



Hair of the Dog

LSJ 157

By Nancy Lee Clark

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

A gnome has been working on a hair growth tonic for years now. He has finally had success, but at what cost? LSJ Adventure for levels 1-6.

This is not part of a series, but it does have a recurring character in it, Lucktopper Brandywine.

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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

Lucktopper Brandywine, a cousin in the noble gnome family Krimpach, has been working on a hair growth formula for humans for the past four years. He has created a variety of formulas, but none of them have worked, until now. His latest formula actually grows hair, with unforeseen side effects, like turning the human user into a dog.

ADVENTURE SUMMARY

Introduction –You are summoned to Lucktopper’s Games and Stuff.

Encounter 1: PCs travel to the Manufacturing District and retrieve a dog from a woman who doesn’t want him to go.

Encounter 2: PCs travel to Elmo’s Apothecary and, thanks to a flimsy box, get exposed to the hair tonic.

Encounter 3: PCs find legionnaires in trouble and have to fight to save them.

Encounter 4: PCs visit a pet parade and discover a missing noble in dog form.

Encounter 5: PCs go to the theater just as Arthro the Amazing has a problem.

Conclusion–The PCs take the dogs back to Lucktopper and there is a cure.

INTRODUCTION

Another day in Amthydor, the Shining Jewel of Raia, and nothing exciting is going on. You're not even sure what you are going to do with your day. Perhaps a visit to the Dauntless Dolphin, a favorite watering spot, for a drink of Bialtor's famous ale or mead. As you look for your shoes to set out, a knock is heard at your door.

Once you open the door, you see a halfling girl child of about nine years of age and a gnome girl of about the same age standing there. The halfling girl looks at you and says, "Are oo da adventurerer?"

The gnome looks at her and says, "Dat'snot how ya thay it. It's adenturererer."

"Sowwy. Adentuererer." Her pink braids sway with each word.

"Tank oo. Her." The gnome girl hands you a piece of parchment. She hooks arms with the halfling girl and the two skip away.

Give the PCs **Player's Handout 1**

If the PCs refuse to go, it is over for them. Wish them a nice day and continue on with yours.

If they agree to go, continue here:

It is relatively easy to find Lucktopper's Games and Such since he included directions to his location. As you open the door, a pleasant ting sounds from a bell attached to the top of the door. You enter a shop that looks like it serves a purpose. Shelves line the walls filled with bins labelled in common whoopee cushion, joy buzzer, fake poop, fake vomit, wands, wigs, disappearing ink, fake knives, fake blood splatter and one that is marked miscellaneous. A sliding ladder allows access to the shelves closest to the ceiling. The opposite wall has shelves covered in stuffed animals and monsters of various types and colors. The center of the room has tables with more bins filled with squirting flowers, squeaky ducks and multiple scarves connected to each other.

The back counter has a glass case with six sided dice that appear to be made in a variety of gems and precious metals. A foot tall, black hat with a wide brim sits beside a sign stating it is a top hat with rabbit. Decks of cards in fancy cases are beside finger traps. Behind the counter are more shelves with boxes of different sizes bearing titles like Rat Trap, Cookieland, Apology and Sink My Schooner. Two shelves are covered with books titled Students, Cubicle Drones, Bosses, Politicians, Criminals and Professionals that appear to be part of some game called Trail Locator. According to the sign, it is a new role playing game, whatever that is.

On the floor behind the counter is the largest, shaggiest, strangest colored stuffed animal in the place. Unlike the other animals that just sit there, this one appears to be sobbing.

Give the PCs a chance to respond and then continue here:

The pile of hair bolts upright and two small hands part the hair. A wet, puffy, red gnome face pops out amongst the hair. "Please, oh please Illudra bless me and make these people be adventurers!" He sobs, "Are you adventurers?"

Knowledge (Religion) DC 5 Illudra is the goddess of trickery.

Once the PCs acknowledge they are adventurers, continue here:

"Excellent!" The gnome rights himself and continues, "I'm Lucktopper Brandywine and I sent for you. At least that went right. First thing all day. I will pay you each 100 gold X ATL to help me. Will you do it?"

At this point, Lucktopper is desperate and will do whatever it takes to get help. He will go all the way to 500 gold X ATL each if necessary. Anything higher than that and he will get others to do the job for him.

Once the PCs agree, continue here:

"My hair formula is a success." He grabs a pair of gardening sheers and lops off huge chunks of hair. As quickly as he cuts it, the hair grows back.

Perception (Vision) DC 10 to realize his hair is still growing.

DC 15 It is growing pretty fast.

DC 20 It is growing about an inch a minute.

Perception (Listen) DC 10 You can hear the hair actually growing.

“That’s the good news. The semi good-bad news is it apparently only works on humans, hybrids and gnomes. The really bad news is there are apparently side effects. In my case, it won’t stop growing. In half elves, it turns their hair a different color, like puce or vomit brown, found that out in the testing phase. I don’t know what it does to half orcs or half ogres. I haven’t sold any to them, for all I know, it does nothing. I gave some to Elmo at Elmo’s Apothecary to see what he thought of it. He may have sold it to other hybrids.”

“Now, for the really bad part. I sold some to several different humans. I haven’t heard from any of them, but I saw what happens. It turns humans into dogs.” He falls to the ground and starts blubbering again.

🗨️ **How do you know this?**

“That is where things get really, really awful. See, High Warrior Grimm came by to get the newest Trail Locator book, Technology and Apps, for his nephew. I told him about the formula. He was leery of it. So, he had me try it first. It worked on me. While he was here, my hair only grew a couple of inches. He bought some and tried it here. He had a patch that was starting to thin. It started growing immediately! He was thrilled! He bought a second bottle and started for the door. When he got there and opened it, he turned back towards me and made a barking noise and started changing. I tried to rush over to him, but tripped over my hair. By the time I stood up, there was a bulldog standing in the pile of the High Warrior’s clothes. I tried to grab him, but the little girls I sent to get you came in and the High Warrior ran out the door. I have no idea where he went.”

🗨️ **Who all bought the formula?**

“I sold two bottles to Lord Grimm, one to Richard Griffin, he’s a smith in the Manufacturing District. I also gave a couple of bottles for Elmo at his apothecary to sell. I’m glad I just started selling it today.”

🗨️ **What do you think caused this?**

“I used dog and cat hair in the formula. I figured, they shed all the time, but still have hair. Besides, dog and cat hair sticks to everything and is really hard to get off. I thought it was a good idea.”

🗨️ **How will we know which ones are people and not real dogs?**

“Good question! Give me a second.” He tries to flip his hair out of his way and nearly falls from the momentum. He digs around under the counter and pops up with a piece of glass with a string attached to it. “This should do it. It’s a monacle of dog detecting. It’s a prototype and only has five charges. Use it wisely.”

“Oh! And if any of you can smell things, they may or may not smell like real dogs so that might help you find them.”

🗨️ **How do you use it?**

“Put it to your eye and say ‘dog gone’. It will reveal if any dogs you look at are real dogs or transformed.”

🗨️ **Why do you have this?**

“It was a special request from a customer. He lost his pet druid who was having some mental problems. The druid kept turning himself into a dog and getting lost. By the time I got this perfected, the customer had found the druid and got his mental issue resolved. It was some sort of poison that made him forget things. I end up with all kinds of items because people forget about ordering them or change their minds about wanting them. That is why I charge half up front for custom items now a days.”

🗨️ **Like what?**

“I really don’t keep track. Hmm, once this catastrophe is over I should look into an inventory of the items.”

🗨️ **How do we reverse this?**

“While you’re out checking on the disposition of the customers, I will be here working on a solution. I sent a runner to get my uncle to help me with finding a solution to this whole mess.”

🗣️ Who is your uncle?

“Lord Krimpach!”

🗣️ Could the High Warrior have gone home?

“I don’t know. I have asked my uncle to check at their home on his way here. The runner took my noble district pass with her and I can’t get another one. I also sent a runner to the Legion HQ and they didn’t have any dogs there that didn’t belong there.”

🗣️ Are you stupid? How stupid are you?

“Look, I may be many things: short, cynical, funny, some might even say silly, but I am not stupid! I did multiple calculations on this. I’ve been working on the formula for years. I even tested on more than one subject. No one reported any of these side effects. I actually did things right and it still went wrong!”

🗣️ Are they really dogs?

“I don’t know, maybe? I am not sure if they are still mentally themselves or are mentally full-fledged dogs.”

🗣️ Where do dogs hang out in Amthydor?

“I’m not 100% sure. I would check with the temple of Brianna. She’s the goddess of animals. She might know. I think there is a park in the Commoners District that caters to dogs. Luparii also tend to hang out there.”

🗣️ What are Luparii?

“They are dog type people.”

🗣️ What should we do with the dogs when we find them?

“Keep them with you. I can’t keep an eye on them here and work on a solution.”

🗣️ Do you have any leashes?

“Actually, I might have something that will help.” He points to pick random medium sized PC. **In the back room is a box marked IDLFFHD. Please bring it out here.**”

Once the box is brought out, Lucktopper takes a knife and cuts it open. He pulls out a handful of leashes that are made out of some stiff material with a harness at the end. The leashes vary in size from little teacup poodles to what would hold a medium sized wolf. “These should do it. These are a novelty item I imported from Lemier over in Khadros. They were a huge hit there for a while and I thought I would give it a go here.” He holds the leash by the handle, “See, it looks like you are walking a dog. Very fun, right?”

IDLFFHD stands for Invisible dog leash for faking having dog.

When the PCs are done with their questions, continue here:

“So, get a goin’! Find those dogs and bring ‘em back here. We’ll get this resolved.” Lucktopper grabs the shears and proceeds to attack his hair again since it has grown over his eyes during your talk.

➤ If the PCs want to go to Richard Griffin, **GO TO Encounter 1 (page 5).**

➤ If the PCs want to go to Elmo’s Apothecary, **GO TO Encounter 2 (page 8).**

GM Note: If the PCs go to the temple of Brianna, there is a sign stating it is closed due to the pet parade in the Commoners District.

ENCOUNTER 1

You make your way to the Manufacturing District. It is easy to figure out when you start to get close. The normal sounds of the city start getting drowned out by a murmur of metallic sounds that grows into a cacophony of hammers striking wood and metal, saws rasping through wood, bellows wheezing air to furnaces and fires for glass blowers and smiths of all types. Periodically, the sound of a raised voice pierces through, but it is difficult to tell if it is from anger, pain, excitement or all of the above.

Since the PCs don’t know where Roger Griffin works or lives, let them figure out how to go about finding him.

A **Diplomacy (Gather Information) DC 15** will reveal that he works at Lance's Blacksmith Shoppe.

After that, continue here:

After asking around, you find Lance's Blacksmith Shoppe. As you enter the shop, you see a dwarven woman working a small set of bellows leading to a small fire. She pulls out a small smelter and pours the mixture into a mold that looks like it will create several forks. She nods at you and says, "Just a minute. Gotta be careful not to spill any." She proceeds to use very precise movements to fill each mold. When she finishes, she sets down the smelter and looks to you, "Adventurers in a group of number of PCs? You must be working. How can I help you?"

Let the PCs state why they are here then continue here:

"I see. Why should I help you?"

Here is where the PCs will need to make some decisions on what to tell her. She knows nothing about the formula or about transformations.

🗣 **Does Richard work here?**

"Well, Richard works here. In the back," she says with a flip of her head toward a door behind her. "With my brother and husband."

If the PCs start to enter the back, continue here:

"He's not back there. He didn't come in today. His wife stopped by and said he was sick and wouldn't be in for a couple of days."

🗣 **Where does he live?**

"Why should I tell you that?"

Here's a chance for the PCs to come up with a good reason. Having medicine to cure him would work immediately, but anything reasonable will convince her to tell answer the question.

"You know, I write letters home about the goings on in this city. My family thinks I have a powerful imagination. I really should invite them here for a couple of days. Anyway, go up to the corner there, turn left. Go down two blocks and it is the third building on the right. They live on the second floor, but not

sure which apartment." She goes back to her smelter. "Do you have all that?"

Let the PCs acknowledge this. If they didn't she will repeat it.

If the PCs don't ask where he lives, then let them wander around for a while and eventually let them find out.

When the PCs are done at the blacksmith, continue here:

Following the directions you received, you wander through the Manufacturing District and find the building you are directed to. The downstairs is a dress shop, Lovely Ladies Lovelies. The windows are filled with dresses in a variety of colors and styles, from high necked, ankle length dresses to ones that barely cover the important parts. The second floor has four windows that open out on to a small balcony over the awning of the shop. A door to the left of the building contains a set of stairs leading up.

The door is unlocked. If they go into the dress shop, give them the run around and the two human women, Linda and Melinda Lovely, will try to sell dresses to everyone. They know nothing about the people living upstairs. They rent their space from the Mours.

Once the PCs decide to go upstairs, continue here

There are fifteen steps to the top. You know this because someone has painted the numbers on each step. The landing leads to a hallway with three doors on each side of the hall. What do you do now?

The doors all look the same with no numbers on any of the doors. **Perception (Listen) DC 10** will hear a dog barking behind the second door on the right.

When they go there, continue here:

As you proceed to the door where you hear the barking, it swings open and a halfling male comes out with a dog twice his size. The dog looks to be some sort of shepherd-Bernard crossbreed.

🗣 **Who are you?**

"I am Reginald P. Demontapper. Don't ask."

☛ Are you Richard Griffin?

“Nope. He lives across the hall.”

☛ Where are you going with the dog?

“There’s a pet parade in the Commoner’s District. It starts in a little over an hour.” He turns to the dog and starts talking in a baby voice, “I have to take my Cuppy Cakey Poo to the parade. Yes I do. Who’s a good baby? You’re a good baby, yes you are!” The dog seems to like this and gives the halfling a big lick up the side of his face.

Continue here:

Knocking on the door indicated, you wait for a minute or so before a human woman in her mid-forties or more answers the door. Her brown hair is pulled back into a ponytail that makes her features look stretched out of proportion. Her girth blocks most of the view of the room behind her. “Yeah, what do you want?”

Give the PCs a chance to respond then continue here:

“Sorry. Richard’s sick and can’t come to the door. Come back next week.”

Perception (Listen) DC 10 will hear a dog yipping behind her.

Perception (Vision) DC 10 to see a dog’s paw on the couch.

Diplomacy DC 20 to convince her to let them in.

Bluff DC 10 will also work.

Once they get inside, continue here:

You enter the apartment and see a very neat living area with an upholstered chair and a couch with a large table in the middle. Afghans, doilies, table runners and blankets that are all hand knit in bright red, pink, yellow and green cover every available surface. Lying under a fluffy pink throw is a medium sized black and brown dog, apparently some sort of hound. The dog is asleep, but appears to be dreaming with its legs thrashing back and forth and little growls coming from him.

If they use the monocle here, the PC will see a human face superimposed over the dog’s face.

☛ You have to give us the dog.

“Why should I give you my dog?”

☛ That’s your husband.

“It is no such thing. It’s my dog, Richard.”

☛ We can fix him.

“Why would I want that? Do you realize for the first time in ten years of marriage that he has spent time with me? For the first time, he has eaten what I have cooked without complaint. He has even asked for seconds. He pays attention to me. He listens when I talk. He’s affectionate. He is everything that a woman could want in a husband. Why would I want you to take him away and fix him? He’s wonderful the way he is.” She strokes the dog’s head. The dog looks up at her with big puppy dog eyes and licks her hand.

☛ How will you live without him working?

“I work as a cleaning woman and sell my knitting. We will be just fine.”

Speak with animals: Richard does not know that he was ever anything other than a dog.

This is going to take some role-playing to convince her to give up her husband. Use a **Diplomacy DC 20** as a guideline to convince her to let them take the dog. Give them bonuses or minuses for how well they role-play.

Once the PCs convince her, continue here:

She kneels down next to the dog. “Okay Richard. You have to go with these people. Be a good dog. Remember, I love you.” She gives the dog a hug and he gives her a big lick down the side of her face. He then jumps down and trots to the door. He stops, looks back at her, returns to his wife and gives her another lick before he trots out the room and down the stairs.

- If the PCs want to go to Elmo’s Apothecary, **GO TO Encounter 2 (page 8).**
- If the PCs want to go to the Pet Parade, **GO TO Encounter 4 (page 11).**
- If the PCs want to go see the singer Herman Arthro, **GO TO Encounter 5 (page 15).**
- If the PCs want to find the legionnaires, **GO TO Encounter 3 (page 9).**

ENCOUNTER 2

You wander through the streets of Amthydor and you realize how many dogs there are in the city. You always knew there were dogs here, but you never really noticed how many there are everywhere. You almost miss the apothecary since the shop is down a short alley that would be easily missed, if not for the sign hanging right outside the alley.

You arrive at Elmo's Apothecary, at least according to the sign. On the door, a sign proclaims: 'Open Come In'. You enter a well-lit storefront with shelves lined with jars and metal boxes each with a distinct label. A large counter is against the far wall with an obviously relaxed gnome tipped back in a chair, smoking a pipe with wisps of blue green smoke coming out of it. His bushy, full, salt-and-pepper head of hair and an equally bushy moustache all seem normal to you. Perhaps he didn't need the tonic? The gnome looks in your direction, sits upright with a mild thump of the chair and asks, "Hi there! How can I help you?"

If the PCs explain what is going on, continue here:

"Why should I believe you? Never mind. It's Lucktopper. I should have expected something like this. I better get over there to help him fix this." He moves from behind the counter and walks over to one of the shelves. He bends down and picks up a box of vials. As he straightens up, the bottom of the box breaks out and the vials begin to fall.

Give the PCs a chance to respond to this. They can try to catch the vials, but some of them are going to break regardless of what they do then continue here:

The ten vials quickly find the ground. The good news is only 7 of them break. The bad news, the caps come off of 3 others. The floor is covered in a green-blue liquid.

Roll 7 splash attacks to see if any of the PCs are hit with the vials. The center of the shop is 3 squares by 4 squares so the PCs are in there pretty tight. Nothing happens to the PCs now, but you need to know who was hit in the splash attacks and who just had it run across their feet.

"Oh dear! I am so sorry! I thought the box was sturdier than that! Thanks the gods and goddesses it didn't hit you directly. I am sorry folks, but we're closing now! We have an emergency!" He bustles around grabbing vials, packets and bottles.

☛ Who else did you sell this to?

"Let's see, I sold a bottle to the legionnaire patrol that walks this area. There are three of them. Don't remember their names. And I sold a bottle to Herman Arthro. He came in for his normal herbs and I set him up with a bottle of the tonic too."

☛ Who is Herman Arthro?

"Who is Herman Arthro? You're asking who is Herman Arthro? He's only the greatest singer ever! He sings some of the best songs ever! Haven't you ever heard *I was fool for you but he was too* or *How many monkeys love bananas the way that I love you*? He's amazing! His act has been held over for another week at the Amdakter Gardens. His show is amazing!" He ducks behind the counter and comes back up, "Here. Here are number of PCs tickets to his show this afternoon. He gave me tickets to his show for every night this week, but my wife told me with have to go have dinner with her mother tonight." He sighs, "I envy you to be able to go."

Knowledge Local DC 5 It is a theater located in the Services District.

If the PCs don't ask, Elmo will tell him where the legionnaires went.

☛ Do you know where we can find the legionnaires?

"They patrol in the Market District. Usually in the main square."

When done, continue here:

"Thanks for bringing me the information. Leave it to Lucktopper to screw up something like this. I swear that boy is giving alchemy a bad name with his shenanigans."

➤ If the PCs want to go to Richard Griffin, **GO TO Encounter 1 (page 5).**

- If the PCs want to find the legionnaires, **GO TO Encounter 3 (page 9).**
- If the PCs want to go to the Pet Parade, **GO TO Encounter 4 (page 11).**
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ENCOUNTER 3

As you make your way through the marketplace, you are aware of several groups of legionnaires. Which one are the ones you need?

Perception (Vision) DC whoever has the highest to see the following:

You see three legionnaires at the edge of an alley with six human males against the wall. Two of the legionnaires hold crossbows covering the third one who is searching the others. As you look, you see the legionnaires start to shimmer and suddenly start transforming. What do you do?

Let the PCs react. There are people, wagons, stalls and animals between them and the legionnaires. It will take the average PC two rounds to get there. Adjust accordingly as needed for the distance.

Continue here:

As you make your way towards the legionnaires, they finish shimmering and you see three dogs standing in a pile of uniforms and equipment. The crossbows drop to the ground releasing one of the bolts. It sinks into the leg of one of the men against the wall.

As you get closer, you see the men from the wall, bend down to pick up the dogs, the uniforms and equipment. One of the men assists the man with the bolt in his leg as they continue down the alley and out of sight.

Let the PCs decide what to do. They can continue down the alley. With a **Perception (Vision) DC 20** or a **Survival (Tracking) DC 10** to follow the blood trail down the alley and to a closed door. If they don't make this, let them do what they want to try to find the men. Give them another chance at the **Perception** check and continue here:

You come to a door with a piece of cloth sticking out of it. The door is locked.

Disable Device DC 10 to pick the lock.
Strength DC 15 to push the door in.

Once they get the door open, continue here:

Opening the door, you see a room that appears to be the backroom to a restaurant. There are stoves, counters, sinks and tables around the room with pots and pans hanging from a rack over the center counter. There is no one in the room.

Perception (Vision) DC 15 to find a trail of blood going through the swinging doors straight ahead.

Presumably, the PCs will go into the next room. Continue here:

Entering the next room, it is apparently the dining room of the restaurant. Three dozen tables are scattered around the room with two to six chairs around each white cloth covered table. Two large window at the front of the room let in what little light there is.

Perception (Listen) DC 5 to hear a dog bark and someone shushing it.

Perception (Listen) DC 10 to pinpoint the sound coming from the large table in the center that could seat eight easily.

As you approach the table, the table is thrown off and you see six men jumping up with weapons drawn. Three dogs, a black spaniel, a golden cattle dog and a beagle start barking.

ATL ALL

3 Dogs-The dogs run off in the first round to get the Legion. When the fight is almost over or if the PCs get in trouble, they will return with the Legion.

NG Medium [animal](#)

Init +1; **Senses** low-light vision, [scent](#); [Perception](#) +8

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 40 (4d8+12)

Fort +4, **Ref** +3, **Will** +1

Speed 40 ft.

Melee bite +7 (1d6+3)

Str 17, **Dex** 14, **Con** 17, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats [Skill Focus](#) ([Perception](#))

Skills [Acrobatics](#) +6 (+9 jumping), [Perception](#) +12, [Survival](#) +6 (+10 scent tracking);

Racial Modifiers +4 [Acrobatics](#) when jumping, +4 [Survival](#) when tracking by scent

ATL 1

Human Warriors (4)

CG Medium (5'5" to 6'3" tall)

Init +2 (Dex);

AC 15, touch 13, flat-footed 12; (+2 Leather jacket, +2 dex, dodge)

hp 24 (2d10+4)

Fort +5, **Ref** +2, **Will** +1

Spd 30 ft.

Melee +5 Fist 1d3+3, +5 kick 1d3+3 (Able to do two attacks a round with no negatives)

Ranged Rock 1d3

Space 5 ft.; **Reach** 5 ft.

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 18

Feats Dodge

Skills +8 Profession (Clerk), +5 Craft (varies)

Languages Common **Gear** Leather jackets

2 Human Fighters (level 2)

CN Medium (6 ft. tall)

Init +2 (Dex);

AC 15, touch 12, flat-footed 12; (+2 Leather Jackets,+1 shield, +2 dex)

hp 24 (2d10+4)

Fort +5, **Ref** +2, **Will** +0

Defense Abilities undead traits; **DR** 5/slashing; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Long Sword +6, (1d8+3) (19-20, X2)

Ranged Dagger, +4, (1d4+3), Crossbow +4, (1d8)

Space 5 ft.; **Reach** 5 ft.

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 17

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave

Skills +5 Survival,+5 Knowledge (dungeoneering)

Languages Common

Gear Leather Jacket +2 Light Steel Shield (+1 to AC)

ATL 3

Human Warriors (4)

CG Medium (5'5" to 6'3" tall)

Init +2 (Dex);

AC 15, touch 13, flat-footed 12; (+2 Leather jacket, +2 dex, dodge)

hp 44 (4d10+8)

Fort +6, **Ref** +3, **Will** +4

Spd 30 ft.

Melee +6 Fist 1d3+3, +6 kick 1d3+3 (Able to do two attacks a round with no negatives.)

Ranged +6 Rock 1d3

Space 5 ft.; **Reach** 5 ft.

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Iron Will

Skills +9 Profession (Clerk), +5 Craft (varies), +1 Diplomacy

Languages Common **Gear** Leather jackets

2 Human Fighters (level 4)

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 15, touch 12, flat-footed 12; (+2 Leather Jackets,+1 shield, +2 dex)

hp 42 (4d10+8)

Fort +6, **Ref** +3, **Will** +3 (+4 vs. Fear)

Spd 30 ft.

Melee Long Sword +8, (1d8+5) (19-20, X2)

Ranged Dagger, +6, (1d4+3), Crossbow +6, (1d8)

Space 5 ft.; **Reach** 5 ft.

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword

Skills +5 Survival,+5 Knowledge (dungeoneering), +5 Intimidate

Languages Common **Gear** Leather Jacket +2 Light Steel Shield (+1)

ATL 5

Human Warriors (4)

CG Medium (5'5" to 6'3" tall)

Init +2 (Dex);

AC 15, touch 13, flat-footed 12; (+2 Leather jacket, +2 dex, dodge)

hp 64 (6d10+8)

Fort +7, **Ref** +4, **Will** +5

Spd 30 ft.

Melee +9/4 Fist 1d3+3, +9/4 kick 1d3+3 (Able to do two attacks a round with no negatives.)

Ranged +6 Rock 1d3

Space 5 ft.; **Reach** 5 ft.

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +6/+1; **CMB** +5; **CMD** 18

Feats Dodge, Iron Will, Skill Focus (Diplomacy)

Skills +10 Profession (Clerk), +6 Craft (varies), +6 Diplomacy

Languages Common

Gear Leather jackets

2 Human Fighters (level 6)

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 15, touch 12, flat-footed 12; (+2 Leather Jackets, +1 shield, +2 dex)

hp 60 (6d10+12)

Fort +7, **Ref** +4, **Will** +4 (+6 vs. Fear)

Spd 30 ft.

Melee Long Sword +11/+6, (1d8+5) (19-20, X2)

Ranged Dagger, +8, (1d4+3), Crossbow +8, (1d8)

Space 5 ft.; **Reach** 5 ft.

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +9; **CMD** 21

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave

Skills +6 Survival, +5 Knowledge (dungeoneering), +6 Intimidate,

Languages Common

Gear Light Steel Shield (+1 to AC),

As you are continuing your fight, the Diamond Legion arrives with the three dogs leading the way. You are all instructed to line up against the walls as they sort out what is going on. After hearing both sides of the story, the sergeant in charge channels positive energy to heal everyone in the room. The

bad guys, well known thieves from the area, are taken off to face the consequences of their actions.

With the fight over, you find the three dogs look at you expectantly. The spaniel noses a tunic bearing a name tag of Marshall. He looks up at you and wags his tail.

The legionnaires gather the miscreants and take them away.

The legionnaires do not believe the dogs are legionnaires and will leave the dogs with the PCs.

- If the PCs want to go to Richard Griffin, **GO TO Encounter 1 (page 5).**
- If the PCs want to go to the Pet Parade, **GO TO Encounter 4 (page 11).**
- If the PCs want to go see the singer Herman Arthro, **GO TO Encounter 5 (page 15).**

ENCOUNTER 4

You arrive at the Commoners District and witness a sea of people and animals. Who knew there were this many people who wanted to show off their animals in Amthydor? Besides the dogs and cats you expected, you see all kinds of other creatures leashed and wandering the area. There are wolves, tigers, bears, lizards, lions, dinosaurs, horses, monkeys and pigs. There is even a chicken on a leash that keeps getting very excited whenever a rat comes by. Everyone is giving plenty of room to the crocodile with wings who is taking an opportunity to sun himself. The noise is almost completely overwhelming.

A human woman speaks through a cone that amplifies her voice, "Ladies and gentleman! May I have your attention please?" She pauses as the creatures all seem to settle down and the noise drops to a more tolerable level. "First, I would like to welcome everyone to the First Annual Amthydorian Pet Parade! We would like to thank the temples of Brianna and Cerion for their assistance in making this event possible. We also want to thank the Lord and Lady Jirin for providing the prize money for the categories of Cutest Pet, Sweetest Pet and Best Trained Pet, while the Mercer's Guild provided the prize money

for the individual categories. Let's give them all a round of applause!"

The crowd cheers. After a few minutes of this, she waves her hand for quiet and continues, "Now, let's get this parade started. Please move with your pet to the appropriate area for the type of pet your have with you. If you are unsure of where to go, please ask anyone wearing an orange tunic, they will be happy to help."

People start milling around. What do you do?

Knowledge: Religion DC 5 Brianna is the goddess of animals and Cerion is the god of agriculture.

If they want to talk to the lady that was speaking and is in charge, continue here:

The lady moves through the crowd. She moves from place to place, directing various people in the orange tunics. When you finally manage to get closer, you see she is a half-elf woman with red hair that falls all the way down her back. Her green eyes dart around continuously to make sure things are going as planned.

If the PCs have a dog with them, continue here:

"Oh! What lovely dog/dogs! If you will just find the marker for dogs, over there by Opportunity Knock's garden. Myndyn is in charge there and she will be happy to help you."

If the PCs are looking for a dog and don't have one with them, continue here:

"I'm sorry. We are incredibly busy. Dogs are gathering to the left of Opportunity Knock's garden. Check over there. Myndyn is in charge of dogs for today."

If they go over there to talk to Myndyn, continue here:

As you get to the area where the dogs are gathering, you see a young girl, about fifteen years of age and she has not been blessed by Elliana, the goddess of beauty. She is a little over five feet tall with dark hair escaping her ponytail in every direction and she looks like she could stand to gain a few pounds. Her grey eyes are too close together and her nose would be better suited for a half-orc and her mouth looks

like there are more teeth than her lips could ever cover.

If the PCs have played LSJ102 Unicorns, Puppies and Dragons, they recognize her as the girl who was all excited about the unicorn in the marketplace.

If the PCs have a dog/dogs with them, continue here:

"Oh what a wonderful dog/dogs! I'm sure you will win the Best Dog Category. Just remember, you can only lead one dog at a time. Each of you can lead a dog, but one person can't lead them all. We want as many people as we can to participate in this!"

☛ We are trying to find a dog.

"Hi! Welcome! You're looking for a dog! What kind of dog?"

☛ We aren't sure.

"Well, there are tons of great animals out there. I recommend wandering around and see what you can find. There so many great dogs here. It is a great way to find the perfect dog for you. If you need me to talk to any of them, you will need to wait until after the parade so that I have time to really talk to them."

Perception (Vision) DC 5 There are about forty dogs here.

Perception (Vision) DC 10 There are five different bulldogs in attendance.

Perception (Vision) DC 15 There is a girl with a bulldog on a "leash" made of ribbons.

If the PCs approach the girl, continue here:

As you get closer to the girl, you see she is about six years old and half elf. Her blonde hair is pulled into pigtails tied off with pink and purple ribbons. Her dress is very neat and prim purple dress with pink flowers all over it. Her sandals have had the leather straps that would hold them together replaced with more pink and purple ribbons. Getting closer, you see she is quite busy. She adjusts the pink and purple ribbons that are tied to the dog's ears. She takes a brush and brushes the dog's fur and sprays something on it. As you get closer, you hear her say, "You are a pretty puppy. Yes, you are. I'm going to make you the prettiest puppy here." She ties a pair of wide pink and purple ribbons around the dog's neck and

adds a string of ribbons to the other ribbons as a leash. “There’s a pretty puppy.” She sprays another spurt of stuff, “And you smell good now too.” The dog does not look amused.

If the PCs use the monocle, this is High Warrior Alaric Grimm.

☛ **Where did you get this dog?**

“She’s mine! She came to me when I was playing with a bunch of other kids. I was the only one she would come to. I’ve given her a bath and brushed her hair. Look how pretty she looks! She is beautiful and we are going to win for Best Dog and Cutest Pet. After all, she is a very pretty, special dog. Just watch!”

She moves to stand in front of the dog, “Stand.” The dog stands up. “Sit”, the dog sits. “Play dead”, the dog rolls over on its back and sticks its legs up in the air. “See how well she behaves! Rose is such a great doggy.”

Perception (Vision) DC 10 It is quite obvious that this dog is a male.

☛ **What is your name?**

“My name is Constance, but my mommy and daddy call me Connie. What’s yours?”

She will not cooperate if the PCs aren’t willing to tell her their names. She will also not talk to them if she doesn’t know their names. She will ask their names even if the PCs don’t ask hers.

If the PCs ask why she has to know their names, continue here:

“My mommy said not to talk to strangers, but if I know your name then you aren’t a stranger so I can talk to you.”

☛ **This is a boy/male dog.**

“Really? Hmmm. Well, he is stuck with the pink and purple ribbons for now. I don’t have time to go home and change clothes and get him different ribbons. I guess I have to change his name. Rose isn’t a very good boys’ name. How about I name him Lancelot? Or does he look more like a Percy? Maybe I’ll name him Melvin. What do you think?”

If the PCs recommend Alaric, continue here:

“OH! I like that! I can name him just like the High Warrior! I like that name. Alaric it is.”

If the PCs don’t recommend Alaric, continue here:

“I think his name should be Percy. So, it is settled. His name is Percy.”

☛ **Where are your parents?**

“My mommy is waiting for me at the end of the parade route. She thinks I am walking with my daddy. He has his wolf, Corbin, in the parade too. I showed daddy my new puppy and he said I could keep him. He said it would be okay for me to walk in the parade with her, er him.”

☛ **Your dog is actually the High Warrior?**

She looks at the dog then looks at you. “Have you seen a healer lately? This is a dog. The High Warrior is a human.” She stomps her foot and looks at you closer, “You quit trying to be mean to me. You think just because I’m a little kid you can just come in here, tell me some lie and take away the dog that’s gonna win the fifty gold first place prize. Well you can go peddle your papers elsewhere. This is my dog and you can’t have him!”

If the PCs show her through the monocle, continue here:

She looks at the dog then looks back at you. “That doesn’t mean anything. That’s probably some trick thingie from the Lucktopper place. I have a can that says it is nuts but when you open it has a bunch of snakes come flying out. My uncle got it for me for my birthday last week.” Tears start trickling down her face. “He’s my puppy. You’re just being mean!” She wipes her eyes on her dress sleeve. “I’m not giving him up! He’s mine!”

If the PCs try to take the dog, continue here:

Constance pulls the dog away from you and starts screaming, “Help! Help! These people are trying to steal my dog!” Before you know it, you have a crowd of people surrounding you and keeping you from the little girl. The crowd does not look friendly. You hear comments in the crowd, “Just like adventurers! They

think they can do whatever they want!”, “Keep those mercs away from the girl!” and “Save the girl! Help her!”

If the PCs suggest going to her father, continue here:

She looks up at you and frowns, “We can do that after the parade. How’s this for a deal? You come with me through the parade and judging and I will take you to my parents. Is that okay?”

If the PCs don’t agree to this, go to if the PCs try to take the dog.

If the PCs agree to go through the parade with her, continue here:

She takes the hand of pick a PC, “Come on then! We are moving along!” The parade is starting to move.

If the PCs end up in the parade, continue here:

The parade leaves the Commoners District to slope to the next level, the Manufacturers District, which is festooned with streamers in a variety of colors. Leaving the Manufacturers District, you enter the Adventurers District. Here, there are a variety of races hanging out windows and waving flags. Bursts of fancy lights decorate the sky as you pass from the Adventurers District and climb up to the plateau that is home to the Merchants District. Arriving in the main marketplace, each group parades past a stand of notables and judges.

As people begin milling around, Constance tells you as she leads you to Grunwald’s Food Emporium, “This is where my mommy said to meet her. Daddy should be here soon.”

Standing outside of the building is a half elf woman, well over five feet in height and slender built with brown hair tied back and green eyes scanning the crowd. Coming from the opposite direction is another half elf, this time male. He is taller than the female with a muscular build. His dark hair is cropped close to his head and his brown eyes seem to be calculating the abilities of everyone around him. A large wolf close to four feet at the shoulders walks beside him, eyeing the crowd. He seems vaguely uneasy. Constance starts to run, “Mommy! Guess what I have! I have a puppy!”

The woman looks at the dog and gets a funny look on her face. She seems to be feeling sorry for the poor dog. She turns to her left as an arm snakes around her waist and the male half elf plants a kiss on her cheek. She looks at him and says, “You’re lucky I saw you coming. Otherwise, I would have zapped you back twenty feet or more.”

He smiles, “Love you too hon.” He scoops up Constance and puts her on his shoulders while the wolf walks over and picks up the ribbon leash of the dog. “Mommy. Daddy. These mean people said that my puppy isn’t a puppy but it really is High Warrior Grimm. I think they’re fibbing. I knew you would be able to tell me.”

The woman identified as mommy extends her hand, “My name is Rida and this is my husband, Aiden, and the furry guy there is Lupo. Would you please tell me what is going on and why my daughter is with you instead of with my husband?”

Aiden looks a little embarrassed, “I’ll explain that later, hon. It was a circumstantial shift.”

Rida glares at him and her voice gets icy cold, “I just bet it was.” Lupo hides his face under his paws.

Give the PCs a chance to explain what is going on.

If the PCs offer the monocle, continue here:

Rida looks through the monocle and holds it out to Aiden. His face seems to droop as sadness comes over him.

Regardless of use of the monocle, the following occurs:

Rida casts a spell and looks at the dog. She then speaks to her husband in a language that isn’t common.

If any of the PCs speak sylvan, continue here:

“There is a magic aura around the dog. Why on Ra-ia did you let her keep him?”

Aiden replies, “It was a stray. Lupo approved of him and I didn’t see the harm.”

If the PCs don't speak sylvan, continue here:

Aiden and Rida exchange words then Rida turns to Constance. "Connie, baby, I'm so sorry. But this dog isn't really a dog. This is the High Warrior and he needs to go with these people so he can get back to normal."

Constance starts crying, "But I love him and he loves me. He's such a good dog. Do we have to give him back?"

Aiden pulls his daughter from his shoulders and puts her in his arms. "I'm sorry baby. This is my fault. I should have talked to him before I said you could have him. He's not really a dog. Would you want to be trapped in a dog's body and not be able to talk to your mommy or daddy?"

She snuffles and between her tears blubbers, "Okay daddy. He should be with his family." She pushes to get away from her father and he sets her on the ground.

Once on the ground, she wraps her arms around the dog's neck, "I love you whatever name was chosen earlier even if you are really the High Warrior. You go with these people and they will take good care of you." The dog licks her face and rubs against her. She unties her ribbons and makes a shift leash and turns towards you, "Take good care of him. He's a really good doggy."

As you start to walk away, you hear an announcement, "And the winner in the dog competition for cutest dog and owner goes to Constance and Rose Wintermoon." Applause fills the area.

Constance comes running to you, "Can I please take him up there to get his prize? Please?"

If the PCs agree to let her go up with the dog, continue here:

Constance quickly ties her make shift leash around the High Warrior's neck and they go running through the crowd and up on stage. She shakes hands with Lady Jirin and Lady Jocelyn hands her a small bag.

Constance's face beams as she comes scurrying back to her parents. "Mommy! Daddy! We won! We

won!" She opens the bag and looks inside. "Look what we won!" She holds up a small bag with ten gold coins in it, a certificate stating she won for Cutest Dog, a gift certificate for dinner for four at Grunwald's Food Emporium and another bag with a bone with big chunks of meat on it. She takes the bag with the bone and hands it to a PC. "Give this to him later, when he is alone, so he doesn't have to share it." She starts crying again and turns back to her parents.

Her daddy scoops her up and puts her on Lupo's back. Rida looks back at you, "We're sorry for all of this. I hope you get this resolved soon. Is there anything we should be on the lookout for?"

The PCs can give whatever information they have.

Rida nods and tells you, "Thanks again. I have to go catch up with my husband. He really needs to pay better attention." She trots off in the direction of her husband, daughter and their wolf.

- If the PCs want to go to Elmo's Apothecary, **GO TO Encounter 2 (page 8)**.
- If the PCs want to find the legionnaires, **GO TO Encounter 3 (page 9)**.
- If the PCs want to go see the singer Herman Arthro, **GO TO Encounter 5 (page 15)**.
- If the PCs want to go back to Lucktopper, **GO TO Conclusion (page 17)**.

ENCOUNTER 5

One of the brightest and best decorated buildings in the Services District, the Amdakter Gardens catches the attention of passersby. The posters in the display windows advertise a new play starting next week with Leiren Nightsong, an actress of some renown, starring in *Shadows of Time*.

Other posters proclaim, "Held over for a record nine weeks, Arthro the Amazing!" A hand written sign under the poster states, "All shows are sold out for Arthro the Amazing. Standing room tickets will be available 15 minutes before the show. The box office is open, ready to take reservations for the next run. Walking up to the box office window, you see a dour

man sitting in the small room. “May I take your reservation?” He says without much enthusiasm.

The PCs can explain why they are here, then continue here. (He will say this even if the PCs tell him they have tickets.)

“Arthro the Amazing’s next show begins in twenty minutes. If you don’t have tickets, you can wait in that line over there,” He points to a line at the far set of doors. “Standing room tickets will go on sale in five minutes.”

Once the PCs tell this guy he has tickets at least twice, continue here:

He looks at the tickets and points to the set of doors to the right, “Go in there and they will deal with you from there. Enjoy the show.” His voice reeks of boredom.

Following his directions, you enter through a rich and tastefully decorated lobby. A young man dressed in a white tunic with black pants takes your tickets and tears them in half. Another young man leads you to a table in the front row, center of the room. Round dinner tables are in neat rows of six with each table laid with silver, china and crystal drink ware. The tables all seat eight people and your table is no exception. There is room for number of PCs at the table amid other show attendees.

Just as the usher is about to seat you, a scream coming from the wings of the stage reverberates through the whole place. The usher looks pale and whispers, “Not Arthro.” In a normal speaking tone, he turns to you and says, “If you need anything else, just let me know. Excuse me.” He doesn’t wait for any response and moves toward stairs to the left of the stage.

If the PCs do nothing, make up small talk with their table companions who were lucky to get tickets, are very excited etc. After a few minutes of this, continue here:

An elven woman comes on stage and announces, “We are sorry for the delay. Arthro the Amazing is having some issues at the moment. We do hope he will be able to take the stage shortly. If there are any healers in the house, please make your way to the stage.”

This should be enough to get the PCs moving. If not, give them five more minutes of chatter about what could be wrong and how Arthro never misses a performance, he performed while his wife was giving birth to twins, etc. If the PCs still don’t get the hint something is amiss, have the woman come back out and continue here:

“Ladies and gentlemen, we are sorry to announce the Amazing Arthro is unable to perform this afternoon. Refunds are available at the ticket counter or may be used for an additional concert to be announced later. We do apologize for any inconvenience.”

At this point, if the PCs don’t get the hint to follow, they are done with the module and should return to Lucktopper’s.

If the PCs follow the usher, continue here:

You follow your usher to the left of the stage, up four short steps, a quick turn behind the green velvet curtains, through the wings, down a hall and finally you stop at a door with a golden star with gold letters proclaiming Arthro the Amazing. The usher knocks and enters all in one action.

The room is luxurious with a blue velvet chaise lounge along a wall beside a dressing screen painted with designs of wild flowers growing on a hillside and a pair of deer dashing through the scene. A table and two chairs sit more to the middle of the room and seven chests big enough to hold a half dozen halfings and five trunks that would each hold that many gnomes are scattered around the room. The wall opposite the screen is a mirror. It is the length of the entire room with small lit bulbs around the top and sides. A counter of marble runs under the mirror with a chair in front of it containing a medium sized male with electric green hair. His hands cover his face and he sobs uncontrollably.

The usher approaches carefully, “Mr. Arthro? Is everything okay?” The sobbing gets louder. A crowd is gathering at the door and the usher waves them all away. Reluctantly, they scatter. The usher turns his attention back to the sobbing figure, “Mr. Arthro?” More sobbing. “Herman?”

The sobbing figure cries out, “Just go away! I’m hideous!”

Give the PCs the chance to interject here then continue here or paraphrase to meet the circumstances:

“Herman, it’s just green hair. While it isn’t your normal color, it isn’t bad. It’s actually quite fetching.”

Arthro the Amazing wails even louder, “The hair is fine.” He pulls his hands away from his face, “This is the problem! It’s a catastrophe!”

With his hands moved, you can see what he is crying about. Where you would expect a half elf nose and mouth, you see a hound nose and snout with a pink tongue hanging out. He howls in anguish, “This is the problem!”

Will DC 10 to keep from laughing.

Here is a chance for the PCs to role play and convince Arthro to go to Lucktopper’s. **Diplomacy DC 15** to convince him to go to Lucktopper. Allow bonuses or minuses according to role playing.

The usher takes a cloak and pulls it over Arthro. “There. That should be big enough to cover your face. I know where Lucktopper’s shop is and we can take the back way.”

Arthro yips, “My thanks to you all. I may have to dispose of a certain alchemist.”

As the usher takes him out of the room, he says to you, “I’m sure he doesn’t mean anything illegal or at least I hope he doesn’t mean anything illegal.”

- If the PCs want to go to Elmo’s Apothecary, **GO TO Encounter 2 (page 8).**
- If the PCs want to find the legionnaires, **GO TO Encounter 3 (page 9).**
- If the PCs want to go to the Pet Parade, **GO TO Encounter 4 (page 11).**
- If the PCs want to go back to Lucktopper, **GO TO Conclusion (page 17).**

CONCLUSION

Returning to Lucktopper’s, you enter a chaos zone. Three gnomes are bustling about with vials, bottles, packets and pouches. They are mixing, swishing and muttering all in a tornado of activity. Lucktopper’s hair is just at the bottom of his back and pulled back in a nice, neat ponytail.

The dogs get excited and begin dancing around barking their “danged fool heads off”, at least according to the oldest looking gnome in the room.

Lucktopper comes running over to you, “You’re back! Great! We have created a solution that will resolve everything!”

The old gnome mutters, “At least we hope so.”

Here is the point where those splash attacks from earlier come into play. Continue here:

As you stand there with the dogs wrapping around you and yapping loudly, you notice that you are shrinking. You look around and realize you are now standing on all fours and your body is covered in fur. A pile of your clothes and gear are under your feet.

Yes, all of those hits by the splash attacks have turned into dogs. Let the PC decide what type, but remember that the dogs can’t have a country name or anything like that. A French poodle is just a poodle.

Lucktopper looks you over. “Yikes!”

Elmo comes running over, “I got this!” He proceeds to douse the entire area with a heavy mist from a flower.

Fortitude DC 5 to turn back into themselves.

If the PC has the *Test Subject Cert*, it is a **DC 25**.

If the PC has any of the failed check certs from previous modules, the **DC** is **15**. Any of these certs are now void if they succeeded at this save.

If the player is unhappy about being turned into a dog, continue here:

Lucktopper looks you over and pours another bottle of the remedy on you.

Give them a second save at the same DC. If they succeed at that one, then the potion works.

If no one failed, continue here:

You feel your body begin to shudder and your legs begin to lengthen. With a cracking pop sound you are suddenly back to your old self, a naked old self, but your old self, along with your saved legionnaires, High Warrior Grimm, Richard Griffin and Herman Arthro.

If anyone failed, continue here:

Some of you feel your body begin to shudder and your legs begin to lengthen. With a cracking pop sound you are suddenly back to your old self, a naked old self, but your old self, along with your saved legionnaires, High Warrior Grimm, Richard Griffin and Herman Arthro.

Everyone seems to be pretty happy. You, however, are not quite as ecstatic. You are still a dog. A wet, smelly dog, but still a dog.

Regardless of failure or successes, continue here:

After a brief scramble, clothes are obtained for all and the legionnaires quickly depart, hoping to avoid the eye of the High Warrior.

High Warrior Grimm looks to the gnomes, "I should know better than to ever trust an alchemist. I am going home and we shall never speak of this again." He turns to the old gnome, "Lord Kripach, I will see you at the next council meeting." He turns and leaves.

Herman Arthro shakes Lucktopper's hand, "Thank you so much. You must be my guests at my next show. I will have tickets for you at the counter." He heads for the door, "Me Me Me Me ME!!! Me Me Me Me Me!!!!" is heard from the departing singer. Richard Griffin steps forward looking hang-dogged, "I guess I'll go home. That will be fun." He lopes out of the store and goes on his way.

If the PCs recommend a reward for Constance, Lord Grimm will say:

"Little girl. Blonde hair. Ribbons everywhere. Really doesn't know the difference between boys and girls. Do you have her name?"

Once her name is provided, continue here:

"She did take good care of me. Gave me a bath and I really like the scent she used on me. I will look her up and her family and have a talk with them. We can reward her in some way."

Thus ends "Hair of the Dog"

Time Units 1

If someone ends up a dog, give them the Bite of the Dog cert.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5
Module Experience	600	850	1200
Bonus 1: Don't take the dog with force from Constance.	50	50	100
Bonus 2: Assist Arthro without prompting more than once.	50	50	100
Roleplaying XP Bonus	50	50	100
Maximum Possible XP	750	1000	1500

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.

Conclusion

100 GPX ATL or the higher amount if the PCs negotiated for it.

Bunny Tail

This white fuzzy cottontail attaches to the britches (an unnamed slot). Whenever you are in danger, the tail twitches. Because of this, you gain the alertness feat.

If you have more than one bunny item, you can no longer be caught flat-footed

(Value: 2,500gp, CL: 7, Tradable: Yes, Rarity: Common. Legality: Legal, Real Value \$0)

This twelve inch long pair of shears provides the perfect haircut after one snip. It also is a +1 weapon doing 1d4 damage as per a dagger.

If you have at least one rank in Profession Stylist, profession checks are not halved for payment earned.

(Value: 2,302gp, CL: 5, Tradable: Yes, Rarity: Common. Legality: Legal, Real Value \$0)

Comb of Untangling

+1 Shears of Perfect Haircut

This seven inch long comb has a four inch handle. When used on any knotted or entwined item, the knots are removed immediately ten inches at a time. Doing so is a standard action. This also grants a +5 circumstance bonus to escape from nets, being tied up or webs. The item must be in your hands for this to be effective.

(Value: 2,500gp, CL: 3, Tradable: Yes, Rarity: Common. Legality: Legal, Real Value \$0)

+1 Spring Loaded Boxing Glove Box

This looks like a lidded present box, complete with big red bow. When the lid is removed, a boxing glove propels from the box doing 1d6 non-lethal damage. This uses the attack bonus of the person holding the box at the time the lid is removed. There is a 2% chance of knocking unconscious any humanoids struck by this item. It is a simple weapon.

Resetting the glove is a move action.

(Value: 2,500gp, CL: 5, Tradable: Yes, Rarity: Common. Legality: Legal, Real Value \$0)

+1 Retractable Shortsword

This appears to be simply a shortsword hilt. When the button is pushed, a +1 shortsword blade appears from the hilt. Activating the shortsword is a swift action.

(Value: 2,520gp, CL: 5, Tradable: Yes, Rarity: Common. Legality: Legal, Real Value \$0)

+1 Sling of Water Balloons

This appears to be a normal sling. However, if nothing is put in the sling, it fills with a water balloon. It bursts on a five or better attack roll. If the attack roll is less than a five, the balloon bursts in the sling.

The balloons contain enough water to extinguish a small fire.

(Value: 2,500gp, CL: 5, Tradable: Yes, Rarity: Common. Legality: Legal, Real Value \$0)

PLAYER'S HANDOUT #1

Dear Adventurer,

HELP!!!!!!!!!! My name is Lucktopper Brandywine and I need your help immediately! Please hurry! Lives are at stake! The world as we know it is at stake! Hurry!

Come to Lucktopper Games and Such located on Ellington Road. Go through the marketplace on Merchant's Way, just past the Hartman's Leathers Shop. It is the second alley on the left. There is a sign of a clown slipping on a banana peel.

PLEASE HURRY!!!!!!!!!!

**Sincerely,
Lucktopper**

Please send completed form to:
Eric V. Clark, 300 Indiana Ave-
nue. Pendleton, IN 46064, or
lsj-roster@theshiningjewel.com.



Convention: _____
Judge: _____
Date: _____

ROSTER OF HEROES: HAIR OF THE DOG

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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