The two gentlemen are Bretonnian opera masters who have recently acquired the building at a fraction of its estimated worth from the previous owners. They were shocked when they discovered the tradition of the Opera ghost and that a box was always kept empty for it, they refused to do this and were even more shocked when they found a note (letter 1) in their office asking them to vacate the box. Again they refuse and this time receive a more threatening note (letter 2). The two new owners will not be keen to display the letters and dignify the 'hoaxers' actions but if pressed by investigative PCs they will show the player characters the two letters from the Phantom.

The two men believe that one of the stage menials is behind the ghost story and only worry that it will affect their profits and the putting on of a good show. They care for the health of the people in the opera and believe that the new show starring Carlotta will be a great success.

Carlotta (the original female lead for the opera performance)

M WS BS S T W I A Dex Ld Int Cl WP Fel

3 25 34 2 2 7 50 1 43 24 29 24 43 43

Skills: Sing

Carlotta is the arrogant daughter of a well-to-do nobleman of the Empire, she believes that she is the best opera singer in the world and expects to be treated as such. She is insanely jealous of her understudy Christine (who she believes is received far too much attention). Carlotta is quick to take offence for the slightest incident and is proud and haughty. She is scheduled to be the star in Andre and Firmin's new production.

Christine Daae (understudy to Carlotta and a rising opera star)

M WS BS S T W I A Dex Ld Int Cl WP Fel

3 25 34 2 2 7 50 1 43 24 29 24 43 43

Skills: Sing, etiquette, wit

Christine is a quiet girl from a small Imperial town, she is described as having a "reasonable voice that is nothing special". Her father was an old friend of Andre's and has managed to get her a job as Carlotta's understudy, she tries to do the job to the best of her ability and never complains about Carlotta's behaviour or moods. It is difficult to win Christine's trust, but once given she will give her friendship unconditionally and fully.

Ubaldo (Carlotta's fiance and minor player in the opera production)

M WS BS S T W I A Dex Ld Int Cl WP Fel

3 25 34 2 2 7 50 1 43 24 29 24 43 43

Skills: Act

Ubaldo is a likeable man who has accepted his lot in life and seeks only to do the best he can, he is dominated by Carlotta (that is why she likes him). Recently he has noticed Christine and has begun to stand up to Carlotta more, this has only served to make Carlotta more jealous of Christine.

Madame Giry (gypsy stage hand)

M WS BS S T W I A Dex Ld Int Cl WP Fel

3 25 34 2 1 4 50 1 43 24 29 24 43 43

Skills: Act, cook, cure disease, lip reading, palm object

Madame Giry works in the opera house helping to create and move the scenery for the productions, she believes in the opera ghost and has been contacted by him to carry out small 'jobs' several times (although she has never actually seen him, the contact was via letters left in prominent places)

Meg Giry (daughter of Madame Giry)

M WS BS S T W I A Dex Ld Int Cl WP Fel

3 25 34 2 2 7 50 1 43 24 29 24 43 43

Skills: None of any note

Meg helps her mother out in the opera house, she looks up to Christine and aspires to one day be an opera star herself. She is a lively little girl who disbelieves in anything that she can't see or touch (i.e. the Phantom), she also has a crush on Raoul (Christine will realise this and try to prevent the girl getting hurt).

Raoul (Viscount de Chagny)

M WS BS S T W I A Dex Ld Int Cl WP Fel

5 41 42 2 4 8 38 1 36 54 33 36 36 44

Skills:

Ride - Horse

Acute Hearing

Excellent Vision

Charm

Etiquette

Heraldry

Read & Write

Wit

Public Speaking

Spec. Weapon - Fencing Sword

Musicianship

Trappings:

Expensive Clothes

Jewelry (38 GCs)

Raoul grew up in the same small town as Christine, before Christine grew and moved away they would play together as children and an affection grew between them. He has travelled here not only to see the opera but also to try and rekindle his love with Christine. Carlotta will flirt with Raoul and try and impress him although the Viscount won't be interested in her at all. Raoul is a likeable man, he is totally besotted with Christine and would do anything for her.

Passorino (servant to the Anegel of Music)

M WS BS S T W I A Dex Ld Int Cl WP Fel

5 41 25 3 4 11 30 1 30 29 24 29 24 10

Skills:

Concealment Rural & Urban

Palm Object

Strike Might Blow

Strike to Stun

Trappings:

Club

Passorino is a deformed oriental from the far shores of Cathay, he was sheltered by the Phantom when the inquisition was hunting him (Passorino has two small horns on his forehead which he covers with a hood). Passorino now serves the Phantom and knows all the secret passageways under and inside the Opera House and is the only one other than the Phantom allowed into the lair.

Secretly Passorino believes that the Phantom is going too far with his obsession for Christine and may (at the DMs discretion) help the players in their quest (although he won't allow the Phantom to be harmed). Everyone in the opera house knows of Passorino's existence but they assume that he is one of the many stage hands.

The Phantom (the Opera Ghost & the Angel of Music)

M WS BS S T W I A Dex Ld Int Cl WP Fel

5 62 62 6 6 14 54 3 54 59 53 54 51 44

Skills:

Sing

Ventriloquism

Act

Ambidextrous

Lightning Reflexes

Read & Write

Dance

Charm

Etiquette

Heraldry

Luck

Wit

Spec. Weapon - Fencing Sword

Musicianship

Disarm

Dodge blow

Ettiquette

Spec weapon - fencing sword

Strike to stun

The Phantom is a deranged musical genius who was ostracised by society because half of his face is deformed, he found a home away from the mocking laughter when he discovered an external entrance to the opera house sewers. He fashioned a white cloth mask to hide his face and then began to prowl the opera house, creating the myth of the ghost to cover his nefarious activities.

He has been captivated by the beauty of Christine Daae and under the guise of the Angel of Music has instructed her in singing and the use of her voice. He will be jealous of anyone who attempts to 'steal' her from him or share in the triumph, he has no scruples about killing people who get in his way. Christine is frightened of the Phantom but she can hear the sadness and nobility in his voice. The Phantom's voice has an almost hypnotic power over Christine.

The Phantom feels a kinship with the gypsy Madame Giry who, because of her ethnic origin is somewhat of an outcast in the opera house (she is merely tolerated). Occasionally he will ask her (via letters) to perform certain small tasks for him (such as delivering the letters to Andre and Firmin). Despite this Madame Giry has never seen the Phantom.

The Opera Ghost dresses in a posh black suit such as those which nobles in Tilea wear when attending the opera and other public functions, he also wears a wide-brimmed hat and a white mask that covers the deformed half of his face.

Props & Scenery

Items for use during the adventure by the DM.

At several points during the adventure refernce will be made to numbered props (i.e. letter 1) which may be shown (at the DMs discretion) to the players, these are printed below.

****** Letter 1 ******

Monsieurs,

I am delighted to hear that the opera house will be hosting new events, I am sure that the previous owners mentionned our arrangements, but just in case they did not I will detail the arrangement for you here. Box number 2 is always to be left empty for my own private use and only Madame Giry will be allowed in there during a performance.

Many thanks,

The opera Ghost

**** Letter 2 ****

Monsieurs,

So! It is to be WAR between us! If my demands are not met by tonights performance then a disaster beyond your imagination will occur!!!!

The Opera Ghost

The Plot Unfolds

This part of the adventure consists of a timeline that details the major events that will occur during the adventure, these may be affected by character actions and the DM should feel free to alter them as much or as little as he/she deems necessary.

Day 0 (before the adventure begins)

Monsieurs Andre and Firmin recieve letter 1 (delivered by Madame Giry) from the Phantom, they scoff at it and plan to deny his request.

Day 1

11:30 Raoul sees Christine in the foyer of the building, she appears to recognise him at first and then ignores him completely (she doesn't wish to draw the Phantoms attention to him)

14:00 Madame Giry will relate the story of the Opera Ghost to the PCs and will warn them that the owners of the opera have refuse his request and that there will be trouble.

16:00 A large reception is held by Carlotta in the ballroom to greet the guests, she eyes up Raoul and tries to flirt with him. When Raoul smiles at her (to get rid of her) Christine flees the room in tears - if asked about this she will claim a minor illness was to blame and refuse to say more.

18:30 Christine is in her room talking with Meg, she tells the young girl that she has heard the voice of the Angel of Music (a mythical figure that is said to inspire artists (a muse) - this fact can be obtained by anyone with an appropriate skill) singing to her. Meg will not be convinced and will suggest that is a dream.

18:35 Meg leaves

18:40 Phantom talks to Christine from behind the mirror in her room, he tells her to get rid of Raoul of he will kill him, the Phantom is jealous and wants Christine all to himself.

19:00 Carlotta and the rest of the cast are preparing for the opera

20:00 Opera begins

20:10 Carlotta begins solo piece of singing on the main stage

20:12 When she reaches her final line the only noise that emerges from her throat is a loud croak, in fact the noise is made by the Phantom hidden in one of the secret passages under the stage. Christine is prompted to take over and she finishes the piece beautifully.

22:00 The opera finishes, Christine's new found voice is a sensation, Carlotta has returned home angry that she has been upstaged. Christine is now the star.

22:15 Raoul approaches Christine who admits that she remembers him and has feelings for him still, she says that they can't be together (she gives no reason why even if pressed). She suggests that they meet at the masque-ball held the next day (she thinks that the Phantom will not realise because they will all be wearing masks) and tells the Viscount that she will be wearing a blue swan mask.

Day 2

9:35 Monsieurs Andre and Firmin recieve Letter 2 (again delivered by Madame Giry)

10:00 Christine sings with the voice of the Angel in her room for half an hour, it is this training that had turned her into a star. The Phantom congratulates her on her triumph but warns her not to share it with anyone else.

12:00 The masque-ball, people are only allowed in if they have a mask on. Christine is present wearing a pale blue dress and swan mask, Raoul is also present wearing a white smiling mask. The two talk and make plans to flee together from the opera house (Raoul still doesn't understand Christine's reasons but will do as she asks).

12:30 The ball is still in progress, the phantom is watching, he wears a black cloak and a red skull mask. Suddenly the chandelier in the ballroom plumes to the ground and kills Ubaldo. Anyone investigating will realise that someone cut the rope holding it up. This has a visible effect in Christine who leaves telling Raoul that they were wrong to make plans and that he must try no longer to gain her love.

16:00 The staff are preparing for the opera, Christine cannot be found anywhere in the building, she has been taken to the underground river by the Phantom who is determined to have her for himself. Organ music accompanied by two beautiful voices singing can be faintly heard coming from the mirror in Christine's room.

Christine and the Phantom are carrying out a singing lesson in the Phantom's lair. Christine hasn't yet tried to escape because she feels some sympathy for the man and because she knows that should she go missing he would undoubtedly lay the blame on Raoul.

17:00 As people are searching the stage the Phantom appears in a cloud of smoke in the centre of the stage. He looks around, smiles and says...

"You poor fools, you have denied me for the final time. Now you have no star and no opera, meet my demands and we will forget this incident, if not then precious Christine Daae remains in my world of darkness. I will return tomorrow for your answer."

... the Phantom laughs and disappears in a cloud of smoke (using the trapdoor in the stage)

The phantom flees to the underground river and takes the boat to his hideout where Christine is held captive.

17:01 Raoul is distraught and is desperate to find out what has happened to his love, Andre and Firmin will say that the only thing they can do is wait until tomorrow when the Phantom said he would return.

Day 3

17:00 At the same time as the day before the Phantom appears and repeats his demands, Andre and Firmin curse him and Raoul asks him to return Christine if he has any compassion, the Phantom responds by saying...

"Compassion! The world showed no compassion to me! No! You obviously won't meet my demands and thus all possibility for an amicable solution is no-more. The lovely song-bird is mine in the underworld forever more!"

...he laughs and disappears using the same method as previous.

[[[now the PCs or Raoul should begin the search for trapdoors and eventually find their way to the underground river (possibly chasing the Phantom)]]]

17:01+

- The phantom flees to his boat at the river (laughing all the way) and rows to his hideout. There is a spare boat on the shore that the PCs can use to follow him.
- He waits for Raoul in his hideout
- When the party enters he fires a dart into Raoul and says the following to Christine...

"His life is now in your hands, without the antidote he will die in minutes, you can end your days with me and he will live or you can send him to his grave. That is the choice which I give you, this is the point of no return!"

...to which she responds...

"How can you be so cruel, do you have no pity?"

"When was I shown any pity? I was outcast because of this! [he casts off his mask revealing the deformed half of his face] The world made me this creature of darkness that you see before you and now it can pay the price!"

- Christine will offer to remain with the Phantom if he cures Raoul

[The PCs will have to somehow cure Raoul themselves or let the Phantom do it and then rescue Christine]

If Christine is taken from him the Phantom will produce a fencing sword and engage in combat, when he is reduced to zero or a couple of wounds the following will happen...

- He slumps to the floor and says...

"You are the victor and I am dying, but when I die the opera house dies with me, my pains are its pains. My last gift to you, Christine, my love, take my boat and go before its too late. [He turns to Raoul] I give her to you, care for her."

Christine bends over the Phantom and kisses him.

- The Phantom pulls a lever which sparks off a dozen powder-cegs hidden in strategic points around the opera house
- Explosions sound in the distance and the party will have to use the boats to escape
- The opera house explodes, if the PCs look back then one of them will see a handsome man in a white suit and wide-brimmed hat standing in the flames, smiling, arms outstretched to the heavens

Finale...

The adventure is over and the DM should award experience points based on his/her own campaign and judgement. Most people will get out of the building unharmed and the others will have only minor injuries, but the opera house will put on no more shows, it is completely destroyed.

Raoul and Christine will thank the PCs for their help and will begin arrangements to get married as soon as possible.

Bit Parts...

This section includes a selection of 'drop-in' encounters and ideas that can be inserted into the adventure when and if the DM of the game wishes. They can also be useful for getting the PCs back on the right track plot-wise (or leading them off at a tangent if that is your wish)

Passorino

As stated earlier Passorino doesn't approve of the Phantoms actions and may aid the PCs by showing them the entrance to some of the secret passages. He secretly has feelings for Madame Girya's daughter and when he sees how the loss of Christine has affected his love he decides to take action.

The Actual Opera

What opera is actual being portrayed when Carlotta lets off her croak, I would suggest that it be something suitable dark and sombre in mood. My preference would be for the opera to portray a clandestine chaos conspiracy; events in the opera should match closely what has been happening to the PCs (this may cause them to draw the conclusion that a chaos cult is behind the events).

Another suggestion would be for the opera to portray the story of a loveless ghost haunted the world and kidnapping beautiful women (possibly

leading the PCs to decide that a REAL ghost is behind the opera 'accidents'.

The Fire

Instead of having the PCs escape on the boats at the end of the adventure you could have them flee back through the burning building having to rescue the people as they go, this would make a more action-filled but less poignant ending.

The Inquisition & Ghost Hunters

If you use this premise then some of the audience are actually members of the Inquisition, Eitch Hunters Guild and/or ghost hunters in disguise, they have come seeking Passorino/the Opera Ghost (as applicable) and may help or hinder the PCs at the DMs whim.

Loose ends...

There are a number of ways that individual DMs could expand and continue the thread of this adventure if they wished, a few possible options are listed below...

- Researching the history of the Phantom
- Perhaps the Phantom really was the Angel of Music
- What does the future hold for Christine and Raoul? Will the Phantom's dark shadow once again return to shadow their marriage
- Who was the white suited figure seen in the flames at the end of the adventure?
- Perhaps the Phantom is now a true shade who haunts the night pining for his lost love and murmuring the secret tones of the Music of the Night

Version 1.0

Thanks in advance to anyone who playtests this and comments on it.

This adventure is subject to change depending on the whim of the writer and in light of criticism received.