



# *Cheetahs Never Win*

*LSJ174*

*By Nancy Lee Clark*

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

A neck & neck finish to the marathon is exciting, but when someone drops dead before the finish, it's a different kind of race. 1-6

This is a stand-alone module. It is not part of any series nor do I expect it to be any part of a series.

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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

The city of Amthydor is celebrating, thanks to the people from the ruined city of Jdenspur. Many people from all over have gathered here for the celebration. Three tabreens have taken up residence at the Silver Fox Inn. One of them, Marigold, is in love with the tiefling Malroot and he wants to reciprocate but they are both too timid to say or do anything.

Ralt is a Lupaari who grew up with foster parents who attempted to beat the dog out of him. He was told continuously that he was a lesser being and would never be as good as a human. He used a wand of *Alter Self* to make himself look human and joined up with the Humans for Amthydor.

When he saw the tabreens at the Silver Fox Inn, he saw them laughing and was sure they were laughing at him. He vowed revenge. He used the race as a means to eliminate one of the tabreens, Rosalita. When she came running through the Commoners District, he handed her a cup with water and a slow acting poison in it. He then moved through the crowd toward the finish line to see his handy work. And that is where the module starts...

## ADVENTURE SUMMARY

**Introduction** –The PCs participate in the festivities and get caught up in the drama of a dead runner.

**Encounter 1:** Gain info about the body.

**Encounter 2:** Go to Silver Fox Inn and meet up with Malroot, a tiefling who works there and knows the tabreens involved.

**Encounter 3:** The temple of Destine and a prediction.

**Encounter 4:** The Gilded Cage and more information.

**Encounter 5:** The Palisades District, rabble rousers and a fight. Find the Lupaari in hiding.

**Conclusion-**Diamond Watch tells the PCs what they have found out.

**Epilogue** – Bartholomew from Destine gives them some items and the tabreens do too.

## **INTRODUCTION**

It has been an exciting week in Amthydor, the city known as the Shining Jewel of Raia. A circus came to town along with a carnival. This excitement was followed by a city wide celebration. All of this was sponsored by the Mayor of Jadenpur's Refugee Fund. It was a thank you to Amthydor for saving so many of the people of Jadenpur.

It was two years ago that a meteor leveled the once busy metropolis to the ground. Literally. The only thing left is a giant crater and the things that live underground.

The final culmination of the week is a foot race through the new gates between the districts. It starts in the Palisades District into the South Trade District then uphill to the Laborers District. The race continues its uphill trek through the Service District and coming out on the Royal Way. The finish line is in front of the Nobles District. People are lined up every step of the way with the nobles and notables from Jadenpur and other countries having seats in a grandstand set up thirty feet past the finish line. The League of Thaumaturgical Studies, also known as LoTS, has worked some fancy magics so that those along the Royal Way can see what is going on as the race passes through the different districts. Ship sails act as the screen that the various wizards are conjuring the images to.

You were really lucky and ended up standing along the Royal Way where the real excitement is. Not only that, but you managed to get the prime spot at the finish line in the commoners gallery. Wagers are being offered on everything from who will win to

who will be the last to cross. Another wager is how many of each race will make it across the finish line. Elms and elves are separated by their ancestry making the betting more difficult. There is even a bet of how many of the 250 runners will finish the race.

If the PCs want to place bets, see **Players Handout 1**.

Along with the betting, there are vendors selling their wares such as food, drinks, tunics with the symbol of the foot race on them, flags with different competitors' names and a set of commemorative glasses. These are a hot item since there are nine different designs and everyone seems to want to have a full set. The only problem with that is the glasses are being sold singly with different merchants selling each glass. Where you are standing, you can see the booth for the Royal Way glass merchant and another one at the Nobles District.

If the PCs want to collect them all, see **Players Handout 2**.

A small roaring noise can be heard as the screens show that two of the competitors are rounding the corner to the Royal Way. The crescendo of noise becomes deafening and you can't even hear your own voice.

As the roar of the crowd sweeps over, you see two of the competitors running neck and neck. The first one is fire elem with golden yellow hair, red skin and glowing orange eyes decorated in a variety of gaudy jewelry and with the number 64 across her chest. Beside her, matching stride for stride is a tabreen female with light tan fur covering her body with spots finishing the look. She wears a pair of breeches that stop just above her knees in blue and a sleeveless tunic in white, the standard outfit for all runners, with the number 236 on it in black.

A silence crawls across the crowd as if everyone is holding their breath and then it happens. The fire elem steps on a food wrapper someone carelessly threw in the street. She stumbles. She is able to recover quickly, but it gives the tabreen a chance to

gain a slight lead. She is attempting to increase her lead with the fire elem closing back in on her.

The noise barrage begins again as if the yells of the crowd would push the runners to be even faster. Just feet below the finish line, the tabreen falls to the ground allowing the fire elem to surge ahead to victory.

A human male in a blue collared shirt with the word “official” embroidered on it moves out to the tabreen. Other runners are turning the corner toward the finish line. The official motions to you to come out.

- If the PCs don’t move out to him, **go to Conclusion A.**

If the PCs move out to him, have them make a **Perception (Listen) DC 15** to hear the following:

“Somethings wrong with her. Grab her arms and legs and get her out of here before she gets trampled. Follow me.”

If the PCs move out to him and fail the **Perception (Listen)** check, have them make a **Perception (Vision) DC 10**. If successful, continue here:

The official is gesturing frantically and it takes just a few seconds for you to figure out he wants you to help carry the tabreen and follow him.

If the PCs move out to him and fail the **Perception (Listen) & (Vision)** checks, continue here:

The man in the official shirt grabs you by your tunic and pulls you so his mouth is nearly touching your ear. “Pick her up and follow me.”

- If the PCs don’t pick her up and carry her, **GO TO Conclusion A (page Z).**

If the PCs do pick her up and carry her, continue here:

The human male leads you across the finish line and behind the grandstand where several tents have been set up. He leads you through the first two tents and

into a smaller tent that is in the Nobles District proper.

“Put her down over there.” He gestures toward a cot. A group of clerics come in from the other direction and start to work on the tabreen.

If the PCs start to leave, continue here:

“Don’t run off. I may need your help. Find a place out of the way. Don’t say anything about this. I’m sure we will want to reward you for your help.” He tries to look around the clerics that are moving frantically around the fallen runner, “I’ll be back as soon as I find out what is wrong.”

- If the PCs don’t stick around, **go to Conclusion A.**
- Otherwise, **go to Encounter 1.**

## **ENCOUNTER 1**

You manage to find a corner out of the way along with # of PCs-1.

Character introductions here, then continue below:

As you stand there, waiting for what seems like an eternity, you see other runners coming in on stretchers, limping or with the assistance of other runners or bystanders. It seems the supposed “fun run” is taking more out of the runners than expected. Perhaps it was running up the ramps from section of the city to another section of the city, since the city is built into a mountain and terraced all the way down to the bay and eventually the ocean. As the race progresses, more and more runners trickle in with different injuries. None seem that serious compared to the person you helped in.

After an extended wait, the man who first corralled you into helping returns. He looks sad and is shaking his head. “Sorry to keep you waiting. Please, follow me.” He leads you past several sectioned off areas where you can catch glimpses of those who you saw coming in earlier. In a couple of cases, you are

rather glad it is only a glimpse since some of the injured look worse than when they came in.

He motions you into the final compartment which is occupied by the body of the tabreen and a cleric.

**Knowledge: Religion DC 5** He is a cleric of Pietos, the god of mercy.

Once everyone is in the area, the organizer continues, “This is Father Corwin of the temple of Pietos and my name is Evan Balder. I’m the assistant to the mayor of the ruins of Jadenapur and he placed me in charge of this event. Now, everything I tell you from here is of the strictest of confidences. No one, other than the # of PCs+2 knows anything about this. Do you agree?”

If the PCs don’t agree to keep it quiet, he will ask them to leave. The module is over for them.

If the PCs agree, continue below:

He takes out a handkerchief and wipes his brow. “It turns out this runner has been murdered. The mayor’s and my reputation are on the line. Since you are the only ones who know about this, I need you to find out what happened, who is behind it and why.”

He takes a deep breath and shakes his head, “I need to keep this quiet. I can’t stress that enough. I have 1000 gold in the coffers left over from this event. I can give this to you if you can solve this issue. Are you willing to do this and keep it quiet?”

Give the PCs a chance to answer. If they say no, the module is over for them. If they say yes, continue below:

☛ **How do you know it is murder?**

“When she was first brought in,” Father Corwin begins in a sedate, calm, relaxing voice, “I was under the impression that she had fallen prey to exhaustion, muscle cramps or some other physical malady. When the normal magicks used for such things didn’t work, I used a detect poison and she showed positive for it. I cast neutralize poison, but I was too late. She had already passed on.”

☛ **Where you able to speak to her?**

“The only thing she said was ‘Carol’. I don’t know if that is her name or what.” Evan answers. “I have sent a runner for the registration information so we can find out more about her.”

Father Corwin nods, “I did not pray to Pietos for any abilities that allow me to speak with those who have died. I only prayed for things to assist those who might be injured during the run.”

Continue here:

A pretty young woman with red hair and green eyes comes running up. “Here you are sir. I brought all of the registration forms.”

“Thank you Linda,” Balder replies, “That is all for now.”

She starts to leave but Balder calls her back, “Linda, I’m sorry there is one more thing you can do. Would you please go to the VIP tent and make sure everything is going well in there? I’ll be over shortly.”

He starts flipping through the cards, “What’s her number?”

Father Corwin replies, “236.”

“Ah, here it is,” Balder continues, “Her name is Rosalita Vesas. It says she is from Hur’Resa and she was staying at the Silver Fox Inn. She doesn’t have anyone listed as a contact or anything further on here. It’s not much to go on, but at least it gives you a starting point. That’s located in the Services District.”

“I will be here all day since the street party is set to start after the last runner crosses the finish line. If you need me, you can find me here.” He puts the card back into the stack, “I know I am beating a dead horse here, but it is very important that you don’t say anything to anyone about this.”

☛ **How long is the race?**

“It is fifteen miles uphill mostly.”



## ENCOUNTER 2

☞ Can we have a writ?

“I could give you one, but it would be useless since I have no real authority in Amthydor.”

☞ Why not contact the Diamond Legion?

“The fewer people that know about this the better and I don’t think they would keep it quiet. Someone would tell a wife or girlfriend or whatever and it would be all over the city in minutes.”

☞ Do you know what kind of poison?

“We couldn’t detect the type of poison since there was no smell or distinguishing elements.” Father Corwin replies.

☞ Do you have any suspects?

“Not that I know of, but then again, I never met her.”

☞ Are there any marks on her?

“No, there are no marks on her.”

Craft Alchemy DC Any

There is nothing detectable.

When the PCs are done with questions, continue here:

Linda comes rushing in, “Sorry to interrupt sir, but there is a problem in the VIP tent. It seems the ambassador from Perralin is, um, causing issues and refuses to put his pants back on.”

“On my!” He turns back to you, “Duty calls! Good luck and I’ll see you shortly.”

Put in here that the Fire Elem encounter. Caught up in the hullabaloo with the mayor of Jadenpur, Lady Jocelyn, High Warrior Grimm and several other nobles are gathered around the winner along with Harvinder Grimm, the first noble to come across the finish line.

Diamond Legion will keep the PCs away. Not able to get in the area.

- If the PCs go to the Silver Fox Inn, **go to Encounter 2.**

You make your way through the surrounding crowd and find the other streets oddly deserted. It seems everyone has headed to the Shining Way for the party.

You enter the Services District and quickly locate the Silver Fox Inn. The heavy oak door has a neatly lettered sign advising all who would enter that inappropriate behavior will not be tolerated. Absolutely NO brawling. NO profanity. NO thieving.

The room is mostly empty except for a few dwarves sitting in a corner. The proprietor, a burly weathered man with dark eyes and a neatly trimmed dark beard passes a mug to a waiting serving girl, signaling her with a nod to get back to her waiting customers. Wiping the already spotless bar, he sizes up your group. “Sorry folks, we have no rooms available at this time. I can get you something to eat and drink though.”

☞ We are looking for information on Rosalita Vesas. Do you know who she is?

“Names familiar, but I haven’t been looking after the folks who take up residence here. With all the influx from Jadenpur and the normal trade traffic, I couldn’t handle taking care of the bar, brewing the beer, keeping the peace and still have time to make beds or the like. You need to speak to Malroot. He’s the one who takes care of those types of things.”

☞ Where can we find him?

“He should be upstairs taking care of the rooms. What is this pertaining to anyway?”

Let the PCs give an explanation, then continue here:

“Well, it’s really none of my business. Do what you want. Go talk to Malroot.” He turns to the server, “What do you need, my lovely?”

She replies, “Better not let your wife hear that.” She gives him a wink.

“Since you are my wife, I think you’ll understand.”

They go back to a banter that sounds like it has been done a hundred times leaving you to go upstairs to find Malroot.

You go down the hallway, past a few doors and then see the stairs at the end. Going upstairs, you find yourself in another hall much like the one downstairs and the stairs continue going up. You see a cart parked outside of room 21. What do you do?

Presumably the PCs will go to room 21. If so, continue here:

The cart has a basket full of dirty linens and some cleaning supplies are hooked on the edge of it. Coming from inside the room, you hear someone singing, poorly.

Presumably the PCs will either call out or go in. Modify below as necessary:

As you move toward the room, a bundle of laundry is exiting the room. It runs into whoever said they were going in and the laundry dumps all over the place. A high pitched squeal comes from the other side and you see a male tiefling with red scaly looking skin, yellow eyes and small blue horns coming out of the top of his head. He isn't very tall, maybe five foot, and weighs in at barely 100 pounds, if that. He's wearing a tan shirt and pants that hang on him as if they were two sizes too big. He is leaning against the door frame, clutching his chest. "Gods all over! You gave me a terrible fright." He straightens up, "How may I help you?"

☞ Are you Malroot?

"Yes. Did Reichien send you to see me about a room? We are pretty full, but I do have a room that will hold half the number of PCs, but can accommodate more if you want to sleep really close together or on the floor. Otherwise, I am full up."

☞ Do you know a Rosalita Vesas?

"Hmm, name's familiar. Let me see." He goes to the cart and pulls out a small brown leather book. "Yes, Rosalita Vesas is staying in room 24 with two other tabreans. There were six of them, but three of them took off with the circus earlier this week." He puts the book back, "I thought about running away with the circus, but discovered I have zero talent for it."

☞ Can we see her room?

"I suppose so, but she and her two friends aren't checking out for another week or so." He pulls the door closed to the room, kicking the laundry back into it, and locks the door. "They are paying by the week as they try to find jobs here. Marigold, that's one of the others in the room and I think she is Carrilin's sister, but I'm not sure. Carrilin's one of the others in the room. Anyway, Marigold said they have to find jobs or return to Hur'Resa or move on to somewhere else."

He sorts through his large ring of keys, carefully examining each one. "Ah, here it is." He unlocks the door and pushes it open. He looks in and lets out a large shriek.

Moving so that you can see in, you can tell from the doorway why he shrieked like that. The room is a mess with clothes scattered everywhere. It looks like some of the clothes have been shredded. There is something red on some of the clothes, but at this distance you can't tell what.

If the PCs go in, continue here:

Moving into the room, you see the mess at the door is just the beginning. The mattress has been tossed on the floor, the bedframe has been broken and the wash stand has been over turned. The trunk in the room is on its side with the contents of clothing, shoes, bags and personal items spilling out. All over the room are specks of red with a larger splash along the wall that the bed was against and the window overlooking the alley behind the building is coated in it.

Malroot takes one step into the room, "Oh no. This is horrible! What could have happened here? Do I need to get the Watch?" He is gulping air as quickly as he can and starts to sway on his feet.

Heal DC 10 on Malroot indicates he is hyperventilating and will likely pass out if something isn't done.

If no one does a heal check on Malroot, continue here:

Malroot says, "I don't feel so good," as he collapses into a bundle on the floor with his right hand landing in a puddle of the red.

**Heal DC 10** to revive Malroot.

**Malroot comes to and looks at his hand. He lets out another shriek and crabs his way out of the room.**

To examine the room, continue here:

**Heal DC 5** The red stuff is definitely blood.

**Heal DC 10** This is pretty fresh since it is still bright red.

**Heal DC 15** There is more blood than would come from one person.

**Perception (Vision) DC 5** there is no blood outside of the room at the door or window. No bodies in the alley.

**Perception (Vision) DC 10** to find a tuft of black fur.

**Perception (Vision) DC 15** There is no blood outside of the room and no dead bodies in the alley.

**Knowledge: Nature DC 10** to find the fur doesn't seem to be from a tabreen.

**Knowledge: Nature DC 15** the fur seems more dog like than cat like.

**Knowledge: Nature DC 25** the fur belongs to a lupaari, a dog hybrid race.

*Detect Magic* shows there is a faint aura of magic.

**Knowledge: Arcana DC 17** to identify the faint auras of transmutation and conjuration magic. (*Alter Self and Dimension Door*)

*Blood Biography*

Who are you? Goat

What are you? A goat

How was your blood shed? Two legged cut throat

When was your blood shed? Today

☞ **Do you know where the other two are?**

**"They told me they were going to the race since Rosalita was running in it. I am supposed to meet up with them after the race so we can enjoy the party together. You don't suppose something has happened to them, do you?"**

☞ **Have they run into trouble with anyone?**

**"Not anything I've heard of and I've spent some time with them socially."**

☞ **Did the other three really join the circus?**

**"Yes, they did. They were going to be acrobats."**

☞ **What kind of jobs were they looking for?**

**"Marigold and Rosalita are skilled painters, like houses and stuff, and Carrilin is a carpenter."**

☞ **Have you seen any lupaari around here?**

**"There was one who supposed to stay here, but he left in a huff. Said he couldn't mix with the lesser races. I think he meant me, but might have meant any of the others that were here. We had a mixed bag last night, kicking off the final part of the Jadenpur celebration, I just don't know which one he was referring to. He left in a huff like I said. I don't know his name. He had booked a room but never stayed in it. Reichien might know."**

☞ **Why would he call someone a lesser race?**

**"Who knows? It takes all kinds to make the world go round. Some I would prefer us not to have around here."**

☞ **What time are you meeting them?**

**"I should be leaving now."**

☞ **Where are you supposed to meet them?**

**"We are to meet at the temple of Destine. We figured it was far enough out of the way so that we could find each other easily."**

☞ **What color was the lupaari?**

**"From what I could see, he was brown, but he was wearing a high necked white shirt with billowing sleeves and trousers that were dark blue or black. It was hard to tell since there so many people here."**

☞ **What time was the lupaari here?**

**"I have no idea. We were so busy and I just couldn't tell."**

☞ **What do Marigold and Carrilin look like?**

**"They are tall and nicely built. Very athletic looking. Marigold has golden hair and the cutest little snaggletooth. Carrilin is just kinda plain. She really is unremarkable except for her mouth. That female can be...no pun intended, but she can be very catty."**



## ENCOUNTER 3

☞ **Would you come with us?**

**“I suppose so. I mean, it would be the right thing to do and I do want to make sure Marigold is okay. Let me get the laundry from 21 and put up my cart. Why don’t you go downstairs and wait for me? Tell Reichien to give you a drink on me.”**

When the PCs are done asking questions, continue here:

**You go downstairs and see the bartender, who must be the Reichien Malroot mentioned, is escorting the dwarves out of the inn. He looks you over, “Are you still here?”**

If the PCs ask about the lupaari from the night before, continue here:

**“Oh him! Yeah he was here last night. Rabble rousing. Said something about the lesser races and I threw him out. Would have had to replace the door but someone opened it from the outside as I tossed him out. Didn’t get a name and if he ever shows his face here again, I won’t be so gentle on him.”**

☞ **Did he get physical?**

**“Nope. Didn’t have time. I tossed him out too quickly for him to hurt anyone.”**

☞ **Any idea where he is?**

**“Beats me. He wasn’t here long enough to give me his biography and I really didn’t care.”**

Let the PCs answer. If the PCs are waiting on Malroot, continue here:

**“Well, alright. You don’t want to wait too long. You’ll miss out on all of the fun. Tell Malroot to lock up when you all leave.”**

Let the PCs answer. If the PCs aren’t waiting on Malroot, continue here:

**“Well, alright, then. Hurry it up. I gotta get to the celebration before there’s nothing left. I hear there is supposed to be tons of food that I didn’t have to order or anything. I’m all for that.”**

- If the PCs go to the temple of Destine, **go to Encounter 3.**

**You make your way through the city and end up at the Temple District. At the intersection of Temple Row and the Path of Mysteries, you find the small temple of Destine. Though not anywhere near as grand as the four main, cathedral-sized temples, the shrine is sufficiently large with its one story that houses a vast library. Standing outside are two tabreen women with a young man with wire rim glasses, who appears to be looking for someone.**

If Malroot is with them, continue here:

**Malroot waves his hand and the golden haired tabreen waves back energetically. “Malroot!” She squeals and charges him. She swoops him up into her arms and gives him a quick spin around. “I was afraid you weren’t going to be here!”**

**He gently pushes her away, “Sorry, I got caught up in something with these fine folks. I, I, I ammm so happy your well.” He stammers the last sentence to her.**

**“Why would you say that?” She asks.**

**“I’ll explain later. Come on, let’s join Carrilin and your new friend.”**

**“Oh, Bartholomew isn’t a friend. He’s a cleric of Destine and said he was expecting adventurers to give a message to them.”**

If Malroot isn’t with them or if the previous boxed text has been read, continue here:

**You continue to the tabreens and the young man. He pushes his glasses back on his face. “Right on time. I’ve been expecting you. Destine sent a message for you. Here.” He hands you a piece of paper.**

### **Player’s Handout 3**

Every dog has his day  
And every man his troubles  
But when the dog longs for trouble  
Then the worst of it is underway.  
Check the place with the golden cage.  
And end this mess here, today.

**Knowledge: Local DC 10** to know about the Gilded Cage. If none of the PCs know, Bartholomew will fill them in.

“Well, if you don’t need us any further, we’ll be going.” The tabreen that fits the description of Carrilin says. “We’ll miss all the fun if we keep hanging out here.” She hooks her arm in Bartholomew’s and starts to drag him toward the street party.

🗨 **Wait! We have to tell you something about Rosalita.**

“Really? Is she being a stick in the mud again? Is she too tired from running?” Carrilin mocks.

🗨 **Rosalita is dead.**

“What? Dead? Are you sure? Where is she? We have to help her.”

🗨 **Did you have anything valuable in your room or something someone else might want?**

“Not that I can imagine. I mean, we have our clothes and such and Marigold keeps a stash of cat nip, but nothing else of importance.” Carrilin answers.

Marigold sticks her nose in the air, “I have no idea what you are talking about. Hmmph.”

🗨 **Your room has been trashed.**

“What do you mean trashed?” Carrilin asks.

Malroot answers, “There is some extensive damage in the room, but it won’t be hard to get it cleaned up after the celebration.”

Let the PCs confirm this and continue here:

Bartholomew steps forward, “I was expecting this. I presume she has been taken to the morgue.”

🗨 **Do you know anyone who might want her dead?**

“No. Everyone loved Rosalita. She is, or was, one of the sweetest people I have ever known.” Marigold begins to cry. If Malroot is there, continue: Malroot pulls her down to him and holds her.

Carrilin shakes her head, “We don’t want any trouble. We came here for jobs. This must be a sign we need to move on... But, while we’re here, we should enjoy ourselves. She will still be dead in the morning and we can deal with that then. Fun is for the living and we should go honor her by having as much fun as we can.” She hooks her arm in Bartholomew’s and drags him toward the party going on in the streets.

## ENCOUNTER 4

Find out everyone’s Charisma at the beginning of this encounter. The receptionist, Joel, will flirt with anyone with a high charisma.

You have to weave your way through the city trying to make your way to the Gilded Cage. It seems like the population of Amthydor has more than doubled from how many are normally here.

Unlike many businesses in the city, the Gilded Cage, the most exclusive and popular fest hall in Amthydor, is open. Once you enter, you stand in the plush waiting area with a large oak desk beside the front door. A completely bored attractive male receptionist is behind the desk. He has apparently been attempting to throw wads of paper into a trash can about eight feet away. From the looks of it, he isn’t very good. He brushes his blonde bangs out of his face which lights up as soon as he sees you. “Welcome to the Gilded Cage. My name is Joel. Due to the festivities, our staff is unavailable, but we can make an appointment for you.”

Taking a good look around, you see the accoutrements of the main parlor hint at the wealth of most of the customers. Against another wall is a small stage, no wider than fifteen feet across, reserved for performing musicians. To the side, a large stairway leads up to the second floor, presumably to ballrooms, studies or private suites.

🗨 **We aren’t here for an appointment, we need information.**

His green eyes return to their previous boredom, “Of course you do. So, what do you want to know? Please remember, we hold our clients privacy dearly.”

🗨️ Why are you here?

“I’m the one with the lowest seniority. I also made fun of Alissa’s make up. I didn’t realize she set the desk schedule. The good news is that I only have to be here.” He looks at a water clock on the wall behind him, “One hour, twenty two minutes more.”

🗨️ Do you know of a lupaari who comes in here?

“We have several that come in and the one weirdo.”

🗨️ Weirdo?

“There’s this human male, about six feet tall, great cheekbones, lousy dresser. Anyway, he came in a couple of days ago and Hanna told him he would need to bathe before he could go to one of the rooms. She did offer to give him the bath, but he was all kinds of offended. He stormed out and she told me she normally wouldn’t say anything, but he smelled like wet dog. She said he stunk to high heavens. That was what, three days ago when it rained last?”

🗨️ Do you know his name?

“Let me look.” He starts flipping through a brown leather ledger. “Ah, here it is. His name is Chance Landom. The address he has listed is 145 Heroes Way in the Palisades District. I went to a party there once. It is a pretty nice place, but the people there are less than nice. Hang on a second, I may have something for you.” He heads for the stairs, stops and turns back to you, “Please don’t touch anything. If anything get broken because I left the desk, I will be jobless.”

He returns from upstairs a few minutes later. “I don’t know why I kept this. It’s horrifying.” He hands you a piece of paper.

Give them Player’s Handout 4.

“Well, if you don’t want an appointment, I do appreciate you relieving my boredom, even if it is only momentarily.”

If anyone has a charisma of 18 or higher, continue here:

“I plan to be at the party at the temple of Glissande. Perhaps I’ll see you there. The bards party better than anyone and it will probably go all night.”

The time is about 4ish for those who want to know about the Dipped Dagger.

## ENCOUNTER 5

Moving toward the Palisades District is the easiest travel you have had all day since most of the people seem to be elsewhere. As you close in on your destination, a light rain starts to fall. You hear the sounds of what must be a party, but it is more like a rally. A small band of three musicians play rousing battle themed music. A human man, somewhere in his forties, stands on the back of a wagon. He is very nicely dressed.

The music cuts off and the man begins speaking, “We are on the threshold of creating a new Amthydor. We will reclaim the city that we love from the half-breeds and the lesser races. You are a part of a movement to bring the world back to what it is supposed to be.” The crowd of ten or so people cheers as the rain gets heavier.

**Perception (Vision) DC 5** to notice the crowd is all human and they have a clubs.

**Perception (Scent) DC 10** to notice one of the men smells like wet dog.

If the party is not all human, continue here:

**The man up on the wagon looks over the crowd and calls out, “It looks like the gods have brought us our first converts.”**

Roll for initiative.

**GM Note: These bad guys can make two attacks with fists or kicks at no penalty.** Modify the numbers as needed. If the PCs are heading toward a total party kill, have the Diamond Watch show up and go to Conclusion. If the PCs are having too easy of a fight, add warriors or commoners.

## ATL 1

### Human Warriors (3)

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

**Init** +2 (Dex);

**AC** 15, touch 13, flat-footed 13; (+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.) +5 Club 1d6+3

**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

### Human Commoners (2)

CG Medium (5'8" and 6'1" tall)

**Init** +1 (Dex);

**AC** 14, touch 12, flat-footed 13; (+2 Leather jacket, +1 dex, dodge)

**hp** 19 (3d6+3)

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

**Spd** 30 ft.

**Melee** +5 Fist 1d3+4, +5 kick 1d3+4 (Able to do two attacks a round with no negatives.)

**Ranged** +2 Rock 1d3

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

**Str** 18, **Dex** 12, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +1; **CMB** +5; **CMD** 16

**Feats** Dodge, Mobility

**Skills** +8 Profession (Blacksmith), +5 Craft (Farrier)

**Languages** Common

**Gear** Leather jacket

### Human Aristocrat (1) (He is a royal jerk. Use him accordingly.)

CG Medium (5'8" and 6'1" tall)

**Init** +3 (Dex);

**AC** 15, touch 13, flat-footed 13; (+2 Leather jacket, +3 dex, dodge)

**hp** 25 (3d8+3)

**Fort** +2, **Ref** +4, **Will** +4

**Spd** 30 ft.

**Melee** +3 Club (1d6+1)

**Ranged** +5 Rock 1d3

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

**Str** 12, **Dex** 16, **Con** 12, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Dodge, Mobility, Diligent

**Skills** Appraise +9, Bluff +8, Diplomacy +7, Intimidate +8, Knowledge (local) +6, Linguistics +7, Perception +6, Profession (Manager) +6

**Languages** Common, Elven, Infernal

**Gear** Leather jacket, club

### Lupaari Fighter imitating human (1) One human fighter with the same stats as the Lupaari and goes on his initiative.

NG Medium (5'9")

**Init** +1 (Dex);

**AC** 16, touch 11, flat-footed 15; (+4 Chain Shirt, +1 dex,)

**hp** 24 (2d10+4)

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

**Spd** 30 ft.

**Melee** +6 Great Club, 1d10+6

**Ranged** Rock 1d3

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

**Str** 18, **Dex** 12, **Con** 14, **Int** 11, **Wis** 14, **Cha** 12

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Power Attack, Step Up, Weapon Focus

**Skills** +3 Disguise, +2 Knowledge: Religion, +4 Perception, +4 Survival (+4 Track),

**Languages** Common

**Gear** Chain Shirt, Used wand of Alter Self

**Special**-The actual lupaari takes 1.5x damage against sonic.

### ATL 3

#### Human Warriors (3)

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

**Init** +2 (Dex);

**AC** 15, touch 13, flat-footed 13; (+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.) +6 Club 1d6+3

**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

#### Human Commoners (2)

CG Medium (5'8" and 6'1" tall)

**Init** +1 (Dex);

**AC** 14, touch 12, flat-footed 13; (+2 Leather jacket, +2 dex, dodge)

**hp** 29 (5d6+5)

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

**Spd** 30 ft.

**Melee** +5 Fist 1d3+4, +5 kick 1d3+4 (Able to do two attacks a round with no negatives.)

**Ranged** +2 Rock 1d3

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

**Str** 18, **Dex** 12, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Dodge, Mobility, Skill Focus (Profession Blacksmith)

**Skills** +12 Profession (Blacksmith), +6 Craft (Farrier), +2 Diplomacy

**Languages** Common

**Gear** Leather jacket

#### Human Aristocrat (1) (He is a royal jerk. Use him accordingly.)

CG Medium (5'8" and 6'1" tall)

**Init** +3 (Dex);

**AC** 15, touch 13, flat-footed 13; (+2 Leather jacket, +3 dex, dodge)

**hp** 34 (5d8+5)

**Fort** +2, **Ref** +4, **Will** +5

**Spd** 30 ft.

**Melee** +4 Club (1d6+1)

**Ranged** +5 Rock 1d3

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

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

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Dodge, Mobility, Diligent, Skill Focus (Profession: Manager), Alertness

**Skills** Appraise +9, Bluff +10, Diplomacy +9, Intimidate +11, Knowledge (local) +9, Linguistics +8, Perception +8, Profession (Manager) +8, Sense Motive +7

**Languages** Common, Elven, Infernal, Abyssal,

**Gear** Leather jacket, club

#### Lupaari Fighter imitating human (1) One human fighter with the same stats as the Lupaari and goes on his initiative.

NG Medium (5'9")

**Init** +1 (Dex);

**AC** 16, touch 11, flat-footed 15; (+4 Chain Shirt, +1 dex.)

**hp** 42 (4d10+8)

**Fort** +6, **Ref** +2, **Will** +3

**Spd** 30 ft.

**Melee** +8 Great Club, 1d12+6

**Ranged** +5 Rock 1d3

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

**Str** 18, **Dex** 12, **Con** 14, **Int** 11, **Wis** 14, **Cha** 12

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Power Attack, Step Up, Weapon Focus, Follow Up, Vital Strike, Cleave

**Skills** +3 Disguise, +2 Knowledge: Religion, +6 Perception, +6 Survival (+4 Track), +4 Sense Motive

**Languages** Common

**Gear** Chain Shirt, Used wand of Alter Self

**Special**-The actual lupaari takes 1.5x damage against sonic.



## ATL 5

### Human Warriors (4)

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

**Init** +2 (Dex);

**AC** 15, touch 13, flat-footed 13; (+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.) +9/4 Club 1d6+3

**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

### Human Commoners (2)

CG Medium (5'8" and 6'1" tall)

**Init** +1 (Dex);

**AC** 14, touch 12, flat-footed 13; (+2 Leather jacket, +2 dex, dodge)

**hp** 39 (7d6+7)

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

**Spd** 30 ft.

**Melee** +7 Fist 1d3+4, +7 kick 1d3+4 (Able to do two attacks a round with no negatives.)

**Ranged** +4 Rock 1d3

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

**Str** 18, **Dex** 12, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Dodge, Mobility, Skill Focus (Profession: Blacksmith)

**Skills** +12 Profession (Blacksmith), +8 Craft (Farrier), +7 Diplomacy

**Languages** Common

**Gear** Leather jacket

### Human Aristocrat (1) (He is a royal jerk. Use him accordingly.)

CG Medium (5'8" and 6'1" tall)

**Init** +3 (Dex);

**AC** 15, touch 13, flat-footed 13; (+2 Leather jacket, +3 dex, dodge)

**hp** 48 (7d8+7)

**Fort** +5, **Ref** +5, **Will** +8

**Spd** 30 ft.

**Melee** +4 Club (1d6+1)

**Ranged** +6 Rock 1d3

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

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

**Base Atk** +5; **CMB** +3; **CMD** 15

**Feats** Dodge, Mobility, Diligent, Skill Focus (Profession: Manager), Alertness, Iron Will, Greater Fortitude

**Skills** Appraise +11, Bluff +11, Diplomacy +11, Intimidate +12, Knowledge (local) +9, Linguistics +8, Perception +10, Profession (Manager) +10, Sense Motive +8

**Languages** Common, Elven, Infernal, Abyssal,

**Gear** Leather jacket, club

### Lupaari Fighter imitating human (1) One human fighter with the same stats as the Lupaari and goes on his initiative.

NG Medium (5'9")

**Init** +1 (Dex);

**AC** 16, touch 11, flat-footed 15; (+4 Chain Shirt, +1 dex.)

**hp** 60 (6d10+10)

**Fort** +7, **Ref** +2, **Will** +3

**Spd** 30 ft.

**Melee** +8/+3 Great Club, 1d10+6

**Ranged** +5 Rock 1d3

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

**Str** 18, **Dex** 12, **Con** 14, **Int** 11, **Wis** 14, **Cha** 12

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Power Attack, Step Up, Weapon Focus, Follow Up, Vital Strike, Cleave, Step Up and Follow, Combat Reflexes

**Skills** +3 Disguise, +2 Knowledge: Religion, +12 Perception, +11 Survival (+4 Track), +3 Sense Motive

**Languages** Common

**Gear** Chain Shirt, Used wand of Alter Self, Chain shirt

**Special**-The actual lupaari takes 1.5x damage against sonic.

When the fight is almost over, continue here:

**As the fight continues, the human rabble rousers realize that one of their members is really a lesser race. They turn from you to attack him. The leader of the group shouts, “You scum! You tricked us! You pretended to be one of us just to turn us over to the Watch or worse, these things!” He gestures toward you.**

**The lupaari stumbles backwards, “I’m sssorry. I just want to be human. My adopted parents told me I was less than humans because of my breed. Please! Let me be part of your group!”**

**The ringleader shouts, “We are Humans for Amthydor not mongrels for Amthydor!”**

**Another voice booms to the left, “And we are the Diamond Watch for all! Drop your weapons and put your hands on top of your heads!”**

If the PCs don’t comply, use as many watch members as necessary to subdue them. The bad guys will comply immediately.

**Go to Conclusion B.**

## **CONCLUSION A**

**You were offered an opportunity to possibly make some money, but decided it wasn’t worth it. On the upside, you did have a good time at the street party.**

## **CONCLUSION B**

**The Diamond Watch sergeant takes you aside. “We got the information out of the lupaari. He said he saw those female tabreens at the Silver Fox. He said they were laughing at him, especially the one he killed. We’ll get statements from the others. This doesn’t look like the end of Humans for Amthydor, but it does look like we are on the right track to ending them.”**

## **EPILOGUE**

**You manage to enjoy the rest of the festivities and somehow in this huge crowd, Bartholomew from the temple of Destine locates you. “Destine told me you had need of these things. She said to hang on to them. You will need them again in the future. The items were confiscated from Humans from Amthydor members.”**

**Marigold and Malroot also locate you. “We have presents for you.” Marigold bubbles. “We thought they would be a good souvenir of the weekend.”**

**THUS ENDS “CHEETAHS NEVER WIN”**

**TIME UNIT COST: 3 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>
Roleplaying XP Bonus	50	50	100
<b>Maximum Possible XP</b>	<b>650</b>	<b>900</b>	<b>1300</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.

### **One of these for each player: Tiger's paw amulet of natural armor +2**

This silver amulet is in the shape of a tiger's paw with the claws holding a small tiger's eye stone. The tabreen believe this item bestows luck on the wearer. At this time, it doesn't provide any extra luck, but it may in the future.

## **PLAYER'S HANDOUT #1**

### **The Favorites**

**Usain Kibet 2-1**  
**Mizuki Takahashi 2-1**  
**Naoko Noguchi 1-1**  
**Catherine Radcliff 3-1**

### **Long Shots**

**Princess 8-1**  
**Geoffrey Mutai 7-1**  
**Sun Kastor 9-1**  
**Rosalita Vesas 10-1**

### **Dark Horses**

**Tanguay Peppiot 30-1**  
**Purusha Flise 40-1**  
**Skoob Bridger 85-1**  
**Eliza Thornapple 60-1**

**Bets can be win (first), place (second) and show (third) at the same odds. The maximum bet is 500 gold and it can be spread out on up to three racers.**

**250 Racers: You can bet on 6-1 odds to how many racers will finish the race. If within 5, pays out at 3-1 odds.**

**GM AID 1**

**Race results**

**1<sup>st</sup> Place Princess 8-1 (Pay 8 for every one gold bet)**  
**2<sup>nd</sup> Place Rosalita Vesas 10-1 (Pay 10 for every one gold bet)**  
**3<sup>rd</sup> Place Tanguay Peppiot 30-1 (Pay 30 for every one gold bet)**

**Total racers that finish: 228 Pays 6 for every one gold bet if  
exactly right.**

**If the PC bet 233 to 222, he receives 3 for every one gold bet.**



## **PLAYER'S HANDOUT #2**

### **9 Collectable Glasses**

**Palisades District  
South Trade District  
Laborers District  
Service District  
Royal Way  
Nobles District  
Jadenspur  
Amthydor  
The race emblem**

## **GM AID 1**

The way to collect the glasses, have the PCs roll percentiles for each glass. If the roll is within the percentage listed, the PC can find the glass. If a PC succeeds at a **Diplomacy DC 10+ATL** (unaided), allow the PC to roll again. For every 5 above 15 allows another roll. (Example: PC rolls Diplomacy DC 23 at ATL 5, he would be allowed two . rerolls. One for the success and one for the extra 5 over the DC.)

**Palisades District 1-95%**  
**South Trade District 1-85%**  
**Laborers District 1-75%**  
**Service District 1-65%**  
**Royal Way 1-55%**  
**Nobles District 1-45%**  
**Jadenspur 1-35%**  
**Amthydor 1-25%**  
**The Race Emblem 1-15%**

## Players Handout 3

**Every dog has his day  
And every man his troubles  
But when the dog longs for man's troubles,  
Then the worst of it is underway.  
Check the place with the golden cage.  
And end this mess here, today.**

Player's Handout 4

Tired of being a second class  
citizen?

Tired of the other races thinking  
they are better than you?

Looking for like-minded people  
to share your beliefs with?

Meet at the Dipped Dagger  
tonight at 8 bells. Be prepared to  
learn why humans are the  
superior race.

Bring this flyer for admittance.

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



Convention: _____
_____
Judge: _____
_____
Date: _____

## ROSTER OF HEROES: LSJ 174 CHEETAHS NEVER WIN

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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