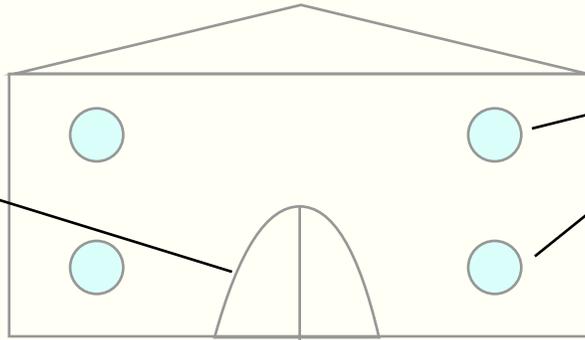


# Backstage Pass

The evil bard known as Sidewinder has stolen a powerful Gitaur of Charming from the party. They've tracked him down to his concert, where they have once chance to corner him and take back the gitaur before he escapes forever.

Two Bouncers guard the door, and refuse to let the party in without tickets. If threatened, they put up a tough fight, but are unwilling to fight to the death, fleeing if they are in mortal danger.

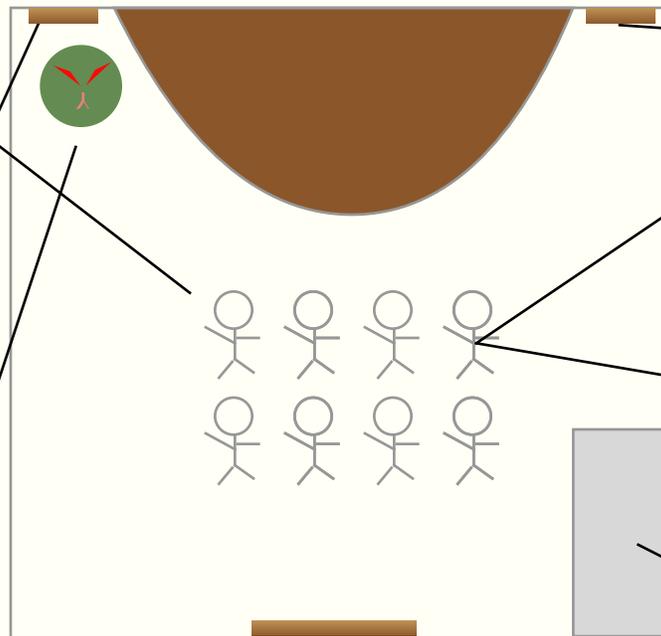


Windows, 30 and 70 feet off of the ground.

Partygoers who are coming and going carry tickets with them.



The show is absolutely packed, and everyone is trying to push their way to the front, making it difficult to simply walk up to the stage.



Dressing room. Hidden inside is a cloak as light as silk and as tough as steel.

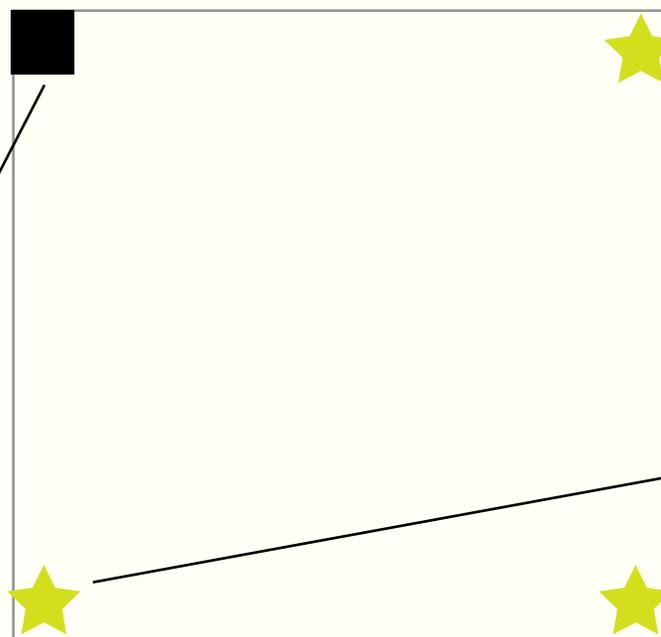
Bouncers patrol to break up fights.

Sidewinder's minions disguised as regular concert goers attempt to waylay the party, offering drinks spiked with cobra venom, starting fights, and trying to steal equipment.

The bartender is a former adventurer; if the party tells them of their quest he will lend them his flying boots.

When the party arrives at the stage, Sidewinder sets off a blinding pyrotechnic display, slipping through a trapdoor on the stage. He then taunts the party from the roof access, before climbing to wait for his escape helicopter.

A giant cobra, big enough to swallow someone whole. It can be charmed with a song.



When the party finally corners Sidewinder on the roof, the battle begins in earnest. Sidewinder unleashes small poisonous snakes, and attacks using his guitar to hypnotize, and sonic blasts to knock adventurers away from him.

A deadly fireworks display adds an additional element of danger.