



Sound Burst

202

By David Samuels

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

Something strange is happening in the city. People are suddenly being unable to communicate other than through singing or reciting prose. Can you discover what happened before it affects you. A 1 round scenario for heroes of all levels

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCS

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them and some level 3 parties are

relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

It has been approximately six months since the Diamond Legion and the City’s adventuring community brought down the group of fanatical zealots known as the Humans for Amthydor. Since then several groups have come forward vying to fill the void left by the Humans for Amthydor’s defeat, but those attempts were thwarted. In order to maximize their chances at success, several groups of criminals banded together to form a “criminal syndicate” under the guidance of the succubus that had foisted herself on Amthydor several years back. The succubus in an attempt to “shore up” her own power base had previously entered into an agreement with Karios and Kohr, the gods most commonly associated with destruction and disease. While all 3 of them would be involved in this latest attempt to foster chaos within the city, they agreed that the succubus would be point person of this plot.

The villains decided to launch a two-pronged attack on the city: the first would hit the citizens while impacting the city’s economy and the second would cause chaos by robbing citizens of their abilities to formulate and express thoughts in their own ways. An added bonus of the latter is that it would provide an avenue for Karios to “test” a new disease he wished to “promote”. The succubus and her deity allies inspired the villains to create an alchemical agent which, after testing, would be released into the air and mixed with water, in the form of snow, to help hide the alchemical agent’s detection, by high priests of Kohr. While the 2 deities

formulated the plan with the succubus they needed to be careful in their actions so as to not be seen as violating the non-interference pact that they had with the other deities. That way they would have an upper hand when it came to dealing with those that were caught doing so.

During their research the villains discovered that the alchemical agent when combined with water inhibited a targets resistance to mind affecting abilities. The villains then planned to have operatives travelling through Amthydor's districts under the pretense of delivering donuts to implicate some of Amthydor's heroes by playing a melodic tune with a subliminal message to cause the populace to burst into song, or poetic verse. At the present the effects of this alchemical "solution" are only temporary, but the villains are working on a more permanent version. They also discovered ways to make "golems" out of common food items, and are currently evaluating one such type of golem – a donut golem.

LSJ 202 Sound Burst

Jordan, the bard laureate, at the Society of Entertainers and Providers

Nessy at the temple of Destine

Cinnamon, at the Amthydoran Opera House

ADVENTURE SUMMARY

Prelude to an Introduction – PCs learn someone wants to hire them

Introduction – PCS head to SoEP to meet with perspective employer.

Encounter 1: PCs head to the temple of Destine

Encounter 2: PCs leave temple of Destine to begin their mission.

Encounter 3: PCs can speak to citizens and gain information.

Encounter 4: PCs find the donut wagon and can gain valuable information.

Encounter 5: PCs head to Amthydoran Opera House.

Encounter 6: PCs head to warehouse.

Encounter 7: PCs head to bakery.

Conclusion: PCs head back to the SoEP to brief Jordan.

Note: In order to keep the scenario flowing and prevent the PCs from knowing something is happening, please have them roll 5 will saves with any bonuses against mind affecting spells. These

will saves will be used when the PCs encounter the music from the donut wagon to avoid the effects from the subliminal messaging. If a PC fails 2 saves they will begin singing or speaking in poetic verse.

PRELUDE TO AN INTRODUCTION

It has been snowing something fierce this morning almost like Cyrene and Aurelian had a fight and this is the result. The snow while inconvenient has slowed but not stopped you from going about your business. A young red-haired freckled human boy, about 8 years old starts moving through the snow towards you, at one point sinking down into the snow before reemerging in front of you. "Are you a hero, I hope that you are, please don't be a zero I've come so far. The city needs your help, that much is true, So don't be a whelp and say that you'll do."

He seems anxious and you can see that appears to be holding a rolled up piece of parchment in his hands.

☛ **Why are you speaking this way?**

"What do you mean, I'm talking just fine, It would be keen, if you don't decline."

☛ **What does this pay?**

"Why do you ask? In order to delay, Heroes are supposed to save the day, the man with the answer is waiting for you, Are you a hero? What will you do?"

☛ **What can you tell us about when this started?**

"The man with your answers is waiting ahead. Wasting your time might make someone dead. The answers you seek he can provide. This message with which he hopes you'll abide."

☛ **What can you tell us about when this started?**

"Please follow me and don't complain, Once you're there, then he'll explain. There's no time to waste. We must travel with haste."

If the PC's ask any more questions, the young boy will answer in similar fashion. Note that if the PCs try to use *esp*, *detect thoughts* or similar types of spells the boy will be thinking about travelling through the city delivering other messages in this downpour..

If the PCs agree to help, he will hand them the sealed parchment. Examining the seal would reveal that it belongs to the Society of Entertainers and Providers – no check needed. PCs might be paranoid and want to check for both traps and magic, regardless of their result they will find neither. When they actually unroll the parchment they will see the following message.

Noble adventurer the city needs your help. Please report post haste to the Society for Entertainers and Providers.

A **Knowledge (Local) check DC 5** will reveal that the Society of Entertainers and Providers is located in the Academy District.

- If the PCs want to head to the temple of Destine, **GO TO Encounter 1 (page Y).**

INTRODUCTION

The falling snow and its accumulation on Amthydor’s streets have slowed your journey towards the Academy District, the location of the Society of Entertainers and Providers. During your travel you notice something odd, people are speaking with one another as one would expect in a city, but their communication is either through singing or reciting prose. Even the birds, cats and dogs appear to be chirping, meowing or barking melodically. As you reach your destination you notice a well-dressed group of individuals, speaking to each other normally.

A **Perception (Listen) check DC 5+ATL** will reveal that they’re talking about the people in the city that are suddenly bursting into song or poetic verse. If the PCs wish to speak with the group, they will find that only one of them, a lavender-haired female half-ogre will be willing to speak with them.

- 🗣 **What is your name?**

“Taylor.”

- 🗣 **Isn’t that an unusual name for a half-ogre?**

“Excuse me did I make fun of your name?”

- 🗣 **Why are people bursting into song?**

“We have no idea but we’re sure that there is a very interesting answer.”

- 🗣 **Why are you able to speak normally while others within the city are being affected by this?**

“We’re not sure. We’ve been inside the building all day, but are leaving to get some supplies to deal with our audition later for Jordan. He’s working on a new play and is auditioning members of this organization for the cast, before opening the auditions up to the public.”

- 🗣 **What is the play about?**

“We’re not allowed to give spoilers”

Note: If any PC tries to use *detect thoughts*, *esp* or a similar ability they will find the young bards are not thinking about the play. They’re focusing on what they can do for their audition to impress Jordan while showing the full range of their abilities.

- 🗣 **Who might know about the occurrences of people bursting into song or poetic verse?**

“Cinnamon, Mandrake or Jordan might know. They’re some of the more senior members of the organization.”

- 🗣 **Do you think that the city might be in danger?**

“I’m not sure, but my mom always told me that there’s nothing to fear but the unknown – because you can’t deal with something if you don’t know anything about it”

- 🗣 **Are Cinnamon, Mandrake or Jordan here?**

“Not sure about Cinnamon or Mandrake as we’ve been busy, but Jordan is definitely here. The receptionist should know about Cinnamon and Mandrake for sure.”

- 🗣 **Do you think that he’s the one that sent for us?**

“If someone from the Society is expecting you, it’s probably Jordan being as how most of the other ranking members of the Society aren’t here. One thing about him is that he is a very responsible individual.”

- 🗣 **Do you know why he sent for us?**

“No, but I wouldn’t be surprised if it is about the incidents you’ve been asking about. Now we need to

work on obtaining the props needed for our performance.”

At this point she will leave to join her friends leaving the PCs with the option of entering the building.

Entering the building, you notice a strawberry blonde--haired young man, no older than 15, the man greets you “Mu name is Beau. Welcome to the Society of Entertainers and Providers. How may I help you?”

☛ **Are Cinnamon, Mandrake or Jordan here?**

“Jordan is here, will he do? Cinnamon and Mandrake haven’t been here all morning”

If the PCs answer yes, he will direct them to the area where Jordan can be found

Heading to the area that the receptionist said Jordan can be found you find that it is an auditorium, and that Jordan appears to be “evaluating” performances by some people with others waiting for their turn to try and impress him. One of those patiently waiting their turn notices your arrival and points it out to Jordan. Jordan tells those that are assembled that there will be a 20 minute break before the auditions resume, before turning to face you. “Are you the ones that were sent for?”

Allow the PCs the chance to respond before continuing.

Thank you for coming. For those of you that do not know me, my name is Jordan and I am the bard laureate of Raia. A drastic situation has arisen in Amthydor, a situation that requires the assistance of someone with your abilities.

☛ **What does this pay?**

“Typical adventurer. I can offer you each 100gp*ATL”

If the PCs attempt to haggle:, a **Diplomacy check DC 10+ATL** will get them 150gp*ATL, while a **Diplomacy check DC 15+ATL** will earn 200gp*ATL. He cannot be intimidated to pay them more money, regardless of how hard the PCS try. Amthydor is a large enough city that he can just send for a different group of heroes.

☛ **What is our mission?**

“Something has happened that’s been causing people within the city to speak through either song or poetic verse. That’s where you come in, we need to know who is responsible and how to stop it.”

☛ **Do we actually need to stop it?**

“No, the most important thing is to learn what’s going on and how to stop it. If you find those responsible and wind up dying fighting them, we’re back to square one as they say.”

☛ **Were divinations done?**

“Yes, we’ve arranged with the temple of Destine to do divinations. They should be waiting for you at the temple once we’re done here.”

☛ **Why did you have the temple of Destine do the divinations?**

“While any temple can do the divinations, the temple of Destine is the one most known for doing them.”

☛ **But the temple of Destine is always giving cryptic messages as divinations, so its hard to get the actual meaning out of them until such time as you don’t really need it?**

“Trust me, they want this solved just as much as everyone else does. People are starting to panic because there’s no apparent rhyme of reason for who gets affected and who doesn’t.”

☛ **Why are you and/or the other bards from here not affected by this?**

“We haven’t been affected yet, that doesn’t mean that we won’t be. I’d like to think that perhaps the fact that we’re performers and regularly communicate through those methods might have helped us to delay it’s onset – but right now we don’t know. I’m also not sure if it makes a difference or not, but I and the bards that you encountered entering the building have been here all morning, we have not left the building before your arrival.”

☛ **Could that make a difference?**

“I’m not sure, but you did ask for possible reasons why we weren’t affected so I’m not going to hold back on information.”

☞ Who would benefit from something like that?

“Anyone that wished to cause chaos in Amthydor could be seen as benefitting from what’s been happening.”

☞ Can you think of anyone that fits that criteria?

“The Humans for Amthydor used to fit that criterion until they were publicly taken down by the Diamond Legion and the city’s adventurers. Tepesch, Cruciatus, and the succubus that foisted herself on the city a few years back would also have been candidates. Thankfully Tepesch is dead, and that Cruciatus and the succubus haven’t been spotted near Amthydor in quite some time. We haven’t been affected yet, that doesn’t mean that we won’t be. I’d like to think that perhaps the fact that we’re performers and regularly communicate through those methods might have helped us to delay its onset – but right now we don’t know.”

☞ Can we get a writ to say that we’re working for you?

“I can give you something that says that you’re working for the Society, but it won’t carry much weight.”

☞ Where can we find Cinnamon or Mandrake?

“They’re both at the Amthydoran Opera House working on her play.”

☞ Is the Legion looking into this as well?

“Yes they are, there’s nothing wrong with having extra hands on this.”

☞ Could this be related to the drug that was introduced in Amthydor around the time that the Humans for Amthydor were taken down?

“Anything is possible, but right now all we’re doing is speculating. While normally speculating is fine, when we’re trying to put a stop to something like this, it might cause you to miss, or overlook, something.”

☞ Do you have any leads on where we should start?

“The temple of Destine might be a good place to start. I also took the liberty of arranging for one of those that was first affected by this to be brought there for questioning.”

☞ Do you know her name? / What do you know about her

“Her name is Adira, and she is an elven woman from what I was told.”

☞ Do you know what district she was in when she became afflicted?

“Unfortunately I do not.”

When the PCS are ready to leave, or after 15 minutes real time, Jordan will politely bid them to be on their way. He has other things to attend to like resuming the auditions after 20 minutes. IF any PCs wish to audition for the show, he’s willing to give them an audition after they’ve dealt with the current crisis.

“Good Luck with your investigation. Please remember that the investigation is useless if it doesn’t reach me.”

Note: If the PCs decide to go to the League of Thaumaturgical Studies, the Sylvidian Academy, or the Greyson Institute, which are all located in the Academy District, they will be receive the same information that they did from Jordan.

- If the PCs want to head to the temple of Destine, **GO TO Encounter 1 (page 6).**
- If the PCs want to talk to Cinnamon, **GO TO Encounter 5 (page 12).**

Note: If the PCS attempt to go to any of the other temples, they will be directed back to the temple of Destine

ENCOUNTER 1

The snow continues to fall as you travel through the streets of Amthydor, the accumulation nearly doubling the amount of time that it takes you to reach the Temple District. Passing through the gates of the district you continue forward until you locate your destination, the temple of Destine. Though smaller than the grand cathedrals, the single story temple of Destine remains the greatest repository of knowledge in the Free Lands. Just past the double-doors you see what appears to be a sedate hallway. The walls are lined with shelves

from floor to ceiling. Within twenty feet of the door is a medium-sized desk, behind which is a young priestess, a female human, in her late teens or early twenties. Her strawberry-blonde hair is tied in a bun, and she looks up as you enter.

“Welcome to the temple of Destine. As is usually the case, your arrival here was foretold.

Bartholomew told me that you were coming and tasked me with tending to your needs. My name is Nussy, and since time is of the essence and I know whom you all are (She will recite the names of each of the PCs in order) we can dispense with the formalities. You’ve been tasked with looking into the occurrences of people bursting into song and are here because we were asked to do a divination about it.”

She will wait for the PCs to acknowledge what she said before continuing.

“Well as there isn’t time to waste, I’m going to start with what we know. Approximately six months ago, the Diamond Legion and several of the city’s adventurers defeated a group of fanatical zealots known as the Humans for Amthydor. Since that time, several groups of criminals have banded together to fill the void left by the elimination of that group. According to the divinations those villains are launching a two-pronged assault on the city. In addition to the people bursting into song, several of the city’s citizens and merchants have been attacked. There is another group dealing with that avenue.”

☛ What can you tell us about the attack on the merchants?

“As I said, another group is currently dealing with that.”

☛ Why do you think that they’re attacking in both of these fashions?

“They’re most likely trying to create chaos with the city. Attacking the merchants of the city can affect the city’s economy which on its own is problematic. Remember that the benefits that a city can provide to its residents is based on the revenue that the city has available to it. Reducing that revenue can impact what we can, or rather can’t do.

By that same token, taking away someone’s will is another way to cause panic within the city. No one

likes to have their choices made for them, especially if the person choosing the action doesn’t have their best interest at heart in making the choice.”

☛ But, we might be able to help with that?

“While that could be true, it might take your attention off what YOUR mission actually is Also, it’s not fair to them, since they were actually hired for that mission, if you solved that mission instead of them leaving them nothing to do. Now before you say anything, I’d tell them the same thing if they asked about trying to deal with your mission in addition to their own.”

☛ Why haven’t you been affected by this?

“I’m not sure, but I haven’t been outside of the temple since yesterday.”

☛ Do you have any ideas on where we should start?

“Obviously Jordan told you that you should start by heading here. According to the divinations, it is probably in your best interest to speak to people in the city The good news is that one of the first people to be affected by this is here waiting to speak with you.”

☛ Are there any spells that could force people to burst into song?

“Yes, but they usually don’t last this long. A powerful spell, something on the level of power of a wish spell could do this and have a lasting affect like this but based on the number of people that have been affected, and the fact that they’re all not from the same district that’s unlikely.”

☛ Are there any creatures that could force people to burst into song?

“Yes, Djinn and Efreeti are two that come to mind. Powerful casters could do something like this as well, but the odds are that if a creature is involved it would need to be more than one to do something on this level. ”

☛ Did the divination say what’s behind this?

“Not exactly, although they did indicate that both air and water were involved.”

☛ Could that mean that something was introduced into the air?

“Anything is possible.”

☛ Would that mean that the snow reacted with something that might have been introduced into the air to cause all of this?

“Anything is possible.”

☛ How could we protect people against that?

“If you can find a sample of whatever was introduced into the air, we might be able to create an antidote to that..”

☛ Is it possible that it’s an alchemical agent that was added to the air?

“Yes.”

☛ Is it possible that worshippers of Cyrene and Aurelian are involved in this?

“That could also explain the water and air being involved in this, although there’s nothing to say that it can’t be worshippers of those deities that are introduced in introducing something into the air that has an effect when mixed with water.”

☛ Since people are affected the same way, is it possible that they’re all being targeted by the same thing?

“Yes, also some people might be more resistant to an effect than others which might be why everyone doesn’t seem to have been affected right now.”

☛ Is it possible that they might be using something to make people more susceptible to this effect?

“Yes, that is entirely possible. If they did do something like that, they probably did something to the food or beverages in the city.”

☛ Why do you think that?

“It’s effecting the people as well as the animal life in the city.”

☛ Could this also be something that’s airborne?

“That is entirely possible.”

☛ Why are you, and Jordan, so worried about this?

“Individuals are being robbed of their free will, that’s alarming in its own right. This needs to be stopped so that people feel safe once again.”

☛ What would someone gain from doing this?

“It would cause panic in the city. People would start to have doubts about their personal safety within the city’s borders. It could cause them to believe that the city and the Lord Monarch aren’t doing enough to keep them safe.”

☛ Who could do something like this?

“While we don’t know for certain who is or isn’t involved in this, the criminal element in the city has long been known for having delusions of grandeur. We’ve also got to extremely powerful beings out there in Cruciatius and the succubus that foisted herself on Amthydor some years back. Thankfully Tepesch isn’t around right now, this seems like something he’d take delight in doing.”

☛ Who is Cruciatius?

“Cruciatius, in simplest terms is a godling that was “born” several years back out of Ardra’s guilt for creating the dark elves.”

☛ What is this about a succubus?

“Several years back, a succubus arrived in Amthydor with the goal of increasing her level of power to rival that of both Tepesch and Cruciatius.”

☛ Who is Tepesch?

“Tepesch was a half-fiend that decided that it was his duty to ascend to godhood and he chose Amthydor as the source of his powerbase. Thankfully the city’s adventurers were able to dispatch him before he was able to actually ascend.”

☛ Did anything unusual happen before the instances of people bursting into song began?

“Not that I’m aware of.”

☛ Do you know who the first person that was affected is, and where we can find her?

“Yes, her name is Adira and she arrived here just before you did.”

☛ Do you know when the first person was affected?

“According to the reports, the first occurrence happened around 4 or 5 hours ago.”

☞ Did she reveal any information to you about what happened?

“Not yet, we didn’t have the chance to speak with her yet”

☞ Was she singing or reciting prose when she arrived?

“Yes.”

☞ Were people affected in every district?

“This has been reported in every district but the Castle District.”

☞ Is the Legion looking into this as well?

“Yes.”

☞ How many people were affected?

“Don’t know the exact number, as instances might not have been reported.”

☞ Is there anything else you can tell us?

“No.”

☞ May we see Adira?

“Yes.” At that point the a door opens and a young man in fine clothing enters the room leading an elderly and partially disfigured elven woman. “Miss Adira, these people would like to speak with you” the young man says.

Note: As the PCs are speaking with Adira, have them make **Perception check DC5+ATL** to notice that Adira is shaking (trembling). They will not need to make a Sense Motive check to realize that she is scared for her life.

☞ What is your name?

“My name is Adira, Please speak up so I can hear ya.”

Note: After the first question that the PCs ask her, the effects will wear off allowing her to speak normally. If the PCs don’t ask her her name, have her say the answer above and then answer the question using the text answer to what happened

☞ Can you tell us what happened?

“Yes, yes I can. Thank the gods I can speak normally again. I had been going about my business when I was grabbed by 2 men. The men were both human, one short one tall. One of them was dark-haired the other blonde-haired, one using a long sword, and the other using a short sword.”

☞ What did they do after grabbing you?

“They brought me to a warehouse. There were 2 other people there, a female tabreen and a male lupaari.”

☞ What happened next?

“They forced me to have a seat on a chair and they tied my arms and legs to it. The forced me to inhale different things and then used magic to create water over me. The next thing I knew, when I tried to speak my words came out as if I was reciting a poem.”

☞ Did they say anything?

“They said that I should be happy 0 as I was the first and because of me they knew that their plans would work. They said that this would cause chaos in Amthydor and propel their plans forward more rapidly than they could have imagined.”

☞ Do you know how long ago they grabbed you?

“I think that it was about 4, possibly 5 hours ago..”

☞ Do you know where the warehouse is?

“It was in the Port District as I saw ships coming and going as we walked through there.”

☞ Was the warehouse door locked or trapped?

“I’m not sure, I only know that one of the men had to press some buttons before we could enter the warehouse.”

☞ What happened after they discovered that their agent worked?

“They left me in the Commoner’s District. I guess that they figured that speaking in a poem I couldn’t hurt them.”

After 10 minutes time she will become uneasy and not want to talk anymore. She realizes what she's been through and the fact that the villains are still out there has her fearing for her safety. No amount of persuading, diplomacy or intimidation will get her to continue talking. She knows that no one can guarantee her safety if she's out on the streets of the city She needs to do what she believes will help her to stay alive. Regardless of how many of the answers listed above they manage to get, she will give them directions to the warehouse before refusing to speak any further.

When the PS are ready to leave, Nussy will bid them farewell and remind them what Jordan said, that the information doesn't do any good if it doesn't get back to him.

- When the PCS leave the temple of Destine **GO TO Encounter 2 (page 10)**

ENCOUNTER 2: OFF WE GO

Please Note: This encounter is meant to be run several times, and that each time it is run the DC to hear the music from the donut wagon drops by 10.

You start out towards your next destination. Unfortunately, the snow has not stopped. If anything it seems to have gotten worse. As you're trudging through the streets you can't help but notice that the frequency of people bursting into song, or poetic verse, is increasing. While the snow is making it harder to see things in the distance, you do notice what appear to be bits of pastries on the ground.

Closer observation of the bits of pastry will reveal, based on their shape that they are from a donut.

Allow the PCS to make a **Perception (Listen) check DC 35+ATL**, and if successful they will hear faint music playing. The music is very catchy (it follows the medley of the song Candy Man by Sammy Davis Junior but replace the words Candy Man with the words Donut Man.

- If the PCs want to investigate the source of the music **GO TO Encounter 4 (page 11)**.
- If the PCs want to gather information from the people, **GO TO Encounter 3 (page 10)**.

- If the PCs want to speak to Cinnamon, **GO TO Encounter 5 (page 11)**.
- If the PCs want to go to the warehouse, **GO TO Encounter 5 (page 12)**.

ENCOUNTER 3: INFO GATHERING

If the PCS decide to speak with people in an attempt to gain information, they can gain the following information based on the DC of the Diplomacy check

DC 5 We were going about our business as usual and noticed that others in the street began singing or speaking as if they were reciting a poem.

DC 10 We had been out in the street for the past 5 hours, before the snow started. The air smelled different back then, sort of like powdered sugar. Not sure what Aurelian was thinking when he did that

DC 20 The snow started about 4 hours ago, and has been going strong since then. Not sure what's got Cyrene angered. Once the snow started the air took on a sweeter smell.

DC 25 Shortly after the snow started falling a wagon came down the streets. The wagon had a name on it, the donut wagon. The wagon passed out free samples to everyone, and the donuts were very delicious. In fact the donut wagon has already been to this area twice within the last 5 hours.

DC 30 The donut wagon was playing music, a familiar and soothing melody. There are 2 dwarven women that are handing out the donuts. They said that they were handing the donuts out for someone named Grimey.

DC 35 After they heard the music, they briefly felt this urge to sing or speak in poetic verse, but it passed without them actually needing to.

- If the PCs haven't discovered the Donut Wagon, **GO TO Encounter 2 (page 10)**

ENCOUNTER 4: DONUTS ANYONE

Please Note The DC for the will save against the subliminal message will start at 5+ATL, and increase by 5 each time this encounter is run. A PC needs to fail 2 of those saves, using the pre-rolled saves, in order to be affected. Every 5 minutes spent in the proximity of the wagon will require an

additional save, with the DC increased as noted above

You make your way through the snow-covered streets of the city heading towards the faint music which begins to start getting louder the closer you get to its source. You can now see that the music is coming from a wagon, which is surrounded by several people. The wagon has a sign on its side proclaiming “Donut Wagon”, while 2 female dwarves are atop the wagon handing out donuts to everyone in line, and that the wagon's wheels are resting above the snow. You also notice that the frequency of people bursting into song, or poetic verse, is increasing.

When the PCs approach the donut wagon, use one of the pre-rolled will saves to see if they are affected by the subliminal message hidden in the tune. The DC that they are trying to attain is 15+ATL, and if they fail they will be speaking in other poetic verse or song lyrics. If they fail, they will be affected for 1d4 minutes, because they haven't been exposed to the snow as much as those that have been spending their time outside in the snow.

If the PCs speak with either the customers, or the 2 dwarves they can get the following information, based on the DC of the Diplomacy check attained

From the dwarves

DC 0 Their names are Quinella and Rochuna. They are a couple and have been together for 8 years.

DC 5 They're passing out free donuts to people because the gnome that they work for, an individual named Grimey, is thinking about opening a donut shop in Amthydor and wants to see if there was interest.

(Partially true, Grimey does want to open a donut shop in Amthydor, but these women don't work for him as he currently doesn't have any employees) Grimey is a well-known adventurer in the city who has been known to pass out free donuts and claim that they're magically delicious" (True, and the donuts he passes out are magically delicious as they were magically created). They have several varieties of donuts (please pass the PCs Player Handout 3)

DC 10 They have travelled through all of the districts other than the Castle District passing out the donuts. (True).

DC 15 They started travelling through the districts earlier this morning, just before the snow started falling

and have been through each of the districts twice. (True)

DC 20 They suggested to their boss, Grimey's wife, that since it was snowing that perhaps they should wait until after the snow had stopped falling before visiting the districts and her answer was that it had to be done during the snow (True) Grimey's wife said that she needed the donut shop to be a success so that Grimey could stop adventuring and spend more time at home with his children. (False).

DC 25 They get their donuts from a warehouse in the Services District.

DC 30+ They were able to enter the Noble's District because Grimey's wife was able to obtain passes in to the district by Lord Chimeralys Kailin Grimey's boss who besides being a Noble also happens to be a Legionnaire. (True they were given passes into the Noble's District but a Linguistics check DC 25 (20 for those that have met Lord Kalin) will reveal that the signature is a forgery.

From the people

DC 0 They have the best tasting donuts and I'm not saying that because they're free

DC 5 We were going about our business as usual and noticed that others in the street began singing or speaking as if they were reciting a poem.

DC 10 We had been out in the street for the past 5 hours, before the snow started. The air smelled different back then, sort of like powdered sugar. Not sure what Aurelian was thinking when he did that

DC 20 The snow started about 4 or 5 hours ago, and has been going strong since then. Not sure what's got Cyrene angered. Once the snow started the air took on a sweeter smell.

DC 25 Shortly after the snow started falling a wagon came down the streets. The wagon had a name on it, the donut wagon. The wagon passed out free samples to everyone, and the donuts were very delicious. In fact the donut wagon has already been to this area twice within the last 5 hours.

If the PCs cast *detect magic*, the speaker will detect as magical. The schools are enchantment (charm) and evocation (sonic). The strength is moderate. If the PC try to dispel the magic, the caster level is 15. The wheels of the wagon will also detect as magic. The school is transmutation and the level is faint. The wheels function as *horseshoes of the zephyr*

If the PCS call them on any of the statements above, they will tell the PCs that they don't know anything about what's going on

- If the PCs want to gather information from the people, **GO TO Encounter 3 (page 10).**
- If the PCs want to speak to Cinnamon, **GO TO Encounter 5 (page 12).**
- If the PCs want to go to the warehouse, **GO TO Encounter 6 (page 12).**
- If the PCs want to speak to the Legion, **GO TO Encounter 7 (page 17).**
- If the PCs want to go to the bakery, **GO TO Encounter 8 (page 17).**

ENCOUNTER 5: CINNAMON SPICE

You plod through the snow covered streets displacing the snow as you move. Unfortunately the amount of snow that has fallen in such a short time is proving to be too much for the city's sewers. As you make your way towards the Amthydoran Opera House and Cinnamon, you notice that the frequency of people spontaneously bursting into song or prose is increasing. Hopefully you'll be able to avoid succumbing to whatever is behind this so that you can stop it. Upon arriving at the Opera House, you discover that there are some people in the area panicking as they suddenly start bursting into song while others are doing their best to comfort them.

When you enter the building, you notice that a strawberry blond-haired woman dressed in tight fitting diamond studded leather is giving directions to other members of her cast. She looks in your direction "I'm sorry but we're currently not open to the public. If you come back later, I'll be more than happy to help you."

If the PCs should mention what's going on in the city, and either ask her questions about it or reveal things to her, or promise to do so later, continue below.

- ☛ **What can you tell us about what's going on in the city?**

"Unfortunately I don't know as much about it as I'd like to. Working on this play has taken up a good portion of my time."

- ☛ **Do you want us to come back later and brief you?**

"That would be wonderful."

- ☛ **How are things going with the play?**

"Everything has been going well, and every week or so we fine tune it to make sure that it's the best play that people see. We always want the show to have a fresh feel."

- ☛ **Why are you and those inside here not bursting into song or poetic verse?**

"I'm not sure, but most of us have been inside this building all morning. Perhaps whatever is going on is related to being outside, which would then explain why we were spare. Still, it would eb nice to know the full story"

- ☛ **Do you have any special guests for tonight's performance?**

"The Lord Monarch and his family will be here again."

- ☛ **Again?**

"Yes, they come every couple weeks when the Lord Monarch's schedule allows. Jocelyn loves the show."

- ☛ **Is there anything else that you can tell us?**

"Unfortunately not."

- When the PCS leave the temple of Destine **GO TO Encounter 2 (page 10).**
- If the PCs want to gather information from the people, **GO TO Encounter 2 (page Z).**
- If the PCs want to speak to Cinnamon, **GO TO Encounter 2 (page Z).**
- If the PCs want to go to the warehouse, **GO TO Encounter 3 (page Y).**

ENCOUNTER 6: WAREHOUSE

You follow the directions that Adira gave you towards the warehouse and some possible answers to what's going on and why. After all it is hard to find a way to stop what's occurring without knowing those answers especially since this would need to be dealt with all over the city. It would be a lot easier to deal with this if it weren't for the unrelenting

snow. Traveling through the snow covered streets is a chore, one that you and the other residents in the city could probably do without. You manage to reach the Port District and begin your search for the warehouse itself. . It only takes about 15 minutes or so for you to reach the location of the warehouse.

After doing a cursory walk around the building you notice that there are slowly disappearing tracks outside the front door. In addition, you've been able to determine that there are only 3 possible ways into the building: the double doors in the front of the building and a large window on both the right and left walls of the building. The front of the building has a panel next to the doors with the letters a-z on it.

A **Perception check DC 15+ATL** will reveal that the doors are trapped with a mechanical trap – a poison dart. The windows are also trapped, with a magical trap – bolt of electricity.

The traps can be disarmed with a **Disable Device check DC 20** (dart) or a **Disable Device check DC 28** (electrical bolt)

A mouth appears and begins speaking “Amthydor’s lapdogs how predictable. To enter make 7 words of 5 plus letters out of the 3 words.

Lord Monarch, Adventurer, Restricted

Gaining entry to the building, you find that there are a number of tables and chairs. You also have no problem noticing several different sized footprints leading from the entrance to the furthest table from the door.

Have the PCs make a **Perception (Vision) check DC 20+ATL**

You notice that one of those chairs has strands of rope that are attached to it. You also notice drops of blood and a white powdery substance

An **Alchemy check DC 5** will reveal that while the substance is similar in texture and appearance to powdered sugar, it is not a substance that has previously been seen

A search of the building will reveal the following message which looks like it might have been part of a letter. “Finally! Our efforts are paying off, much to the dismay of our compatriots. Besides the substance we’ve

invested which needs tweaking, the food golems that we created are performing better than expected. We might need to do some minor tweaking to them, but otherwise all is good, and they’ll also be great for spreading that new disease. That disease, which there is no cure for right now should wipe out a good number of people within the city.

Our group will be the one to reap her rewards. Amthydor will be subjugated, and under her leadership be made great again. Amthydor’s Lord Monarch and his family might make good servants for her. She’s going to need someone to do menial labor for her why not use a washed up former ruler”. .

When the PCs are ready to leave the premises, they will encounter 2 members of this band of criminals heading back to the warehouse dragging an elderly human man.. The villains have been tweaking the original alchemical agent and needed someone to test it on.

ATL 1

Human rogue 3 (2)

LE Medium humanoid (human)

Init +4; **Senses** Perception +4

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 31 (3d8+9)

Fort +3, **Ref** +7, **Will** +1

Defensive Abilities evasion, trap sense +1; **DR** Nil; **Immune** Nil; **SR** nil

Speed 30 ft.

Melee/Full Atk rapier +6 (1d6+2/18-20) or sap +6 (1d6+2 nonlethal)

Ranged/Full Atk Nil

Special Attacks sneak attack +2d6

Str 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 18

Feats Martial Weapon Proficiency (rapier), Precise Strike[APG], Weapon Finesse

Skills Acrobatics +10, Bluff +4, Disable Device +9, Disguise +6, Escape Artist +10, Linguistics +4, Perception +4, Sense Motive +6, Sleight of Hand +10, Stealth +10, Use Magic Device +6

Languages Common

SQ rogue talent (surprise attacks), trap sense +1

Gear leather armor, rapier, sap

Special Abilities trapfinding

ATL 3**\ Human rogue 5 (2)**LE Medium humanoid (human)**Init** +8; **Senses** Perception +8**AC** 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)**hp** 49 (5d8+15)**Fort** +3, **Ref** +8, **Will** +1**Defensive Abilities** evasion, trap sense +2, uncanny dodge;**DR** Nil; **Immune** Nil; **SR** nil**Speed** 30 ft.**Melee/Full Atk** rapier +7 (1d6+2/18-20) or sap +7 (1d6+2 nonlethal)**Ranged/Full Atk** Nil**Special Attacks** sneak attack +3d6**Str** 14, **Dex** 19, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Improved Initiative, Martial Weapon Proficiency (rapier), Precise Strike[APG], Weapon Finesse**Skills** Acrobatics +12, Bluff +4, Disable Device +12, Disguise +7, Escape Artist +11, Linguistics +4, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +12, Use Magic Device +8**Languages** Common**SQ** rogue talents (positioning attack, surprise attacks), trap sense+1**Gear** leather armor, rapier, sap**Special Abilities** trapfinding**ATL 5****\ Human rogue 7 (2)**LE Medium humanoid (human)**Init** +10; **Senses** Perception +8**AC** 18, touch 16, flat-footed 12 (+2 armor, +6 Dex)**hp** 81 (7d8+35)**Fort** +6, **Ref** +11, **Will** +2**Defensive Abilities** evasion, trap sense +2, uncanny dodge;**DR** Nil; **Immune** Nil; **SR** nil**Speed** 30 ft.**Melee/Full Atk** rapier +11 (1d6+4/18-20) or sap +11 (1d6+4 nonlethal)**Ranged/Full Atk** Nil**Special Attacks** sneak attack +4d6**Str** 14/18, **Dex** 19/23, **Con** 14/18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +5; **CMB** +9; **CMD** 25**Feats** Improved Initiative, Martial Weapon Proficiency (rapier), Outflank[APG], Precise Strike[APG], Weapon Finesse**Skills** Acrobatics +16, Bluff +4, Disable Device +17, Disguise +10, Escape Artist +16, Linguistics +4, Perception +8, Sense Motive +10, Sleight of Hand +16, Stealth +16, Use Magic Device +10**Languages** Common**SQ** rogue talents (positioning attack, resiliency, surprise attacks), trap sense +2*Gear* ~~*potion of bear's endurance, potion of bull's strength, potion of cat's grace*~~; leather armor, rapier, sap**Special Abilities** trapfinding**ATL 7****\ Human rogue 9 (2)**LE Medium humanoid (human)**Init** +11; **Senses** Perception +9**AC** 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)**hp** 103 (9d8+45)**Fort** +7, **Ref** +13, **Will** +3**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3; **DR** Nil; **Immune** Nil; **SR** nil**Speed** 30 ft.**Melee** rapier +14 (1d6+5/18-20) or sap +13 (1d6+4 nonlethal)**Full Atk** rapier +14/+9 (1d6+5/18-20) or sap +13/+8 (1d6+4 nonlethal)**Ranged/Full Atk** Nil**Special Attacks** sneak attack +5d6**Str** 18, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 28**Feats** Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Outflank[APG], Precise Strike[APG], Weapon Finesse**Skills** Acrobatics +19, Bluff +5, Disable Device +21,

Disguise +12, Escape Artist +19, Linguistics +4, Perception +9, Sense Motive +12, Sleight of Hand +19, Stealth +19, Use Magic Device +12

Languages Common**SQ** rogue talents (positioning attack, powerful sneak, resiliency, surprise attacks), trap sense+3*Gear* ~~*oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wound*~~, leather armor, rapier, sap**Special Abilities** trapfinding

ATL 9**\ Human rogue 11 (2)**LE Medium humanoid (human)**Init** +11; **Senses** Perception +10**AC** 23, touch 17, flat-footed 16 (+4 armor, +6 Dex, +1 dodge, +2 natural)**hp** 125 (11d8+55)**Fort** +7, **Ref** +14, **Will** +3**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3; **DR** Nil; **Immune** Nil; **SR** nil**Speed** 30 ft.**Melee** rapier +17 (1d6+6/18-20) or sap +15 (1d6+4 nonlethal)**Full Atk** rapier +17/+12 (1d6+6/18-20) or sap +15/+10 (1d6+4 nonlethal)**Ranged/Full Atk** Nil**Special Attacks** sneak attack +6d6 +2 Str damage**Str** 18, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +8; **CMB** +12; **CMD** 30**Feats** Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Mobility, Outflank[APG], Precise Strike[APG], Weapon Finesse**Skills** Acrobatics +21, Bluff +6, Disable Device +24, Disguise +14, Escape Artist +21, Linguistics +4, Perception +10, Sense Motive +14, Sleight of Hand +21, Stealth +21, Use Magic Device +14**Languages** Common**SQ** rogue talents (crippling strike, positioning attack, powerful sneak, resiliency, surprise attacks), trap sense +3**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wounds~~; leather armor, rapier, sap**Special Abilities** trapfinding**ATL 11****\ Human rogue 13 (2)**LE Medium humanoid (human)**Init** +11; **Senses** Perception +11**AC** 25, touch 17, flat-footed 18 (+5 armor, +6 Dex, +1 dodge, +3 natural)**hp** 147 (13d8+65)**Fort** +8, **Ref** +15, **Will** +4**Defensive Abilities** improved evasion, improved uncanny dodge, trap sense +4; **DR** Nil; **Immune** Nil; **SR** nil**Speed** 30 ft.**Melee** rapier +19 (1d6+7/18-20) or sap +16 (1d6+4 nonlethal)**Full Atk** rapier +19/+14 (1d6+7/18-20) or sap +16/+11 (1d6+4 nonlethal)**Ranged/Full Atk** nil**Special Attacks** sneak attack +7d6 +2 Str damage**Str** 19, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +9; **CMB** +13; **CMD** 31**Feats** Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Mobility, Outflank[APG], Precise Strike[APG], Spring Attack, Weapon Finesse**Skills** Acrobatics +23, Bluff +7, Disable Device +27, Disguise +16, Escape Artist +23, Linguistics +4, Perception +11, Sense Motive +16, Sleight of Hand +23, Stealth +23, Use Magic Device +16**Languages** Common**SQ** rogue talents (crippling strike, improved evasion, positioning attack, powerful sneak, resiliency, surprise attacks), trapfinding +6**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wounds~~; leather armor, rapier, sap**Special Abilities** trap sense +4**ATL 13****\ Human rogue 15 (2)**LE Medium humanoid (human)**Init** +11; **Senses** Perception +13**AC** 27, touch 17, flat-footed 20 (+6 armor, +6 Dex, +1 dodge, +4 natural)**hp** 184 (15d8+90)**Fort** +9, **Ref** +16, **Will** +5**Defensive Abilities** improved evasion, improved uncanny dodge, trap sense +5; **DR** Nil; **Immune** Nil; **SR** nil**Speed** 30 ft.**Melee** rapier +22 (1d6+8/18-20) or sap +18 (1d6+4 nonlethal)**Full Atk** rapier +22/+17/+12 (1d6+8/18-20) or sap +18/+13/+8 (1d6+4 nonlethal)**Ranged/Full Atk** rapier +22/+17/+12 (1d6+8/18-20) or sap +18/+13/+8 (1d6+4 nonlethal)**Special Attacks** sneak attack +8d6 +2 Str damage**Str** 19, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +11; **CMB** +15; **CMD** 33**Feats** Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Mobility, Outflank[APG], Precise Strike[APG], Spring Attack, Toughness, Weapon Finesse**Skills** Acrobatics +25, Bluff +7, Disable Device +30, Disguise +18, Escape Artist +25, Linguistics +4, Perception +13, Sense Motive +18, Sleight of Hand +25, Stealth +25, Use Magic Device +18**Languages** Common**SQ** rogue talents (crippling strike, deadly sneak, powerful sneak, improved evasion, positioning attack, resiliency, surprise attacks), trap sense +5**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wounds~~; leather armor, rapier, sap**Special Abilities** trapfinding

ATL 15**\ Human rogue 17 (2)**LE Medium humanoid (human)Init +11; **Senses** Perception +17

AC 30, touch 18, flat-footed 22 (+7 armor, +6 Dex, +2 dodge, +5 natural)

hp 208 (17d8+102)**Fort** +13, **Ref** +24, **Will** +9; +1 morale vs. fear**Defensive Abilities** improved evasion, improved uncanny dodge, trap sense +5; **DR** Nil; **Immune** fear; **SR** nil**Speed** 30 ft. Speed 60 ft.**Melee** rapier +29 (1d6+10/18-20) or sap +24 (1d6+5 nonlethal)**Full Atk** rapier +29/+29/+24/+19 (1d6+10/18-20) or sap +24/+24/+19/+14 (1d6+5 nonlethal)**Ranged/Full Atk** Nil**Special Attacks** sneak attack +9d6 +2 Str damage**Str** 20, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +12; **CMB** +22; **CMD** 36**Feats** Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (rapier), Mobility, Outflank[APG], Precise Strike[APG], Spring Attack, Toughness, Weapon Finesse**Skills** Acrobatics +31 (+43 to jump), Appraise +4, Bluff +11, Climb +9, Diplomacy +4, Disable Device +37, Disguise +24, Escape Artist +31, Fly +11, Heal +4, Intimidate +4, Linguistics +8, Perception +17, Ride +13, Sense Motive +24, Sleight of Hand +31, Stealth +31, Survival +4, Swim +9, Use Magic Device +24**Languages** Common**SQ** rogue talents (crippling strike, deadly sneak, powerful sneak, improved evasion, lasting poison, positioning attack, resiliency, surprise attacks), trap sense +5**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wounds~~; leather armor, rapier, sap**Special Abilities** trapfinding**ATL 17+****\ Human rogue 19 (2)***(Currently under the effects of bless, greater heroism and haste, all at 17th level)LE Medium humanoid (human)Init +11; **Senses** Perception +19

AC 30, touch 18, flat-footed 22 (+7 armor, +6 Dex, +2 dodge, +5 natural)

hp 213 (19d8+101)**Fort** +14, **Ref** +25, **Will** +10; +1 morale vs. fear**Defensive Abilities** improved evasion, improved uncanny dodge, trap sense +6; **DR** Nil; **Immune** fear; **SR** nil**Speed** 60 ft.**Melee** rapier +31 (1d6+10/18-20) or sap +26 (1d6+5 nonlethal)**Full Atk** rapier +31/+31/+26/+21 (1d6+10/18-20) or sap +26/+26/+21/+16 (1d6+5 nonlethal)**Ranged/Full Atk** Nil**Special Attacks** sneak attack +10d6 +10 bleed or +2 Str damage**Str** 20, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +14; **CMB** +24; **CMD** 38**Feats** Dodge, Extra Rogue Talent[APG], Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (rapier), Mobility, Outflank[APG], Precise Strike[APG], Spring Attack, Toughness, Weapon Finesse**Skills** Acrobatics +33 (+45 to jump), Appraise +4, Bluff +11, Climb +9, Diplomacy +4, Disable Device +40, Disguise +26, Escape Artist +33, Fly +11, Heal +4, Intimidate +4, Linguistics +8, Perception +19, Ride +13, Sense Motive +26, Sleight of Hand +33, Stealth +33, Survival +4, Swim +9, Use Magic Device +26**Languages** Common**SQ** rogue talents (assault leader, bleeding attack +10, crippling strike, deadly sneak, powerful sneak, improved evasion, lasting poison, positioning attack, resiliency, surprise attacks), trap sense +6**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wounds~~; leather armor, rapier, sap**Special Abilities** trapfinding

If the PCs defeat the villains they can learn the following information:

- They used to be bakers until this adventuring idiot named Grimey started passing out free donuts. If people have the chance to get their donuts for free they're not likely to go elsewhere to pay for them. They had to find other ways to earn money especially after the bakery they had worked for closed because Grimey was stealing their business.
- Their boss has a lawyer on retainer, she's so good she makes that adventuring lawyer Neandra seem like a fish out of water.
- They will be protected by the Diamond Legion because they've been supplying the Legion with free donuts, and promised them free donuts for life. . The Legion wants to keep this relationship going forward.
- This was all part of a test, well this and the other groups plan.

- Both groups were recruited to help foster anarchy and chaos, lawfulness should be tossed out.

ENCOUNTER 7: DIAMOND LEGION

You travel through the snow-covered streets of the city until you arrive at the location of the local Diamond Legion branch. You see several officers enthusiastically heading out on patrol, while others are returning to the building either talking to one another or escorting prisoners. Entering the building you find a female air elem sitting at a desk, the nameplate on the desk indicates her name as Azure Blue. “Greetings, welcome to the Diamond Legion. How can the Legion help you today?”

☞ What can you tell us about reports of people bursting into song/poetic verse?

“There have been reports trickling in during the past 4 hours of people bursting into song, or poetic verse. According to those reports this is happening in every district, well every district other than the Castle District.

☞ Why was the Castle District spared?

“I’m not sure, but it is the one district that’s the hardest to gain access to.”

☞ Did anything unusual happen before they started doing that?

“I haven’t heard of anything unusual occurring before then.”

☞ Have any legionnaires been affected by this?

“While I’ve heard of at least 2 legionnaires that were affected, I’m not sure where to find them right now. Unfortunately, I don’t know their names, although I do know that one of them was from the Nobles District and the other from the Commoner’s District.”

☞ Do you have any information on what they were doing before they were affected?

“Unfortunately I don’t.”

☞ Where are those legionnaires now?

“I wish that I knew.”

☞ Did anything unusual happen before they started doing that?

“I haven’t heard of anything unusual occurring before then.”

☞ Are the Legionnaires still affected?

“I’m not sure.”

- When the PCS leave the temple of Destine **GO TO Encounter 2 (page 10).**
- If the PCs want to gather information from the people, **GO TO Encounter 2 (page Z).**
- If the PCs want to speak to Cinnamon, **GO TO Encounter 2 (page Z).**
- If the PCs want to go to the warehouse, **GO TO Encounter 3 (page Y).**

ENCOUNTER 8: BAKED GOODS ANYONE

You travel through the Services District, looking for the address that the dwarves gave you of the store that they pick up the donuts from. You find yourselves in front of a building that says “Donut Wagon” The doors to the building are closed, and the windows are boarded up.

A Disable Device check DC 15+ATL will unlock the door and allow the PCS entry

If the PCs came by cart and had the music playing please continue with this text, otherwise please skip to the section no music.

You open the door and make your way into the building. To say that the inside of the building is a sight to behold is an understatement. The walls are occupied by shelves and each set of floor to ceiling shelves is filling with donuts of varying types.

Besides the donuts you also see 2 strange looking creatures, boxing up the donuts. The creatures appear to be made out of donuts. You see two individuals, a tabreen and a lupaari emerge from the shadows. “So, you wish to oppose us” the tabreen asks. “Next time” says the lupaari as they fade from sight.

A *detect magic* spell, a **Knowledge (Arcane) check DC 15**, or a **Spellcraft check DC 10** will reveal that they teleported away.

CONCLUSION

You return to the Society of Entertainers and Providers and are quickly ushered in to see Jordan again. “So, what have you learned?” Jordan asks.

He then waits for the PCs to answer his question. **“That is interesting. Thank you for your help to deal with this threat. I’m hoping that your compatriots hired by the temple of Lucor were successful dealing with the other part of this onslaught, if not I can see another opportunity for your services.”**

THUS ENDS “SOUND BURST”

TIME UNIT COST: 1 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

| | ATL 1 | ATL 3 | ATL 5 | ATL 7 | ATL 9 | ATL 11 | ATL 13 | ATL 15 | ATL 17 | ATL 19 | ATL 21 |
|----------------------------------------------------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|--------------|--------------|--------------|--------------|
| Module Experience | 600 | 850 | 1200 | 1800 | 2900 | 4500 | 7000 | 10500 | 17000 | 28000 | 28000 |
| Getting into the warehouse without setting off the traps | 50 | 50 | 100 | 100 | 100 | 200 | 200 | 500 | 500 | 500 | 500 |
| Not fighting the donut golems. | 50 | 50 | 100 | 100 | 100 | 200 | 200 | 500 | 500 | 500 | 500 |
| Roleplaying XP Bonus | 50 | 50 | 100 | 100 | 100 | 200 | 200 | 500 | 500 | 500 | 500 |
| | | | | | | | | | | | |
| Maximum Possible XP | 750 | 1000 | 1500 | 2100 | 3200 | 5100 | 7600 | 12000 | 18500 | 29500 | 29500 |

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Encounter 1

- Potion of Cure Light Wounds, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal)
- Encounter 2

Etc.

Miscellaneous

This should be submitted as a separate document for approval purposes at the time the module is sent in for editing.

PLAYER'S HANDOUT #1

Noble adventurer the city needs your help. Please report post haste to the Society for Entertainers and Providers.

Jordan

PLAYER'S HANDOUT #2

Lord Monarch

Adventurer

Restricted

PLAYER'S HANDOUT #3
Donut Wagon Donut Varieties

Banana Crème

Chocolate

Chocolate frosted

Chicken filled

Custard

Glazed

Jelly Donut (Apple filled)

Jelly Donut (Blueberry filled)

Jelly Donut (Cherry filled)

Jelly Donut (Raspberry filled)

Jelly Donut (Strawberry filled)

Maple Bacon

Powdered sugar covered

Strawberry frosted

Vanilla frosted

GM PLAY AID #1

Lord Monarch

| | |
|--------|-------|
| Acorn | Coral |
| Almond | March |
| Ardor | Moron |
| Armor | Roach |
| Charm | |

Adventurer

| | |
|--------|--------|
| Ardent | Renter |
| Avenue | Ruder |
| Avert | Trade |
| Event | Tread |
| Rented | |

Restricted

| | |
|--------|---------|
| Creed | Steer |
| Cried | Stirred |
| Decide | Stride |
| Deride | Tiered |
| Direct | Tired |
| Edict | Tried |
| Rested | |

CRITICAL EVENT SUMMARY: SOUND BURST

Convention: _____ **Date:** _____
Do Not Return After _____ **Author's Email Address:** _____

List questions that ask what PCs did at critical plot points. A sample follows:

1. What was John Doe's status at the end of the module? (Circle all that apply)

Dead Injured Friendly Unfriendly

2. How did the heroes treat John Doe? (Circle whichever applies)

Refused to take him Hostile Attacked him Killed him

Accepted him Befriended him

3. What was Jane's status at the end of the module?

Captured and charmed Freed by the PCs Dead

4. What was Suzie's status at the end of the module? Alive Dead

5. How did the heroes deal with the muggles?

Entertained them Attacked them Killed one or more

Use this form if you plan or want to know any further information. Make sure you fill in the date that the information is no longer pertinent to you.

Please send completed form to:
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Avenue. Pendleton, IN 46064,
or lsj-
roster@theshiningjewel.com.



Convention:

Judge:

Date:

ROSTER OF HEROES: SOUND BURST

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

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