

PERFECT PITCH

CREDITS & LEGAL

Written and designed by: Anders Martin Helle

Perfect pitch is an independent product published under the DRAW STEEL Creator License and is not affiliated with MCDM Productions, LLC. DRAW STEEL © 2024 MCDM Productions, LLC.

Draw Steel Glyphs Font © 2025 by MCDM Productions is licensed under Creative Commons Attribution-ShareAlike 4.0 International. To view a copy of this license, visit <https://creativecommons.org/licenses/by-sa/4.0/>

OVERVIEW

Perfect pitch is a one shot adventure for tier 1 heroes. Transported inside a magical tuning fork, the heroes have to end an infection that is creating disharmony in musical instruments across the realm.

HOOKS

- › A bard collage hires the heroes
- › Worms break out of an instrument during a performance
- › A bard in the party's instrument starts playing wrong notes

THE QUEST

The master luthier **Avrul Ivain**(he/him), a gentle and elegant dwarven craftsman, invite the heroes to the Golden String Conservatory. Inside, **Siora Valris**(she/her), elven retired opera singer and Custodian of Pitch, will tell the heroes the following:

- › Musicians all over the realm have reported off key tones from their instruments, they drop in and out of key
- › A piece of crystal fell off the *Pure Tone*. The tuning fork magically linked to all instruments in the realm. Something is breaking it from inside
- › Mussel worm like creatures have burst out of instruments all over the realm.

The bards of Golden String Conservatory wants the heroes to journey into the *Pure Tone* to remove its infection.

INTO THE PURE TONE

The *Pure Tone* is a purple and pink crystal tuning fork placed in a sound dampened room with glowing multicolored lights floating above it.

To get the heroes inside the tuning fork, Avrul and Siora have the heroes place their hands on the *Pure Tone*. The two bards weave magic by ringing a series of connected tuning forks while singing a slow tune.

When the ritual is complete, the heroes shrink down and are pulled inside the crystal.

THE FEELING INSIDE

It feels like walking inside a purple disco ball. The light is constantly moving, every surface hard to the touch, and sounds echo in a way that adds harmony each time they bounce off a wall.

The damage caused by the worms creates disharmony. Use loud noises to build into this harmony/disharmony state the tuning fork is in.

1 | SURVIVING DISHARMONY

Entering the tuning fork, the heroes land with a thud. The sound vibrates through the crystal, feeding disharmonies into a painful chorus. Each hero must make a **Might test**.

- ⚔ 6 sonic damage
- 🗡 3 sonic damage
- 🛡 No damage taken

The tunnel they are in appear to be dug out by sharp teeth.

2 | FEASTING WORMS

Sounds of crushing stone come from a dug out corridor further in. Inside, a group of worms are chewing on the crystal.

For a **Standard encounter** with a party of 3 heroes:

- › *Initiative group 1:* **1 Defender Worm** and **1 minion group of Tone Worms**
- › *Initiative group 2 & 3:* **2 minion groups of Tone Worms**
- › Add or remove 1 initiative group with minions for each hero above or below 3.

The worms are see-through elongated mussels with hard circles of teeth on either end of their worm-like body. They seem unaware of the heroes, but will attack if they make any noise or disruption.

Inside each worm are fragments of the tuning forks crystal. Using these, along with singing, the heroes can attempt a **Presence test** to repair some of the damage the worms have done. Doing so grants **1 hero token** per worm worth of fragments.

3 | A WINDOW TO MUSIC

The tunnel curves to the outside of the fork, revealing a hole in the wall. The hole leads to the inside of a violin. Music, mostly in tune, floats through the hole, vibrating along the walls. This creates a pulse of force, pushing back anything in its path.

Moving through the force requires a successful **Medium Might test**. Failing the test will push the hero back, hindering progress.

The hole can be repaired with 2 worms worth of crystal fragments.

A TWO PAGE ADVENTURE

4| SCALING HARMONY

The passage ends in a vertical shaft. Disharmony flows from above, intense enough to be the main damage to the tuning fork.

The dug shaft is ragged, with large tooth marks running along its side, usable as hand holds. To climb up, the heroes need to make a **Medium Agility or Might test**

5| A NESTING WORM

A large chamber hosts the nesting space for the large **Queen Worm**, the cause of the invasion. It is surrounded by worms, pulling themselves along the chamber, depositing fragments of crystal at the queens nest. The queens insides are filled with crystal fragments. They are slowly transforming into eggs.

The worms and the queen will attack the heroes on sight or sound.

For a **Hard encounter** with a party of 3 heroes:

- › *Initiative group 1: 1 Queen Worm*
- › *Initiative group 2: 1 Defender Worm*
- › *Initiative group 3: 2 minion groups of Tone Worms*
- › Add or remove 1 initiative group with minions for each hero above or below 3.

When defeated, the worms expel the crystal they still have inside. Not enough for a full repair, but enough to get started.

AFTERMATH

Killing the queen will cause the rest of the worms to leave the tuning fork.

When the quest comes to an end, the heroes will be transported out of the *Pure Tone* and returned to their original size.

On behalf of Golden String Conservatory, Siora and Avrul will reward the heroes with **one pristine instrument** of their choosing and the title **Owed a Favor** from the bards of the Golden String Conservatory.

Tone Worm	Level 1 Minion Artillery
Beast, Worm	EV 3 for four minions
Size 1M , Speed 5 , Stamina 3	Movement: Burrowing
Stability 0 , Free Strike 2	With Captain: +2 bonus to speed
Might -2	Agility +2
Reason -2	Intuition -2
	Presence -2
☑ Spitting fragments 2d10 + 2 Ranged, Strike, Weapon  Ranged 10  2 damage  4 damage  5 damage	Signature Ability Main Action  One creature or object
★ Intense Resonance Any enemy who has three or more tone worms within 2 squares of them can't regain Stamina.	

Defender Worm		Level 3 Horde Brute	
Beast, Worm		EV 5	
Size 1M , Speed 5 , Stamina 30		Movement: Burrowing	
Stability 0 , Free Strike 3			
Might +2	Agility +2	Reason -2	Intuition 0
		Presence +1	
 Spinning Teeth 2d10 + 2 Melee, Strike, Weapon  Melee 2  5 damage; pull 2  7 damage; pull 3  8 damage; pull 4		Signature Ability Main Action  One creature or object	
Effect: If the target is pulled adjacent to the defender worm, the defender worm can either make a free strike or use the Grab maneuver against them.			
☒ Adhesive Pull Ranged, Strike, Weapon  Ranged 5		2 Malice Maneuver  Three creatures or objects	
Effect: The defender worm pulls each target up to 5 squares.			
★ Protector While the defender worm is windied, they gain an edge on strikes, and any strike made against them gains an edge.			

Queen Worm		Level 3 Elite Harrier	
Beast, Worm		EV 20	
Size 2, Speed 10, Stamina 100		Movement: Burrowing	
Stability 1, Free Strike 5			
Might +2	Agility +1	Reason -3	Intuition +1
		Presence -1	
 Rush 2d10 + 2 Charge, Melee, Strike, Weapon  Melee 2  7 damage  11 damage; A<1 prone  14 damage; A<2 prone Effect: The queen worm can make a free strike against each target they knock prone.		Signature Ability Main Action  Two creatures or objects	
 Crystal Burst 2d10 + 2 Area, Magic  2 Burst  4 damage  7 damage; A<1 the target is dazzled (save ends)  10 damage; A<2 the target is dazzled (save ends) Effect: A dazzled target takes a bane on strikes and has line of effect only within 1 square.		Main Action  Each enemy and object in the area	
 Resonant Feint 2d10 + 2 Area, Magic, Ranged  3 cube within 10  1 dazed (save ends)  1 dazed (save ends)  2 dazed (save ends) Effect: While dazed this way, a target has speed 0. If a target takes damage, or if someone else uses a main action to shake the target out of their stupor, the dazed condition ends.		5 Malice Maneuver  Each enemy in the area	
 Resonant Afterimage Magic  Self Trigger: The queen worm takes damage from a strike. Effect: The queen worm halves the damage, ignoring any non damaging effects associated with it, and can burrow up to 5 squares. The queen worm can immediately attempt to hide as a free maneuver, remaining underground until the start of their next turn if they succeed.		Triggered action  Self	
 Avoidance Any effect on the queen worm that would be ended by a saving throw instead ends automatically at the end of their next turn.			

Worm Malice

At the start of a worms turn, you can spend Malice to activate on of the following features.

★	Worm Rush	3 Malice
Each worm in the encounter gains a +2 bonus to speed until the end of the round.		
■ ■ ■	Liquid Resonance	5 Malice
The worms harmonize making the crystal swell with pressure causing liquid crystal to burst from a 3 cube area anywhere on the crystal surface. Each enemy in the area makes an Agility test.		
(S1)	4 damage; vertical push 5	
(D2-16)	4 damage; vertical push 3	
(T7)	The target shifts to the nearest unoccupied space outside the area.	

