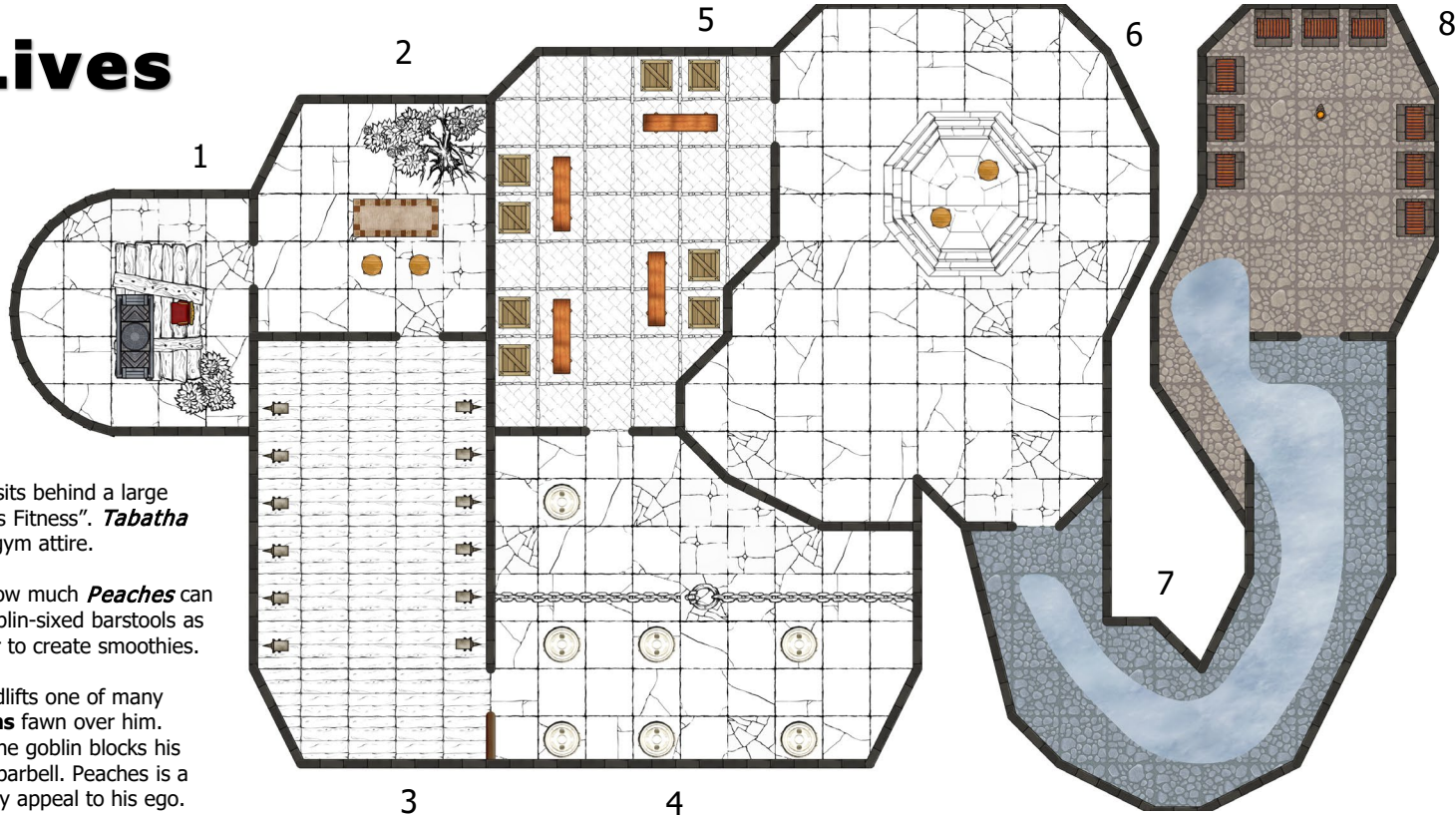




Seven Lives Fitness

By Matthew DePaso

Rumor has it that Nyx, the Tabaxi owner of Seven Lives Fitness, is the supplier of a dangerous steroid that is driving users mad with hubris and rage. Investigate the gym and put an end to his operation!



1) Reception - *Tabatha*, a surly and flamboyant Tabaxi sits behind a large wooden desk. Behind her is the gym's logo "Seven Lives Fitness". *Tabatha* will pull out a large crossbow if players refuse to wear gym attire.

2) Smoothie Bar - A **Dryad** settles an argument (over how much **Peaches** can lift) between **x2 Ogres**. They ineffectually perch on goblin-sized barstools as the Dryad plucks fruit from various trees behind the bar to create smoothies.

3) Free Weights - **Peaches** is a ripped Owlbear. He deadlifts one of many barbells in front of a floor length wall mirror. **x3 Goblins** fawn over him. Despite the praise, **Peaches becomes** enraged when one goblin blocks his view of the mirror and brutally smashes them with the barbell. **Peaches** is a difficult combat encounter, but players can get by if they appeal to his ego.

4) Cardio Class - The room is divided in half by a large metal gate rigged up to chains. On the nearest side to the door are six massive "hamster wheels" occupied by **x2 slow Half-Ogres** and **x3 easy distracted Goblins** running for their lives. One, panting, says "I wish I'd taken boxing instead. On the other side of the gate is a **Weretiger** instructor outpacing them on her own wheel. Investigation reveals the devices are in tug of war over the gate until and hourglass empties and the class ends. Without intervention the class will lose to the **Weretiger**.

5) Locker Room - A wafting, yet somehow pungent scent of Gruyere curls from under the door. Inside are long wooden benches and earthen cubby holes (assorted coins, loincloths, x2 daggers). The room is littered with unwashed piles of towels and clothes. Players must make regular tests to avoid becoming sickened. **X6 Grey Ooze**, dormant, cling to the ceiling and hide under piles of clothes. They awake if players rush, loot or become ill. A huge locker includes a Boxing champion belt.

6) Boxing Ring - A cavernous room with a boxing ring in the center, surrounded by cheering fans. A **monstrous Gnoll** lands a K.O. hook on a Bugbear. And a **Tabaxi Referee** counts him out. The Bugbear is dragged from the ring by **x3 Struggling Goblins**. The Gnoll invites the party to put forth someone for a proper 1 on 1 match. Other players can intervene during the 1 on 1 if they distract the referee. If the party declines (or the ref catches them), the ring's audience **x6 Goblins** will jump them. The **Gnoll** will go to their locker room. Else it's a no holes barred 1 on 1.

7) River - A large narrow pool is fed by a waterfall from the far end of the room. **x3 Merfolk** and **x2 Goblins** swim laps. Their belongings (assorted shells, short sword and sling) are staked out on deck chairs. Upon investigation, the water is noticeably warmer near the waterfall. The Sauna door is locked from the inside. The players can break the door down or attempt the difficult swim up river to enter the sauna from the hot spring.

8) Sauna - A **bright stone** mounted on the wall provides low light in the mist filled steam room. It's difficult to tell who is who. Near the door is an **Etting**, one head fast asleep. In the back is **Nyx**, the ruthless Tabaxi who owns the gym. He wears an eyepatch and makes **Peaches** look like he only does Cardio. Before combat begins **Nyx** will attempt to bribe the players off with money. If **Nyx** feels threatened he will destroy the **bright stone** and attempt to slip out via the hot spring. He will regroup with any remaining staff at the **Free Weights**.

Afterward - If the players kill Nyx, on their way out a Tabaxi will replace the company logo with an update of "Six Lives Fitness".

