



Diamonds Are An Elf's Best Friend

By Keith Knecht

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

Now where could that Dark Tome be? The elves blame Amthydor for it going missing and have declared war. Can you help the city by helping the elves? For heroes of levels 1-15.

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www.theshiningjewel.com/lcj

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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.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

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 say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

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)

Add up the levels of all characters at the table (plus ECL adjustments) 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.

A Note About ATLs and the Power of PCs

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).

Adventure Background

In the Dark Tome adventure series, the PCs found items that were discovered to be pieces of a tome of magic from ancient times when dragons lived on Raia.

The Dark Tome was reformed from its parts by Pyrrothian mages and used to create a draconic lich. The Heroes of Amthydor retrieved the tome from the ritual site and entrusted it to the city for safe keeping.

Apparently, the keeping has not been so safe. At the recent festival to elect a new Patriarch / Matriarch for the Quorum of Faith, the Elven ambassador and the Elven leader from the Mystwood came to retrieve the Dark Tome so that the elves could care for it again.

The chest that held the Dark Tome was empty when presented to the elves. The elves blamed the Lord Monarch, and by extension the city, and declared war on Amthydor.

Introduction: A message to meet the Lord Monarch.

Encounter 1: The PCs find that it may be possible to locate what the elves seek and gain some information.

Encounter 2: The PCs meet the elven informer and learn a bit about the target item and location of their quest.

Encounter 3: The PCs arrive in Al-Serai and make themselves known, or not.

Encounter 4: The PCs run into a desert elf patrol on the road to Thyras. They can fight or not as they choose.

Encounter 5: The PCs arrive at Thyras and seek what is lost.

Conclusion A: The PCs give the item to the Lord Monarch.

Conclusion B: The PCs give the item to House Kailin. They can recommend who gets it in the end.

Conclusion C: The PCs give the item to the elves of the Mystwood.

Conclusion D: So long and thanks for playing.

Conclusion E: The PCs keep the item for themselves.

Introduction

You awake this morning to a knocking on your door. The person knocking is quite insistent as the sound is growing louder and seems more frantic.

Opening the door, you see a man dressed in the livery of the Lord Monarch. "Good morning. His Majesty Rafe Torestyn requests your presence at a meeting at high sun today. Please report to the Castle prepared to journey should you accept His Majesty's proposal."

He holds out a scroll with a seal on it. "This will see you into the Castle District and to the meeting. Lunch shall be served."

The seal on the scroll is the seal of the Lord Monarch. Any citizen of Amthydor will know this just by looking at it. If anyone asks, a **Knowledge (nobility) or Forgery check of DC 10** will confirm that it is not a forgery.

The man is just a messenger from the Castle District and has no idea what the meeting involves. And he wouldn't tell you if he did. The Lord Monarch's couriers are hired for their discretion and honor since they deliver diplomatic messages and the like regularly.

The PCs will have time for a Shopping Spree before heading to the castle if they wish. (Remember only one Shopping Spree per PC in the adventure.)

Encounter 1 – It's Good to Be The King?

The writ that the messenger gave you grants you passage into the Castle District with ease. You arrive at the castle proper and are shown into a meeting room in a high tower of the castle.

The room is 40' square and is paneled in exotic woods. The windows are made of stained glass and tapestries adorn the walls. The tapestries show peaceful scenes of Amthydor and the

surrounding lands. The view of the city out of the thin windows is spectacular.

The table in the center of the room, however, dominates the décor. It is 15' square and hewn from a single slab of alabaster with an inlaid obsidian top. Three plush wooden chairs are set on each side of the table.

There is a sideboard on one wall with an assortment of foods and drinks on it. Your guide tells you to eat and that the Lord Monarch shall be with you shortly. He then takes up a position near the door.

This meeting room is actually the war room of the castle. The table is easily large enough to hold a map of the city and surrounding countryside. The tapestries can be quickly removed and maps or charts hung in their place. The room is high enough to provide cover from any archers trying to shoot in through the windows.

PCs can do introductions now. When they are done, continue below.

After a few minutes, your guide opens the door. "Announcing His Majesty, Lord Monarch of Amthydor, Rafe Torestyn." The Lord Monarch walks in, pours himself a glass of wine, and takes a seat at the head of the table.

"Good afternoon to you all. I hope you found the lunch to your liking. Now as to why I have called you here.

"I tasked my staff to ask around the city for names of people of valor and honor who can get things done quickly. The list I received was a fairly short one with your names at the top. Many folk spoke highly of you all, so here you are.

"I have no doubt you have heard that the elves of the Mystwood declared war on the city not long ago. This declaration is over the fact of that damnable magic Tome going missing. Since I am the ruler of the city, the elves blame me, and by extension all of Amthydor, for the incident.

"It is known that the elves are frantically searching for the Tome itself or some way to locate it. That is where you come in.

"House Kailin has been approached by a forest elf who claims to have information about a way to possibly locate the errant Tome. Her name is Mirandina Leafwalker and she is currently there. Lady Consul Laurindalyn Farrandriel Kailin, the head of House Kailin, notified me personally when Miss Leafwalker came to them.

"I wish for you to find out what this elf knows. I then authorize you to act on the information, find whatever this mystery thing may be, and return it to me.

"So, what say you?"

The PCs will most likely have some questions, so fire away. ☺

➤ **What / Where is the item?**

"This I do not know. The Lady Consul said that Miss Leafwalker would only speak of it to the team attempting to find it. Considering the current state of relations between the elves and the city, I can understand this."

➤ **Why would she not let anyone know what / where this thing is?**

"Her people declare war on another and she seeks out the enemy to share important information with them. Would her people be pleased with her?"

"I can understand why she is demanding secrecy. I would do the same were I in her position."

➤ **What will you do with the thing when you get it? / What's the plan for the gadget? / etc**

"I plan to offer the information or item to the elves of the Mystwood to assist them in their quest to find the Dark Tome. It is my hope, as well as the hopes of several others, that this offer will be taken as a show of good faith by

Amthydor and the elves will reconsider their declaration of war.”

- **How goes the war effort? / Is the war bad yet? / etc**

“Right now, the war seems to be confined to skirmishes around the Mystwood. There have been no major battles as of yet. So we are under the thought that the elves are focused more on the missing Tome than the war.”

- **Do you think finding this thing could avert the war?**

“I have my hopes that it will, but they could be fantastic dreams. The elves are insanely focused on getting the Dark Tome recovered. You might even say obsessed with it. They blame the city for it being stolen, so we are the target or their ire. They may change their attitude for the better if we help them locate it.”

- **What do we get paid?**

“Paid? You earn the satisfaction of helping your Lord Monarch when he asks. That is what you get paid, my mercenary friend.”

When the PCs are ready to leave, the Lord Monarch will tell your guide to give the party a writ allowing passage into the Nobles District to House Kailin if there are no nobles in the party.

The PCs will have time for a Shopping Spree on the way to House Kailin if they wish. (Remember only one Shopping Spree per PC in the adventure.)

- If the PCs want to speak with Mirandina Leafwalker at House Kailin, **GO TO Encounter 2.**
- If the PCs do not accept the Lord Monarch’s mission, **GO TO Conclusion D.**

Encounter 2 – The Elven Informant

Passage into the Noble District is quick and simple and the trek to House Kailin is without incident.

When the PCs knock for entrance, continue.

You are greeted by an older male desert elf wearing a tabard with a green mandrake on a silver field on the left breast. (The symbol of House Kailin.) He asks “What is your purpose at House Kailin today?”

If the PCs say they wish to speak to Mirandina Leafwalker, they will get an odd look from him and he will inform them that there is no such person at House Kailin at this time.

This is technically true since Mirandina’s presence at House Kailin is not known by most of the House residents or staff. To the common folk of the House, Mirandina is just another servant. Only the Lady Consul and very few others that she trusts know Mirandina’s true identity.

If the PCs ask for the head of the House / the Lady Consul / etc, continue.

“The Lady Consul is finishing up in an important meeting and will be with you shortly. I shall inform her that she has guests.” He shows you to a well appointed waiting room and leaves.

After about half an hour, the man returns and escorts you to a meeting room. Inside is a long table and about a dozen chairs. At the head of the table is Lady Consul Laurindalyn Farrandriel Kailin. “Please, sit and be comfortable.”

As you get seated, a young female forest elf in a tabard with a green mandrake on a field of silver on the left breast brings in drinks for you all. Lady Kailin gestures to her, and she takes a seat near the wall behind the Lady.

“So, the Lord Monarch has honored my request and sent his heroes to undertake this mission. That is a good thing as I do not wish to see this fine city in the throes of war.”

The Lady’s view (if she is asked) on the elves declaration of war is that House Kailin is unsure in their support of Amthydor and the Lord Monarch at the moment. Since the declaration has come recently, many of the local elves are still deciding where to stand. House Kailin is very reluctant to sever ties with the city and is trying to work some things out.

“Let me introduce you to Mirandina Leafwalker and she can give you more information.” She gestures to the serving girl and the girl comes forward.

The elf girl speaks in a voice that is strong and clear and doesn’t seem to fit her slight size. “I am Mirandina Leafwalker and I have information that could help the city greatly. But first, I need your word that you will tell nobody that I am here.”

If the PCs do not give their word, she will tell them nothing further. She knows that many among the elves will consider her a traitor to her people for coming to Amthydor with her information. She wants to make sure as few people as possible know about her so she has less risk of being a target for a hit squad. She will tell the PCs this if they think to ask.

When the PCs have promised, continue.

“As for who I am, I am a scribe and archivist at the Mystwood counterpart of your League of Thaumaturgical Studies. I had in interest in history, especially arcane history, so it was an ideal position for me. I got to read many records from all times.

“I received a requisition for historical information not long ago and saw that it mentioned a possible way to find the Dark Tome, so I took notice.

“As for why I am here, like most of my forest elf brethren, I feel that it was wrong for the Mystwood to declare war on Amthydor. So I sought out Lady Kailin to inform her of what I found. She sent word to your Lord Monarch, and here we are.

“Some of my people would call me traitor for giving out this information, but I feel that everyone should have a chance to solve their own problems. My being here gives your Lord Monarch that chance before the elves solve the issue for him.

“As for what I found out, apparently the Dragon Magic that originally created and also reformed the Dark Tome puts out a unique aura that nothing the mages have tried can detect. However, one of the mages recently found rumor of an item that might detect that aura.

“If it’s true the item would be a Hydra’s Egg Diamond. It’s a totally clear, many faceted diamond about the size of your fist.”

➤ **Where would we find this item / the diamond?**

“Ah... now there is the interesting part. The only place the Diamonds used to exist was the city of Thyras.”

➤ **Used to exist?**

“Yes, used to exist. Thyras and all within it was buried under the Sea of Fire ages ago. I can tell you what I know about the history of Thyras if you want.”

If the PCs want the history lesson, give out **Player Handout #1**.

➤ **Thyras? Didn’t that place get destroyed / blow up / etc?**

“Yes, Thyras and all within it was buried under the Sea of Fire ages ago. I can tell you what I know about the history of Thyras if you want.”

If the PCs want the history lesson, give out **Player Handout #1**.

- **What is the Diamond? / Why would Thyras have something that can find the Tome? / How can a dead city help us? / etc**

“The Thyrans were second only to the elves in magical ability. They used the ancient magics with abandon and had no regard for the consequences. They created many items and creatures just because they could.

“The Hydra’s Egg Diamond was one of these items. Legend says that if you look at or through the gem, its clarity will fade to point you in the right direction to find what you seek.

“From what I could find in my research, the gem is a diamond from the gizzard of a hydra. The hydra would swallow gems that would bounce around in its stomach to aid in it crushing its food, and many of them liked diamonds, I guess.

“After a while, I assume the gems would come out the same way as everything else does. The trip through the hydra’s innards would polish the gems and supposedly magically attune them somehow.

“I made a copy of the old ritual that would be cast on the diamond. It would enchant the diamond to be able to find any item you seek. The wizards at your League of Thaumaturgical Studies should be able to handle the spell.”

The Hydra’s Egg Diamonds were devices to Locate Objects. The user holds or looks through the diamond and thinks about what they wish to find as if doing a *locate object* spell with no range limit (object must be on the same plane). They do not need to know the level of detail that the spell normally requires, just think about the item they want. The facets of the diamond in the direction the user needs to go will shade to a dusty grey. As the user moves, the grey area will change position to keep the user on track.

Yes, the mages of Thyras would have slaves dig through hydra droppings for the diamonds. Didn’t think they would do that themselves, did you? ☺

If the PCs ask, a **Knowledge (arcana) check of DC 12 + ATL** will give basic information on a hydra. For each 5 points over the DC, the PCs can get 1 specific piece of information like elemental resistances, spell resistance, etc. Stats for the particular hydra they will meet are in Encounter 5.

- **How the heck do we get to Thyras / the Sea of Fire?**

“The Lady Kailin has agreed to teleport you to the city of Al-Serai in Zur’Oun, which is the local people’s name for the Sea of Fire. It is the closest place that I know to where Thyras was. She has also agreed to give you a talisman to use to teleport back to Amthydor.

“I think it’s a half day journey from the city to where Thyras supposedly was. Having never been there myself, I only know what I could find in the old books. It might be possible to find someone that knows the area better in Al-Serai.”

If the PCs ask, Mirandina has a bit of info on Al-Serai / Zur’Oun. Give out **Player Handout #2**.

- **What can we find in Thyras? / What kind of creatures are around? / etc**

“I do not know for sure. But the mages of Thyras had created many magical beasts in their time. If you have met any of the Lupaari or Tabreen, you would know of Thyras’ work. Thyran mages created both of those races.”

When the PCs are done with questions, the Lady Consul speaks again.

“*If you recover one of the diamonds, I would like for you to bring it to me and I shall have Mirandina’s enchantment cast upon it.*

“*I know you are supposed to go directly to the Lord Monarch, but I would wish to present it to him as a gift from House Kailin enchanted and ready to use.*

“If you wish, you may stay here this night and I shall see to your journey in the morning. If not, return here then and I shall see to your trip.”

It is early evening by the time all this is done, so the PCs will not be sent off until the morning.

The PCs have time for a Shopping Spree if they want and if they did not make one before now. (Remember, only 1 Shopping Spree per PC in the adventure.)

Since the party is going into a desert environment and knows it, if the party is ATL 1 or 3 and does not have the money to afford a Shopping Spree, the Lady will provide 2 scrolls or potions of endure elements per PC **IF the PCs ask for it**. If these are not used they will need to be returned at the end of the adventure. Higher level parties will have to fend for themselves.

- If the PCs stay at House Kailin or return in the morning, **GOTO Encounter 3**.
- If the PCs decide to not make the journey, **GOTO Conclusion D**.

Encounter 3 – Al-Serai

In the morning, you return to the Lady Kailin to begin the next leg of your quest. You are led back to the same meeting room that you were in yesterday where the Lady and another elf await. The other elf is male and is wearing the robes of a wizard. “Good morning, I hope you are well rested” says the Lady.

She looks to the wizard and he hands her a small crystal, which she looks at for a moment and then hands to the party. “This crystal will teleport you when you invoke it. To invoke it, shatter the crystal and speak your destination. Be sure you are all within 5’ of the invoker or move to the invoker’s location shortly afterward or you will be left behind.”

The crystal works as a *teleportation circle* that will take the PCs wherever they specify. When the

crystal is shattered, it will teleport all within 5’ of the spot.

The effect will persist for 3 rounds in the spot the crystal is shattered, so if anyone moves there they will be teleported also. This will ensure that all PCs can get back if they are smart enough to act as they were instructed.

If anything follows the PCs through the circle, it will be dealt with by the guards at wherever the PCs go. So PCs fleeing a fight that is too big can get away and be saved.

If the party is ATL 1 or 3 and does not have the money to afford a Shopping Spree, the Lady will provide 2 scrolls or potions of endure elements per PC **IF the PCs ask for it**. If these are not used they will need to be returned at the end of the adventure.

“Now, if you will all stand close, we shall send you on your way.” The party moves into position and the wizard speaks the final word of his spell. There is a flash of light and the world changes.

You are no longer in the room at House Kailin. Instead you stand on a sandy street between two tan colored buildings that look to be made of packed sand or some sort of rough clay. The street is no more than a back alley that runs between the buildings, but you can see a more open area up the street.

And it is hot. The arid air of the desert assaults your nose and your clothes and armor begin to feel uncomfortable with sweat after a few moments. Bits of sand blow about on the dry desert winds.

If the PCs were smart, they will have some scrolls, potions, etc of endure elements. If they are not so smart, they will need to deal with the heat. Rules for heat dangers are in **Appendix 1**. The average temperature in Al-Serai is about 95 degrees.

Think of the city on Tatooine in the Star Wars movies and you’ll have the idea of where the PCs are. Pictures are included in the Appendix.

You pass by a couple more buildings and come into what appears to be a town square or market area. There are a few stalls selling plants and herbs of some sort as well as bolts of cloth and large robes. You see open doorways into what appear to be a couple of taverns or inns.

The people are all fairly dark skinned, as if the sun in this place has baked them to a golden brown over the years. They all wear loose fitting robes of tan and yellow colors with some darker shades of brown and black thrown in. The colors and patterns of the cloth look like it would make hiding in the sands easier. Many wear matching turbans or hats to keep the fierceness of the sun from their heads.

Most of the locals are distrustful of outsiders, and the PCs are definitely outsiders here. There will be no hostile actions unless the PCs start something, but the party will notice that some of the people look at them oddly and that most shop keepers will sell them what they ask about quickly and not make much conversation. The PCs may also hear the term Taar'idj tossed around in their presence by some folks.

See **Player Handout #2** for info on Al-Serai and how the population in general thinks. The locals will not get hostile or physical unless the PCs start the trouble.

GM Note: If the PCs initiate any hostilities the local warriors will knock out them and dump them in the desert in robes with daggers to fend for themselves. There are enough locals to do this regardless of the PCs levels. They will get dumped about 5 miles outside of the city so they will have a chance to find their way back.

To get back to Al-Serai the PCs will need to -

- Make a **Survival check of DC 15** to find food / water / avoid hazards / etc. A desert elf PC can make this check at **DC 10**.
- Deal with the heat as shown in **Appendix 1**.
- Make **5 Track checks of DC 20 + ATL** (1 for each mile of the trek) to follow the wiped out trail of the locals back to the city.

When the PCs get back to Al-Serai, they will have automatically earned the respect of the locals and will be told about Siddig ibn Fasil without having to make any more checks.

The PCs can **Gather Information** if they wish. This will be about the only way that they can continue their quest since the population isn't volunteering much info. To be able to make the check, the PCs have to earn the trust of a few of the locals first.

To earn trust, they can help shop keepers stock shelves, do a few errands, etc. They can help tavern owners tend bar, serve food, etc. If it sounds helpful to someone, let them give it a shot.

Do not tell the PCs this flat out, let them see that a shop keeper or two may be having trouble getting stock or maybe the tavern they stop in is short staffed. Drop hints and have fun with it. ☺

To do any trust earning, the PC (or PCs) trying must make a **Diplomacy check of 15 + ATL**. Then they can do some of the tasks required. If they fail the check, the locals will ignore them except for basic courtesy (most locals have an indifferent leaning toward unfriendly attitude).

Once the PCs have earned a bit of local trust (at least 3 people), they can make a **Gather Information check of DC 10 + ATL**, to learn that a merchant named Siddig ibn Fasil runs caravans that deal with some of the lands outside Zur'Oun and deals with Taar'idj on a semi regular basis. He can be found at his warehouse today doing inventory. You also get directions to said warehouse.

Your journey through the city to the warehouse you seek is uneventful. The warehouse is a building about 40' x 50' made of packed sand or brick like the rest of the city. There is a clear area in front and around the left side of the building large enough to easily park a dozen wagons. A closed door sits in the front wall of the building.

The door is not locked and the PCs can just walk in if they want to since the place is open for business.

You walk in the door into a sitting room with a table and chairs on one side and many large pillows on the floor on the other side. A pair of desks sit in one corner with some cabinets between them. A doorway in the opposite wall of the entrance leads farther into the building.

As you take in the room, you hear a swooshing and cracking sound from farther in the building. It sounds like sand flowing or shifting quickly and wood breaking.

The PCs should now investigate the commotion. If they do not, a few seconds later they will hear screams from farther in the warehouse.

Passing through the doorway, you see a large open room with a wood floor and wood roof. There are crates spaced around the room but still much empty space. A large double door is in the center of the wall to the left. You can assume it leads to the caravan staging area outside.

Near a small pile of crates there is a hole ripped in the wood floor. There are also a human and a desert elf. The elf holds a longsword and the human holds a scroll board. They are being harried by 2 humanoid lizard like creatures while 2 others open crates. You can tell that the men are terribly outclassed by the lizard things.

The map is just a generic room 40' square. Put a half dozen or so crates randomly around the room and have the humans and Eryx near at least one of them.

Tactics: 2 of the Eryx are toying with the men there at the moment while the others take the goods in the crates. They will break off and fight the PCs if the PCs come to help the men.

ATL 1

⚔ **Eryx (4):** CR 1; Medium Reptilian Humanoid); HD 2d8+2; hp 11; Init +0; Spd 30' Burrow 20'; AC 15 (+5 natural), touch 10, flat-footed 15; BAB/Grp +1/+2; Space / Reach: 5' / 5'; Atk: Claw +2 melee (1d4+1) or javelin +1 ranged (1d6+1); Full Atk: 2 Claws +4 melee (1d4+1) and bite +0 melee (1d4) or javelin +1 ranged (1d6+1); SA none; SQ fire resistance 5; AL NE; SV Fort +1, Ref +3, Will +0.
Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Balance +4, Climb +2, Jump +5;

Feats: Multiattack.

Equipment: 6 javelins

ATL 3

⚔ **Eryx fighter 2 (4):** CR 3; Medium Reptilian Humanoid); HD 2d8+2d10+4; hp 25; Init +4; Spd 30' Burrow 20'; AC 16 (+1 buckler, +5 natural), touch 10, flat-footed 16; BAB/Grp +3/+4; Space / Reach: 5' / 5'; Atk: Claw +5 melee (1d4+1) or javelin +3 ranged (1d6+1); Full Atk: 2 Claws +5 melee (1d4+1) and bite +2 melee (1d4) or javelin +3 ranged (1d6+1); SA none; SQ fire resistance 5; AL NE; SV Fort +4, Ref +3, Will +0.
Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Balance +5, Climb +3, Intimidate +3, Jump +5

Feats: Multiattack, Improved Initiative, Weapon Focus (claw)

Equipment: 6 javelins, buckler

ATL 5

⚔ **Eryx fighter 4 (4):** CR 5; Medium Reptilian Humanoid); HD 2d8+4d10+6; hp 39; Init +4; Spd 30' Burrow 20'; AC 19 (+3 hide armor, +1 buckler, +5 natural), touch 10, flat-footed 19; BAB/Grp +5/+6; Space / Reach: 5' / 5'; Atk: Claw +8 melee (1d4+6) or javelin +6 ranged (1d6+2); Full Atk: 2 Claws +8 melee (1d4+6) and bite +5 melee (1d4+1) or javelin +6 ranged (1d6+2); SA none; SQ fire resistance 5; AL NE; SV Fort +5, Ref +4, Will +1.
Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Balance +6, Climb +5, Intimidate +3, Jump +6;

Feats: Multiattack, Improved Initiative, Weapon Focus (claw), Weapon Specialization (claw), Weapon Focus (bite)

Equipment: 6 javelins, buckler, hide armor

ATL 7

⚔ **Eryx fighter 6 (4):** CR 7; Medium Reptilian Humanoid); HD 2d8+6d10+8; hp 53; Init +4; Spd 30' Burrow 20'; AC 21 (+5 breastplate, +1 buckler, +5 natural), touch 10, flat-footed 21; BAB/Grp +7/+9; Space / Reach: 5' / 5'; Atk: Claw +10 melee (1d4+6) or javelin +8 ranged (1d6+2); Full Atk: 2 Claws +10/+5 melee (1d4+6) and bite +7 melee (1d4+3) or javelin +8/+3 ranged (1d6+2); SA none; SQ fire resistance 5; AL NE; SV Fort +6, Ref +5, Will +2.
Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Balance +6, Climb +5, Handle Animal +2, Intimidate +5, Jump +6;

Feats: Multiattack, Improved Initiative, Power Attack, Weapon Focus (claw), Weapon Specialization (claw), Weapon Focus (bite), Weapon Specialization (bite)

Equipment: 6 javelins, buckler, breastplate

ATL 9

⚔ **Eryx fighter 8 (4):** CR 9; Medium Reptilian Humanoid); HD 2d8+8d10+20; hp 77; Init +4; Spd 30' Burrow 20'; AC 21 (+5 breastplate, +1 buckler, +5 natural), touch 10, flat-footed 21; BAB/Grp +9/+11; Space / Reach: 5' / 5'; Atk: Claw +13 melee (1d4+6) or javelin +10 ranged (1d6+2); Full Atk: 2 Claws +13/+8 melee (1d4+6) and bite +9 melee (1d4+3) or javelin +10/+5 ranged (1d6+2); SA none; SQ fire resistance 5; AL NE; SV Fort +8, Ref +5, Will +2.
Str 14, Dex 10, Con 14, Int 9, Wis 10, Cha 10.

Skills: Balance +7, Climb +6, Handle Animal +3, Intimidate +5, Jump +7;

Feats: Multiattack, Improved Initiative, Power Attack, Weapon Focus (claw), Weapon Specialization (claw), Weapon Focus (bite), Weapon Specialization (bite), Greater Weapon Focus (claw)

Equipment: 6 javelins, buckler, breastplate

ATL 11

⚔ **Eryx fighter 10 (4):** CR 11; Medium Reptilian Humanoid); HD 2d8+10d10+24; hp 93; Init +4; Spd 30' Burrow 20'; AC 22 (+6 scale mail, +1 buckler, +5 natural), touch 10, flat-footed 22; BAB/Grp +11/+13; Space / Reach: 5' / 5'; Atk: Claw +15 melee (1d4+6) or javelin +12 ranged (1d6+2); Full Atk: 2 Claws +15/+10 melee (1d4+6) and bite +11 melee (1d4+3) or javelin +12/+7 ranged (1d6+2); SA none; SQ fire resistance 5; AL NE; SV Fort +9, Ref +6, Will +3.
Str 14, Dex 10, Con 14, Int 9, Wis 10, Cha 10.

Skills: Balance +8, Climb +7, Handle Animal +4, Intimidate +5, Jump +8;

Feats: Multiattack, Improved Initiative, Power Attack, Weapon Focus (claw), Weapon Specialization (claw), Weapon Focus (bite), Weapon Specialization (bite), Greater Weapon Focus (claw) Greater Weapon Focus (bite)

Equipment: 6 javelins, buckler, scale mail

ATL 13

\ Eryx fighter 12 (4): CR 13; Medium Reptilian Humanoid); HD 2d8+12d10+28; hp 119; Init +4; Spd 30' Burrow 20'; AC 24 (+8 full plate, +1 buckler, +5 natural), touch 10, flat-footed 24; BAB/Grp +13/+15; Space / Reach: 5' / 5'; Atk: Claw +17 melee (1d4+8) or javelin +14 ranged (1d6+2); Full Atk: 2 Claws +17/+12/+7 melee (1d4+8) and bite +13 melee (1d4+5) or javelin +14/+9/+4 ranged (1d6+2); SA none; SQ fire resistance 5; AL NE; SV Fort +10, Ref +7, Will +4.

Str 15, Dex 10, Con 14, Int 9, Wis 10, Cha 10.

Skills: Balance +8, Climb +8, Handle Animal +5, Intimidate +5, Jump +9, Ride +1;

Feats: Multiattack, Improved Initiative, Power Attack, Weapon Focus (claw), Weapon Specialization (claw), Weapon Focus (bite), Weapon Specialization (bite), Greater Weapon Focus (claw) Greater Weapon Focus (bite), Greater Weapon Specialization (claw), Greater Weapon Specialization (bite)

Equipment: 6 javelins, buckler, full plate

ATL 15

\ Eryx fighter 14 (4): CR 15; Medium Reptilian Humanoid); HD 2d8+14d10+32; hp 135; Init +4; Spd 30' Burrow 20'; AC 24 (+8 full plate, +1 buckler, +5 natural), touch 10, flat-footed 24; BAB/Grp +13/+15; Space / Reach: 5' / 5'; Atk: Claw +19 melee (1d4+8 19-20) or javelin +16 ranged (1d6+2); Full Atk: 2 Claws +19/+14/+9 melee (1d4+8 19-20) and bite +15 melee (1d4+5) or javelin +16/+11/+6 ranged (1d6+2); SA none; SQ fire resistance 5; AL NE; SV Fort +11, Ref +7, Will +4.

Str 15, Dex 10, Con 14, Int 9, Wis 10, Cha 10.

Skills: Balance +9, Climb +9, Handle Animal +5, Intimidate +5, Jump +9, Ride +3;

Feats: Multiattack, Improved Initiative, Power Attack, Weapon Focus (claw), Weapon Specialization (claw), Weapon Focus (bite), Weapon Specialization (bite), Greater Weapon Focus (claw) Greater Weapon Focus (bite), Greater Weapon Specialization (claw), Greater Weapon Specialization (bite), Improved Critical (claw)

Equipment: 6 javelins, buckler, full plate

After the battle, the PCs can talk to the men if they wish. They are Siddig ibn Fasil (with the scroll board) and his assistant / body guard Drupar (with the longsword). Think of Siddig as Sallah in the Indiana Jones movies. Siddig is straight forward, knows his specialty, skeptical, and trusting and loyal to those who earn it.

The man with the scroll board stands and looks at your group as if assessing your worth. His skin is tanned a deep brown color by the desert sun. He wears loose flowing robes and a turban of a tan and pale yellow pattern with some browns thrown in.

After a few seconds, he smiles widely and approaches the party. He speaks in common with a slight local accent. "I am Siddig ibn Fasil and this is my assistant Drupar" He indicates the desert elf with the longsword. "I must thank you, Taar'idj, for saving our lives and my goods."

On a **Sense Motive check of DC 15 + ATL**, the PCs can hear a bit of emotion when he calls them 'Taar'idj'. Sort of like he's hiding the true meaning of the word.

The PCs may question Siddig if they wish. Drupar will not say anything unless directly addressed and even then he will be short and to the point. His answers will be short versions of what Siddig says.

➤ What is Taar'idj?

"Taar'idj is what we call outsiders, people not local to Al-Serai. You are not from here, so you are Taar'idj."

➤ Yeah, ok, but what does Taar'idj really mean?

"I mean no offence to those that have proven themselves worthy by coming to my rescue. The translation is 'those to be careful of'. My people do not totally trust Taar'idj, especially those just arrived here."

You however have earned my respect by saving my humble carcass. I do not know many here that would do so, let alone a bunch of Tarr'idj."

➤ **We heard that your people don't trust outsiders / Why don't you like outsiders? / etc**

"Life is hard for many here in Zur'Oun, especially those that do not understand the dangers of this land. "Most Taar'idj are of this type. They come here to find their life changing trinkets out in the sands. They venture off, and they never come back.

"Those that do return are usually desperate for drink, starved for food, and burned insane by the sun. They are a burden to us until they are well, if they ever become so.

"Others come and take what they feel they need for their journey or hire guides to take them where they should not go. They usually get their guides killed, which is also a burden to our people.

➤ **What do you do here?**

"I am but a humble merchant and caravan owner. My caravans transport spices and salts around Zur'Oun as well as visit towns outside our lands."

➤ **What were those lizard men / creatures / etc?**

"Those are the Eryx. They are a race of lizardfolk that live beneath the sands of Zur'Oun. They can swim through the sand as easily as men can swim through water.

"Their kind has taken a liking to some of the spices found in the wastes that we harvest. They raid caravans on occasion, and the warehouses of Al-Serai rarely.

"I was here to check the inventory for my next caravan departure and the bunch you killed came up from below the sands. I suppose that the creatures felt it is easier to raid and steal than to go collect things for themselves. Luckily

for me you all came along and proved them to be wrong."

➤ **Do you know anything of Thyras? / Have you been to Thyras? / etc**

"Ah, the ancient city of the magic abusers. Yes, I have knowledge of it. How can one not know of it, having it lie almost beneath one's feet?

"There is a canyon half a day trek from here with a way into the ancient city. Drupar and a few others have been there to collect some rare herbs for me. Some plants thrive in the residual magic that still resides there. It seems to make for good spices.

"He has never gone far into the city, and only goes at certain times of the year when the harvest will be worth the risk. People that journey too far into Thyras do not come back."

➤ **What is there? / What kind of creatures will we find? / etc**

Drupar speaks up at this question. "I have seen many types of creatures there and all seem unnatural. I hide from those I can not get away from to assure my return.

"I have seen a creature once with three heads, that of a lion, a serpentine creature, and a goat.

"I have seen a great bull with armor plating that breathed on one of the others with me and turned him to a stone statue.

"I have seen a horse with wings soaring through the ruins as if it were a huge bird.

"I have seen a great lizard like creature with half a dozen heads that lash out in all directions."

Drupar is describing some types of magical beasts - namely a chimera, a gorgon, a pegasus, and a hydra.

After the questioning, Siddig will offer to put the PCs up for the night whenever they come to Al-

Serai, starting tonight if they wish. (PCs earn the *Favor of Siddig* for saving his neck.)

If they mention going to Thyras or ask to be shown where Drupar saw the hydra, Siddig will task Drupar to guide the PCs there. They can have Drupar draw a map / update their map or they can take Drupar with them.

When the PCs are ready to make the journey to Thyras, **GOTO Encounter 4,**

Encounter 4 – Into the Desert

You head out into Zou’Oun toward the canyon and the entrance to Thyras. After about an hour of travel, the city of Al-Serai is no longer visible. The shifting sands and the high dunes look the same in every direction. The blazing sun beats on your body like a war hammer.

After another hour or so of travel, you spot movement coming over the next dune. It looks like something humanoid.

If the PCs want to hide, have them make **Hide checks**. Unfortunately, they will be spotted because the story says so. ☺

If the PCs do not hide or when the PCs are spotted, continue below.

The elves approach. You can see that they are dressed in tan robes and head wraps almost the color of the sand with scarves around their faces. One of them lowers his scarf to speak. His tone is condescending and not the least bit pleasant.

“Well, well, what have we here? What brings you to our lands? Oh wait... let me guess... more Amthydoran adventuring vermin looking for the mythical treasure horde? Or maybe they want to see the buried city? We should charge 5 gold a head for a tour, we’d make our fortunes.

“Take yourselves back home before the desert claims you, little ones.”

If Drupar is guiding the PCs or if there are any elven PCs, the elf will address him / them in elven.

“What are you doing with the likes of them, brother / sister. They are inferior and deserve the war we bring. They have proven their deceit and treachery many times during their history, ‘losing’ the Dark Tome is only the latest. You must soon decide your loyalty in the events to come and I pray you choose wisely.”

This encounter is meant to annoy and insult the PCs, so have some fun insulting them.

If anyone asks, the elves are looking for a fight. But they also seem to be waiting for the party to start it.

The elves have specific orders NOT to engage in combat unless provoked, so they are trying to get the PCs to make the first move.

Play up how the PCs are inferior to elves. If they try to ask questions, cut them off. Comment on how bad they shoot their bows or how dull their armor looks or how wimpy their magic is.

These elves will be extra sure to insult any elves in the party. Sky elves will be bird brains, forest elves will be tree huggers, sea elves will be all wet, etc. Have fun and make stuff up.

Diplomacy will not change their attitude as they are most fanatical in their beliefs. Intimidation will only make them feel that they are correct about the ‘lesser races’ always trying to bully their way through life.

If the PCs leave the elves will not stop them, only hurl more insults about the cowardly humans, how there will be another time for this, etc.

If the PCs decide to attack (casting any spell that requires a save from one of them or damages one of them is taken as an attack) the elves will happily fight.

ATL 1

☞ Desert Elf Barbarian 1 (4) - Medium Humanoid; HD 1d12+2; hp 14 (16); Init +3; Spd 40'; AC 16 (14) (+3 hide armor, +3 dex), touch 13, flat-footed 13; BAB/Grp +1/+2 (+3/+4); Space / Reach: 5' / 5'; Atk: +3 (+5) melee (d8+2 (1d8+4) x3 battleaxe) or +4 (+6) ranged (1d6+2 (1d6+4) javelin); SA Rage 1 / day (stats in ()); SQ; AL CN; SV Fort +4, Ref +3, Will +0 (+2).
Str 14 (18), Dex 16, Con 14 (18), Int 10, Wis 10, Cha 10.

Skills: Climb +6, Jump +6, Intimidate +4 Survival +4;

Feats: Power Attack

Equipment: hide armor, 6 javelins, battleaxe

☞ Desert Elf Sorcerer 1 (1) - Medium Humanoid; HD 1d4+2; hp 6; Init +3; Spd 30'; AC 14 (+1 *bracers of armor*, +3 dex), touch 14, flat-footed 11; BAB/Grp +0/-1; Space / Reach: 5' / 5'; Atk: -1 melee (1d6-1 quarterstaff) or +3 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +2 Ref +3, Will +2.
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills: Concentration +6, Spellcraft +4;

Feats: Point Blank Shot

Equipment: quarterstaff, light crossbow, 20 bolts, *bracers of armor +1*

Spells per day: 5/4

Spells: (save DC = 13 + spell level)

0 – *Daze, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Grease, Magic Missile*

ATL 3

☞ Desert Elf Barbarian 3 (4) - Medium Humanoid; HD 3d12+6; hp 32 (38); Init +3; Spd 40'; AC 18 (16) (+3 hide armor, +3 dex, +2 large shield), touch 13, flat-footed 18; BAB/Grp +3/+5 (+5/+7); Space / Reach: 5' / 5'; Atk: +5 (+7) melee (1d8+2 (1d8+4) x3 battleaxe) or +6 (+8) ranged (1d6+2 (1d6+4) javelin); SA Rage 1 / day (stats in ()); SQ Uncanny Dodge; AL CN; SV Fort +5, Ref +4, Will +1 (+3).
Str 14 (18), Dex 16, Con 14 (18), Int 10, Wis 10, Cha 10.

Skills: Climb +8, Jump +8, Intimidate +6 Survival +6;

Feats: Power Attack, Cleave

Equipment: hide armor, 6 javelins, battleaxe, large shield

☞ Desert Elf Sorcerer 3 (1) - Medium Humanoid; HD 3d4+6; hp 16; Init +3; Spd 30'; AC 15 (+1 *bracers of armor*, +3 dex, *ring of protection +1*), touch 14, flat-footed 11; BAB/Grp +1/+0; Space / Reach: 5' / 5'; Atk: +0 melee (1d6-1 quarterstaff) or +4 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +3 Ref +4, Will +3.
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills: Concentration +8, Spellcraft +6;

Feats: Point Blank Shot, Precise Shot

Equipment: quarterstaff, light crossbow, 20 bolts, *bracers of armor +1, ring of protection +1*

Spells per day: 6/6

Spells: (save DC = 13 + spell level)

0 – *Daze, Light, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Color Spray, Grease, Magic Missile*

ATL 5

⚔ **Desert Elf Barbarian 5 (4)** - Medium Humanoid; HD 5d12+10; hp 50 (60); Init +3; Spd 40'; AC 20 (18) (+4 *hide armor* +1, +3 dex, +2 large shield, *ring of protection* +1), touch 14, flat-footed 20; BAB/Grp +5/+7 (+7/+9); Space / Reach: 5' / 5'; Atk: +7 (+9) melee (1d8+2 (1d8+4) x3 battleaxe) or +8 (+10) ranged (1d6+2 (1d6+4) javelin); SA Rage 2 / day (stats in ()); SQ Improved Uncanny Dodge; AL CN; SV Fort +6, Ref +4, Will +1 (+3).
Str 15 (19), Dex 16, Con 14 (18), Int 10, Wis 10, Cha 10.

Skills: Climb +10, Jump +10, Intimidate +8
Survival +8;

Feats: Power Attack, Cleave

Equipment: *hide armor* +1, 6 javelins, battleaxe, large shield, *ring of protection* +1

⚔ **Desert Elf Sorcerer 5 (1)** - Medium Humanoid; HD 5d4+10; hp 26; Init +3; Spd 30'; AC 16 (+2 *bracers of armor*, +3 dex, *ring of protection* +1), touch 14, flat-footed 13; BAB/Grp +2/+1; Space / Reach: 5' / 5'; Atk: +1 melee (1d6-1 quarterstaff) or +5 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +3 Ref +4, Will +4.
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 17.

Skills: Concentration +10, Spellcraft +8;

Feats: Point Blank Shot, Precise Shot

Equipment: quarterstaff, light crossbow, 20 bolts, *ring of protection* +1, *bracers of armor* +2

Spells per day: 6/7/5

Spells: (save DC = 13 + spell level)

0 – *Acid Splash, Daze, Light, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Color Spray, Grease, Magic Missile, Ray of Enfeeblement*

2 – *Hideous Laughter, Scorching Ray*

ATL 7

⚔ **Desert Elf Barbarian 7 (4)** - Medium Humanoid; HD 7d12+14; hp 68 (82); Init +3; Spd 40'; AC 22 (20) (+5 *hide armor* +2, +3 dex, +2 large shield, *ring of protection* +2), touch 15, flat-footed 22; BAB/Grp +7/+9 (+9/+11); Space / Reach: 5' / 5'; Atk: +10 (+12) melee (1d8+2 (1d8+4) x3 battleaxe) or +10 (+12) ranged (1d6+2 (1d6+4) javelin); Full Atk: +10/+5 (+12/+7) melee (1d8+2 (1d8+4) x3 battleaxe) or +10/+5 (+12/+7) ranged (1d6+2 (1d6+4) javelin); SA Rage 2 / day (stats in ()); SQ Improved Uncanny Dodge, DR 1/-; AL CN; SV Fort +7, Ref +5, Will +2 (+4).
Str 15 (19), Dex 16, Con 14 (18), Int 10, Wis 10, Cha 10.

Skills: Climb +10, Jump +10, Intimidate +8, Listen +2,
Ride +5, Survival +8;

Feats: Power Attack, Cleave, Weapon Focus (battleaxe)

Equipment: *hide armor* +2, 6 javelins, battleaxe, large shield, *ring of protection* +2

⚔ **Desert Elf Sorcerer 7 (1)** - Medium Humanoid; HD 7d4+14; hp 36; Init +3; Spd 30'; AC 18 (+3 *bracers of armor*, +3 dex, *ring of protection* +2), touch 15, flat-footed 15; BAB/Grp +3/+2; Space / Reach: 5' / 5'; Atk: +2 melee (1d6-1 quarterstaff) or +6 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +4 Ref +5, Will +4.
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 17.

Skills: Concentration +12, Knowledge (arcana) +2,
Spellcraft +8;

Feats: Point Blank Shot, Precise Shot, Still Spell

Equipment: quarterstaff, light crossbow, 20 bolts, *ring of protection* +2, *bracers of armor* +3

Spells per day: 6/7/7/5

Spells: (save DC = 13 + spell level)

0 – *Acid Splash, Daze, Detect Magic, Light, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Color Spray, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*

2 – *Flaming Sphere, Hideous Laughter, Scorching Ray*

3 – *Fireball, Hold Person*

ATL 9

‡ **Desert Elf Barbarian 9 (4)** - Medium Humanoid; HD 9d12+18; hp 96 (104); Init +3; Spd 40'; AC 24 (22) (+5 *hide armor* +2, +3 dex, +4 *large shield* +2, *ring of protection* +2), touch 15, flat-footed 24; BAB/Grp +9/+12 (+11/+14); Space / Reach: 5' / 5'; Atk: +13 (+15) melee (1d8+3 (1d8+5) 19-20 x3 battleaxe) or +12 (+14) ranged (1d6+3 (1d6+5) javelin); Full Atk: +13/+8 (+15/+10) melee (1d8+3 (1d8+5) 19-20 x3 battleaxe) or +12/+7 (+14/+9) ranged (1d6+3 (1d6+5) javelin); SA Rage 3 / day (stats in ()); SQ Improved Uncanny Dodge, DR 1/-; AL CN; SV Fort +8, Ref +6, Will +3 (+5).
Str 16 (20), Dex 16, Con 14 (18), Int 10, Wis 10, Cha 10.

Skills: Climb +10, Jump +10, Intimidate +8, Listen +5, Ride +6, Survival +8;

Feats: Power Attack, Cleave, Improved Critical (battleaxe), Weapon Focus (battleaxe)

Equipment: *hide armor* +2, 6 javelins, battleaxe, *large shield* +2, *ring of protection* +2

‡ **Desert Elf Sorcerer 9 (1)** - Medium Humanoid; HD 9d4+18; hp 46; Init +3; Spd 30'; AC 20 (+4 *bracers of armor*, +3 dex, *ring of protection* +3), touch 16, flat-footed 17; BAB/Grp +4/+3; Space / Reach: 5' / 5'; Atk: +3 melee (1d6-1 quarterstaff) or +7 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +5 Ref +6, Will +5
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 18.

Skills: Concentration +14, Knowledge (arcana) +4, Spellcraft +8;

Feats: Point Blank Shot, Precise Shot, Silent Spell, Still Spell

Equipment: quarterstaff, light crossbow, 20 bolts, *ring of protection* +3, *bracers of armor* +4

Spells per day: 6/7/7/7/5

Spells: (save DC = 14 + spell level)

- 0 – *Acid Splash, Daze, Detect Magic, Light, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*
- 1 – *Color Spray, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*
- 2 – *Flaming Sphere, Glitterdust, Hideous Laughter, Scorching Ray*
- 3 – *Fireball, Hold Person, Slow*
- 4 – *Black Tentacles, Resilient Sphere*

ATL 11

‡ **Desert Elf Barbarian 11 (4)** - Medium Humanoid; HD 11d12+22; hp 114 (143); Init +3; Spd 40'; AC 26 (24) (+6 *hide armor* +3, +3 dex, +5 *large shield* +3, *ring of protection* +2), touch 15, flat-footed 26; BAB/Grp +11/+14 (+14/+17); Space / Reach: 5' / 5'; Atk: +15 (+18) melee (1d8+3 (1d8+6) 19-20 x3 battleaxe) or +14 (+17) ranged (1d6+3 (1d6+6) javelin); Full Atk: +15/+10/+5 (+18/+13/+8) melee (1d8+3 (1d8+6) 19-20 x3 battleaxe) or +14/+9/+4 (+17/+12/+7) ranged (1d6+3 (1d6+6) javelin); SA Greater Rage 3 / day (stats in ()); SQ Improved Uncanny Dodge, DR 2/-; AL CN; SV Fort +9, Ref +6, Will +3 (+6).
Str 16 (22), Dex 16, Con 14 (20), Int 10, Wis 10, Cha 10.

Skills: Climb +10, Jump +10, Intimidate +10, Listen +5, Ride +8, Survival +8;

Feats: Power Attack, Cleave, Improved Critical (battleaxe), Weapon Focus (battleaxe)

Equipment: *hide armor* +3, 6 javelins, battleaxe, *large shield* +3, *ring of protection* +2

‡ **Desert Elf Sorcerer 11 (1)** - Medium Humanoid; HD 11d4+22; hp 56; Init +3; Spd 30'; AC 22 (+6 *bracers of armor*, +3 dex, *ring of protection* +3), touch 16, flat-footed 19; BAB/Grp +5/+4; Space / Reach: 5' / 5'; Atk: +4 melee (1d6-1 quarterstaff) or +8 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +5 Ref +6, Will +6
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 18.

Skills: Concentration +16, Knowledge (arcana) +4, Spellcraft +10;

Feats: Point Blank Shot, Precise Shot, Silent Spell, Still Spell

Equipment: quarterstaff, light crossbow, 20 bolts, *ring of protection* +3, *bracers of armor* +6

Spells per day: 6/7/7/7/4

Spells: (save DC = 14 + spell level)

- 0 – *Acid Splash, Daze, Detect Magic, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*
- 1 – *Color Spray, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*
- 2 – *Flaming Sphere, Glitterdust, Hideous Laughter, Scorching Ray, Touch of Idiocy*
- 3 – *Fireball, Hold Person, Displacement, Slow*
- 4 – *Black Tentacles, Confusion, Resilient Sphere*
- 5 – *Cone of Cold, Feeblemind*

ATL 13

∖ Desert Elf Barbarian 13 (4) - Medium Humanoid); HD 13d12+26; hp 132 (171); Init +7; Spd 40'; AC 28 (26) (+7 *hide armor* +4, +3 dex, +6 *large shield* +4, *ring of protection* +2), touch 15, flat-footed 28; BAB/Grp +13/+16 (+16/+19); Space / Reach: 5' / 5'; Atk: +17 (+20) melee (1d8+3 (1d8+6) 19-20 x3 battleaxe) or +16 (+18) ranged (1d6+3 (1d6+6) javelin); Full Atk: +17/+12/+7 (+20/+15/+10) melee (1d8+3 (1d8+6) 19-20 x3 battleaxe) or +16/+11/+6 (+19/+14/+9) ranged (1d6+3 (1d6+6) javelin); SA Greater Rage 4 / day (stats in ()); SQ Improved Uncanny Dodge, DR 3/-; AL CN; SV Fort +10, Ref +7, Will +4 (+7).
Str 17 (23), Dex 16, Con 14 (20), Int 10, Wis 10, Cha 10.

Skills: Climb +10, Jump +10, Intimidate +10, Listen +5, Ride +10, Survival +10;

Feats: Power Attack, Cleave, Improved Critical (battleaxe), Improved Initiative, Weapon Focus (battleaxe)

Equipment: *hide armor* +4, 6 javelins, battleaxe, *large shield* +4, *ring of protection* +2

∖ Desert Elf Sorcerer 13 (1) - Medium Humanoid); HD 13d4+26; hp 66; Init +7; Spd 30'; AC 24 (+8 *bracers of armor*, +3 dex, *ring of protection* +3), touch 16, flat-footed 19; BAB/Grp +6/+5; Space / Reach: 5' / 5'; Atk: +5 melee (1d6-1 quarterstaff) or +9 ranged (1d8 light crossbow); Full Atk: +5/+0 melee (1d6-1 quarterstaff) or +9/+4 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +6 Ref +7, Will +7
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 19.

Skills: Concentration +18, Knowledge (arcana) +6, Spellcraft +10;

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Silent Spell, Still Spell

Equipment: quarterstaff, light crossbow, 20 bolts, *ring of protection* +3, *bracers of armor* +8

Spells per day: 6/7/7/7/6/4

Spells: (save DC = 14 + spell level)

0 – *Acid Splash, Daze, Detect Magic, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*

1 – *Color Spray, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*

2 – *Flaming Sphere, Glitterdust, Hideous Laughter, Scorching Ray, Touch of Idiocy*

3 – *Fireball, Hold Person, Displacement, Slow*

4 – *Black Tentacles, Confusion, Phantasmal Killer, Resilient Sphere*

5 – *Baleful Polymorph, Cone of Cold, Feeblemind*

6 – *Chain Lightning, Flesh to Stone*

ATL 15

∖ Desert Elf Barbarian 15 (4) - Medium Humanoid); HD 15d12+30; hp 150 (195); Init +7; Spd 40'; AC 30 (28) (+8 *hide armor* +5, +3 dex, +7 *large shield* +5, *ring of protection* +2), touch 15, flat-footed 30; BAB/Grp +15/+18 (+17/+20); Space / Reach: 5' / 5'; Atk: +19 (+22) melee (1d8+3 (1d8+6) 19-20 x3 battleaxe) or +18 (+20) ranged (1d6+3 (1d6+6) javelin); Full Atk: +19/+14/+9 (+22/+17/+12) melee (1d8+3 (1d8+6) 19-20 x3 battleaxe) or +18/+13/+8 (+21/+16/+11) ranged (1d6+3 (1d6+6) javelin); SA Greater Rage 4 / day (stats in ()); SQ Improved Uncanny Dodge, DR 3/-; AL CN; SV Fort +11, Ref +8, Will +7 (+9) +4 will vs enchantments.
Str 17 (23), Dex 16, Con 14 (20), Int 10, Wis 10, Cha 10.

Skills: Climb +10, Jump +10, Intimidate +10, Listen +9, Ride +10, Survival +10;

Feats: Power Attack, Cleave, Improved Critical (battleaxe), Improved Initiative, Iron Will, Weapon Focus (battleaxe)

Equipment: *hide armor* +5, 6 javelins, battleaxe, *large shield* +5, *ring of protection* +2

∖ Desert Elf Sorcerer 15 (1) - Medium Humanoid); HD 15d4+30; hp 76; Init +7; Spd 30'; AC 26 (+8 *bracers of armor*, +3 dex, *ring of protection* +5), touch 16, flat-footed 19; BAB/Grp +7/+6; Space / Reach: 5' / 5'; Atk: +6 melee (1d6-1 quarterstaff) or +10 ranged (1d8 light crossbow); Full Atk: +6/+1 melee (1d6-1 quarterstaff) or +10/+5 ranged (1d8 light crossbow); SA spells; SQ; AL N; SV Fort +7 Ref +8, Will +7
Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 19.

Skills: Concentration +20, Knowledge (arcana) +8, Spellcraft +10;

Feats: Improved Initiative, Maximize Spell, Point Blank Shot, Precise Shot, Silent Spell, Still Spell

Equipment: quarterstaff, light crossbow, 20 bolts, *ring of protection* +5, *bracers of armor* +8

Spells per day: 6/7/7/7/6/4

Spells: (save DC = 14 + spell level)

0 – *Acid Splash, Daze, Detect Magic, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*

1 – *Color Spray, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*

2 – *Flaming Sphere, Glitterdust, Hideous Laughter, Scorching Ray, Touch of Idiocy*

3 – *Fireball, Hold Person, Displacement, Slow*

4 – *Black Tentacles, Confusion, Phantasmal Killer, Resilient Sphere*

5 – *Baleful Polymorph, Cone of Cold, Feeblemind, Waves of Fatigue*

6 – *Chain Lightning, Disintegrate, Flesh to Stone*

7 – *Finger of Death, Forcecage*

When the PCs leave or finish beating up the elves, continue.

➤ If the PCs go home, **GOTO Conclusion D.**

After leaving the elves, about another 2 hours of plodding through the scorched sands brings you to the spot you seek. There is not so much a canyon here as a rift cleaved in the fabric of the desert. It looks as if a god struck the ground with his sword and sliced the world.

The ever present sand turns to packed ground and desert scrub bushes around 100' from the canyon on either side. Peering over the edge, the cleft looks to be 200' deep and about half that wide. You can see a steep narrow trail down the side of the canyon.

If Drupar is with the party, he will tell the PCs that about 300 years ago there was an earthquake that split the desert here and created the canyon. It was discovered not long after that the canyon follows the former location of the city wall of Thyras.

A **Knowledge (history) or Knowledge (nature) check of DC 10 + ATL** will get the same earthquake information.

A **Knowledge (history) check of DC 25 + ATL** will get the information about the wall of Thyras location.

Descending the canyon is not hard. Let the PCs worry about it and take whatever precautions they want. If you want to make them sweat a bit, have them make a couple balance checks on the way down for the heck of it. If they get a miserable result, have the PC stumble but catch himself before he goes over the side.

The bottom of the canyon is rock and dirt and the shade from the cliffs is a welcome relief from the blazing desert sun. Looking around, you see that there is an opening in one of the cliff walls which looks big enough for you to enter.

If Drupar is with the PCs, he will confirm that the opening is the passage into Thyras if asked.

➤ If the PCs enter Thyras, **GOTO Encounter 5.**

Encounter 5 – Thyras

You trek through the winding and descending cave passage into the ancient city of Thyras. After a half hour or so, you enter a huge cavern. You can see the remains of buildings fading into the distance. Many are fallen into rubble or toppled over, but some remain standing and look sturdy even after ages under the sand. From the look of it, the entire city just fell into the ground as if dropped and was covered by the sands of Zur'Oun.

In its day, Thyras was a city around the size of Amthydor. Even dropped into the desert and mostly destroyed (we think), the section of the city in the cavern is still a couple miles square. So it is still a rather large place to find something in, even if that something is the size of a hydra.

Luckily for the PCs, the passage into Thyras that Drupar found (or showed the PCs if he is not there) leads to an area that was basically a zoo for magical beasts. The high mages had to display what they created to stroke their egos and feel powerful. This is the area where Drupar saw his critters.

If the PCs examine any buildings or rubble they find out –

All the buildings in Thyras that they can see / get to are made of the same type of material. It is some kind of mineral, not metallic, but impossible to identify by any means. It has the odd property of absorbing light so that it does not reflect brightly, appearing as a flat version of whatever color it is. Yet it can still be seen clearly enough to make out details (edges, carvings, etc.). It feels smooth and cold to the touch, though it causes no cold damage. The material cannot be damaged by any means (blows, energy attacks, etc.) that deal less than 50 points of damage in one shot. Even adamantite weapons will only make small chips in the material (It has DR 15 against adamantite).

Any PCs that have been to Eiosia (possible in 2 other LSJ mods) will know that this is the same material that Eiosia is made of, just in other colors as well as black. The buildings in Thyras will not repair themselves if any PCs ask or look for it.

Remember that Thyras is old and mostly destroyed, but not totally dead. It feels old and empty like any long abandoned place will, but there are desert vermin moving about and desert and cave plants do grow in places. The place is old and dead, but not lifeless. If anyone asks, Thyras does not give a feeling of overwhelming evil or wrongness like Eiosia does.

You arrive in an area that looks like it may have once been a park or plaza. There are about a dozen buildings around the area with cracked and overgrown foot paths leading through the grounds between them. In the center of the area is the cracked and scarred rim of what may have been a fountain.

Each of the buildings is 50' x 50' and only 4 of the 12 buildings remain intact enough to possibly hold anything. The others have caved in roofs, fallen in walls, etc. A map of the area is provided. The area is mostly sand and dirt with a few trees and desert plants growing about the area.

Drupar will tell the PCs that he saw most of the creatures in this general area going into or coming out of buildings if he is asked.

The PCs should begin looking about the area for the hydra and the item they seek.

The buildings are made of the same funky material mentioned above. They are all pleasant shades of green, blue, yellow, brown or some combination of colors.

Each building has what look like animal pens and display cases in it. The walls / fences of the pens are broken down and mostly destroyed like much in Thyras. Think of extremely run down and abandoned animal display houses in a zoo.

The hydra that the PCs seek is nowhere to be seen when they first get to the area. However, it will make its presence known after the PCs look around a bit.

After the PCs look through their third building and find only more ruins, the hydra will enter the area from off the map as the PCs are leaving the building.

The hydra appears on the edge of the map closest to the PCs as it approached while they were in the building. Fortunately, it's not smart enough to set up an ambush.

Tactics: Hydra be hungry. PC be food.

If the PCs are smart, they can run into a building with the 10' x 10' cases to gain advantage of the small space. The hydra is 15' x 15' so would have to squeeze to get in there and would take a -4 to attacks and AC.

If the PCs run into the last building (the only one they have not searched yet), they will find some hydra droppings. In the pile is the diamond that they seek as well as a few other gems.

All hydra have the following common traits

Fast Healing: A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. Sunder rules are in **Appendix 1**.

To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads (**11 hp per head in this case**). Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion.

Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

ATL 1

⚔ **Hydra (3 heads)** – (Huge Magical Beast); HD 3d10+18; hp 36; Init +1; Spd 20' swim 20'; AC 13 (–2 size, +1 Dex, +4 natural), touch 9, flat-footed 11; BAB/Grp +3/+14; Space / Reach: 15' / 10'; Atk: 3 bites +4 melee (1d10+2); SA none; SQ Darkvision 60 ft., fast healing 13, low-light vision, scent; AL N; SV Fort +8, Ref +4, Will +2. Str 15, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +5, Spot +5, Swim +10;

Feats: Combat Reflexes, Iron Will

ATL 3

⚔ **Hydra (5 heads)** – (Huge Magical Beast); HD 5d10+28; hp 58; Init +1; Spd 20' swim 20'; AC 15 (–2 size, +1 Dex, +6 natural), touch 9, flat-footed 14; BAB/Grp +5/+16; Space / Reach: 15' / 10'; Atk: 5 bites +7 melee (1d10+3); SA none; SQ Darkvision 60 ft., fast healing 15, low-light vision, scent; AL N; SV Fort +9, Ref +5, Will +3. Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +6, Spot +6, Swim +11;

Feats: Combat Reflexes, Iron Will, Toughness

ATL 5

⚔ **Hydra (7 heads)** – (Huge Magical Beast); HD 7d10+38; hp 80; Init +1; Spd 20' swim 20'; AC 17 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 16; BAB/Grp +7/+19; Space / Reach: 15' / 10'; Atk: 7 bites +10 melee (1d10+4); SA none; SQ Darkvision 60 ft., fast healing 17, low-light vision, scent; AL N; SV Fort +10, Ref +6, Will +4. Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +7, Spot +7, Swim +12;

Feats: Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

ATL 7

⚔ **Hydra (9 heads)** – (Huge Magical Beast); HD 9d10+48; hp 102; Init +1; Spd 20' swim 20'; AC 19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18; BAB/Grp +9/+22; Space / Reach: 15' / 10'; Atk: 9 bites +13 melee (1d10+5); SA none; SQ Darkvision 60 ft., fast healing 19, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +5. Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +8, Spot +8, Swim +13;

Feats: Blind Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

ATL 9

⚔ **Hydra (11 heads)** – (Huge Magical Beast); HD 11d10+58; hp 124; Init +1; Spd 20' swim 20'; AC 21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20; BAB/Grp +11/+25; Space / Reach: 15' / 10'; Atk: 11 bites +16 melee (1d10+6); SA none; SQ Darkvision 60 ft., fast healing 21, low-light vision, scent; AL N; SV Fort +12, Ref +8, Will +6. Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +9, Spot +9, Swim +14;

Feats: Blind Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

ATL 11

⚔ **Hydra (13 heads)** – (Huge Magical Beast); HD 13d10+68; hp 146; Init +1; Spd 20' swim 20'; AC 23 (–2 size, +1 Dex, +14 natural), touch 9, flat-footed 22; BAB/Grp +13/+28; Space / Reach: 15' / 10'; Atk: 13 bites +18 melee (2d8+7); SA none; SQ Darkvision 60 ft., fast healing 23, low-light vision, scent; AL N; SV Fort +13, Ref +9, Will +7. Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +10, Spot +10, Swim +15;

Feats: Blind Fight, Combat Reflexes, Iron Will, Improved Natural Attack (bite), Toughness, Weapon Focus (bite)

ATL 13

⚔ **Hydra (15 heads)** – (Huge Magical Beast); HD 15d10+88; hp 168; Init +1; Spd 20' swim 20'; AC 25 (–2 size, +1 Dex, +16 natural), touch 9, flat-footed 24; BAB/Grp +15/+31; Space / Reach: 15' / 10'; Atk: 15 bites +20 melee (2d8+8); SA none; SQ Darkvision 60 ft., fast healing 25, low-light vision, scent; AL N; SV Fort +14, Ref +10, Will +8.

Str 25, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +11, Spot +11, Swim +16;

Feats: Blind Fight, Combat Reflexes, Iron Will, Improved Natural Attack (bite), Toughness, Weapon Focus (bite)

ATL 15

⚔ **Hydra (17 heads)** – (Huge Magical Beast); HD 17d10+98; hp 190; Init +1; Spd 20' swim 20'; AC 27 (–2 size, +1 Dex, +18 natural), touch 9, flat-footed 26; BAB/Grp +17/+33; Space / Reach: 15' / 10'; Atk: 17 bites +22 melee (2d8+9); SA none; SQ Darkvision 60 ft., fast healing 27, low-light vision, scent; AL N; SV Fort +15, Ref +11, Will +9.

Str 27, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills: Listen +12, Spot +12, Swim +17;

Feats: Blind Fight, Combat Reflexes, Iron Will, Improved Natural Attack (bite), Toughness, Weapon Focus (bite)

After the fight, the PCs can search the last of the buildings and will find some hydra droppings. In the pile, they find one of the diamonds they seek as well as some other gems. Now they just need to decide where to take it.

- If the PCs return the diamond to House Kailin, **GOTO Conclusion A.**
- If the PC return the diamond to the Lord Monarch, **GOTO Conclusion B.**
- If the PCs return the diamond to the elves, **GOTO Conclusion C.**

- If the PCs keep the diamond for themselves, **GOTO Conclusion E.**

Conclusion A

You shatter the crystal and return to house Kailin with your prize. The Lady Consul is pleased that you put your trust in her. The Lord Monarch however, is not as happy with you.

A few days after your return, it is announced that the Lady Consul of House Kailin presented a gift to the Lord Monarch. It is a diamond of unmatched quality and clarity that has been enchanted in some way to possibly find the Dark Tome that so many seek.

In an effort to gain peace and trust, the Lord Monarch seeks to present this diamond to the elves of the Mystwood as a gift.

The fact that the Lady gave the Lord Monarch the diamond improves the Lord Monarch's opinion of you somewhat.

PCs earn the Favor of House Kailin and the Gift of the Lord Monarch (1,000 gp x PC level).

Conclusion B

You shatter the crystal and return to the castle with you prize. The Lord Monarch is pleased that you survived your mission and rewards you for your trouble.

A few days after your return, it is announced that the Lord Monarch has found a diamond of unmatched quality and clarity that has been enchanted in some way to possibly find the Dark Tome that so many seek.

In an effort to gain peace and trust, the Lord Monarch seeks to present this diamond to the elves of the Mystwood as a gift.

PCs earn the Gift of the Lord Monarch (1,500 gp x PC level) and the Disfavor of House Kailin.

Conclusion C

You shatter the crystal and transport to the Mystwood. You are captured by a patrol and after some questioning, you are taken before the elven Ambassador to Amthydor.

He is very pleased that you chose to give the diamond to the elves since it is rightfully theirs. He is so pleased in fact that he arranges for your release after only a few weeks of elven 'hospitality'.

Upon your return to Amthydor, you hear rumors that the elves of the Mystwood have found some sort of ancient item to help them find the missing Dark Tome.

Most of the citizens think it would have been a nice gesture if the Lord Monarch could have presented this thing to the elves. Maybe he should have hired some adventurers to go find it before the elves did.

PCs earn the Favor of the Mystwood.

Conclusion D

The Lord Monarch's task sounded interesting, but you felt it was a risk you could not handle. Perhaps he will find more stalwart adventurers to complete his mission.

PCs earn no favors or gifts and get experience to the point they quit.

Conclusion E

You have decided to keep the diamond and make your own deal if you can. Unfortunately, this treasonous act brings the ire of both House Kailin and the Lord Monarch down upon your head.

You decide to head for other parts or Raia before someone finds you and brings you to a swift and final justice.

All PCs in a party that kept the diamond are removed from LSJ play immediately. You are either apprehended and put to death for treason or you live out your life elsewhere on Raia far away from Amthydor.

Any PCs that were in the party and explicitly went back and reported what happened to House Kailin or the Lord Monarch spend 100 TU to represent the trial and time needed to clear up the issue.

You do not totally disregard the orders of the ruler of a major city and the head of a powerful House to help your own greedy self without repercussions.

THUS ENDS "Diamonds Are An Elf's Best Friend"

TIME UNIT COST:

Conclusion A, B - 5 TU

Conclusion C - 30 TU

Conclusion E - Removal or 100 TU

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

All Conclusions: 200 gp * ATL in gems

Conclusion A:

Favor of House Kailin

Gift of the Lord Monarch (1000 gp x level)

Conclusion B:

Gift of the Lord Monarch (1500 gp x level)

Disfavor of House Kailin

Conclusion C:

Favor of the Mystwood

Cert Text

Gift of the Lord Monarch

The Lord Monarch has opened the royal treasury and allowed the heroes of Amthydor a choice of items.

The PC named above can select any item or combination of items from the Mystical Marketplace guide. The total value of these items can be up to 1.5 x PC level x 1,000 gold (maybe 2x PC level x 1000 gold?) when the cert is issued.

Any balance after purchase of items will be given in cash.

PC level _____

x 1,000 gp x 1,500 gp

Value of cert _____

Item(s) taken _____

Balance taken in cash (if any) _____

Favor of House Kailin

For doing a service for the Lady Consul of House Kailin, you have gained her respect and the respect of the elves in the city.

This cert gives a +2 unnamed bonus to bluff, diplomacy, or gather information checks with any elves loyal to Amthydor.

Word of your dealings also gets around among the elven society so elves on the opposite side of the conflict also take notice.

This cert also gives a -2 unnamed bonus to bluff, diplomacy, or gather information checks with any elves not loyal to Amthydor.

Disfavor of House Kailin

For going against the wishes of the Lady Consul of House Kailin, you have gained her disfavor and the disfavor of the elves in the city.

This cert gives a -2 unnamed bonus to bluff, diplomacy, or gather information checks with any elves loyal to Amthydor.

Word of your dealings also gets around among the elven society so elves on the opposite side of the conflict also take notice.

This cert also gives a +2 unnamed bonus to bluff, diplomacy, or gather information checks with any elves not loyal to Amthydor.

Favor of the Mystwood

For doing a service for the elves of the Mystwood, you have gained a small amount of their respect.

Word of your dealings also gets around among the elven society so elves on the opposite side of the conflict also take notice.

This cert gives a +2 unnamed bonus to bluff, diplomacy, or gather information checks with any elves from the Mystwood (not loyal to Amthydor).

This cert also gives a -2 unnamed bonus to bluff, diplomacy, or gather information checks with any elves not of the Mystwood (loyal to Amthydor).

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Completing the Mission	400	600	800	1000	1200	1400	1600	1800
Discretionary Role Playing Award	100	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1,700	1,900

Appendix 1 – Special Rules

HEAT DANGERS

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

SUNDER ATTACKS

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. The hydra's heads in this mod have 11 hp each. If you fail the sunder attempt, you don't deal any damage.

Player Handout 1 - Thyras

Ruler: N/A **Government:** N/A (Former Magocracy) **Resources:** Arcane Knowledge
Population: None **Alignment:** Evil **Language:** Common, unknown ancient language
Deities: None

Description: Around 11690 ER (-2050 AF), a small group of humans first settled the verdant lands on the eastern side of the Delambir Mountains. The elves living there welcomed them, offering friendship and guidance to the fledgling human race. Not wishing to influence the humans' natural development as a species, the elves at first withheld the knowledge of arcane magic, believing their decision to be for the best.

There were those among the humans who were resentful of the long lived elves, who secretly coveted the elves natural power and sought to steal the elven knowledge for themselves.

A handful of humans with an affinity for the arcane and a thirst for power began a campaign of deception designed to acquire the knowledge of magic that they believed the elves unfairly kept from them. Within a century humans had seized knowledge that the elves had spent thousands of years perfecting. But the possession of such knowledge did not automatically bring control of the power that accompanied its use. The humans' grasp of magic was at first imperfect and they resisted, sometimes with violence, the elves attempts to direct them in its proper use.

Unable to contain the knowledge, and prevented from guiding the humans in its use, the elves were forced to watch sadly from afar as their knowledge was corrupted by those humans intent upon the quest for unlimited power. In 11775 ER (-1965 AF), these human mages used their power to raise the city of Thyras from the very fabric of Raia. In an effort to maintain a balance and reduce the damage done, other human settlements were given the foundations of arcane knowledge, and tutored in its use, and all contact between the elves and the humans of Thyras was abandoned. For nearly a thousand years the human mages of Thyras perfected their stolen art without ever truly appreciating or respecting the vast power behind it. Twisting and warping arcane forces in their constant search for greater power, discovering a means to power their greatest magic with the very life force of the land itself. Blinded by what they had accomplished, the mages of Thyras forgot that such forces could never be completely controlled or possessed.

In 12753 ER (-987 AF), the Thyran archmage Morsipheran, who had been secretly researching a spell to achieve godhood for himself, was challenged by the other great mages of the city who wanted his discoveries for themselves. For seven days and nights the wizards battled, drawing life from the land and raining destruction on the city. When the smoke cleared at dawn on the 8th day the surrounding lands were reduced to desert, many of the city's inhabitants and lesser wizards were either dead or fled, and only Morsipheran and his greatest rival, the half elven mage Delphinae Stormriven, remained. In a final blazing exchange of magic the pair called upon the last vestiges of natural power sustaining the ground beneath the city, and a great chasm opened beneath them, swallowing the city and the combatants alike and burying them beneath the burning sands of the new desert.

For all the years since, the elves have nurtured the desert born from the conflict (known as Zur'Oun or the Sea of Fire in present times) and guarded the city against those who seek the forbidden arcane knowledge buried within. No outsider has entered the city and come out alive though many have tried.

Player Handout 2 - Zur'Oun (Sea of Fire)

Ruler: Tribal Sheiks (M'Jir); Elected Council (City of Al-Serai)

Capital: Al-Serai (None for the M'Jir)

Resources: Salt, spices, dates

Population: Al-Serai varies with trade; Desert 117,359 (humans 72%, desert elves 11% , half-elves 12%, eryx 4%)

Alignment: NG, N, LN, NG

Language: Azher (M'Jir), Common, Elven

Deities: Ardra, Brianna, Galvandt, Meneon, Peliron, Pietos, Sorena

Description: Since 12753 ER (-987 AF), the nomadic M'Jir have roamed the great desert they call the Zur'Oun or Sea of Fire.

Al-Serai, the only permanent occupied settlement in the region, is governed by the Imshaar, a council of 5 men elected every 7 years, who insure that the city remains a safe and neutral staging point for caravans entering or returning from the deep desert. The Imshaar sets exchange rates and prices for goods sold in the local market, collect fees and fines from merchants and traders, and negotiate treaties and rights of passage through the desert with the M'Jir.

The M'Jir refer to visitors as 'Taar'idj' or outsiders. While not openly hostile to travelers, they are private people and distrust strangers. Anyone passing through M'Jir lands is closely watched, though the watchers themselves may never be seen. They are slow to trust those that they do not know, and keep even those they deal with regularly, such as caravan merchants, at a distance. However, in those rare instances when someone is truly accepted among the M'Jir, they become part of the tribe. In spite of this distant attitude, the M'Jir take their honor seriously, and if a visitor is welcomed into the temporary protection of the tribe then none will permit him to come to harm. They have elaborate rules regarding hospitality and the treatment of guests. A strict honor code makes the proud M'Jir more lawful than one might expect of a nomadic people, but these desert warriors are a law unto themselves.

Arcane spellcasters are rare among the M'Jir, perhaps due in part to a distant racial memory of the fall of Thyras and the creation of their desert home.

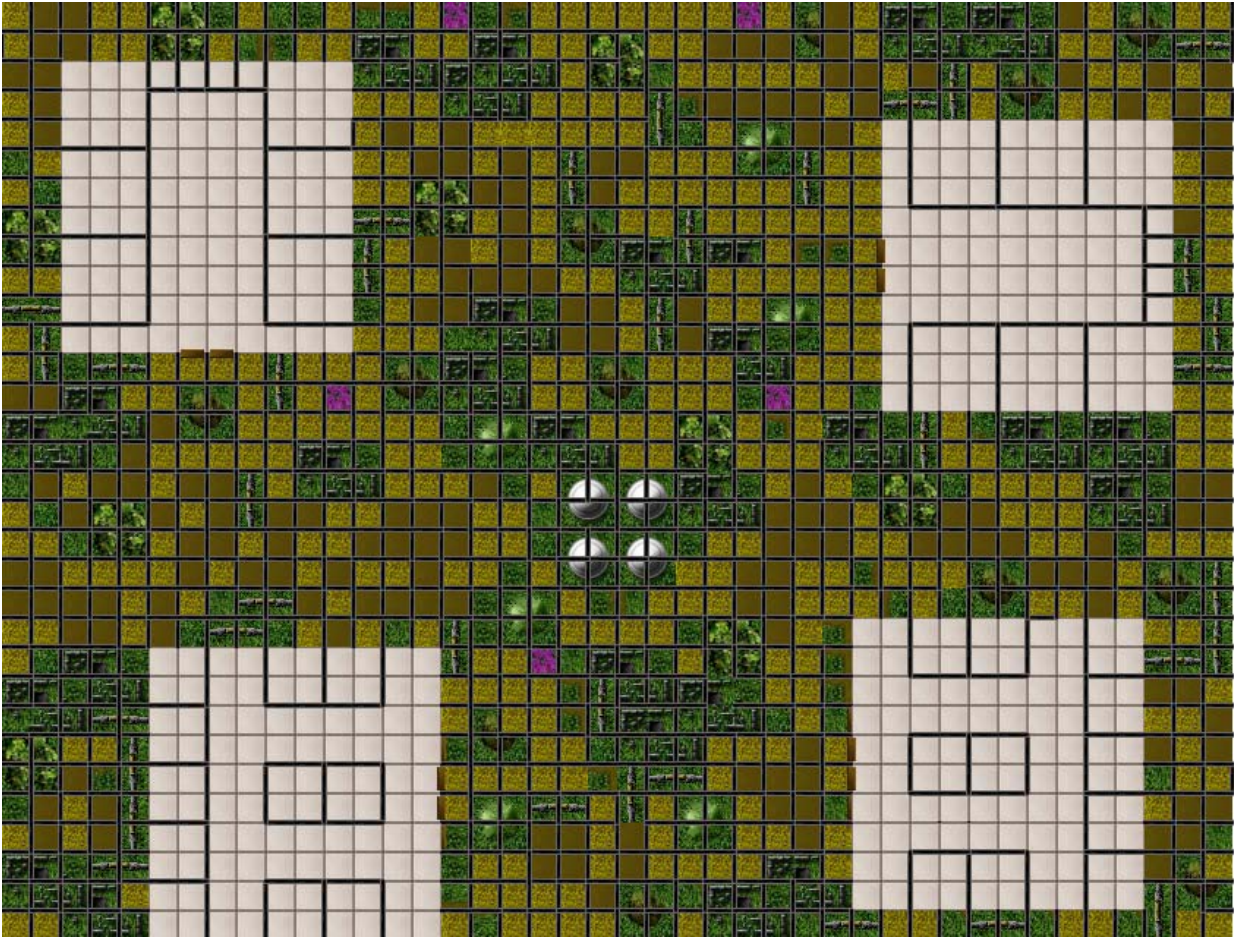
Beneath the sands of the Zur'Oun live the Eryx, an evil race of desert dwelling reptilian humanoids that prey on unsuspecting travelers as well as the M'Jir.

The nomads of the Zur'Oun are olive or dark skinned, with black hair and dark eyes. They favor flowing desert robes, in pale colors to blend with the sand around them.

The City of Al-Serai



Map of Thyras Zoo



Each square = 5'

Critical Event Summary: Diamonds Are An Elf's Best Friend

Convention: _____ **Date:** _____

1. Was Siddig ibn Fasil saved? Yes No
2. Did the PCs fight the desert elves? Yes No
3. What did the PCs do with the diamond?

Lord Monarch House Kailin Mystwood Elves Kept It

4. List the real names and PC names of any PCs that kept the diamond.

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

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



Roster of Heroes: Diamonds Are An Elf's Best Friend

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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