



# *Death by Chocolate*

215

*By David Samuels*

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

**Sometimes what you eat can hurt you, but then again that's what the villains were counting on. Can you find the villains and stop them before people die. A 1 round scenario for heroes of all levels**

If module is part of a series, list the series name here and the other modules in the module with number and name. If there is no series, remove this box. Include any notes here about whether or not you must play another module prior to this one.

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## LEGAL TEXT

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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

A year ago the group of terrorists known as the Humans for Amthydor was publicly defeated. Six months ago a group of criminals under the tutelage of the succubus, an old enemy of Amthydor, emerged to fill the void created by that defeat. The villains launched a two prong assault on Amthydor. Unfortunately for the villains, both of those plans were thwarted by members of Amthydor’s adventuring community.

In spite of their past failures, the villains decided to soldier on and came up with a new more intricate plan to wreak havoc within the city. Two alchemists created a lozenge that when dissolved seized control of the victim’s body. The victims would then travel through the streets of the city following and mimicking the actions of a golem. As long as the golem is “alive” victims cannot be freed.

High Warrior Ardent Vestra ordered the Legion to investigate the emergence of these golems and their hold on the people following them like lambs to the slaughter. Golems don’t usually attract followers so the High Warrior knew that there must be sinister machinations behind this. The High Warrior hopes that the Legion can determine who the mastermind of this plan is so that they can stop it. Unfortunately as much as the Legion wanted to get a handle on this situation, they were forced into a reactionary role by the emergence of more and more golems. The escalating number of golems and their mindless minions meant

that the Legion needed assistance to deal with this. While they knew that they could deal with this situation in time, time was a commodity that they didn't have. Commander Bailey Collins sought out the help of adventurers.

What the Legion hasn't discovered yet is that the golems are leading their entourage to the harbor area so that they can board a ship to take them to D'Gar where they can live out their lives as D'Garran slaves. The succubus while motivating her "followers" to create chaos within Amthydor figured that when Amthydor is under her control she would need allies so she's got her followers working to cultivate that for her. They contacted the D'Garran ambassador and arranged for him to purchase Amthydoran citizens.

**LSJ 215 Death by Chocolate-** This is part 3 of the "Foodies Series. The other 2 parts being LSJ202"Sound Burst" and LSJ203"Fatal Indulgence" and details the villains current plans for Amthydor and her citizens.  
**Commander Bailey Collins at Diamond Legion HQ**  
**Bialtor Doogan at Dauntless Dolphin Inn & Tavern**  
**Ambrose at the Silver Swan Inn**

## ADVENTURE SUMMARY

**Introduction** – PCs meet with Commander Collins to  
**Encounter 1:** PCs head to one of the 3 inns and taverns that reported having guests disappear  
**Encounter 2:** PCs find first missing legionnaire  
**Encounter 3+:** PCs head to Amthydoran Chocolates, the makers of the chocolates that were given out at the inns,  
**Encounter 4:** PCs find 2nd missing legionnaire and meet with the delivery boy that's been brining the chocolate  
**Encounter 5 (Optional).** PCS head to the docks to rescue the innocent victims.  
**Epilogue** – List possible resolutions of the module with rewards and consequences depending

## PRELUDE TO AN INTRODUCTION

As you are going about your business of dealing with neglected errands, a young red haired freckled human boy, approximately 8 years old, materializes in front of your eyes. "Greetings, I

was told that you are an adventurer. Is that correct?

Allow the PCs to confirm that they are adventurers

**"Awesome! The Diamond Legion hired me to find you. They have a mission that they'd like to hire you to for. If you're interested please report to Diamond Legion Headquarters ASAP. I'm not sure what they meant by that but perhaps you might. Now if you'll excuse me I need to try to find some other adventurers because the Legion isn't stupid enough to send you on an adventure by yourselves." As soon as he says that he starts disappearing.**

A PC that makes a **Spellcraft DC5** or **Knowledge (Arcana) DC5** will realize that he teleported away Ask the PCs what their intentions are. Once they decide that they're heading to Legion HQ go to the Introduction

## INTRODUCTION

**Making your way through the streets of the city, undeterred from your goal, you arrive at Diamond Legion HQ. After explaining to the desk sergeant on duty, a female tabreen named Madra your reason for being there she directed you to one of the offices and said that Commander Bailey Collins will be with you shortly. You head to the office in question and after opening the door you see that there is a desk with a chair behind it as well as a small round table and (number of PCs) chairs in front of it. As you take your seats cups appear on the table and begin filling from a pitcher that also appears. Once the cups have filled, the pitcher glides gently to the table. A flash of light appears and when it clears and a brown haired human woman in her early thirties is standing there. She is dressed in the uniform of a Diamond Watch Commander**

**"Thank you for coming. As there isn't time to waste, let me get down to business and then you can ask questions. It appears that the city is under attack once again. People have been disappearing from some of the city's inns and**

taverns without checking out. While occasionally a person might try to get over on one of the city's inns or taverns by leaving without paying, it's usually nothing on this scale. From reports that we received 2 people disappeared from the Weary Traveler Inn yesterday evening, 3 disappeared from the Dauntless Dolphin Inn and Tavern early this morning and 10 people disappeared from the Silver Swan within the past 30 minutes.

Now as if all of that wasn't enough we've also received word that people have seen some weird creatures roaming the streets of the city. Creatures made out of food. While they haven't been confirmed yet, the city has experienced sightings of food golems in the past."

"One of the things I've discovered during my careers is that people are sometimes more willing to speak up when they're not talking to Legionnaires. Sometimes they're afraid of going on the record because they're afraid that whatever criminal element is involved might retaliate against them."

☛ Food Golems?

"Yes, adventurers such as you have dealt with food golems in the past, more recently donut golems."

☛ Were divinations done?

"Yes, but unfortunately the only temple that had any answers was the temple of Illudra"

☛ Why is that unfortunate?

"While divinations from some of the other temples can be cryptic, at least they have something to do with the answer to the question asked even if that connection doesn't immediately seem clear. With the temple of Illudra, whether the answer is helpful or not depends on Illudra's mood."

☛ What did you mean that the only temple that had any answers was the temple of Illudra?

"When the divinations were done, the only temple that received any answers was the temple of Illudra. Even the temple of Dymora, whose priests are known for acquiring the needed answers and then toying with people before they share them wasn't able to provide any answers."

☛ Why would Illudra answer a divination when the other gods didn't?

"I'm hoping it means that the other gods were busy dealing other things. We've got a godling named Cruciatius, a succubus and what seems like a never ending supply of blood beasts just to name a few things that might occupy their attention. However, with Illudra one can never

☛ Were those the only inns and taverns where this happened?

"They're the only ones that we've received reports from so far. That doesn't mean that there might not be others, just that they haven't reported anything to us at this time."

☛ Is the Legion looking into this?

"Yes, the Legion has already been to the Weary Traveler but that was before the other disappearances. Once we heard about the disappearances at the Dauntless Dolphin that officers were sent to the Dauntless Dolphin as well as tasked to return back to the Weary Traveler to follow-up there. Unfortunately those officers have not returned. It's possible that they either found new information that they're checking out, or something happened to them"

☛ What are the names of those officers?

"Their names are Corporals Wolfram and Hart."

☛ If the Legion is already looking into this, why do you need us?

be sure, she has been known to delight in having laughs at another's expense."

☛ Does that mean that Illudra is involved in this?

"No."

"Anything is possible but since Illudra as far as we know wasn't involved in the past appearance of the golems the odds are that she's not now but like I said one never knows."

☛ Do you have any leads?

"At the current time our best avenue is to look into the disappearances because that's an actual issue while we haven't confirmed that the golems are real. Until that time the problem, that's at hand, the disappearances is what we need to concentrate on."

☛ What did the divination say?

"Chocolate can be so fine. Bending one's will can be divine. Through the city it will take time. The end results will be sublime."

☛ What does that mean?

"The divination said that people throughout the city are eating chocolate and becoming mindless slaves throughout the city. Thankfully it will take time for everyone to be affected by the subliminal messaging."

☛ What is subliminal messaging?

"A message hidden within a song, or sound that compels you to do something you wouldn't do normally."

☛ Do you have any information about the golems?

"If they're like the donut golems they'll probably hit pretty hard and have the normal golem abilities including taking reduced damage from weapons. I do not have any idea what special abilities and weaknesses. The donut golems were vulnerable to fire, and healed by cold based magical attacks."

☛ Has someone tried that before?

"Yes, there was a group last winter that tried something like that."

☛ Do you think that these golems might be similar to the donut golems?

"I'm not sure. I do not want to speculate because it might leave you unprepared for what you're facing."

☛ What happened to that group?

"Adventurers such as you, possibly even some of you, defeated them."

☛ What is our mission?

"Investigate the disappearances and discover what's really going on. If you happen to find the golems see if you can figure where they came from and how to deal with them. There is no shame in you're not being able to defeat the golems, the information on them is what's needed most. Please remember that if something happens and we don't get the information we're back to square one."

☛ What sorts of creatures/golems have been reported?

"So far people have reported seeing creatures made out of chocolate. But last year around this time people dealt with creatures made out of ice cream, pudding and cake. I'm thinking that it won't be long before we see creatures like those as well if this plot isn't stopped."

☛ Were those creatures' golems as well?

"No, those creatures were the result of Illudra trying to teach Raia a lesson."

☛ What does this pay?

"Ah, I was waiting for that question. I'm willing to pay you (100 \* ATL) pieces of gold each."

☛ Is it possible that could be the case here as well?

If the PCs should attempt to haggle they can make a Diplomacy check and the result of the check will

determine their final rate of pay. DC 10+ATL  
150\*ATL, DC 15+ATL 200\*ATL,, DC 20+ATL  
250\*ATL, DC 25+ATL 300\*ATL,

☛ **Do you have any items to help us?**

**“Unfortunately not, every item in our armory is currently being used.”**

After 15 minutes real time Commander Collins will suggest that the PCs get started on their investigation as she has other matters to attend to. She will ask them to report back to her if they learn anything.

- If the PCs want to head to the Silver Swan Inn **GO TO Encounter 1A (Page 6)**
- If the PCs want to head to the Dauntless Dolphin Inn **GO TO Encounter 1A GO TO (Page 11)**
- If the PCs want to head to the Weary Traveler Inn **GO TO Encounter 1A GO TO (Page 16)**

### **ENCOUNTER 1A: THE SILVER SWAN INN**

**“Following the directions that you were given, you find yourself at the Silver Swan, one of the city’s upscale inns. Before you enter, you see an exquisitely dressed dark haired male human at the front desk. Entering the building you notice that the man looks up from his current task and looks you over before saying “Oh no! This will never do. It’s obvious that you don’t belong here. If you leave now I’m willing to forget that you were here. It’s my best offer. I suggest that you take it.”**

If the PCs should mention that they’ve been tasked to look into the disappearances of individuals from his inn, he will reluctantly agree to answer questions from them. He will be acting impatient, as he’s trying to run a business and needs to concentrate on his guests.

☛ **What is your name?”**

**“My name is Ambrose, and you are?”**

☛ **We understand that you’ve had incidents involving some of your “patrons?”**

**“If you’re referring to people leaving here without paying their bill you are correct. “**

☛ **How many guests do you have? / How many guests left without checking out?**

**“We had 60 guests last night and of those 60, 50 are still here. 10 left without checking out.”**

☛ **How many employees work here?**

**“We have five employees here. They include Algron the bellman, Benita the housekeeper, Elizabeth the cook, Jasmine the night housekeeper and Nestor the night time bellman”**

☛ **Does that mean that neither Jasmine nor Nestor are here?**

**“They come in later today.”**

☛ **Did anything unusual happen before the guests left?**

**“Not that I remember.”**

☛ **Did you see anything unusual around the time that the guests left?**

**“Not that I recall.”**

☛ **Has anything like this ever happened before?**

**“No.”**

☛ **It seems that some of your guests might have eaten something that caused them to do that?**

**“Are you implying that food that we served here might have caused them to leave abruptly like that? If so that’s not possible because they didn’t eat anything from here.”**

☛ **They didn’t eat anything from here? They didn’t eat the chocolate, or mint, that’s placed on the pillow?**

**“Well they did get a piece of chocolate on their pillow but we’ve been doing that for years.”**

☛ **How many guests got the chocolate last night?**

**“All of them.”**

☛ **Have you had a change in employees? / Did any of your employees not show up for work? / Did you hire any additional workers recently?**

**“No, all of our employees have reported for their shifts. Each of those employees has worked here for at least 5 years. Our staff is so capable that**

we've never had to add additional employees, not even temporary ones."

☛ Did you change the supplier of the chocolate? / Did you change how the chocolate is made?

"No"

☛ Have any of your employees been acting strangely?

"No, they've all been acting the same as always."

☛ Have any of your employees had family problems recently?

"Not that I'm aware of."

☛ Can we speak with your employees?

"Yes, but please be respectful of the fact that my business is still open, and these employees do need to work."

☛ Can we speak with any of your guests?

"No, the Silver Swan has a reputation of being a quality establishment that specializes in both class and discretion. I cannot, or rather I will not allow you to disturb any of our guests."

☛ Who made the chocolate? / Where did you get the chocolate from?

"The chocolates were from Amthydor chocolates. Their chocolates are magically delicious because they're made with fairy goodness."

☛ Are you saying that the business employs fairies to make their chocolates?

"No, Amthydor doesn't discriminate when it come to business ownership. We allow anyone to own a business regardless of race, gender or orientation. In the case of Amthydor chocolates the fairies actually own the business. However they're equal opportunity employers and use individuals in need the opportunity to get a fair days pay for a fair days work."

☛ So their employees are happy?

"I've never heard any of them speak a bad word about the business."

☛ Is that where you normally get them from?

"Yes it is. We've been getting the chocolates from there for the past 4 years."

☛ Do you pick them up, or are they delivered here?

"They deliver them to us."

☛ Did you have the same delivery person?

"Yes and no. Before you ask, that's not unusual. The business has several delivery people and they rotate them so the person that delivered yesterday isn't the person that delivered them earlier today. Actually, now that I think about it we've had the same delivery person yesterday and today. His name was Lindsey."

☛ Has Lindsey delivered chocolates here before?

"Yes, just usually not 2 days in a row as Amthydor chocolates whom he works for is always busy."

☛ Do you get chocolate deliveries every day?

"Yes, we always use fresh chocolate."

☛ Do you have any of yesterday's chocolate left?

"It's possible you'd need to check with Benita the housekeeper."

☛ Who put the chocolate on the pillow?

"Benita the housekeeper would've done that."

☛ Do you have any of today's chocolate left?

"It's possible you'd need to check with the housekeeper."

☛ Did the guests that left leave their belongings behind?

"Some of them did, and the others didn't have any additional belongings with them when they checked in."

☛ Can we see those belongings?

"How would that be helpful to either of us? Since they left without paying their bill, the items belong to the inn."

🗣️ **If their luggage has a clue as to what's happened to them, we might be able to stop this before of your guests disappear**

**"Fine, Algron can you please show these people the luggage was left behind."**

Once the PCs have finished asking Ambrose their questions Algron will take them to the luggage left behind which is dealt with in Encounter 1a1

🗣️ **Did this happen at any of the city's other inns?**

**"I have no idea."**

🗣️ **Did you report the disappearances to the Legion?**

**"Yes. The Legion said that they'd be on the lookout for those people."**

🗣️ **Did you see anyone strange here before the guests left?**

**"Not that I remember."**

🗣️ **When did the first person leave?**

**"The first guest was discovered to have left earlier today about 5 hours ago to be exact."**

🗣️ **Is there anything else you can tell us?**

**"No."**

When the PCs are ready to speak with the employees, the manager will steer them towards an empty room that they can use. He will then have the 3 employees sent in there 1 by 1 to make sure that they don't disturb any of the guests with their questioning.

Note that once the PCs have completed all of their questions for the employees, Benita would be willing to take them to the rooms of the guests, in spite of what the manager said..

### Algron

Algron is a muscular blond-haired blue eyed male human in his mid thirties. He is dressed in immaculate bellmen's uniform

🗣️ **Who makes the bed?**

**"Benita the housekeeper usually makes the beds."**

🗣️ **Who put the chocolate on the pillow?**

**"Benita the housekeeper usually does that."**

🗣️ **Benita usually makes the beds?**

**"When the Silver Swan is busy we tend to help each other."**

🗣️ **How long have you worked here?**

**"Four and a half years to be exact."**

🗣️ **Have the others worked here for about that time?**

**"Yes."**

🗣️ **Have any of the other employees been acting strangely?**

**"No. No one has been acting any different than normal."**

🗣️ **Did you see the guests before they left?**

**"No."**

🗣️ **Did you see anyone, or anything unusual before the guests left?**

**"Not that I remember."**

🗣️ **What do you do around here?**

**"I am the bellman. It's my job to help tend to the guests needs. I carry their luggage to their rooms and have been known to run errands for the guests."**

🗣️ **What sort of errands did you do for the guests?**

**"Usually fetching food, or going shopping for them. I've also been known to deliver food to their rooms if they're unable or unwilling, to make it down to the dining area themselves."**

🗣️ **Can we see the rooms of the guests that left?**

**"Yes, but I'm not sure if it would help. Benita might have made those rooms up already"**

🗣️ **What did you do with the guests luggage?**

**"I took it to our storage room."**



☛ Did any of the other guests comment about the guests that left?

“Not that I’m aware of.”

☛ Where does the Silver Swan get it’s chocolate from??

“I don’t know. It’s not something I’m involved with.”

☛ Who goes shopping for things?

“It depends. I go shopping for things that the guests want but with regards to the shopping for items that the inn needs I think that Elizabeth or Benita would know the answer to that.”

☛ Can we see the rooms of the guests that left?

“Yes, but I’m not sure if it would help. Benita might have made those rooms up already”

☛ What did you do with the guests luggage?

“I took it to our storage room.”

☛ Did any of the other guests comment about the guests that left?

“Not that I’m aware of.”

☛ Can we see the rooms of the guests that left?

“Yes, but I’m not sure if it would help. Benita might have made those rooms up already”

☛ Can we see the guests luggage?

“You’d need to check with Ambrose.”

☛ Are any of the employees having family problems?

“Not that I’m aware of.”

☛ Are you close with the other employees?

“Yes, we spend so much time together it’s as if we’re a family. They’re my sisters and brother. Ambrose is like the father figure.”

☛ Do you all get along?

“Yes. While we may be like a family, we’re more of a functional family rather than a dysfunctional one”

☛ Does the Silver Swan pay well?

“Yes”

☛ Are you all paid the same?

“Yes”

☛ How much does the Silver Swan pay?

“That’s personal and none of your business”

☛ Do the guests tip well?

“Does that make a difference in this case?”

☛ If someone were unhappy they might try to do something to the guests

“Everyone here is happy and likes working here. No one would do anything to mess that up for themselves or any of the others?”

☛ Is there anything else you can tell us?

“No.”

### Elizabeth

Elizabeth is a brown-haired brown eyed female human in her late twenties. She is dressed in an immaculate cook’s uniform.

☛ Who makes the bed?

“Benita the housekeeper usually makes the beds.”

☛ Who put the chocolate on the pillow?

“Benita the housekeeper usually does that.”

☛ Benita usually makes the beds?

“When the Silver Swan is busy we tend to help each other.”

☛ Aren’t you too busy in the kitchen to be able to help?

“No. once the food is put it up to cooks it usually takes some time before it’s done.”

☛ How long have you worked here?

**“Five years to be exact.”**

**☛ Have the others worked here for about that time?**

**“Yes, we’ve all worked here between 4 and 5 years.”**

**☛ Have any of the other employees been acting strangely?**

**“No. Everyone was acting the same as they always do.”**

**☛ Did you see the guests before they left?**

**“No but that’s not that unusual, especially if they left when I was in the kitchen.”**

**☛ Did you see anyone, or anything unusual before the guests left?**

**“No.”**

**☛ What do you do around here?**

**“I am the cook.”**

**☛ So you only do the cooking?**

**“I only do the cooking? For your information I do the cooking, serving, and maintaining of the kitchen. That includes washing the dishes and cleaning of the dishes and the dining area.”**

**☛ Did any of the other guests comment about the guests that left?**

**“I haven’t heard anyone mention it.”**

**☛ Where does the Silver Swan get it’s chocolate from??**

**“I don’t know. It’s not something I’m involved with.”**

**☛ Who goes shopping for things?**

**“I shop for the food that the inn needs once I decide on what I’ll be serving that day. I go shopping everyday and then have it delivered here. Meats, poultry, breads, fruits, vegetables and pastries are all delivered here. I shop the different markets for the best quality food at the best prices. Before you ask, the merchants from**

**the marketplace are people that I’ve been dealing with for years. We’ve never had any issues, so why change things that work.”**

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

**“No.”**

### **Benita**

Benita is a blond-haired green eyed female human in her late twenties. She is dressed in an immaculate housekeeper’s uniform.

**☛ Who makes the bed?**

**“I usually do, and before you ask? I put the chocolate on the pillows as well.”**

**☛ You usually makes the beds?**

**“When the Silver Swan is busy Algron and Elizabeth help me.”**

**☛ Aren’t they too busy with their duties when the Silver Swan is busy to be able to help you?**

**“Sometimes yes, but when they’re able to help me they do. Just like when I’m able to I help Elizabeth in the kitchen washing dishes or carrying things out to the dining area.”**

**☛ How long have you worked here?**

**“Five years to be exact.”**

**☛ Have the others worked here for about that time?**

**“Yes, we’ve all worked here between 4 and 5 years.”**

**☛ Have any of the other employees been acting strangely?**

**“No. Everyone was acting the same as they always do.”**

**☛ Did you see the guests before they left?**

**“No but that’s not that unusual, especially if they left when I was in the kitchen.”**

**☛ Did you see anyone, or anything unusual before the guests left?**

“No.”

☛ What do you do around here?

“I am the housekeeper. I clean the rooms, change the linens and do what I can to help the guests have a great stay.”

☛ Do you have chocolates left from yesterday and today?

“No and Yes. I don’t have any left from yesterday but I do have some from today”

☛ Did any of the other guests comment about the guests that left?

“I haven’t heard anyone mention it.”

☛ Where does the Silver Swan get it’s chocolate from?

“I don’t know. It’s not something I’m involved with.”

☛ Who goes shopping for things?

“I have no idea. I’d imagine that it would either be Elizabeth or Algron.”

☛ Can we see the rooms of those that have left without paying?

“Yes, but I don’t know what good it will do. I’ve already made the rooms up.”

☛ Is there anything else you can tell us?

“No.”

### **1A1: Examining the rooms**

Benita will show the PCs the rooms that were involved.

All of the rooms will look similar other than 3 will be with king-sized beds and the others with 2 double beds.

**Benita leads you to one of the rooms in question. She uses her key to open the door for you. The room is immaculate, nothing appears out of place.**

A **Perception (Vision)** check DC 15+ATL will reveal a piece of chocolate that slid behind the bed.

That is yesterdays chocolate, not today’s. The PCs will find a total of 4 pieces of chocolate this way. They will not find anything else in the room.

### **1A2: Examining the luggage**

Algron will show the PCs the room where the luggage that was left behind has been placed. All of the rooms will look similar other than 3 will be with king-sized beds and the others with 2 double beds.

A **Perception (Vision)** check DC 15+ATL will reveal a ½ eaten piece of chocolate stuck to the bottom of one of the pieces of luggage. Opening the luggage they will find clothing and some souvenirs from the person’s time in Amthydor.

- If the PCs haven’t been to either the Dauntless Dolphin or Weary Traveler **GO TO Encounter 2 (Page 17)**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 1B GO TO (Page 11)**
- If the PCs want to head to the Weary Traveler Inn **GO TO Encounter 1A GO TO (Page 16)**

### **ENCOUNTER 1B: THE DAUNTLESS DOLPHIN**

**You travel through the streets of Amthydor, often referred to as the Shining Jewel of Raia, until you reach the Port District and can see your destination, the Dauntless Dolphin Inn and Tavern. You head that way and upon reaching the Dauntless Dolphin you have a moment to observe your surroundings before entering. The tavern’s yellow roof is slanted over the bar. The shingle hanging out in front of the door depicts a Swimming Dolphin intent on its target. Bubbles are painted to the side of the creature. Inside, the tavern walls are decorated with various bits of nautical equipment. Over the bar is a stern wheel, above the door an astrolabe. On other portions of the wall are belaying pins, nets, ropes with grappling hooks and other such memorabilia. There are about a dozen empty tables scattered across the common room. The bartender is busy helping his employees clean up broken glass from the floor of the building.**

The bartender and owner is Bialtor Doogen, a former sailor in the Amthydoran navy. He served many years through many campaigns and other duties out at sea. Approximately ten years ago, he retired from the navy and bought this business to keep in touch with all of his sailor friends. His thick arms are covered with scars, and there are several on his face. For each of those scars, he has at least three stories, each even more imaginative than the other, to tell those in increasing states of drunkenness.

Which of them is the truth, though, is hard to tell; especially with the exuberance with which Bialtor tells the stories. Bialtor will always tell the stories if asked, mostly because he loves the sound of his own voice as much as the sound of a good party. He will sing and dance even as he tries to serve his customers. Fortunately for his customers, his service is much better than his singing and dancing.

Bialtor is a tall man, almost six foot tall, with blonde hair that has mostly fallen out and a blonde beard. He has a tattoo of a hippocampus on his left arm. He will make flirtatious comments to any pretty lady who walks into the place, but he will limit it to comments.

If the PCs should mention that they've been tasked to look into the disappearances of individuals from his inn, he will reluctantly agree to answer questions from them. He will be acting impatient, as he's trying to run a business and needs to concentrate on his guests.

🗨️ **What is your name?"**

**"My name is Bialtor, and you are?"**

If the PCs don't mention their names, he will be reluctant to answer any questions until they do so. One never knows when speaking to someone might cause trouble down the road

🗨️ **We understand that you've had incidents involving some of your "patrons?"**

**"If you're referring to people leaving without paying their bill that is correct. "**

🗨️ **How many guests do you have? / How many guests left without checking out?**

**"We had 40 guests last night and of those 40, 37 are still here. 3 left without checking out."**

🗨️ **How many employees work here?**

**"We have 5 employees here other than the wait staff. They include Kenyon the bellman, Magdalina the housekeeper, my wife is the cook. We have 2 other employees, Paul the bellman and Octavia the housekeeper. Paul and Octavia work the overnight shift making sure that the needs of the guests are dealt with."**

🗨️ **Does that mean that Paul and Octavia aren't here?**

**"They come in later today."**

🗨️ **Did anything unusual happen before the guests left?**

**"Not that I remember."**

🗨️ **Did you see anything unusual around the time that the guests left?**

**"Not that I recall."**

🗨️ **Has anything like this ever happened before?**

**"No."**

🗨️ **It seems that some of your guests might have eaten something that caused them to do that?**

**"Are you implying that food that we served here might have caused them to leave abruptly like that? If so that's not possible because they didn't eat anything from here."**

🗨️ **They didn't eat anything from here? They didn't eat the chocolate, or mint, that's placed on the pillow?**

**"Well they did get a piece of chocolate on their pillow but we've been doing that for years."**

🗨️ **How many guests got the chocolate last night?**

**"All of them."**

☞ **Have you had a change in employees? / Did any of your employees not show up for work? / Did you hire any additional workers recently?**

“No, all of our employees have reported for their shifts. Each of those employees has worked here for at least 5 years. Our staff is so capable that we’ve never had to add additional employees, not even temporary ones.”

“No, Amthydor doesn’t discriminate when it come to business ownership. We allow anyone to own a business regardless of race, gender or orientation. In the case of Amthydoran Chocolates the fairies actually own the business. However they’re equal opportunity employers and use individuals in need the opportunity to get a fair days pay for a fair days work.”

☞ **Did you change the supplier of the chocolate? / Did you change how the chocolate is made?**

“No”

☞ **So their employees are happy?**

“I’ve never heard any of them speak a bad word about the business.”

☞ **Have any of your employees been acting strangely?**

“No, they’ve all been acting the same as always.”

☞ **Is that where you normally get them from?**

“Yes it is. We’ve been getting the chocolates from there for the past 4 years.”

☞ **Have any of your employees had family problems recently?**

“Not that I’m aware of.”

☞ **Do you pick them up, or are they delivered here?**

“They deliver them to us.”

☞ **Can we speak with your employees?**

“Yes, but please be respectful of the fact that my business is still open, and these employees do still need to work. My wife is currently out shopping at the market and I’ve no idea how long it will take her to return.”

☞ **Did you have the same delivery person?**

“Yes and no. Before you ask, that’s not unusual. The business has several delivery people and they rotate them so the person that delivered yesterday isn’t the person that delivered them earlier today.”

☞ **Can we speak with any of your guests?**

“No, the Dauntless Dolphin has a reputation of being a quality establishment that specializes in tending to the needs of our guests. I cannot, or rather I will not allow you to disturb any of our guests inside the establishment. If you encounter any of them outside of here and they wish to speak with you that’s different.”

☞ **Do you get chocolate deliveries every day?**

“Yes, we always use fresh chocolate.”

☞ **Who made the chocolate? / Where did you get the chocolate from?**

“The chocolates were from Amthydoran chocolates. Their chocolates are magically delicious because they’re made with fairy goodness.”

☞ **Do you have any of yesterday’s chocolate left?**

“It’s possible you’d need to check with Benita the housekeeper.”

☞ **Who put the chocolate on the pillow?**

“Benita the housekeeper would’ve done that.”

☞ **Are you saying that the business employs fairies to make their chocolates?**

☞ **Do you have any of today’s chocolate left?**

“It’s possible you’d need to check with the housekeeper.”

☞ **Did the guests that left leave their belongings behind?**

**“Some of them did, and the others didn’t have any additional belongings with them when they checked in.”**

**☛ Can we see those belongings?**

**“How would that be helpful to either of us? Since they left without paying their bill, the items belong to the inn.”**

**☛ How much do they owe? / If we pay what they owe can we get their belongings?**

**“They owe 10 gold each. If you pay that money the items would then belong to you.”**

**☛ Did this happen at any of the city’s other inns?**

**“I have no idea.”**

**☛ Did you report the disappearances to the Legion?**

**“Yes. The Legion said that they’d be on the lookout for those people.”**

**☛ Did you see anyone strange here before the guests left?**

**“Not that I remember.”**

**☛ When did the first person leave?**

**“The first guest was discovered to have left earlier today about 5 hours ago to be exact.”**

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

**“No.”**

When the PCs are ready to speak with the employees, Bialtor will steer them towards an empty room that they can use. He will then have the Kenyon and Magdalina brought in there 1 by 1 to make sure that they don’t disturb any of the guests with their questioning.

Note that once the PCs have completed all of their questions for the employees, Magdalina would be willing to take them to the rooms of the guests that had left.

### **Kenyon**

**☛ Who makes the bed?**

**“Magdalina the housekeeper usually makes the beds.”**

**☛ Who put the chocolate on the pillow?**

**“Magdalina the housekeeper usually does that.”**

**☛ Magdalina usually makes the beds?**

**“When the Silver Swan is busy we tend to help each other.”**

**☛ How long have you worked here?**

**“Three and a half years to be exact.”**

**☛ Have the others worked here for about that time?**

**“Yes.”**

**☛ Have any of the other employees been acting strangely?**

**“No. No one has been acting any different than normal.”**

**☛ Did you see the guests before they left?**

**“No.”**

**☛ Did you see anyone, or anything unusual before the guests left?**

**“Not that I remember.”**

**☛ What do you do around here?**

**“I am the bellman. It’s my job to help tend to the guests needs. I carry their luggage to their rooms and have been known to run errands for the guests.”**

**☛ What sort of errands did you do for the guests?**

**“Usually fetching food, or going shopping for them. I’ve also been known to deliver food to their rooms if they’re unable or unwilling, to make it down to the dining area themselves.”**

**☛ Can we see the rooms of the guests that left?**

**“Yes, but I’m not sure if it would help. Magdalina might have made those rooms up already”**

🗨️ **What did you do with the guests luggage?**

“There was no luggage to do anything with. Either they didn’t have any when they checked in or they took it with them.”

🗨️ **Did any of the other guests comment about the guests that left?**

“Not that I’m aware of.”

🗨️ **Where does the Dauntless Dolphin get it’s chocolate from?**

“I don’t know. It’s not something I’m involved with. Bialtor or his wife would know the answer.”

🗨️ **Who goes shopping for things?**

“It depends. I go shopping for things that the guests want but with regards to the shopping for items that the inn needs I think that Magdalina or Mrs. Doogan would know the answer to that.”

🗨️ **Are any of the employees having family problems?**

“Not that I’m aware of.”

🗨️ **Are you close with the other employees?**

“Yes, we spend so much time together it’s as if we’re a family. They’re my sisters and brother. Ambrose is like the father figure.”

🗨️ **Do you all get along?**

“Yes. While we may be like a family, we’re more of a functional family rather than a dysfunctional one”

🗨️ **Does the Dauntless Dolphin pay well?**

“Yes”

🗨️ **Are you all paid the same?**

“Yes”

🗨️ **How much does the Dauntless Dolphin pay?**

“That’s personal and none of your business”

🗨️ **Do the guests tip well?**

“Does that make a difference in this case?”

🗨️ **If someone were unhappy they might try to do something to the guests**

“Everyone here is happy and likes working here. No one would do anything to mess that up for themselves or any of the others?”

🗨️ **Is there anything else you can tell us?**

“No.”

## Magdalina

🗨️ **Who makes the bed?**

“I usually do, and before you ask? I put the chocolate on the pillows as well.”

🗨️ **You usually makes the beds?**

“When the Silver Swan is busy Kenyon and Mrs. Doogan help me.”

🗨️ **Aren’t they too busy with their duties when the Silver Swan is busy to be able to help you?**

“Sometimes yes, but when they’re able to help me they do. Just like when I’m able to I help Elizabeth in the kitchen washing dishes or carrying things out to the dining area.”

🗨️ **How long have you worked here?**

“Three years to be exact.”

🗨️ **Have the others worked here for about that time?**

“Yes, we’ve all worked here between 3 and 4 years.”

🗨️ **Have any of the other employees been acting strangely?**

“No. Everyone was acting the same as they always do.”

🗨️ **Did you see the guests before they left?**

“No but that’s not that unusual, especially if they left when I was in the kitchen.”

🗨️ **Did you see anyone, or anything unusual before the guests left?**

“No.”

🗨️ What do you do around here?

**“I am the housekeeper. I clean the rooms, change the linens and do what I can to help the guests have a great stay.”**

🗨️ Do you have chocolates left from yesterday and today?

**“No and Yes. I don’t have any left from yesterday but I do have some from today”**

🗨️ Did any of the other guests comment about the guests that left?

**“I haven’t heard anyone mention it.”**

🗨️ Where does the Dauntless Dolphin get it’s chocolate from?

**“I don’t know. It’s not something I’m involved with.”**

🗨️ Who goes shopping for things?

**“I have no idea. I’d imagine that it would either be Mrs. Doogan or Kenyon.”**

🗨️ Can we see the rooms of those that have left without paying?

**“Yes, but I don’t know what good it will do. I’ve already made the rooms up.”**

🗨️ Is there anything else you can tell us?

**“No.”**

### **1B1: Examining the rooms**

Either Kenyon or Magdalena will show the PCs the rooms that were involved.

All of the rooms will look similar other than 3 will be with king-sized beds and the others with 2 double beds.

**Magdalena leads you to one of the rooms in question. She uses her key to open the door for you. The room is immaculate, nothing appears out of place.**

A **Perception (Vision) check DC 20+ATL** will reveal a piece of chocolate that slid behind the bed. That is yesterday’s chocolate, not today’s. The PCs will find a total of 4 pieces of chocolate this way... They will not find anything else in the room.

- If the PCs want to head to the Silver Swan Inn **GO TO Encounter 1A GO TO (Page 6)**
- If the PCs want to head to the Weary Traveler Inn **GO TO Encounter 1A GO TO (Page 16)**
- If the PCs haven’t been to the Silver Swan Inn or Weary Traveler Inn **GO TO Encounter 2TO (Page 17)**

### **ENCOUNTER 1C: THE WEARY TRAVELER**

**You travel through the streets of the city to the Services District and then head to the address that you were given for the Weary Traveler Inn. After a few minutes searching you reach the Weary Traveler, and surprisingly the outside of the building looks as tired as the clientele it’s trying to entice.**

**Entering the building you notice that while the outside of the building might be in need of an update, the inside is quite well maintained. The silver haired bespectacled human woman at the front desk motions for you to head over.**

**“Welcome to the Weary Traveler Inn. My name is Contessa and I am the owner of this establishment. How many rooms do you need?”**

Allow the PCs to state the reason that they are there.

**I’m not sure how we can help you. It’s true that had 2 person sneak out without paying yesterday. They didn’t have any luggage and the room had been refreshed. In fact it’s been cleaned twice since then as the person that checked into that room yesterday evening left this morning, checking out as usual.”**

She will not allow the PCs to speak with her staff or her guests, the employees are working and the guests deserve to be left alone. Besides two Legionnaires were here both last night and earlier today asking her guests questions and she doesn’t want them disturbed any further.

She will however tell the PCs that the employees have all been here for about 3 years and that they are happy and paid well for their services. The Inn



does put chocolate on the pillows and orders enough to put on all of the beds. They get their chocolate from the same place that they have since they opened, “Amthydoran Chocolates”. They do not have any chocolate left over from either today or yesterday.

She will confirm that the missing quests are Doyle Lambert and Andy Quinn, the 2 men mentioned in the corporal’s report.

- If the PCs want to head to the Silver Swan Inn **GO TO Encounter 1A (Page 6)**
- If the PCs want to head to the Dauntless Inn & Tavern **GO TO Encounter 1B (Page 11)**
- If the PCs haven’t been to the Dauntless Dolphin and Silver Swan Inn **GO TO Encounter 2 (Page 17)**

### **ENCOUNTER 2: LOOKS LIKE THEY MADE HIM**

This encounter will take place when the PCs are on their way to the 2nd encounter after meeting with Commander Collins

**As you head to your destination, you find what appears to be a mound of jelly.**

Allow the PCs to make a **Perception (Vision) check Dc 5+ATL** to notice that there is a body within the jelly like substance. If the PCs clean him off they will discover that he’s unconscious and barely breathing. Any sort of magical healing will bring him conscious but he will gasp for air. Once he realizes that he’s conscious and not in danger of dying his breathing will slow to normal and he can share information with them.

**Who are you?**

**“I’m corporal Wolfram. My partner corporal Hart and I were looking into the disappearances at the Weary Traveler and when we were heading to the Dauntless Dolphin we came upon a golem. The golem was leading a bunch of people through the street and when we tried to stop them the people attacked us, then the golem attacked us**

**and after it had badly injured me the golem breathed on me and encased me in the jelly.”**

**What sort of golem was it?**

**“It was a strawberry shortcake golem. It was really strong and seemed to have most of the typical golem resistances.”**

**How did it attack you other than encasing you in jelly?**

**“It attacked by hurling strawberries at me. It didn’t care if I lived or died while I was trying to defeat the golem without harming the people it was controlling.”**

**What happened to your partner?**

**“Corporal Hart. I think the golem dragged him along with the group to deal with later. I’m not sure whether or not he was encased in jelly as well.”**

- If the PCs want to head to the Dauntless Inn & Tavern **GO TO Encounter 1A (Page 7)**
- If the PCs want to head to the Silver Swan Inn **GO TO Encounter 1B (Page 7)**

### **ENCOUNTER 3: CHOCOLATE DELIGHTS**

**Following the direction that you were given, you find yourselves heading into the Services District on the lookout for the building housing Amthydoran Chocolates. After a few moments you manage to locate the building and make your way inside. To say that what’s inside of the building is totally unexpected is an understatement.**

**There are 3 chocolate fountains, each with warm flowing chocolate, that’s soothing to the senses. Around the edges of each fountain are tables. One of the tables has different sized molds in various shapes, as well as a bin resting on top of a 2<sup>nd</sup> bin that’s filled with ice water. A 2<sup>nd</sup> table is filled with different types of fruits and nuts; cherries, grapes, raisin, peanuts, s etc. That table also has a 2 bin setup just like the first table. The 3<sup>rd</sup> table appears to have**

different types of fillings crème, cordial, coconut, jelly etc. Just like the other 2 tables it also has a similar 2 bin setup.

You also notice 3 small winged creatures directing what can only be unseen servants at each of the fountains. Each winged creature seems to be directing 3-4 unseen servants. Some of the servants are taking the different sized and shaped molds dipping them in the chocolate and then placing them briefly in what appears to be a cooling bin before moving them to a box. A second group of unseen servants is taking the pieces of fruit and dipping them in the chocolate and then placing them briefly in the cooling bin and then moving them off to a box. The third group of unseen servants is shaping the chocolate inside the fountain and then making a small hole and essentially injecting one of the fillings into the chocolate through that hole. The unseen servants then place the chocolate briefly in the cooling bin before moving it to a box.

☛ Do you provide chocolates to The Silver Swan Inn/ The Dauntless Dolphin Inn and Tavern/The Weary Traveler Inn?

“Yes, why are you asking?”

☛ Are those the only places that you deal with?

“No, we also deliver to the Jade Palace, Verlaine’s and several other establishments throughout the city. Some people in the city also enjoy our chocolates and when they can’t come here to get them they have them delivered.”

☛ Have you hired any new employees, specifically delivery people recently?

“No, why are you asking?”

☛ We have reason to believe that your chocolates are involved in a plot to cause chaos within the city?

“You can’t be serious. We’ve been making our chocolates the same way for the past 5 years. All

of our employees have worked here the whole time.”

☛ Are all of your employees happy here?

“Yes, they all say that they like working here. We pay good wages and benefits”

☛ Did the same person deliver chocolate to the Silver Swan Inn/ the Dauntless Dolphin Inn and Tavern/The Weary Traveler Inn the past couple days?

“Yes, and he’s currently out making other deliveries.”

☛ Where is he right now?

“I do not know. He was given a bunch of deliveries to make.”

☛ Who was he delivering to?

“The Gilded Cage, they sometimes like to give their clients something sweet to take with them which will entice them to come back. The Society of Entertainers and Providers, Opportunity Knocks.”

☛ What are those creatures?

“The pixies? Haven’t you ever seen a pixie before?”

☛ Do you know when he’s supposed to be back?

“Unfortunately not.”

☛ Is it possible that someone could have doctored your chocolate?

“No, all of our chocolate is quality checked and sealed.”

If the PCs thought to get a piece of chocolate from one of the Inns and show it to her she will say that’s not one of our chocolates. She also will confirm that the ½ eaten piece of chocolate isn’t from there either.

Note: A Sense Motive check DC 5 will reveal that her statements are all true.

After 15 minutes real time the owners will ask the PCs to leave so that they can get back to handling their

business. She will promise to get word to the PCs if the delivery person should return.

#### **ENCOUNTER 4: HERE WE GO AGAIN**

This encounter will take place either when the PCs are on their way out of Amthydorán Chocolates, or a passerby will discover the body outside and scream just before they're about to teleport if that's how they're planning on getting to the next location

**As you head to your destination, you find what appears to be a mound of whipped cream.**

Allow the PCs to make a **Perception (Vision) check DC 5+ATL** to notice that there is a body within the jelly like substance. If the PCs clean him off they will discover that he's unconscious and barely breathing. Any sort of magical healing will bring him conscious but he will gasp for air. Once he realizes that he's conscious and not in danger of dying his breathing will slow to normal and he can share information with them.

🗨️ **Who are you?**

**"I'm corporal Hart. My partner corporal Wolfram and I were looking into the disappearances at the Weary Traveler and when we were heading to the Dauntless Dolphin we came upon a golem. The golem was leading a bunch of people through the street and when we tried to stop them the people attacked us, then the golem attacked us and after it had badly injured me the golem breathed on me and encased me in the whipped cream. Do you know if my partner is okay?"**

🗨️ **What sort of golem was it?**

**"I actually encountered 2 golems. When I was with my partner we ran afoul of a strawberry shortcake golem. It was really strong and seemed to have most of the typical golem resistances. After the golem overpowered us it dragged me along with the people that were mindlessly following it. I managed to get my strength back and broke free of the strawberry shortcake golem**

**but before I had the chance to figure out how to deal with that golem I was set upon by a chocolate pudding golem and buried under a mound of whipped cream.."**

🗨️ **How did it attack you other than encasing you in whipped cream?**

**"It only attacked me by spewing whipped cream. I think I passed out from being buried under the whipped cream."**

🗨️ **What happened to your partner?**

**"Corporal Wolfram? I'm not sure what happened to him. Hopefully he's okay."**

As the PCs are dealing with Corporal Hart, a male fire elem will stride confidently towards them. "

**I understand that you wish to speak with me? Why can't you and your kind just mind your own business?**

🗨️ **You need to pay for what you've done?**

**"I'm not afraid of you. Do your worst, you won't be able to save any of them. She'll win and your fellow citizens will be the ones paying the price."**

🗨️ **Why are you involved with this?**

**"The money was too good to pass up., and all I had to do was switch out the chocolates that I was supposed to deliver for a box that she gave me."**

🗨️ **Where did you get the chocolates from?**

**"She is a female tabreen and she's been meeting me the past 2 days to give me replacement chocolates. She also told me that her boss a succubus thought that I had tremendous potential and was deserving of a better life than I was living."**

🗨️ **If we can't stop if you've got no reason not to tell us the plan?**

**"Sure I'll tell you. There's nothing you can do anyway. The losers that came before us appeared to have failed in their mission at least from Amthydor's viewpoint but the knowledge that was**

learned was instrumental in formulating this plan.”

● What sort of information did you learn?

“How to manipulate the wills of Amthydor’s weak minded citizens. People are afraid of what they do not understand, it makes them more susceptible to things like mind control. We also learned that food is the way to undermine an individual’s resolve; the trick is finding the right food something that people are going to want6 even if they don’t actually need it. Donuts were good for the test run but as I said people can resist the lure of a donut even if they’re “magically delicious”, but chocolate is something that most people are willing to give in to,”

● What’s happening to the people that you’re controlling?

“Oh you mean the slaves. That’s right I said slaves. They’re being loaded onto ships and then taken out of Amthydor’s jurisdiction. I’m not sure which nation they’re being sold to, but since they’re weak minded individuals they need to be gone from here. That’s what she wants.”

● You do realize that you’re committing treason?

“That’s true if I get caught.”

● You were caught committing treason?

“Oh yeah, but the charges will never stick. She has Alaric Grimm the former High Warrior under her control. Once she has control of Amthydor I’ll be getting kudos and rewards you couldn’t even begin to imagine. I’m also not worried because even if I’m caught she’ll get me freed before I’m actually executed.”

● What sort of additional rewards were you offered?

“I’ll be made a noble of the new city and with that title I’ll have the interest of a lot of men and women all wanting to please me.”

● What can you tell us about the golems? / It’s in your best interest to tell us about the golems it might save your life if her plans don’t work

“There are 3 different overall types of golems and different varieties of each. We’ve got pudding golems (chocolate, vanilla and strawberry); cake golems (strawberry shortcake, pineapple upside down cake and black forest cake); and ice cream golems (chocolate, vanilla and strawberry). Each of the types of golems has a breath weapon and has different types of attacks than the standard golem. All of the golems have the typical golem abilities and are vulnerable to fire”

● What sort of breath weapons and attacks do the golems have?

“The pudding golems have a whipped cream breath weapon and shoot cherries at you. The cake golems have a jelly breath weapon and shoot strawberries at you. The ice cream golems have a hot caramel breath weapon and shoot pieces of caramel at you.”

● Where are the golems headed?

“To the docks”

● Anything else that you can tell us?

“No.”

If the PCs summon the Legion, or bring Lindsey inside Amthydor’s Chocolates so that they can call the Legion, he will be taken into custody. If they instruct him to turn himself in he will agree to do so but will try to escape the city because he knows that he’ll be killed if the PCs are successful.

- If the PCs want to head to docks by foot **GO TO Encounter 5 (Page 7)**
- If the PCs teleport to the docks **GO TO Encounter 6 (Page 7)**

### **ENCOUNTER 5:**

**Making your way through the streets of the city towards the docks, just at the edge of your vision, you see a strange sight. It looks like a creature apparently made out of chocolate is walking the streets with what appears to be an ‘entourage’ following it.**

If the PCs decide to check out the creature before heading to the docks continue below otherwise, got to Encounter 6

**Following the creature you notice that it turns the corner and it and its entourage start heading down another street. As they're travelling along you see people coming out of the building and join the entourage.**

Allow the PCs the chance to notice that the entourage is made up of "normal" people, the waitress at their favorite restaurant, and their favorite messenger from the Amthydran messenger service, members of their fan club etc. They will also notice that none of the entourage has any sort of a weapon.

A **Perception (Vision) check DC 10+ATL** will reveal that the entourage members have glazed looks in their eyes, almost as if they've been ensorcelled.

A **Perception (Listen) check DC 40+ATL** will reveal that the creature is giving off a barely audible humming sound and that there appear to be words hidden within the humming. . A **linguistics check DC20+ATL** will reveal that hidden message as "come with me. protect me at all costs.

#### **The PCs have some options available:**

1. They can attack the creature. If the PCs attempt to harm the creature the entourage will fight to defend the creature. That could cause a complication for the PCS as the entourage, while having no weapons, is trying to harm the PCs Will the PCS remember that they are actually innocents that have been forced to do this? The stats for the mob are not listed because hopefully the PCs will not attack the innocents, but if they should the mob will have a base attack +10 and if successful the hit will do d4 points of damage.
2. They can attempt to stop the effects on the entourage. If the PCs are able to put the

"entourage in a silence spell, they won't be able to hear the message and will snap out of it. The can try to dispel the effect, but unless a *greater dispel magic* is used on the area they would need to do this for each member of the entourage. The DC for the caster level check is 18.

3. They can continue following the creature. If they take this option that can follow it through other streets of the city where it will cross paths with other similar groups within the city. They will notice that the golems are headed towards the docks.

## **ENCOUNTER 6**

**You head down to the docks and see a disturbing sight. There are approximately 20 golems on the docks: There are pudding golems (chocolate, vanilla and strawberry); cake golems (strawberry shortcake, pineapple upside down cake and black forest cake); and ice cream golems (chocolate, vanilla and strawberry). Each golem has an "entourage" or about 10 people following it. There also 5 ships at the docks: 4 of them loading people and the other leaving the harbor area.**

Ask the PCs what their intentions are. The golems haven't noticed them yet so the PCs can have full round of actions before initiative is triggered. The PCs will only need to deal with 3 golems as Legionnaires will step out of the shadows to deal with the rest of them. Also, in the event that the PCs have no way of getting to the ship leaving the

## **CONCLUSION A (PCS DEFEAT GOLEMS AND SAVE VICTIMS)**

**As the last of your golem opponents drops you see Legionnaires emerging from the ship escorting prisoners and confused citizens alike. Unfortunately the ship that had pulled out of the docks before you arrived is about to reach the edge of the harbor and from there it could be smooth sailing until the ship is out of the kingdom's boundaries. Suddenly a**

contingent of giant eagles does a strafing run over the ship dropping legionnaires onto the ship. The Legionnaires quickly take control of the ship and it turns around and heads back to the docks.

TIME UNIT COST: 1 TU

Skip to Epilogue

## **CONCLUSION B (PCS DEFEATED)**

As the last of you is about to succumb to the blows from your golem opponents you see some Legionnaires move in and take down your opponents.

One of the ships, which had already left the docks before you reached the docks, has almost reached the when a contingent of giant eagles does a strafing run over the ship dropping legionnaires onto the ship. The Legionnaires quickly take control of the ship and it turns around and heads back to the docks.

## **EPILOGUE**

You arrive back at Diamond Legion HQ and are ushered in to meet with Commander Collins. Commander Collins asks what you have learned.

Let the PCs decide how much of what has transpired they tell Commander Collins. After they've briefed her, Commander Collins will thank them for their help and then have them paid.

## **EPILOGUE 2**

The image of a female tabreen and a male lupaari pacing back and forth appears in front of you. "She's not going to be happy" the female tabreen says/. "That makes twice that we failed her. I'm not sure that she's going to give a third chance" the male lupaari continues. We need to come up with a plan. She just can't turn down, just to show her that we're worthy of another shot. The scene fades to black

**THUS ENDS "DEATH BY CHOCOLATE"**

## 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
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>	<b>28000</b>	<b>28000</b>
Helping the legionnaires	50	50	100	100	100	200	200	500	500	500	500
Not harming the innocent victims	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
<b>Maximum Possible XP</b>	<b>750</b>	<b>1000</b>	<b>1500</b>	<b>2100</b>	<b>3200</b>	<b>5100</b>	<b>7600</b>	<b>12000</b>	<b>18500</b>	<b>29500</b>	<b>29500</b>

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, 1<sup>st</sup> 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

Name	Description	Location
Doyle Lambert	18 year old, red haired freckled human male	Weary Traveler
Andi Quinn	16 year old, red haired freckled human female	Weary Traveler
Clifton Stone	45 year old, silver haired male dwarf	Dauntless Dolphin
Cassandra Mills	30 year old, red haired freckled human female	Dauntless Dolphin
Dean Mills	11 year old, red haired freckled human male	Dauntless Dolphin
Jensen Parra	16 year old, red haired freckled human female	Silver Swan
Belinda Smythe	23year old, red haired freckled human male	Silver Swan
	16 year old, red haired freckled human female	Silver Swan
	18 year old, red haired freckled human male	Silver Swan
	16 year old, red haired freckled human female	Silver Swan
	18 year old, red haired freckled human male	Silver Swan
	16 year old, red haired freckled human female	Silver Swan
	18 year old, red haired freckled human male	Silver Swan
	16 year old, red haired freckled human female	Silver Swan
	16 year old, red haired freckled human female	Silver Swan



# GM PLAY AID #1

## ATL 1-5

### For all ATLS

**Vulnerability to Fire** You are vulnerable (+50% damage) to Fire damage.  
Magical attacks that deal cold/water based damage heal 1 hp per point of damage they would deal  
Magical attacks doing electricity damage slow (as per the slow spell) it for 2d6 round

### For All Golems- ATL 1 as is, ATL 3, hp=42. ATL 5 hp=60

#### 🔮 Chocolate pudding golem

N Medium construct

**Init** -1; Senses darkvision 60 ft., low-light vision; Perception +0  
**AC** 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)  
**hp** 30 (4d10+20)  
**Fort** +1, **Ref** +0, **Will** +1  
**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil  
Weaknesses vulnerable to fire  
**Speed** 30 ft.  
**Melee** stream of cherries +6 (1d6+3)  
**Str** 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1  
**Base Atk** +4; **CMB** +6; **CMD** 15  
**SQ** Nil  
**Gear** Nil  
**Special Abilities:** Nil

#### 🔮 Strawberry Shortcake golem

N Medium construct

**Init** -1; Senses darkvision 60 ft., low-light vision; Perception +0  
**AC** 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)  
**hp** 42 (4d10+20)  
**Fort** +1, **Ref** +0, **Will** +1  
**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil  
Weaknesses vulnerable to fire  
**Speed** 30 ft.  
**Melee** stream of strawberries +6 (1d6+3)  
**Str** 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1  
**Base Atk** +4; **CMB** +6; **CMD** 15  
**SQ** Nil  
**Gear** Nil  
**Special Abilities:** Nil

#### 🔮 Vanilla Ice Cream Golem

N Medium construct

**Init** -1; Senses darkvision 60 ft., low-light vision; Perception +0  
**AC** 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)  
**hp** 42 (4d10+20)  
**Fort** +1, **Ref** +0, **Will** +1  
**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil  
Weaknesses vulnerable to fire  
**Speed** 30 ft.  
**Melee** stream of caramel candies +6 (1d6+3)  
**Str** 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1  
**Base Atk** +4; **CMB** +6; **CMD** 15  
**SQ** Nil  
**Gear** Nil  
**Special Abilities:** Nil

## ATL 7-11

### For all ATLS

**Vulnerability to Fire** You are vulnerable (+50% damage) to Fire damage.

Magical attacks that deal cold/water based damage heal 1 hp per point of damage they would deal

Magical attacks doing electricity damage slow it (as per the slow spell) for 2d6 round

### For All Golems- ATL 7 as is., ATL 9 hp=90, ATL 11 hp=110

#### 🍪 Chocolate Pudding Golem

N Large construct

**Init** -1; Senses darkvision 60 ft., low-light vision;

**Perception** +0

**AC** 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

**hp** 65 (9d10+30)

**Fort** +3, **Ref** +2, **Will** +3

**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil

Weaknesses vulnerable to fire

**Speed** 30 ft.

**Melee** stream of cherries +13 (2d8+5)

**Space** 10 ft.; Reach 10 ft.

**Special Attack** breath weapon (20' cone of whipped cream, 1d6 damage, Reflex DC 12 vs. slow due to stickiness

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Gear** Nil

**Special Abilities:** Nil

#### 🍓 Strawberry Shortcake Golem

N Large construct

**Init** -1; Senses darkvision 60 ft., low-light vision;

**Perception** +0

**AC** 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

**hp** 79 (9d10+30)

**Fort** +3, **Ref** +2, **Will** +3

**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil

Weaknesses vulnerable to fire

**Speed** 30 ft.

**Melee** stream of strawberries +13 (2d8+5)

**Space** 10 ft.; Reach 10 ft.

**Special Attack** breath weapon (20' cone of jelly, 1d6 damage, Reflex DC 12 vs. slow due to stickiness

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Gear** Nil

**Special Abilities:** Nil

#### 🍦 Vanilla Ice Cream Golem

N Large construct

**Init** -1; Senses darkvision 60 ft., low-light vision;

**Perception** +0

**AC** 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

**hp** 79 (9d10+30)

**Fort** +3, **Ref** +2, **Will** +3

**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil

Weaknesses vulnerable to fire

**Speed** 30 ft.

**Melee** stream of caramel candies +13 (2d8+5)

**Space** 10 ft.; Reach 10 ft.

**Special Attack** breath weapon (20' cone of hot caramel, 1d6 damage, Reflex DC 12 vs. slow due to stickiness

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Gear** Nil

**Special Abilities:** Nil

**ATL 13+****For all ATLS**

**Vulnerability to Fire** You are vulnerable (+50% damage) to Fire damage.

Magical attacks that deal cold/water based damage heal 1 hp per point of damage they would deal

Magical attacks doing electricity damage slow it (as per the slow spell) for 2d6 round

**For All Golems- ATL 13 as is., ATL 15 hp=170, ATL 15+ hp=210****🍫 Chocolate pudding golem**

**N Large construct**

**Init** +7; Senses darkvision 60 ft., low-light vision;

**Perception** +2

**AC** 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

**hp** 140 (20d10+30)

**Fort** +6, **Ref** +13, **Will** +8

**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil

Weaknesses vulnerable to fire

**Speed** 30 ft.

**Melee** stream of cherries +29 (d10+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attack** breath weapon (20' cone of whipped cream, 3d6 damage, Reflex DC 15 vs. slow due to stickiness

**Str** 30, **Dex** 24, **Con** —, **Int** —, **Wis** 15, **Cha** 2

**Base Atk** +20; **CMB** +31; **CMD** 48

**SQ** Nil

**Gear** Nil

**Special Abilities** Nil

**Strawberry Shortcake golem**

**🍫 N Large construct**

**Init** +7; Senses darkvision 60 ft., low-light vision;

**Perception** +2

**AC** 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

**hp** 140 (20d10+30)

**Fort** +6, **Ref** +13, **Will** +8

**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil

Weaknesses vulnerable to fire

**Speed** 30 ft.

**Melee** stream of cherries +29 (d10+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attack** breath weapon (20' cone of whipped cream, 3d6 damage, Reflex DC 15 vs. slow due to stickiness

**Str** 30, **Dex** 24, **Con** —, **Int** —, **Wis** 15, **Cha** 2

**Base Atk** +20; **CMB** +31; **CMD** 48

**SQ** Nil

**Gear** Nil

**Special Abilities** Nil CR 9

**🍫 Vanilla Ice Cream Golem**

**N Large construct**

**Init** +7; Senses darkvision 60 ft., low-light vision;

**Perception** +2

**AC** 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

**hp** 140 (20d10+30)

**Fort** +6, **Ref** +13, **Will** +8

**Defensive Abilities:** Nil; **Immune** construct traits, cold, magic; **DR** Nil; **SR** Nil

Weaknesses vulnerable to fire

**Speed** 30 ft.

**Melee** stream of cherries +29 (d10+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attack** breath weapon (20' cone of whipped cream, 3d6 damage, Reflex DC 15 vs. slow due to stickiness

**Str** 30, **Dex** 24, **Con** —, **Int** —, **Wis** 15, **Cha** 2

**Base Atk** +20; **CMB** +31; **CMD** 48

**SQ** Nil

**Gear** Nil

**Special Abilities** Nil

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



Convention:

Judge:

Date:

## ROSTER OF HEROES: DEATH BY CHOCOLATE

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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