



Scenario Author & Editor
Guide
PATHFINDER® EDITION
September 2010
Compiled by the LSJ Team
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Scenario Author & Editor Guide

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Special thanks to: Andrew Hauptman, Dave Stern, Jason Wu, and everyone else that help make LSJ a fun place to be.

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Legends of The Shining Jewel™

LEGENDS OF THE SHINING JEWEL (LSJ) is a role-playing campaign based in the ongoing, living-style city of AMTHYDOR™, a city in the player-created World of RAIATM. The LSJ Campaign uses the PATHFINDER® RPG game system and is for mature, serious-minded role-players. Players create their own Player Characters (PCs) that advance and grow in LSJ Campaign tournaments. The campaign contains elements of High Fantasy, High Magic, High Intrigue, and High Role-playing. Originally started as a developmental project by the Universe Construction Company (UCC) for TSR, Inc. in 1992, the project has evolved beyond what TSR (or even WIZARDS OF THE COAST) expected, and continues to grow several years later.

The LSJ Campaign features High Fantasy.

Player Characters frequently encounter creatures and settings that can only exist in our imagination. The LSJ Campaign places emphasis on enabling and maintaining a spirit of wonder, surprise, amazement, fear, and glory during game play. Consideration of mundane practicalities and everyday life bookkeeping exist but are kept to a minimum. "Anything is possible" in this corner of the multiverse.

The LSJ Campaign features High Magic.

The World of RAIATM is full of magic, both known and lost, and can be described as being a High Magic setting. It is important to realize that a High Magic setting does not necessarily mean that there are magic items around every corner. There is a logical reason why magic items exist in tournaments, and it is up to the campaign staff to make sure that the quality and quantity of magic made available in the campaign is up to our exacting standards.

The LSJ Campaign features High Intrigue.

Not everything is black and white in the LSJ Campaign. It is extremely important for players/PCs to determine who is working in their best interests and who is not. There are many shades of gray in this intrigue-oriented campaign. PCs have the ability to "take sides" in differing aspects of society, as well as to be tempted by darker forces. Any action or choice made by the PCs could have several repercussions, both positive and/or negative. Not all PC actions lead to happy endings, but not all actions result in failure either. The actions and choices made by the PCs during various LSJ tournaments result in a variety of tournament conclusions that can (and do) affect the campaign story lines.

The LSJ Campaign features High Role-playing.

While combat is a tool to supply a dramatic element to the campaign, it isn't the rule, nor is it always obligatory. It is possible to go through some LSJ Tournaments without encountering combat of any sort. Avoiding combat situations through the use of imagination, ingenuity, and role-playing usually rewards the players rather than penalizes them.

The campaign staff has several goals in mind to make the LSJ Campaign a fun, playable environment. One of the reasons for LSJ's success has been the ability to weave a tapestry of grand-scale storytelling. This story-telling is being cultivated and continued. This doesn't mean that smaller plots are unavailable. Quite the contrary; anything that is learned/discovered in one tournament could be very important in another.

One goal is to meet the players' needs for varied character motivations and desires through the Meta-Game Activity/Organization opportunities. There will be a number of developed meta-organizations available for PCs to join. But these meta-activities aren't the only things that are available for players. Whenever possible, the direction of the campaign is determined by PC actions that influence tournament outcomes. This is the most important way to ensure that players know that their direct participation or non-participation in an event has an influence on the history and future of LSJ, as if they were playing in a home campaign.

We are doing a lot of hard work to make the LSJ Campaign a great place to be. If you have any constructive comments or questions, please feel free to email any of the campaign staff.

Thank you.

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The creation of an LSJ Campaign scenario is a cooperative effort, involving Author, Editor and Campaign Staff, all working together to create an enjoyable experience for GMs and Players alike. Authors and Editors are encouraged to familiarize themselves not only with this guide, but with the Scenario Format Guide as well, to help each understand what is expected of the other and allow them to work together to create the best scenario possible. Very few participants in the Legends of the Shining Jewel Campaign wear only one hat. Many of us are a combination of Player, GM, Author and more. Only by working together can we make LSJ enjoyable and memorable and turn Raia into a living experience.

Getting Started

So, you want to write a *Legends of the Shining Jewel* scenario? It's not as difficult as it sounds. Writing any tournament is a labor of love. Writing for the LSJ Campaign presents special challenges because of the tight focus on plot and continuity. But don't panic! Remember, we're here to help you!

First Things First

Tools of the Trade

Like every good craftsman, you're going to need a few simple tools in order to give your creation life. Whether you are an old fashioned pen and paper author or you live and breathe your computer, these tools will help make your scenario possible.

- * **Computer Access** – At some point you will need access to a computer. If you don't have one of your own, try negotiating for a little time on one belonging to a friend or family member, or your local library.
- * **Document Program** – Microsoft Word is the default program in use by the campaign. *Regardless of what version of Word you are using, all submissions must be saved in the **Word 97-2003** format.* Other programs, including freeware programs, may be used, provided that they can be saved in a compatible format.
- * **Spreadsheet Program** – Excel is the default program in use by the campaign. *Regardless of what version of Excel you are using, all submissions must be saved in the **Excel 97-2003** format.* Other programs, including freeware programs, may be used, provided that they can be saved in a compatible format.
- * **E-Mail** – E-mail is a must. This is how you communicate with the campaign staff and with your Editor.
- * **LSJ Scenario Template** – Be sure that you have the most recent version of the template, as it contains the current formatting structure to build your scenario on. The template can be found on the lsj-

authors yahoogroup, on the LSJ Campaign website at www.theshiningjewel.com, or from the LSJ Plot Coordinator at lsj-plots@theshiningjewel.com or from your assigned editor.

- * **LSJ Scenario Format Guide** – This guide will give you the 'hows' and 'whys' of the scenario format found in the LSJ Scenario Template.

Other handy aids that some authors find useful include a small pocket notebook (for writing down ideas when you aren't at your computer), a small audio recorder (for making notes to yourself), and a dry erase whiteboard (for brainstorming and flow charts of encounters).

Once you have assembled your tools, it's time to begin.

Scenario Concept

It all begins with an **Idea** or **Concept**. The idea for your scenario can come from almost anywhere – a song that speaks to you, a phrase that someone says that starts you thinking, a painting that catches your eye, or even a dream. However an idea comes to you, strive to write a scenario that **YOU** would enjoy playing if you were the one sitting down at a table.

Your concept should be as original as possible. If it is loosely based upon another medium, the parallels should not be obvious. Plagiarism and copyright infringement will not be tolerated. This includes scenario concepts from other campaign settings.

The LSJ Campaign does set certain standards, in an effort to provide the best possible gaming

experience for the players, and may request revisions and alternatives in an effort to help you produce a quality scenario that meets these standards.

Once you have a concept for your scenario, the **Submission Process** can proceed.

Scenario Submission Process

Scenario submission is a six step process: the **Pitch**, the **Specifics** or **Outline**, the **Rough Draft**, the **Playtest**, the **Revision** and the **Publication**. Some steps may repeat several times before completion (sort of a *lather-rinse-repeat* deal).

1) **Pitch** – This is a brief summary of the adventure you wish to write. The Pitch is sent to the LSJ Plot Coordinator at lsj-plots@theshiningjewel.com. Your Pitch should be a Word document 1 ½ to 2 pages long and should include the following information:

- * **Author's Name** and contact information, including e-mail address, physical mailing address and telephone number. For events with multiple authors, information for all authors should be included, with one being designated as the official Point-of-Contact.
- * **Scenario Name**, which should also be the document name. **Please** avoid titles and blurbs that provide spoiler information about the plot, i.e. anything that needs to be learned in the module itself. The more subtle and vague the title and blurb are, the better. Puns and clever turns of phrase are welcome. **Please avoid choosing names that could be offensive to anyone.**
- * **Number of Rounds** planned for the adventure (typically 1, though 2 and even 3 round events are possible). Multi-round proposals may run an additional page for each additional round. Please use discretion on the length, since the longer the pitch is, the more difficult it may be to understand.
- * **Series** If this scenario will be part of a series, also include the series name, the number of total scenarios expected to complete the series, the position of this scenario within the series and an outline of the overall series plot (a broad explanation is fine). Be sure to list the title of each scenario in the series (if

known), in order, as you describe the individual scenario and overall series plots.

- * **Character Level** range the scenario is intended for.
- * **The Plot**, in brief. This should include the background of your scenario, the hook to draw characters in, key events and possible resolutions. LSJ Campaign scenarios have a history of presenting multiple possible endings, with the one that occurs most often during the premier period being the official campaign result. Please allow for multiple endings, including the possibility of partial or complete failure.
- * **Meta-Organizations or Activities** that may play a significant role in the scenario, with an eye towards rewards for member, including advancement potential.
- * **Prominent or Recurring Named NPCs.** If your scenario will feature a prominent recurring NPC in a significant role, that NPC should be identified in the **Pitch**. *Some recurring NPCs are involved in other ongoing plots and may be unavailable for use in your scenario. If this is the case, the **Plot Coordinator** or your **Editor** will suggest a different NPC.*
- * **Prominent or Recurring Locations.** If your scenario will feature a prominent recurring specific Location in a significant role, that Location should be identified in the **Pitch**. *Some recurring Locations are involved in other ongoing plots and may be unavailable for use in your scenario. If this is the case, the **Plot Coordinator** or your **Editor** will suggest a different Location.*
- * **Premier Date or Location** If you have a desired premiere date for your adventure, such as a particular convention, please include this information. Please remember, the module development process is not quick, so please send in a Pitch at least 6 months before the requested premiere date (at least 8 months before, if this is your first module). The further in advance you plan your submission, the better chance your event has of being ready for the desired premiere date. In other words, stay on schedule or your module may not be ready by the

intended premiere date! If a specific premiere date is not planned, that's even better. We'll schedule the module to premiere at the next event after your module is ready, and it will be greatly appreciated by the event planners.

Currently, we are primarily seeking submissions for one-round events. If you have a really good idea for a 2- or 3-round event, it won't be turned away, but multi-round modules are harder to place (some conventions will not schedule multi-round events, and 3 part modules can only be scheduled at special events such as a *Weekend in the Shining Jewel*). A number of multi-part story arcs are currently being developed, and there's always room for another really great idea.

If your initial **Pitch** is not accepted, don't be discouraged. A **Pitch** may not be approved as written for a number of reasons. Do not take this personally. Sometimes the **Pitch** is too similar to another module in the works, in which case you may be asked if you wish to join your efforts to another author's. Sometimes the proposed plot conflicts too greatly with the overall plan of the campaign or with the continuity of the campaign as previously established. Sometimes changes will be suggested before the **Pitch** is approved. A detailed explanation for any suggested modifications of the **Pitch** will come from the **Plot Coordinator**.

Once a **Pitch** is approved for development, the **Plot Coordinator** may ask for a more detailed outline of events for your module. Once that is approved, the **Plot Coordinator** will hand the process over to the **Senior Editor** (lsj-edit@theshiningjewel.com), who will assign you an **Editor** to guide you through the rest of the writing process.

2) **The Specifics or The Outline** - Once your **Pitch** is approved, a schedule will be established for the remaining steps to complete the submission and approval of your scenario.

* **Submission Paperwork** will be sent at this time. This package contains the agreements with the campaign, including submission and non-disclosure agreements. Please print, sign and return the paperwork quickly, since no

further progress can be made until it's done (ah yes, the fun of paperwork!).

* The writing the **Outline** can be started while the paperwork is being processed. Please rename the **LSJ Scenario Template** to "LSJxxFullModuleName" until the actual sequence number is assigned. (**Note that the scenario number will not be assigned until your event has passed through the initial editing process.**)

* The **Outline** should be a complete framework of your module, listing a paragraph for each component of the scenario - the adventure background, the GM summary, player introduction, each encounter, "monsters", conclusions, epilogues and rewards. (**Rewards take time to get approved so the earlier that you can get your desired treasure in, the more time there is to work on getting it approved**)

* The **Specifics** of your scenario need to include a list of any prominent or recurring NPCs that you want to appear, so that the **Plot Coordinator** can confirm that these **NPCs** are available and send you the proper stats for them.

* **Stat Blocks** for **NPCs** and '**monsters**', at the proper **ATLs** and in the format presented in the **LSJ Scenario Format Guide**, should be submitted at the earliest opportunity, to allow time to check them.

3) **The Rough Draft** - Once your **Outline** is approved, the details of your scenario can be written. The **Rough Draft** is a complete version of your module with everything detailed, including: background, judge introduction, all boxed text, etc. Rewards should be clearly and completely defined. This **Rough Draft** will eventually be used for **Playtesting**, so please be sure it includes all the information a Judge will need to successfully run your scenario.

* The **LSJ Scenario Template** file **must** be used to set up your module, and may be beneficial in writing the **Outline**. Once your **Outline** has been submitted, an **Editor** will be assigned. Be sure to exchange all contact information (including preferred e-mail and AOL/AIM ID) with your **Editor** so you will be able to work together. (**Please make sure to**

set your spam filter to accept emails from your Editor)

* **Your Editor** is your partner, so to speak, in completing your scenario. They are there to advise and assist you, not to take over or do your job for you. Please take a few basic steps to help them do their job. **Spell Check** is your friend. The more problems that you catch before your scenario goes to your Editor, the easier the editing process will be and the better Author YOU will be. Words underlined in red may be misspelled. **Grammar Check**, like **Spell Check**, can detect problems that might be overlooked in a quick read-through. Grammar issues are underlined in green if you are using Word. It is important to note that **Grammar Check** only looks at written context. This is fine for GM text and general information. **Box Text** should flow smoothly when spoken, and may not necessarily be grammatically correct in written form. Use your best judgment, and read the text aloud to test the sound and flow of it.

* Your **Editor** will keep you updated on the progress being made, and will be returning the module file to you, with editing comments. Your editor will rename the file to "LSJxx Module Name – first comments" (or second, or third on later passes), and will insert comments into the text, using the "Insert", "Comment" function. These comments will appear to the right of the text, and point back to the text your editor is commenting on. Your editor may make spelling and grammar corrections, instead of submitting them to you, in the interest of not having the process bog down. When responding to your editor's comments, begin by renaming the file to "LSJxx Module Name – first corrections" (or second, or third on later passes), then address each issue. Please **DO NOT** remove your editor's comments. (Only your editor should delete the comments.) If you agree with the comments, please change your text to resolve the issue. If you do not agree, let your editor know, either by adding your own comment to the comment (yes, Word allows 'comments' on the text of 'comments'), or via email. If you

add your comments directly to your editor's comments, please preface your comments with a '- ', so it is clear where your editor's comments end and your comments begin. The sooner changes and comments are returned to your editor; the sooner the process can advance. Please keep your editor apprised of the progress you're making in correcting any problems. Good communication helps prevent misunderstandings.

4) **Playtest** – Once your **Rough Draft** has been reviewed and approved by your **Editor** (which may require repetitive editing steps) and, if necessary, a member of the Rules Team, it will be **Playtested** by LSJ Staff members under the direction of the Plot Coordinator. This playtest may occur at a convention, game day, or home game where LSJ staff is in attendance, or it may be done online.

The author is free to arrange a **Playtest** of his or her own. However, it is **strongly** suggested that someone other than the author be the GM for that game, with the Author observing and taking notes while not interfering with the play or assisting the GM unless absolutely necessary. This is done to see what will happen when someone who is NOT intimately familiar with your scenario has to run it and deal with troubleshooting. As the author, you know the story inside and out, and can often respond to the players from memory rather than from the written module. Information that is in the author's head, but not in the module text, can be a serious problem. Everything the GM needs to run the event must be spelled out in black-and-white in the module. This way, problems are more likely to be pinpointed and resolved before a second **Playtest** occurs. If the Author arranges his or her own **Playtest**, and a member of the LSJ Campaign Staff is not involved, the Author should contact the LSJ Campaign Staff and provide the names of the Playtesters and arrange to send in the Playtest Review Forms. If a Playtest is conducted online, a copy of the game log should be sent to both the Author and the Editor, along with the Playtest Review Forms, to allow them to understand in detail how the Players and their Characters interacted with the scenario.

At the conclusion of the **Playtest**, all players, the GM, and the author (if present) should discuss the adventure at length. Notes on all observations should be returned to your **Editor** for review. These notes will be used as a basis for revising the module to produce a **Final Draft**, which will (most likely) become the published version of the tournament.

Additional **Playtesting** may occur if your **Editor** feels there is a need to check the scenario for further issues.

5) Revision – During the **Playtest**, problems may become clear that need fixing, or additional information may be needed for the event to be played successfully. Your **Editor** will work with you to arrange the necessary revisions and changes, possibly through multiple passes. Additional **Playtests** may be arranged to check the integration of the changes.

Whenever possible we request the author make the editorial changes and additions. The Editor reserves the right to make any changes necessary for purposes of correct spelling and grammar, and more extensive alterations and additions, if necessary. Every effort will be made to have authors do their own editing, so the module remains largely their own work.

Be aware that the LSJ staff may request elements of other ongoing plots be placed in your writing to tighten continuity. If your plot seems to fit well into an existing ongoing plotline, you may be contacted and asked if your ideas can be added to that story arc. If you want to insert a random combat encounter, we may suggest something that ties into another plot.

6) Publication - Voila! Your scenario is DONE and ready to be distributed to the hungry masses of players (and con coordinators). Unless we find more fixes later . . .

Afterwards - Once your scenario is complete, and released . . . it's time to start working on your NEXT submission. Feel free to submit more **Pitches**.

As you can see, module development and publication is not a linear process. The same steps may need to be done repeatedly, as the module is prepared for publication. Be patient, persevere, and be ready to do a lot of editing and rewriting. Soon you may see your name under the *Legends of the Shining Jewel* banner!

Any additional questions should be directed to the Plots Team at lsj-plots@theshiningjewel.com.

Parts of the Whole

Now that you have your plan, it's time to assemble the individual pieces of your scenario. It's rather like putting together a jigsaw puzzle. Viewed by themselves, each may not look like much, but when joined together, they help make every Legends of the Shining Jewel scenario come to life. Every scenario is different, but there are some important pieces that can be found in every scenario.

Cover Page

The Cover Page identifies Title, Author, Number of Rounds, Blurb, Version Date, and Scenario Number.

Title

Every scenario has one. A **Title** often (but not always) offers a small hint to what the scenario is about. It is important that your **Title** not give too much away too soon. If your scenario is part of a series, you will also have a **Sub-Title** line listing the **Series Title** and your event's position in the series.

Blurb

Like your **Title**, the **Blurb** is a sneak peek into your scenario. It should only be two or three short sentences in length. It offers the players a clue about where they may be going, who they may be working for or what problem they may be trying to solve. Again, you don't want to give too much away. If a particular race or class may find your scenario especially challenging or interesting, mention it here. The last line in the **Blurb** advises potential players what character levels your scenario is written for.

Legal Text & Boilerplate

This is always the second page. Be sure to put your name at the end of the Author line in the Credits.

About the Module

If your scenario is a stand-alone event, or has a particular place in the Campaign Timeline, mention it here. If your event is part of a series, identify the other scenarios in the series and where this scenario falls in the sequence.

Scenario Detail

These components are the keys to a successful scenario, for GMs and Players alike.

Adventure Background

This may be as short as a single paragraph or as long as a full page (or longer, if necessary). It tells a GM what has come before to bring events to their current point. It may reveal motivations and goals of the major NPCs.

Adventure Outline

Following your Adventure Background is an Outline, providing a brief synopsis of each encounter in your scenario, from Introduction to Epilogue. The main focus of each encounter should be summarized in a few sentences.

The Encounters

Like a trail of breadcrumbs, the Encounters will lead the PCs through your scenario, allowing them to gather useful information, fend off enemies, rescue innocent victims and reveal the villain.

At the end of each of your **Encounters**, be sure to tell the GM where to go next, depending upon what the Players do. In a Linear scenario this is as simple as 'When the PCs are ready to continue on to the League of Thaumaturgical Studies GO TO Encounter Four (page 17)'. In a Matrix scenario, you will need to provide multiple directions, including the possibility that the PCs will go to an earlier Encounter that they skipped over previously. Don't forget the page numbers, to help the GM find the **Encounter** quickly.

Conclusions

Your event should have one or more **Conclusions**. Be prepared for multiple outcomes – Success, one or more options for

Partial Success, Failure. A typical conclusion might deal with the PCs receiving thanks and payment from their employer.

Epilogue

An **Epilogue** is a summarization or 'snapshot' of events taking place as a consequence of the scenario, but outside of the direct influence of the PCs. It may reveal the musings of an escaped enemy, offer insight into a chain reaction of events started by the PCs' actions, or some other detail that the characters may not be privy to but that the players can learn and consider.

After the Mission

A scenario doesn't end with the Conclusion or Epilogue. The PCs (and the Players) need their just rewards.

Experience

Experience Points are based upon three criteria – **Scenario Completion, Bonus and Role Playing**. Some scenarios will have Bonus XP, for specific special actions above and beyond those actually needed to complete the event, but many will not. Experience point (XP) amounts are standardized by ATL. The higher the ATL at which the PCs play the event, the greater the challenge, and the more XP they earn.

Scenario Completion XP If the PCs complete the event, regardless of success or failure, they receive this XP.

Bonus XP is awarded for specific actions, as indicated in each scenario, that are not necessary to successfully complete the event and that an 'average' party might not do (For example - an average party might capture the lycanthrope alive, but only if they take it to the temple of Meneon and offer to help pay for the ritual to cure it do they receive the listed Bonus XP). Bonus XP should be used sparingly, and the LSJ Campaign Staff reserves the right to determine what actions in a scenario are appropriate for receiving **Bonus XP**.

Roleplaying Bonus XP is awarded at the discretion of the GM, and need not be given equally to all players at the table. A GM may award none, some or all of the listed Roleplaying Bonus XP amount to each player, based upon their participation and efforts in engaging all of their fellow players. A GM might not award any Roleplaying XP to a player who spends the entire time napping or walking around, and the

full amount to the player who spends their time interacting with fellow players to encourage teamwork and giving their character individual mannerisms when speaking in-character.

Treasure

LSJ scenarios have two types of treasure – **Certed** and **Uncerted**. Coin, gems and some trade goods are **Uncerted** treasure. Favors, Recognitions, Boons and, most importantly, magic items, are **Certed** treasure.

As a standard practice, every LSJ player should walk away from the table with at least one 'certed' reward. This does not have to be an especially valuable or magical item; interesting and rare non-magical items also make good 'certed' treasure. A common award, such as a Favor or Gratitude that is given to each participant may also be included. Many modules include recognition or appreciation of those who asked the party to take on the mission. Enmity of those who were foiled by the characters may also go to each character.

Magical awards should not be overwhelmingly powerful regardless of the PC levels. You're your pitch is accepted, one of the files that you will be sent is a spread sheet for helping to determine the proper value of treasure to include for each ATL. All treasure rewards will be screened by the LSJ Rules Team for game balance and appropriateness, so there may be changes made to your suggested treasure before publication.

Planned rewards (to be listed in the encounters and the summary at the end of the module) should include any treasure which may be recovered from the enemies. Any special magic items should be fully described.

It is important to note whether treasure acquired from NPC opponents in Amthydor can be kept by PCs. Treasure not listed in the Treasure Summary is not available to the PCs, and cannot be sold or kept. It is presumed to have been confiscated by the Diamond Legion.

Forms and Extras

Handouts, GM Aids and Maps enhance the gaming experience, while Rosters of Heroes and Critical Event Summaries provide valuable information to the LSJ Campaign Staff.

Player Handouts

Player Handouts can be fun! They can also expedite play, by not forcing the players to write down long passages read by the Judge. Consider where handouts might fit in the module, and supply them as seems appropriate. Possible uses for handouts includes (but is not limited to): newspaper clippings, notes, signs, diaries, letters, puzzles, maps, summaries of rules important to an encounter or module, or long sections of vital boxed text. If an Encounter has a Player Handout that accompanies it, be sure to let the GM know which Player Handout applies. For example, 'If the PCs ask Captain Collins about the list of likely suspects, she will provide them with Player Handout #2'.

GM Play Aids

GM Handouts contain all the secrets that the players want to know, and that your GMs need in order to keep them! When needed, have separate maps for the GM if there is anything she should know that the players should not (like the secret lair of the Evil Bad Guys). Otherwise the same suggestions for Player Handouts apply here.

Maps

There are a number of programs available for mapping. Dungeon Crafter and Realm Mapper are freeware programs, available on the internet. Simple maps can also be made using Excel. More complex maps are possible using Campaign Cartographer and other programs. If you do not have the software to produce such a map, please include a hand drawn map and your editor will have the map translated. At minimum, the Judge may need a map of the appropriate areas. Occasionally, it is helpful to supply a map to the players, with significant locations NOT being indicated on it. Consider if a player map may speed up module play. If not, at least provide the dimensions of the combat area and the starting distance between the PCs and NPCs for each encounter (**VERY IMPORTANT**).

Critical Events Summary

LSJ is a 'Living'-style campaign. It is shaped by the actions of the Players. The predominant conclusion among all of the tables when an event premier (and for a short time afterward) becomes the official result of the scenario for determining LSJ canon.

Roster of Heroes

You don't have to do anything with this except make sure that it is included in your Template and insert the Title of your Event. The GM and Players will do all of the work here.

Open Gaming License

The **Open Gaming License** or **OGL** serves as legal permission to use product from other sources. To use **Open Game Content**, all you have to do is quote the source in **Section 15** of the **Open Game License** in your event. It's really that simple! The LSJ Campaign Staff has included the **Open Gaming License** as part of the LSJ Scenario Template. The OGL page in the LSJ Scenario Template may not be changed except for the last line. The last line identifies YOUR scenario. Be certain to insert your event title and your name where indicated.

One advantage of writing a Pathfinder-based product like LSJ is that we have the advantage of using any existing Pathfinder products, as long as they are Open Game Content [OGC]. The legal notes and Open Game License in any given Pathfinder product will tell you if there is OGC that can be used by others. In fact, authors

can modify that content to improve upon it. The LSJ Campaign Staff has done this at times, though always with careful consideration and review by the LSJ Rules Team.

To date, only the LSJ Campaign Player's Guide, the Pathfinder Core Rulebook and portions of the Pathfinder Bestiary have been approved for use in the Legends of the Shining Jewel Campaign.

UNDER NO CIRCUMSTANCES can we publish anything that is either Closed Content or Intellectual Property of another company in any of our products, only those of our own creation.

The LSJ rules supplements pull a number of new races, feats, spells, and other rules from various Pathfinder and Pathfinder-compatible sources that contain Open Game Content. Please consider using them when writing an LSJ Campaign event, as they not only expand the rules options you can give your NPCs (like elan psions and evil paladins), but help reinforce the unique flavor of our campaign.

Putting It All Together

An LSJ Campaign scenario is much more than just the sum of its parts. Many aspects of a scenario are more nebulous, less obvious to the players who never actually read it, but they are no less important. Who will play it? Who will the PCs meet? Where will they go? How will they get there? What is their motivation for participating in the mission? All of these questions will need to be answered at some point in the process of creating your event.

ATLs & Level Ranges

Not every scenario is appropriate for every PC. A party of 2nd level adventurers would find themselves quickly defeated by an ancient dragon, while a group of 15th level heroes would quickly become bored with a mission to clear a dozen orcs from the nearby hills. Most LSJ Campaign scenarios lend themselves to characters of all experience levels, but some plots work best with Low-level characters, while others offer missions that are best suited for High-level PCs.

Level Ranges

Every scenario has a level range listed on the Cover Page, indicating what level PCs are

eligible to play in the event. PCs below the listed level are taking their lives in their own hands, and may find the challenge presented to be more than they can handle. It is not recommended that they play in the event, but it is not prohibited. PCs above the listed level are unlikely to be challenged by the event, and are not eligible to play. Level Ranges should be for **Low-levels**, **High-levels** or **All-levels**. Events focusing only on **Mid-levels** should be avoided.

ATLs

Average Table Levels or **ATLs** are numbered on the odds, and should include all of the eligible character levels, plus one **ATL** above and, for

scenarios for characters 3rd level and above, one **ATL** below the eligible levels. The higher ATL allows for well equipped and well organized parties, while the lower ATL allows for ill equipped or smaller parties with a limited distribution of character classes. Thus, a scenario for Levels 1-9 would include ATLs 1, 3, 5, 7, 9 and 11, while a scenario for Levels 7-15 would include ATLs 5, 7, 9, 11, 13, 15 and 17. **The LSJ Stat Block Guide** can aid you in advancing your NPCs from one ATL to the next, to provide a suitable challenge for the PCs.

Dialogue vs Box Text, and the Stuff in Between

[aka Say What?]

Box Text and **Dialogue** are the tools that an Author uses to communicate with every Player who experiences a scenario, and to bring the scenario to life. Read your **Box Text** out loud to yourself or, better still, have someone else read it. Does it make sense and convey a clear mental picture of what you trying to describe or say?

Box Text

Box Text is used to express your creation directly for the Players. It conveys what the PCs see, and what the NPCs say and do. It describes the action that moves the scenario along and invites the PCs to react and respond. When describing prominent or recurring people, places and objects, be certain to check with previous scenarios and with the LSJ Campaign Staff to keep these descriptions consistent with LSJ Campaign Canon. Descriptions in **Box Text** must be grammatically correct. The descriptions and dialogue contained in **Box Text** are offset from other information in the scenario by a combination of ***bold, italics, shading and border lines*** to help it stand out and make it easier for the GM to focus in on it. Descriptive text and Dialogue take place in **Box Text**.

Like any good tool, **Box Text** should be wielded carefully. It is a means of *guiding* the PCs and inviting them to participate and complete the tale being told. It should not be used to tell the entire story, with all of the details predetermined. It is important that you not tell a Player how their character feels about a given situation. Each Player, and by extension their character, has their own personality and life experiences and may not react the way that you expect. Instead,

tell them what they *perceive*. Descriptions of sights, scents and sounds, as well as the reactions of various NPCs, can be used to convey your scene to the Players and evoke an emotional reaction.

Dialogue

Dialogue is what your NPCs say. As such, it may be affected by dialect.

Dialogue, while affected by dialect, must still be clear. While it is entertaining to have an NPC speak in a less than perfect style, it must still be possible for the players to understand what the NPC is saying. Express dialect by word choice, instead of by phonetically spelling words. Phonetic spelling may not be decipherable by the GM, and thus may slow down play. Your editor will not make changes to quoted character speech, since any inconsistencies there may be intended dialogue, but may comment on changes which will make the information imparted clearer.

GM Information

Information that is just for the GM, to provide explanations and insight and to help present each Encounter, should be presented outside of Box Text. It can appear at the beginning of the Encounter, in between sections of Box Text or at the end of the Encounter, or any combination of the three. This can include motivations, tactics, Skill Check DCs, Skill Check results and other information to assist the GM in resolving the Encounter.

Getting From Point A to Point B

[aka Which Way to The Next Encounter]

Every scenario has one common goal, to get the PCs to the Final Encounter. While it is impossible to plan for everything that the players may think to ask or do, plan for as many possibilities as is feasible. There are two common types of scenarios – Linear and Matrix. Each has pros and cons. Some scenarios are a little of each.

Linear Scenarios

Linear Scenarios are the simplest type of scenario to construct. They are an exercise in 'follow the bouncing carrot'. An author must take care to avoid having players feel like they are trapped or herded by the Box Text. Each

Encounter leads directly to only one other Encounter, requiring the PCs to go directly from Point A to Point B to Point C and so on. There is little or no illusion of free choice in how to complete the scenario, and little flexibility if the players get creative in their questions or investigation.

Matrix Scenarios

Matrix Scenarios are the preferred style for LSJ events. They resemble the old Pick-Your-Path adventure books. Each Encounter offers multiple paths of investigation and opportunities to gain information, while still guiding the PCs to the Final Encounter. Point A leads to Points B, C and D. Point B leads to Points C, D and E. Point C leads to Points B, D and E and so on. Matrix Scenarios offer the greatest illusion of free choice in how to complete the scenario. Matrix scenarios are more flexible in terms of allowing the GM to adapt to creative players. Ideally a Matrix Scenario will offer the same piece of information in multiple Encounters, and PCs do not need to experience every Encounter in order to successfully complete the scenario.

Locations and NPCs

[aka Places to Go and People to See]

LSJ scenarios often begin with the PCs being hired by one or more NPCs and tasked with solving a problem. The first step in pursuing an investigation is Information. The PCs will need to go somewhere to get it from someone.

Home Sweet Home – The City of Amthydor

Most LSJ Campaign Scenarios take place in and around the city of Amthydor. That isn't to say that you cannot set your event somewhere else on Raia. We have an entire world waiting to be developed!

The *LSJ City of Amthydor* campaign supplement is still being edited, but a rough primer will be provided for your needs upon request. There is too much about the city to give a proper review here, but there are a few major points you should bear in mind:

This is a lawful city with very loyal citizens. While they are not truly xenophobic, they tend to favor their own over outsiders. This trait has been gradually lessening with a large (and

necessary) influx of immigrants to fill the city's population (see the next bullet for the reasons).

A few years ago, an enemy of the city (a lich wizard) unleashed an undead army that he had hidden in the tunnels beneath Amthydor. The resultant slaughter, known as "The Culling," decimated the city. Half of the overall population was killed (or worse, turned into undead), and many of the city's soldiers, heroes, and clergy were slain. The undead were pressed back and contained in the decimated Poor District, and only recently vanquished once and for all. This does not mean that we will never see undead in Amthydor again...just that they will not be an ever-present threat like before.

The recent Elf War, begun by the Mystwood, has created a new enemy – the Dark Elves [aka Drow]. The key turning point in the war, just prior to the final battle, was the balancing of the *Scales of Peliron*, which restored many previously deceased citizens of the city who had died under circumstances counter to their original destinies.

Movement into certain districts is restricted for ordinary citizens (and foreign visitors), requiring a valid permit to enter those areas of the city. Such passes may be acquired from the Diamond Legion or other high-ranking city officials. The restricted districts include: the Castle District, the Diamond District, the Embassy District, the Nobles District, the Poor District, and the Tomb District.

NOTE – An exception to the above paragraph is if there is a PC Amthydor (not Foreign) Noble at the table. PC Amthydor nobles (the player must have a valid LSJ certificate to play a noble) may enter the Nobles District freely, though not the other restricted districts. A PC Amthydor noble may bring other, non-noble PCs with them, on the condition that the PC noble is responsible for the behavior and conduct of his/her companions.

Location, Location, Location

Amthydor is broken up into twenty-one Districts (including the Cemetery and the Harbor) plus a Prison. In addition to the outer City Wall, smaller walls separate the various districts. Each district is dedicated to a particular activity or social class, with limited overlap. In many cases, a particular type of business or activity is restricted to a single district. You won't find a

warehouse in the Nobles' District, but you may find a few houses in the Temple District.

If your scenario requires a specific type of location, check with the Campaign Staff, the Plot Director and your Editor to see if such a location exists before creating a new one. There are plenty of nameless warehouses in certain districts of the city, but there are only so many inns, taverns, herb shops and blacksmiths.

The Powers That Be

Amthydor is full of the powerful and influential. Try not to present the most powerful members of Amthydor society in your writing. Appearances by the Lord Monarch or the heads of Noble Houses, for example, should be very rare. The Nobles are an important part of Amthydor society but, if overused they will lose their impact. If you do choose to have Lord Monarch Raphe Torestyn or another very powerful member of Amthydor society appear in your module, it must be approved by the Plots Team and the Coordinators, who may suggest replacing the desired NPC with a lower ranking figurehead.

- * **The Lord Monarch:** Hereditary ruler of the city. The current Lord Monarch is Lord Raphe Torestyn of House Torestyn. He and his wife, Alissa Windsong Grimm Torestyn have a daughter, Jocelyn.
- * **The Noble Houses:** The nobility of Amthydor hold a major place in the power structure. There are 22 Houses, each focusing on a different business or trade. The power struggles between rival houses are the stuff of legend.

Organizations

A number of organizations, both official groups affiliated with the city's government and independent organizations, exist in Amthydor. When portraying meta-organizations in your scenario, be sure to do so in a positive light. If you are unsure how members of a specific metaorg would deal with a situation, please email the point of contact for that metaorg and ask their advice. The metaorg contact can also provide stock NPCs from the organization for use in the scenario.

- * **The Diamond Legion:** Both police force and militia for the city of Amthydor.
- * **The Noble Guardsmen:** Stalwart guardians devoted to the security of one of the Noble Houses of Amthydor.

- * **The League of Thaumaturgical Studies:** The arcane guild of the city, responsible for ongoing study and research. There are two major denominations, one for "prepared" arcane casters (wizards) and another for "spontaneous" arcane casters (sorcerers and, to a lesser extent, bards), plus a third branch for non-casters who assist in other capacities. The League does not offer 'lessons', to avoid an unpleasant rivalry with the Sividia Academy.
- * **The Greyson Institute:** The renowned bardic college of Amthydor.
- * **The Sividia Academy:** The arcane school of Amthydor.
- * **The Society of Entertainers and Providers:** One part bard's guild, one part high society fund raiser, the Society knows just who to hit up for money when there is a worthy cause in need.
- * **The Gilded Cage:** A legalized house of prostitution, though more in keeping with the classic "geisha" concept than the Western idea. All members, male and female, are trained in the arts, conversation on a variety of topics, knowledge, and information-gathering. Care should be used when presenting the Gilded Cage in events, including a possible disclaimer to GMs to be aware of potentially mature content. All references should be in good taste.
- * **The Quorum of Faith:** The organized religious authority of the city. A portion of the 30-deity pantheon is legally represented in the city of Amthydor. Some religions boast large temples, while others make do with a small shrine. Those Good- & Neutral-aligned faiths not represented by the Quorum but legal within the city are referred to as the Unaffiliated. The only Evil faith legal in the city is the shrine of Dymora.
- * **The Fraternity of Venturers:** A guild for adventuring types in and around the city.

Stat Blocks & Building NPCs

[aka You want US to fight THEM?!?!]

Not every LSJ Campaign Scenario will be a combat-fest, and there is more to NPCs than Armor Class, Base Attack and Hit Points. Consider each NPC's purpose. If you are using an existing NPC for your event, be sure to ask the Plot Coordinator and your Editor if the NPC is actually available for use and about his/her

most current stats. Another author may have the NPC that you are interested in involved in another plotline. If this is the case, the Plot Coordinator or your Editor can suggest another NPC.

Remember, the Bad Guys can do anything that the PCs can do, and some things that they can't! NPCs are not limited in their alignment, and may have access to spells that are banned or restricted for PCs.

The Stat Point Buy

Not all NPCs are created equal. The Lord Monarch is a much more epic figure than Emil the Rag Picker, and their stats and equipment, in addition to their classes and levels, would reflect this.

- * **Major NPCs**, like PCs, are built with a **25 point** Stat Buy. The Lord Monarch, Nobles, High Priests of temples, senior officers in the Diamond Legion (Grimm, Vestra, Breng), and the 'Big Baddie' in a scenario are all **Major NPCs**.
- * **Secondary or General NPCs**, like Cohorts, are built with a **20 point** Stat Buy. The minions of the 'Big Baddie', Diamond Legion members (non-officer), lower ranking temple priests and typical employers not listed above would be **Secondary or General NPCs**.
- * **Minor NPCs**, like Hirelings, are built with a **15 point** Stat Buy. Common residents of the city and nameless minor lackeys would be **Minor NPCs**.

Non-humanoid (monster) opponents and NPCs use the stats listed for the creature in the Pathfinder Bestiary, but the hit point formula for PCs (see *Hit Points* below).

Hit Points

Hit points for humanoids and all creatures except Animals follow the same formula as PCs – Max per die plus Con bonus for 1st and 2nd levels, then 75% (rounded down) plus Con bonus for 3rd level and beyond.

Favored Class Bonus

The highest level class held by an NPC is presumed to be its **Favored Class**. Unless there is a compelling reason to do otherwise, the *Hit Point* option should be selected for each level of an NPC's **Favored Class**, rather than the *Skill Point* option.

Equipment and Magic Items

Equipment and magic items taken from defeated foes are commonly awarded as treasure at the end of the scenario or claimed by the Diamond Legion as evidence, stolen property, or for the payment of fines and restitution. To avoid placing too many permanent or powerful items in an event, the armor class, weapon bonuses, ability scores and other aspects of hostile NPCs can be raised through the use of potions, oils, scrolls and other charged or one-shot items, or long-duration precast spells (*potion of haste*, *potion of fly*, *oil of magic weapon*, *oil of magic vestment*, *potion of bull's strength*, *dust of disappearance*, etc).

Keep Your Options Open

Life is about choices, and a good LSJ Campaign scenario is no exception.

Examples of choices for PCs to make include, but are not limited to –

A Fork in the Road

Which way will the players go? What will they encounter at each branch? Will this cause them to succeed or fail at their mission? The players should feel that there is a real consequence for the choice made which will affect the outcome of the module (even if it doesn't). Always allow for the possibility that the party may backtrack, to take "the road not taken". Be sure to define what happens if the party returns to the decision point. Will the same NPCs be there? Will the situation still be the same? Is it possible to return and take the other fork? Unless there is a real reason to **NOT** allow return and re-choosing, please be sure to allow for the possibility the party will be here again and go the opposite way.

Factions

In the atmosphere of political and social intrigue that surrounds Amthydor, it is reasonable that an opportunity to ally with conflicting factions within the city might arise. Multiple NPCs may offer to hire the PCs for the same mission. The PC's choice: who to give the Widget to, once it is retrieved. This choice may be based upon loyalty, offer of reward, or the whim of the moment. Wise LSJ players will consider their choices carefully, particularly if they belong to one or more of the city's Meta-organizations. Be sure to define what happens if the party tries to

'double deal', or promise their services to two competing interests. In some cases, it may be possible, but in others, trying to be paid by two different groups should have some negative consequence.

The Information Game

Where to seek information is a common dilemma for PCs. Many times a module begins with the players being tasked with a problem to resolve. The first step is to collect information on what is happening, or who may be causing the problem. Usually several sources are available for the research. While each source may really have the exact same information to share, the tone and method of imparting that information should be colored by the nature and motives of the source. *(If the same information can be obtained from more than one location, it would be helpful for the judge to know that the information in this encounter is the same as the information found in Encounter A)* **NOTE: Seasoned LSJ players may not need to visit ALL the possible sources before putting the information to use.**

Use the background information on Amthydoran Organizations, NPCs, and Locations. The most current form of the LSJ background guides, which apply to the work appearing in your module, will be made available to you for this purpose. **NOTE:** this information must remain confidential as per the NDA since many campaign secrets are revealed in these documents, and should never be used as In-Character information by any PCs played by authors or staff. In most cases, only specific Guides will be sent. For example: The Meta-Organizations Guide will only be sent if Meta-Organizations are appearing in your module. In some cases, only the parts of the guide which apply to your work will be sent. This is to keep the secrets of LSJ as mysterious as possible, and to keep your fun in playing other modules from being unduly compromised.

You Scratch My Back

Sources of information, favors, etc don't have to be content to settle for payment in coin. They can require the PCs to perform a secondary mission, either now or later, in exchange for their services.

Moral or Ethical Conflicts

Sometimes there is no easy answer, and the PCs must choose between the 'less of two evils'.

Such inner challenges may reshape a PC's character concept.

Troubleshooting

[aka Expect the Unexpected]

Probably one of the biggest potential "spoilers" in a module is the use of magic to skip encounters to the conclusion, discover secrets that the plot needs to be kept, or to beat an NPC that is supposed to get away from the PCs. Some general suggestions for how to avoid this situation follow.

Active Spells

If an active spell effect is present in an encounter, assume that the PCs will try to use *detect magic* on it. Detail the school of magic and the intensity of the effect (as per the *detect magic* spell) for each effect present so the GM knows what to tell the players. Remember that a Spellcraft check is required in order to identify a school of magic on an existing spell.

The Getaway

If the plot demands that an NPC must get away from the PC party, make sure that it happens immediately in **Box Text**, before the PCs can react. Some kind of teleportation magic would be ideal for this purpose (a one-use item that is only available to the NPC at this point in the plot). Do not assume that the NPC can run away from PCs that can *dimension door* or *teleport* in front of the bad guy. Make it a clean getaway or don't use this plot device at all!

Purchasing Spells

PCs may purchase spellcasting from NPC casters, but only for spells of 5th level or lower. If you offer a one-time exception for your module, make sure it is necessary, but don't hesitate to do so if it IS necessary.

Divinations

Divination magic can allow detection of location, alignment, and other information that could not only allow PCs to break a module, but an entire module series. There are ways to get around this problem of course:

- * One inch of lead shielding is enough to block most divination effects, allowing stolen merchandise or kidnapped NPCs to be kept hidden.

- * Major NPCs tend to hire NPC thugs through multiple intermediaries, so they can never lead the PCs back to the Major NPC, and know minimal information, which means that *detect thoughts* is of no real use on them.
- * If a Major EVIL NPC interacts directly with the PCs (remember, just because an NPC is evil doesn't mean he will try to hurt or kill the

PCs...yet) and you don't want the PCs to know he is evil, make sure he has a spell or magic item to fool spells like *detect evil* and such. This only applies if you, the author, really WANT to keep the NPC's alignment a secret. Use this strategy only when you really feel you need it, preferably for long-term NPCs that we want to keep around for a while!

Tips, Hints & Reminders

These key points will help you avoid common mistakes. They are not a substitute for the complete LSJ Author and Editor Guidelines.

1. Please read the complete **Author and Editor Guidelines**. We know that they may seem a bit long and intimidating, but they contain valuable information that you need to have.
2. Regardless of which version of Word (or compatible freeware document program) that you are using, all submissions must be saved in the Word 97-2003 format.
3. Be sure to use the most current version of the **LSJ Scenario Template**. It is much easier to type into a template that already has the correct formatting than to format a blank Word document. The current version can generally be found at www.theshiningjewel.com and in the files section of the LSJ-Authors Yahoogroup. When in doubt, ask lsj-plots@theshiningjewel.com or your Editor.
4. All creatures, skills, feats, classes, abilities, locations, names and other references **MUST** be either Original, the property of the Legends of the Shining Jewel, or Open Gaming Content. If it is not, you may not use it.
5. Do not rely on spell/grammar check. Spell check will only tell you if the word is **spelled correctly**, not if it is the **correct** word.
6. Read your box text aloud. Does it read easily? Does it make sense? Can you tell what is going on strictly from the box text? Remember, this is the part that the Players hear and the only opportunity for you to convey your vision to them.
7. Have *someone else* read your box text. Does it make sense to them? Can they tell what is going on? It is better if this person is not a regular player in the LSJ Campaign. If they can follow the story, experienced players who are familiar with the campaign setting should have no problem.
8. Box Text should not be used to tell the entire story, with all of the details predetermined. It should be used to convey descriptions and invite the PCs to participate in the Encounter.
9. All creatures except animals use Max hit points plus Con bonus for their first two levels/hit die, then 75% plus Con bonus for each hit die/level from 3rd on.
10. The main NPC opponent in a scenario uses a 25 point Stat Buy, like PCs. Secondary NPCs use a 20 point Stat Buy, like Cohorts. Generic/common NPCs use a 15 point Stat Buy, like Hirelings.
11. An NPC's highest level class is considered to be her Favored Class. Unless there is a compelling reason to the contrary, the Hit Point Option should be used, rather than the Skill Point Option, when calculating the Stat Block.
12. It is important that you not tell a Player how their character feels about a given situation. Each Player, and by extension their character, has their own personality and life experiences and may not react the way that you expect. Instead, tell them what they

perceive. Descriptions of sights, scents and sounds, as well as the reactions of various NPCs, can be used to convey your scene to the Players and evoke an emotional reaction. A fighter used to blood and guts is going to react differently than a pampered aristocrat in the same situation.

13. Expect the Unexpected. You cannot anticipate every possibility, but if you only provide for the Players to do 'A', they will immediately go out of their way to do 'X', 'Y' or 'Z'.
14. Avoid silliness in your writing. It may be tempting to include an encounter that is based on your favorite joke/song/old gaming story or whatnot, but we try not to get too wild and wooly when it comes to humor, and more so with regard to outright silliness. We DO encourage humor in our modules, but too much destroys the tone of the campaign (as many of us have seen happen in certain other campaigns that will go nameless). Humor is a great thing, but use it sparingly. We take the LSJ campaign seriously, and we want others to also. Not TOO seriously, but...you get the idea.
15. People do not speak in complete sentences. In the case of dialogue, it is ok to use fragments and phrases.
16. Avoid using NPC names that have already appeared in another event, unless you are using that same NPC. Keep a list of any new NPC names. It is confusing for a player to be in a mod with Harry, Harold, Henry and Hank as the NPC's. Try using a name from each letter of the alphabet before you repeat a letter.
17. If someone is talking, there should be quotation marks at the beginning and end of what they are saying.
18. Make sure you format the skill checks as **Skill Name** (sub-skill) check **DC##**. This is so GM's don't have to hunt for these things.
19. Appearances by your own PC should be limited to a minor cameo role. An author's PC, unless retired, should not be central to the event.
20. PCs belonging to other players may not be used without permission, and should only appear in a minor cameo role.
21. Be careful when using 'Replace All' to make corrections. You may think that you are only changing the description of a magic user, and end up doing 1d4 dawizard instead of damage.
22. Make sure you change the information on the cover page (the first actual page of the module that reflects the author's name and the module name), the Author name on Page 2, and your name on the Open Gaming License Page.
23. When in doubt, ASK. The LSJ Campaign Staff is always available and willing to help make the writing process as easy as possible. It is easier to rewrite a small section than an entire scenario.

The Last Word

No matter how thorough an author tries to be, chances are that the morning after you send in your final changes, you'll think of something that you wish you had done differently. This Guide is intended to help avoid that, and make the process of turning your idea into a completed LSJ Campaign Scenario a smooth and satisfying one.

That's about it! Please contact us with any further questions!

May the Jewel always shine for you!

Sincerely,

The LSJ Campaign Staff

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