



The City That Never Sleeps

By Keith Knecht

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

A team of researchers has gone missing south of Amthydor. It's up to the heroes to find out what happened. For heroes of levels 5-15. Parties are advised to play this scenario at their proper ATL.

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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

About 4,000 years ago the city of Thyras was a power to be reckoned with. The Thyran Empire (as they thought of themselves) was populated mostly by humans, with some dwarves, elves, orcs, and others thrown in, much like Amthydor’s society today. Thyras was a magical Empire. They had magic ability far beyond what mortals know today. Legends

say it may have even approached the power of Dragon Magic. Legends also say that they stole the high magic from the elves.

During the Thyran's time of power, they built another city / outpost in the mountains south of what would become Amthydor in later times. They called this city Eiosia.

After a few years of living in Eiosia, the ruling council of mages decided to make living in the city easier for all peoples, themselves included. The council had their researchers design spells and rituals to make the city self-caring. The city would clean its own streets and fix its own buildings, among other things. The city would also be able to do tasks for the citizens, like form furniture in the buildings on request.

The ruling council knew that doing this would be a major magic feat and secure power and prestige for them within the city and the Empire.

What the council did not know is that the city became sentient as an effect of the ritual. Eiosia developed a basic intelligence to handle all the tasks required of it. And even if the council did know of this effect, they did not care in the least.

Eiosia existed and served its masters well. But it also learned. It learned that life was power and that it could drain that power and use it to create things and manipulate itself. It learned how to feed and grow...

Eiosia quickly consumed the life force of its inhabitants. When the life force was gone, it absorbed the physical bodies. When all was gone in the city, Eiosia then began to absorb the force from the world around it. Plants and animals near the city withered and died. More intelligent folk fled the area and never looked back. After many years, the city ran out of usable energy close enough to it and went dormant. It exists in the present day as a mere shadow of its former self. It picks up enough background energy from the world to exist, but not to function as it once did. Which is a very good thing.

Orisunek, the last living (and good aligned) council member of Eiosia at that time was absorbed by the

city whole for some reason. She now exists as a ghost in the machine.

Forward to present day Amthydor... About 6 months ago, some Pyrrothians and the heroes of Amthydor had an incident in Eiosia (as presented in the LSJ module Genesis). This incident released enough magical and life energy to awaken Eiosia.

The League of Thaumaturgical Studies and the Temple of Emerys have decided that the city of Eiosia is now a place worthy of investigation, despite all the legends and tales to the contrary. So about 3 months ago, they sent a research team to the city to set up camp and unearth the secrets of Eiosia. Unfortunately for the research team, the Pyrrothian incident released much magical and life energy and energized Eiosia enough to come out of its dormant condition.

Orisunek has awakened with Eiosia and is now looking for someone to put the city back into a slumber before its power spreads too far across Raia.

Introduction: PCs are summoned to the League of Thaumaturgical Studies.

Encounter 1: The PCs are given a mission to investigate / gather information on the research team to Eiosia by the League and the head of the Temple of Emerys. Seems the team has gone missing...

Encounter 2: PCs are teleported outside of Eiosia's area of effect to begin their mission. Details of what they can find are here. They may also ride / fly / etc to Eiosia if they wish. The mod picks up here regardless of how the PCs arrive unless they insist on being sent to the research camp.

Encounter 3 / 3A: PCs find (or, if they insist, can be teleported to) the research camp a half mile or so outside the city walls. The team is nowhere to be found. They do find some information though.

Encounter 4: Entering the city and the city's environs.

Encounter 5 / 5A / 5B: PCs check out the ancient council building. With information that the PC's find,

they can formulate a plan to put the city into stasis again if they wish.

Encounter 6: The great greenhouse before having certain info and what the PCs find there.

Encounter 7: Getting to the center of things. Into the greenhouse after gaining info to do the deed and put the city to bed if the PCs want to. Unfortunately, the city may have other ideas.

Conclusion: To sleep or not to sleep? How the PCs fare with the sleep spell will determine the final ending.

Introduction

It's a fine day in Amthydor today. As you are leaving the Dauntless Dolphin after a filling lunch, a messenger boy approaches you and holds out a parchment. It is sealed with the insignia of the League of Thaumaturgical Studies.

Upon opening the parchment, a voice speaks quietly in your ear. "Your presence is requested at the League offices at three bells after high sun. Please ask to see Adept Jonas Waveweaver of the Divination Division upon your arrival."

At this point, have each PC give you 5 Will saves. You'll need some of these later when they need saves against the city's influence. For now, let them wonder what the saves are for.

Also find out which PCs have *Visit to The Lost City* cert from the adventure Genesis, and whether the "failed the save" box is checked or not. This will be needed later as well.

At any time during the adventure if a PC casts a locate object / locate creature / etc type spell to find the research team, they will get the location as the entire city of Eiosia. Since Eiosia has absorbed the team, their essence has spread all through the city. Hence the odd result.

If the PCs go to the meeting, proceed to **Encounter 1**.

Otherwise, the module is over. Award no xp and find something else to do for the rest of the slot. ☺

Encounter 1 – Sounds Like L.O.T.S. of Fun

Upon arriving at the League of Thaumaturgical Studies and asking for Adept Jonas Waveweaver, you are shown into a study room adjoining one of the scroll and tome storage vaults. In the room, there is a plain wooden table with a dozen chairs around it. Two of the chairs at one end of the table are occupied.

One of the occupants is a male sea elf. He wears blue and green robes in a rather plain style. The colors of the robes match well with the light blue of his skin. He also has a torc around his neck. The torc appears to be generating a bubble of water around his head.

The other person is a human female in her middle age. She wears the robes of a high ranking member of the Temple of Emerys.

The elf rises and addresses you when you enter. As he begins to speak, the bubble of water around his head vanishes.

"Good afternoon and thank you for coming. Please make yourselves comfortable. First, let me introduce the head of the Hall of Mysteries (temple of Emerys), the Mistress of Magic, Lady Lilyra. The Lady has asked the League for assistance on an issue that has come up. Of course, we could not refuse to help her, which is where you all come in.

"We have lost contact with a research team sent to a location south of Amthydor and need you to go check into what has happened for us.

"The location is the Lost City of Eiosia.

*"Eiosia is located approximately 150 miles south of Amthydor. I have compiled a list of known information on the city. (Give out **Player Handout 1**)*

"If you have any other questions, please ask."

➤ **You sent a team into Eiosia? / What was the makeup of the research team? etc**

“We felt that it was warranted to send in a research team after an incident in Eiosia about six months ago with some Pyrrothians.

“The expedition was made up of thirty people in total. Sixteen were on the actual team, and the other fourteen were support people - porters, a cook, artifact catalogers, record keepers, and maintenance folks.

“On the main team, there were nine researchers, eight mages each specializing in one type of magical research – conjuration, enchantment, necromancy, divination, transmutation, illusion, abjuration, and evocation – and a wizard magic generalist as team coordinator.

“The other seven main expedition members were for protection and logistics and were supplied by the Fraternity of Venturers. They were two fighters, a ranger, two clerics of Emerys, a rogue, and a bard. They were all vouched for by Melton Daderhoff (head of the Fraternity) himself and are trustworthy.

“The League and the Hall of Mysteries each made divinations and it was agreed that a diverse team would have the best chance of unlocking the secrets the city holds. Here is a list of the main team members. (Give out Player Handout 2)

“The team went in and set up camp three months ago about a half mile from the gates of the city. They contacted us as planned and gave us the location of their camp. Their last scheduled contact with us is now three weeks overdue.”

The incidents with the Pyrrothians in Eiosia are detailed in the adventure Genesis. Players will have details if they have played that module. Most of the players may know about the undead dragon lich since it took a scenic flight over the Freelands, but NO FURTHER SPOILERS PLEASE!

➤ **How do we get there? / Will you transport us there?**

“The League will teleport you to a location just outside the 10 mile sphere of influence of the city. From there, you must make your own way in.

“We shall also give you a stone of recall that will return your group to the Temple of Emerys when activated.”

The stone of recall is basically a *word of recall* spell encoded in a small quartz rock. It was cast by Lady Lilyra herself and will teleport the holder and up to six other people to the Temple of Emerys when activated.

Due to the nature of Eiosia’s magic, the stone will not transport the party out from inside the city walls. If the stone is activated within Eiosia’s walls, it will function but only teleport the PCs to the city gate. (So it can be used to get the party out of trouble, but then they have a long walk home.)

The PCs can refuse transport and make their own way to Eiosia by horse, walking, overland flight, etc if they want. It will take them an additional 5 TU to make the trip on their own.

➤ **Can you send us directly to the camp?**

“We could teleport you directly to the research camp, but I would advise against it. Seeing as we have no clue what has happened there, we could be sending you to your doom if we drop you right in the camp.”

If the PCs insist, they will be sent directly to the research camp. Since there is nothing immediately deadly there, they will be fine. Just let them sweat a bit about it if they want to.

➤ **What is that torc you have? / What’s with the bubble of water? / etc**

“You may know that my kind can not live in good health for long periods out of water. The torc provides me with a bubble of water to breathe upon command so that I may keep my vitals moist and suffer no ill effects from the lack of water.”

➤ **Do you have any personal effects from the research team?**

“No, we do not. The researchers took all their things with them since it was going to be an indefinite length expedition. I assume there will be some things at the camp.”

➤ **Have you done any recent divinations on the team?**

“The League and the temple both tried to divine the condition of the research team and got nothing as a result. I do not mean that we got NO result. The results showed NOTHING. A void. The simplest explanation for that is divination magic is blocked in some manner we can not understand.

“We also tried a divination about the city in general. The result we received was:

**The milk of sacrifice
The dead man’s drink
Will surely suffice
To do as you think**

The PCs will get the same verse as a result if they do (or have a temple do) a *divination* about Eiosia or the research team on their own.

The divination refers to blood, which is what will be needed later to do a task in Eiosia if the PCs choose to. A **Knowledge (religion) check (DC 15 + ATL)** will tell a PC this fact. The milk of sacrifice is blood, and for many undead (the dead man) types, the drink of choice is blood. Only give PCs the knowledge check if they are really stuck on figuring out the answer.

GM Note:

If the PCs do not think to ask about divinations or to perform a divination themselves, Jonas will mention this clue before he teleports the party on their way.

➤ **How does the expedition contact you?**

“The League has provided the team leader several scrolls of sending so that he or another member of the team may contact us. That is how he contacted the League when the camp was first set up.

The team leader also has the teleport spell available. That is how they were to send back

samples and their notes as the expedition progressed.”

➤ **What do we get paid?**

“The Lady will offer her favor to you if you succeed, as will the League. But if that is not enough, we shall also offer you (100 gp x ATL)”

The PCs will have time to make a Shopping Spree before they leave Amthydor if they wish. Jonas will allow them a bit of time and teleport them when they are ready.

If the PCs teleport outside the city, **GO TO Encounter 2.**

If the PCs teleport directly to the research camp, **GO TO Encounter 3.**

Encounter 2 – On The Road Again

When you are ready, you are led by Jonas out of the meeting room and down the hall to a large empty chamber where he bids you to stand in a tight circle. Once you comply, he begins chanting words of arcane power. After a long, tense wait, he completes the ritual. A bright, white circle of light appears around you, rising up from the floor rapidly until the world is lost in a glow of pure, white light. When the light fades, you find yourselves outdoors on a road that is broken in many places.

Where you stand, the road is overgrown by the land around it, unused and unrepaired for many years. Looking toward the city of Eiosia, you can see that the cracked road is virtually clear of overgrowth a few yards farther on.

In the distance, you can see the forms of massive buildings. Even from this far away, you can tell that the place is somehow odd compared to any city you have seen in your travels.

When the PCs move up the road towards Eiosia, they will pass into the area of the city’s influence. One of the effects that Eiosia has on the world is that nothing will grow within 10 miles of the city. The plants and ground cover turn from normal healthy growth to

brown dead things in a matter of a step or two exactly 10 miles from the city center.

As you begin down the road toward Eiosia, you pass into the area where nothing ventures. The change in the condition of the land is like crossing a line drawn across the fabric of Raia herself. On one side of this boundary the plants are strong and green, the buzz of insects permeates the land, and you see the occasional small animal amidst the foliage. On the other side the plants are dead and brown, there is only silence in the air, and you see nothing but the dead and dying vegetation. You guess that if you press on you can arrive at the research camp site just before nightfall.

A **Knowledge (nature) or Survival** check (**DC 10**) will show that all plants have wilted and died within the 10 mile zone around Eiosia. The effect is not a natural one, such as wilting from a lack of water. It is also very odd that there are absolutely no insects or animals in the area.

A **Knowledge (arcana)** check (**DC 12 + ATL**) will show the wilting to be caused by some sort of necromantic effect. (A necromancer gets a +3 bonus on this check and can tell it is an enervation type magic if he makes the check.)

The wilting of the plants is due to the city absorbing their life energy to sustain itself in its current state. Since Eiosia needs a bit of energy to survive, it doesn't kill the plants outright but drains them as they grow.

This is also why the animals and insects steer clear of the area. They can sense the wrongness of the place and feel the draining field. The PCs won't know that yet, so let them guess and ponder as all will be revealed later.

If the PCs venture onward, **GO TO Encounter 3A.**

If the PCs head back to Amthydor, **GO TO Conclusion C.**

Encounter 3 – Research Camp

If the PCs teleport in directly from the League, use this text then continue with the text below.

When you are ready, you are led by Jonas out of the meeting room and down the hall to a large empty chamber where he bids you to stand in a tight circle. Once you comply, he begins chanting words of arcane power.

After a long, tense wait, he completes the spell. A bright white circle of light appears around you, rising up from the floor rapidly until the world is lost in a glow of pure, white light. When the light fades, you find yourselves outdoors on a road that is broken in many places. To the right of the road, you can see the edge of the camp a few yards away. Seems the League was dead on target with the teleporting.

Continue with Encounter 3A.

Encounter 3A

If the PCs came trekking in from **Encounter 2**, begin the box text here.

The sun is approaching the horizon of this bleak place when you arrive at the research camp. If the road and city were still in active use, this camp would be set up in a good caravan staging location.

Your first view of the research camp shows you half a dozen tents arranged in a neat group around a central area. You can see that the central area contains a large fire pit and a few tables and benches. Three wagons are parked at one end of the camp. There are no people or horses to be seen.

You can see the glossy black monoliths of the Eiosia skyline about a half mile away. They appear to absorb the light of the Sorena's setting orb instead of reflecting it like most highly polished buildings would. The deserted road goes directly toward the city from here.

A map of the research camp is provided. It shows what the PCs can see as they arrive at the camp. Each square on the map = 10'. There is about an hour of daylight left if the PCs want to do a general look around / search of the camp.

To search all the areas in the camp will take the PCs 10 or so hours (roughly 1 – 1 ½ hours to search each tent and normal time for the wagons and central area). There is much information to sift through to find the interesting bits.

The PCs can search as long as they want, but will have to sleep sometime since it's almost sundown on day 1 by now. If they want to search the entire night, let them. Any PCs that do will be *fatigued* (can't run or charge, -2 to str & dex) until they get the proper rest.

GM Note:

Whenever the party decides to sleep, in the morning use one of the will saves you got earlier from each PC that has not failed a save yet. This save is to see if they avoid the influence of the city for another day. (See **GM Handout 1** for specifics on the effects of the city.) When a PC fails the save, give them **Player Handout 5**.

The PCs can get the same information about the lack of plants and animals around here as they can in **Encounter 2** if they make the checks.

Searching any of the specific areas will find the listed information on a **Search check (DC 5 + ATL)** unless specified differently in the individual section.

A **Knowledge (arcana) check (DC 15)** will let that PC know what specialty a particular tent is dedicated to if the PCs ask. A specialist wizard will know the area of his specialty automatically.

General Conditions of the Camp

The camp has been empty for roughly 6 weeks. It looks like the people went to bed and awoke quickly at a later time. Bedrolls are open for sleep, last minute drinks or snacks are on tables, the work for the day has been packed away for the night, etc.

Anyone with the **Track feat** can tell this automatically by searching around the camp for signs of people. If no PC has tracking ability, a **Survival check (DC 15 + ATL)** will give the same information.

If a PC with the **Track feat makes a check (DC 15 + ATL)**, they can tell that one of the last signs of life was a fight. If they beat a **DC 20 + ATL**, they can tell that the fight was with bigger than medium sized humanoid creatures. They will find faint tracks of these big creatures heading toward the city if they look.

What Really Happened

The city of Eiosia, sensing a new meal, attuned itself to the minds of the research team and support folks. (After almost 3 months in the area, they all failed their will saves sooner or later.) Hoodunee, the dwarf transmuter, was the first to be gifted with knowledge of the city's power and began to experiment with his new found gift. Eiosia learned through its attunement to him that dwarves and giants are age old enemies, so it created some giants to use against the team. The team went to bed one night about 6 weeks ago and the camp was raided by the giants. All people in the camp were subdued or knocked out, the giants took the bodies into the city proper, and Eiosia absorbed the last of the team's life force, their bodies, and the giants. This is why there are no physical signs of anyone now.

A. Conjurer / Evoker Tent

This tent is the lab and quarters of the Conjurer and the Evoker.

This tent is a bit messy and unkempt. There are several tables with magical gear and notes spread around the area and two slept in looking cots in one corner of the tent. Apparently neatness was not in style for the inhabitants.

Searching the tent will find the following information on a **Search check (DC 10 + ATL)**, due to the disorganization of the tent).

You find some log entries scrawled in a notebook amidst the clutter on one of the tables. The book is dated 7 weeks ago.

One of the entries reads –

‘In the evocation field, so far I have found during my research that the city’s residents may have used a communication network based on something similar to a sending or message spell. This may have allowed them to almost instantly contact any person within the city. The practical applications are enormous if I can figure how the Eiosians made this work.’

An entry in a different writing reads -

‘On the conjuration end, it appears that the residents may have had set up places in the city to use transportation magics like floating disk or teleport to deliver things. One of the things I postulate as possible is that food may have appeared at tables upon request. I like the idea of being able to communicate your meal needs and have it appear for you moments later.’

B. Transmuter / Necromancer Tent

This tent is the lab and quarters for the transmuter and the necromancer.

This tent is a comparison in contrasts. Some of the equipment looks used but still neat, like work has been done there and kept track of. Other things look spotless, like they are newly set up and never used. The same holds true for the living area. One bed and the surrounding area looks lived in and the other bed is not much more than a pad on the floor with a blanket and the rest of that living area is stark and Spartan.

The dwarf transmuter used the neat but lived in area and the human necromancer used the stark area.

If the PCs search the tent:

Searching around the tent, you find a couple of log books dated about 7 weeks ago.

An interesting report –

‘The transmutation aspects of this place are fascinating. It seems that, at one time, the city

could polymorph itself into things as needed. Imagine wanting to furnish your house and just having chairs appear out of the floor or walls. And this encompassed the entire city. The scale of it is mind numbing.’

An entry penned in perfect script –

‘The necromantic energies of Eiosia are phenomenal. It appears that the entire city is generating a slight necromantic field. I surmise that this could explain the condition of the vegetation around the city as the field may wither the plants over long exposure. It is an extremely low level field, so there should be no harm to humanoids in the time we will be here. I do heartily recommend that no people plan to settle permanently in Eiosia though.’

While searching, the party will also find an empty ale flask under the bed with the initials EH engraved on it in dwarven. Inside is a sheet of parchment written in the same hand as the transmuter’s notes that reads:

‘My wildest dreams have come true! I can make the city do things for me if I try hard enough! I must go into the city to experiment more with this ability. The others will forbid it if they knew, but I have to see how far I can go with this, how much I can do.’

C. Expedition Leader / Records Tent

This tent is the quarters of the expedition head and the report storage room.

This tent has a higher quality of furniture in it that the average expedition tent. It is almost on par with a real apartment and office back in Amthydor. The clutter and gadgetry of the research tents is absent here, replaced by a finely made desk, a very comfortable looking bed, a large conference table with plush chairs, and several scroll cabinets.

If the PCs search the tent

*Looking through the room, you find some general information about the city in the scroll cabinets. (Same info as in **Player Handout #1**)*

A schedule planner in the desk dated 6 weeks ago shows that the team member's reports are due in 4 days.

You also find a journal entry reads –

'We have found what we think to be a government building! We think it might even have been the Council Hall! This could lead to the answer to many of the mysteries of the city or could open many new questions. The current set of research projects will be completed in a few days, so we shall start on this building as our next project. The team transmutation specialist has discovered that the mosaic artwork in some of the buildings can be made to change by focusing through a crystal shard that was found in the city. He also believes the shard will function in any area of the city.'

Rolled out on a table and held in place with some rocks is a map of the explored area of the city with the newly found building indicated. The building is about two miles inside the city gates in the city center. Also marked on the map are an arena and a greenhouse as well as a few smaller buildings between the city gates and the city center. None of the marked buildings in the city center are too far from each other.

Another interesting journal passage –

'The team has come to an almost unanimous consensus that Eiosia was a city of the ancient Thyran Empire. The amount and strength of the magic still in and around the city after so long supports this theory.'

Any players that have played Genesis will be familiar with the arena and the greenhouse will come into play later.

A **Knowledge (history), Bardic Knowledge, or Knowledge (arcana)** check (DC 25) will let the PC know that there was a human Empire about 4,000 years ago of great arcane power that had their major city, Thyras, perished in some sort of disaster. There is not much more information than this about Thyras in any records here.

D. Enchanter / Abjurer Tent

This tent is the lab and quarters of the Enchanter and the Abjurer.

This tent is average in terms of organization and appearance. There are several tables around the tent with the requisite magical gear on them. One of the beds is a pad on the floor that looks like a large padded mattress. The other bed is a normal bed.

Yes, the Lupari sleeps on a large dog bed. He even walks circles on it to pat it down before he sleeps. ☺

If the PCs search the tent

Looking through the piles of notes is fairly easy since this pair seems to be well organized. After a bit of nosing about, you come across some interesting notes dated 6 weeks ago.

The first entry of interest –

'As far as enchantments go, I've never seen anything on the scale of this city. I may have confirmed the legend that the Eiosia was once inhabited by evil beings. It seems that the entire area within the city walls is under an effect similar to an antipathy spell regarding good creatures. It took quite a bit of will power for us to just enter the city. And some of us also took a bit of time to enter and a few of us were visibly shaken while inside the walls and for a while afterward. I can assume that this effect would also be like a sympathy spell for beings of an evil nature.'

Another entry in a flowing hand –

'The most interesting abjuration aura I have found shows the perimeter within the city walls to be dimensionally anchored. Oddly though, this effect is selective as it only prevents transport into or out of the city proper. Once inside the city walls, it is possible to move magically. This effect would be a prime defense system against any teleporting or extra planar creatures. I am currently researching to see if the inhabitants had a way to open this field on command to allow them to move easily in or out. So far, I have found nothing.'

E. Diviner / Illusionist Tent

This tent is the home away from home for the diviner and the illusionist.

This tent has tables piled with magical apparatus, books and scrolls. The entire place appears to be neat and well organized. There is a bed on one end

of the tent and a large pile of fluffy pillows on the floor where the other bed would be.

Yes, the Tabreen sleeps on the fluffy pillow pile. How else would a cat sleep besides in total comfort?
☺

If the PCs search the tent

Scanning through the tomes in this tent will yield some information of interest dated about 6 weeks ago.

One entry written in a shaky script –

‘When in the city proper, I can not shake the feeling that our team is being watched. There is no empirical evidence to prove my theory, I can only feel it. Occasionally, I can pick up a weak aura similar to detection magics, but if I concentrate on it, it fades and dissipates. I am probably just paranoid from the unsettling feeling I get whenever I enter the city. The first time I went in, I was so shaken that I couldn’t write down my observations without help.’

Another entry in a quick and precise hand –

‘I have found that the mosaics in all of the buildings are imbued with low level illusion magics. They appear to be some sort of silent image showing scenic areas around the city in the same manner that we use art in our homes. I am now researching the possibility of the mosaics using the illusion effect for other things, like displaying parts of the city as if through looking arcane eyes or scrying. Teh’lurr agrees with me that it is possible to do, especially since it seems that the Eiosians were far ahead of our society in magical ability.’

F. Barracks

This pair of tents is the quarters for the guards and the team support crew.

One of these tents holds bunks and footlockers for 14 people, the other holds bunks and footlockers for 7. Both have small sitting areas but are overall very plain and functional.

Searching the support team’s tent (the 14 bunk tent) finds nothing of interest except for a few dessert recipes that sound tasty.

Searching the guard team’s tent (the 7 bunk tent) will automatically find a letter hidden in a footlocker. The letter is **Player Handout 3**.

G. Central Area

The fire pit contains only ashes and is cold. There are plates, mugs, and eating utensils strewn about the area. Some are broken and others are intact. A large rack near the fire pit lies tumbled over on the ground. Many pots and pans are still attached to it, and more have been scattered in the area. A spit is set about 3 feet high across the center of the pile of ash where the fire would burn. All the cookware and dishes hold a coating of dust and grit. They may have been clean at one time, but it appears they have not been washed in well over a month.

A **Survival check (DC 15)** will show that a fire has not burned here for about 6 weeks.

A **Track** or **Knowledge (nature) check (DC 15)** will show that all the things here have been blown about by the weather over the past 6 weeks, not tossed about by a fight or a search.

H. Wagons

The wagons hold many empty crates and boxes, a dozen of which are filled with straw. There is also a box that is sealed shut in one of the wagons. The harness for the horses is attached to the wagons, but no horses are anywhere to be seen.

The wagons are in good condition and can be driven back to Amthydor if the PCs can find horses to pull them. The horses were taken into Eiosia by the giants at the same time the research team was. The city is not picky and takes whatever food it can.

A **Track check (DC 15 + ATL)** will show that horses have wandered about the area of the camp, but no horse tracks head toward or away from Eiosia.

The empty crates and boxes are for repacking the camp tents and research gear when the team is ready to move on.

The sealed box contains the few items found in and around Eiosia so far. It is filled with straw to protect the items during transport. Looking through the box, there are a few chips of a material that looks like shiny black stone, 3 crystal shards about 3 inches long, and some samples of different dead vegetation from around the road and camp area. Everything is tagged with the location it was found and dated (no date is more current than 6 weeks ago).

Combat: Near the end of the day, as the PCs are finishing with their searching about the camp (or just as they begin searching the last tent if they work all night), there will be a crashing sound near the wagons. Investigating will show a group of creatures have overturned one of the wagons. The creatures will attack the PCs on sight since they have been created by the city to bring in more food (namely the PCs)

Tactics: The creatures will attempt to knock out (using non-lethal force if possible) the PCs as quickly as possible. Once a PC goes down, they will move on to a different target. The city prefers live food, but will take a meal any way it can at this point in time.

After combat, the party may wish to rest before going into the city proper. They may do so safely as they will have no more fights here.

If the PCs go into Eiosia, **GO TO Encounter 4.**

If the PCs have found no information and return to Amthydor now, **GO TO Conclusion C.**

If the PCs searched the camp, found information and return to Amthydor now, **GO TO Conclusion D.**

Common giant abilities for all ATLS are -

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies

with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

ATL 5

Troll (2): CR 5; Large Giant; HD 6d8+16; hp 63; Init +2 (+2 Dex); Spd 30'; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +4/+14; Space / Reach 10' / 10'; Atk +9 melee (1d6+6 claw); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3) SA rend 2d6+9; SQ Darkvision 90', low light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6.

Feats: Alertness, Iron Will, Track.

Equipment: None.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. All other attacks do nonlethal damage, which is healed at a rate of 5 points / round even if a troll is unconscious. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

ATL 7

\ **Hill Giant (2):** CR 7; Large Giant; HD 12d8+48; hp 102; Init -1 (-1 Dex); Spd 30'; AC 20 (-1 size, -1 Dex, +9 natural, +3 armor), touch 8, flat-footed 20; BAB/Grp +9/+20; Space / Reach 10' / 10'; Atk +16 melee (2d8+10 greatclub) or +15 melee (1d4+7 slam) or +8 ranged (2d6+7 rock); Full Atk +16/+11 melee (2d8+10 greatclub) or 2 slams +15 melee (1d4+7) or +8 ranged (2d6+7 rock); SA rock throwing; SQ low light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills: Climb +7, Jump +7, Listen +3, Spot +6

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Equipment: huge greatclub, 4 rocks, hide armor.

The range increment is 120' for a hill giant's thrown rocks.

ATL 9

\ **Frost Giant (2):** CR 9; Large Giant (Cold); HD 14d8+70; hp 133; Init -1 (-1 Dex); Spd 40'; AC 21 (-1 size, -1 Dex, +9 natural, +4 armor), touch 8, flat-footed 21; BAB/Grp +10/+23; Space / Reach 10' / 10'; Atk +18 melee (3d6+13 x3 greataxe) or +18 melee (1d4+9 slam) or +9 ranged (2d6+9 rock); Full Atk +18/+13 melee (3d6+13 x3 greataxe) or 2 slams +18 melee (1d4+9) or +9 ranged (2d6+7 rock); SA rock throwing; SQ low light vision, immunity to cold, vulnerability to fire, rock catching; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills: Climb +13, Intimidate +6, Jump +17, Spot +12.

Feats: Cleave, Great Cleave, Improved Overrun, Power Attack, Improved Sunder.

Equipment: huge greataxe, 4 rocks, chain shirt.

The range increment is 120' for a frost giant's thrown rocks.

Cold Immunity / Fire Vulnerability: Cold spells have no effect on frost giants. Fire spells do 50% more damage to frost giants.

ATL 11

☞ Cloud Giant (2): CR 11; Huge Giant; HD 17d8+102; hp 178; Init +1 (+1 Dex); Spd 50'; AC 25 (-2 size, +1 Dex, +12 natural, +4 armor), touch 9, flat-footed 24; BAB/Grp +12/+32; Space / Reach 15' / 15'; Atk +22 melee (4d6+18 morningstar) or +22 melee (1d6+12 slam) or +12 ranged (2d8+12 rock); Full Atk +22/+17/+12 melee (4d6+18 morningstar) or 2 slams +22 melee (1d6+12) or +12 ranged (2d8+12 rock); SA rock throwing, spell like abilities; SQ low light vision, oversized weapon, scent, rock catching; AL NE; SV Fort +16, Ref +6, Will +10; Str 35, Dex 13, Con 23, Int 12, Wis 16, Cha 13.

Skills: Climb +19, Diplomacy +3, Intimidate +11, Listen +15, Sense Motive +9, Spot +15.

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack.

Equipment: gargantuan morningstar, 4 rocks, chain shirt.

The range increment is 140' for a cloud giant's thrown rocks.

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: 3/day—*levitate* (self plus 2,000 pounds), *obscuring mist*; 1/day—*fog cloud*. Caster level 15th.

ATL 13

☞ Storm Giant (2): CR 13; Huge Giant; HD 19d8+114; hp 199; Init +2 (+2 Dex); Spd 35', swim 30'; AC 27 (-2 size, +2 Dex, +12 natural, +5 armor), touch 10, flat-footed 25; BAB/Grp +14/+36; Space / Reach 15' / 15'; Atk +26 melee (4d6+21 19-20 greatsword) or +26 melee (1d6+14 slam) or +14 ranged (1d6+14 x3 composite longbow); Full Atk +26/+21/+16 melee (4d6+21 19-20 greatsword) or 2 slams +26 melee (1d6+14) or +14/+9/+4 ranged (1d6+14 x3 composite longbow); SA spell like abilities; SQ low light vision, freedom of movement, immunity to electricity, rock catching, water breathing; AL CE; SV Fort +17, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills: Climb +20, Concentration +26, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Sense Motive +15, Spot +25, Swim +18.

Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Equipment: huge greatsword, huge composite longbow (+14 str), breastplate.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Storm giants ignore all weight penalties for gear carried when swimming.

ATL 15

Storm Giant fighter 2 (2): CR 15; Huge Giant; HD 19d8+114 +2d10+12; hp 225; Init +6 (+2 Dex, +4 Improved Initiative); Spd 35', swim 30'; AC 27 (-2 size, +2 Dex, +12 natural, +5 armor), touch 10, flat-footed 25; BAB/Grp +16/+38; Space / Reach 15' / 15'; Atk +28 melee (4d6+21 19-20 greatsword) or +28 melee (1d6+14 slam) or +16 ranged (1d6+14 x3 composite longbow); Full Atk +28/+23/+18/+13 melee (4d6+21 19-20 greatsword) or 2 slams +28 melee (1d6+14) or +16/+11/+6/+1 ranged (1d6+14 x3 composite longbow); SA spell like abilities; SQ low light vision, freedom of movement, immunity to electricity, rock catching, water breathing; AL CE; SV Fort +20, Ref +8, Will +13; Str 40, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills: Climb +20, Concentration +26, Diplomacy +4, Intimidate +20, Jump +26, Listen +15, Sense Motive +15, Spot +25, Swim +18.

Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Blind Fight, Improved Initiative.

Equipment: huge greatsword, huge composite longbow (+14 str), breastplate.

See ATL 13 stats for spell like abilities and special abilities detail.

Encounter 4 – The City of Eiosia

As you head out from the camp toward the walls of Eiosia, you realize the city is a stunning sight to behold. Despite the pure black material that makes up the various structures, you can make out one building from another with relative ease.

On some of the buildings, you can see gargoyles on parapets or bas relief borders around the doors and roof lines. Other buildings are as smooth as black glass. It seems odd that you can make out such clear detail when the material does not shine or reflect the sunlight.

Up close, the city of Eiosia is somehow different. It looks the same, but for some reason looking at it up close hurts your eyes. There is something unnatural about the place that you find disturbing as you approach the city gates.

Any good-aligned PCs must make a **Will save (DC 10 + ATL)** or be too revolted by the feeling of evil which permeates the place to pass through the gates. This is a fear-based effect. PCs immune to fear must make this save just as other characters do, but they may apply any bonuses granted by class abilities like a paladin's *aura of courage*.

Any PC that has a *Visit to The Lost City* cert from the LSJ module Genesis and has the "failed the save" box on it checked gets a -2 circumstance penalty on this save.

Those that make the save have the feeling but can force themselves beyond it.

Any PCs that fail the save will be *shaken* (suffer a -2 penalty to attacks rolls, saving throws, skill checks, and ability checks) until they get outside the city walls and stay out for at least 24 hours. They may remain within the city's 10 mile influence and get over the *shaken* condition, they just need to be outside the city walls.

Your footsteps barely echo off the black forms surrounding you as you trek toward the buildings

marked on the map. It seems as though the material of the city absorbs the noise you make, as if even the sounds of your passage are cautious about being heard here.

The road you follow appears to be a main route into the city center. It is easily wide enough for the passing of two wagons with room to spare for people to walk on either side. It is made of the same black material as the buildings and you can make out a cobblestone pattern in the road surface. Many smaller streets branch off of the main road you follow and lead into other areas of Eiosia.

The buildings, streets, and city walls all look like they flow together. It seems as if the entire city was carved from a single huge block of the black material. No seams or separations can be detected between the street and the building or the blocks that make up a building. The workmanship is either superb, enhanced magically, or maybe some of both.

There is a feeling you cannot explain as you walk the pristine streets of the city. It seems as if something alive, something cunning, something evil is watching your progress through the abandoned streets. But with the barrenness of this place, what could possibly be watching?

The PCs can go right to the Council Hall or explore as they wish on the way. The **GM Handout** has a few basic building ideas, but the PCs will find pretty much any building that would be in a big city. Remember, the city is supposed to be a creepy place. Use the guidelines in the **GM Handout** and your imagination and have fun freaking out the players!

If the PCs activate a mosaic in any of the buildings except the council hall, they will only be able to make the views change to other pictures of the city and its environs.

A mosaic will activate if a PC concentrates using the crystal shard as a focus (a **Concentration check DC 20**) or uses their new found power to make things happen (a **Concentration check DC 20**). A PC with the power that uses a shard to focus gets a +5 on his concentration check.

Since the city has been dormant for so long, only certain places will grant full access to information at this time. Orisunek also watches certain places for signs of people that may be able to help her. The Council Hall is one of those places.

If a PC casts (or has functioning) *detect magic* / *arcane sight* / *true seeing* or the like anywhere within Eiosia's walls, they will behold quite a sight. Use the text below for what they see.

As you look around you, you can see auras of various strengths coursing through the fabric of Eiosia. The entire city flows with magical energies of every sort. The buildings around you, the roads through the city, the ground upon which you stand, everything carries the power. You can even almost see auras in the very air of the city. The sight looks much like blood flowing through the body of some gigantic creature.

(If you have seen the Matrix movie series, it looks kind of like Neo's sight when he views things in the matrix – the code and power flowing in and forming everything.)

If a PC looks at another PC that has been attuned to Eiosia while any special vision spell is active, they will notice something. Looking at an unattuned PC shows nothing odd.

You notice that the skin on the back of the neck of (attuned PC being observed) is stretched out into what looks like a thread or a thin piece of rope. You can see that this thread winds around in the air a bit and finally merges into the fabric of Eiosia.

If the PCs go to the Council Hall, **GO TO Encounter 5.**

If the PCs go to the Great Greenhouse, **GO TO Encounter 6.**

Encounter 5 – The Council Hall

As you approach the building you seek, you see it is about 110' long by 60' wide. A smooth dome about 40' in diameter and 40' high covers the center section of the building. A set of 20 steps leads to a 10' wide archway flanked by columns in the front wall of the building. The building has huge faces, fully the size of a grown man, carved into the corners at the roof line, which is about 20' high. It gives you the impression that the building sees all things happening around it.

A map of the Council Hall is provided.

If any mosaic in the council hall is activated, **GO TO Encounter 5A.**

A. Entry / Waiting Room

You ascend the stairs and enter through the arch into the building and find yourself in a 30' x 20' room. Like everything else in the city, it is black, smooth, and empty. Another arch that mirrors your entry portal is in the wall across the room.

This room was the reception area and waiting room for the Council of Eiosia back in the city's prime.

B. Main Council Chamber

You pass through an ornate archway almost 20' high at the apex into a 40' x 40' chamber. The domed ceiling rises to almost 40' in the center. Your gaze is drawn upward toward a mosaic set in the dome that covers the entire interior of the dome.

The workmanship is flawless. The view is spectacular - a huge wrap around view from a point near the top of a high tower in the city. It is as if you were standing there surveying your domain. In one direction, you can see the sun rising over the Tasman Sea. In the opposite direction lies a rough pass through the Delambir Mountains. To the right of the sunrise, the mountain range, sea coast, and a grassy plain vanish in the distance. Opposite this, the foothills

of the mountains meet the sea at the edge of the vision.

There is an arch out of this chamber in the wall to either side of the one you entered through.

If the PCs activate the large dome mosaic to try and get information, they will get to use the IMAX version of the standard mosaic. However, the PCs can still only get information specified. ☺

C & E. Auxiliary Council Chamber

A short hallway through an arch in the domed chamber leads to this 25' x 25' chamber. It is a blank black cube with another arch in the south wall. There is no mosaic in this room.

These rooms are smaller council meeting chambers. They are usually used when the intimidating setup of the main chamber is not required.

They were also used as staging areas for food or servants when the council had functions. Even in a city that does the work for you, the proper tradition and respect for the council was followed by throwing banquet parties and the like.

D & F. Private Meeting Chamber

This 15' x 15' room is reached through the arch in south wall of the smaller council chamber. There is a mosaic in the center of the wall across from the arch.

These rooms were originally used as a private meeting chamber for any sensitive council business. They were easily secured against *scrying* and other magical or psionic spying.

Encounter 5A - Information Request

A mosaic will activate if a PC concentrates using the crystal shard as a focus (a **Concentration check DC 20**) or uses their new found power to make things happen (a **Concentration check DC 20**). A PC with the power that uses a shard to focus gets a +5 on his concentration check.

If they make the check –

The picture in the mosaic flows together into a mass of swirling colored tiles and then the area goes as clear as glass. A few seconds later the image of a young human woman wearing purple robes so deep in color that they are almost black forms in the space and begins speaking to you in a language you have never heard before.

A programmed image of a good looking human woman will form and greet the PC in Thyran. Since the Thyrans haven't been around for a few millennia, nobody will understand Thyran, so the image will pause for a moment and switch to Elven. If no one understands Elven, the image will pause for about half a minute and then begin again in an old dialect of common which will be understandable but sound a bit odd.

The image is an interactive *illusion* effect that will answer questions or give information upon request.

A **Knowledge (history), Bardic Knowledge, or Knowledge (arcana) check (DC 25)** will let the PC know that the woman wears noble or mage type clothes of a style from the era of the Thyran Empire, roughly 3500 – 4000 years ago.

➤ **Who are you?**

“I am Orisunek (or-REE-soo-nek), Head Researcher and member of the Council of Eiosia. I also serve as the current record keeper of the council. What may I do to assist you?”

The true Orisunek is actually a ghost in the machine of Eiosia. The Orisunek that the PCs speak to at first is the chosen image of the archives (Orisunek was record keeper for the council at the time so her image was chosen).

Orisunek was the last council member left alive when the city absorbed its population 3,500 years ago. She was one of the very few good-aligned Eiosians and realized what had happened to the city.

Somehow her soul / consciousness / life force was absorbed by the city as a whole instead of consumed for power. So she is still 'alive' in spirit somewhere in the city's 'mind'. She has been dormant for as

long as Eiosia has, and like the city, has just recently awoke.

The true Orisunek does not communicate and lets the PCs get their history lesson from the archive copy of herself until certain questions are asked.

The specific questions (or something similar to them) are

- What happened here recently? / What happened to the research team? (The question must ask specifically about the research team or the Pyrrothian doings from Genesis. Other things will default to the history lesson with the archive Orisunek.)
- What can we do to destroy / stop Eiosia?
- How / Where can we find / rescue the research team?

If the PCs ask any of the above questions, **GO TO Encounter 5B**. If other questions are asked later you can return to this section for details, as noted below.

➤ **What do you know about Thyras?**

Orisunek begins speaking about Thyras. (Give out Player Handout 4.) As she speaks, you can detect a bit of scorn in her voice when she speaks of the elves.

A **Knowledge (history), Bardic Knowledge, or Knowledge (arcana) check (DC 25)** will let the PC know that there was a human Empire about 4,000 years ago of great arcane power that had their major city, Thyras, perish in some sort of disaster.

➤ **What is the black material of the city?**

“The building material of the city is the inner fabric of Raia magically treated and shaped. The city was not built so much as grown from Raia itself.” She goes into a description of esoteric magical formula that makes your head hurt.

The PCs have no frame of reference to understand the formulas she is spouting. The people of the Thyran empire were way ahead of the modern people in magic ability.

Arcane casters might pick up a word or two and know the meanings, but it's not anywhere near enough to be

able to do any of these things. (Think of it as most people operating a computer. They can run the programs and make it do what they need, but most folks have no clue of the concepts behind how the programs actually work.)

➤ **What can you tell us about Eiosia? / What happened in Eiosia? / etc** (history lesson text)

As Orisunek begins speaking, her image vanishes in a scramble of color. A view of the street outside of the Council Hall appears. There are people in the street going about their daily business. Then suddenly the ground rockets away! The view is spectacular as you are now seeing Eiosia and the lush surrounding lands from high in the air above the city.

“The city of Eiosia was raised out of the Delambir mountain range in 12248 ER (-1608 AF) at the decree of Grand Archmage Kelorain, head of the ruling council of Thyras.

“In early 12250, the council of Eiosia decided to make the city self sufficient to secure power here and gather influence in Thyras. To do this, attributes that were needed were listed and combined into a great ritual spell.

“About six months after the decision, our research was completed and the ritual was ready. The council called upon all the mages of worth in Eiosia to assist in the casting of this ritual. The mages were promised power and station according to their level of assistance.

“The site of the ritual was the Great Greenhouse in the center of the city.”

The mosaic swirls into a rainbow of color for a few seconds and reforms into Orisunek’s visage again.

If asked, it is now four days after the last entry.

“The ritual went off perfectly. Almost immediately, the citizens could command the city to do as they wished.

“It is amazing how much easier it is to research and create when the mundane is done for you. We

assured our power in the empire, as even the city of Thyras is not self sufficient. We shall be the second city no longer. We shall be renowned for this breakthrough!”

The mosaic swirls into colors again for a moment before Orisunek returns.

If asked, Orisunek will tell the PCs that it is now about 5 years after the ritual was done (12253 ER, -1603 AF).

“There is something odd in the city. All of the plants within five miles of the greenhouse have wilted and died over the past few days. However, the plant life in the greenhouse is unharmed. Nothing new will grow in the area except in the greenhouse. I have informed the council and am researching the issue.”

Swirl of color again and a moment before Orisunek returns.

If asked, this entry time will be about a month later than the previous entry.

“I have come to a conclusion that I can not believe. The city has become alive and intelligent! It is the only explanation that fits the facts. With the amount of things the city has to do to service itself and us, it must have truly awakened as an unforeseen effect of the ritual we created.

“The plant life decay is being caused by a necromantic field that Eiosia generates. This is very similar the magics we have to absorb energy from the land to power our spells, but not exactly the same. It seems that Eiosia has learned a trick that we did not teach it. This makes one wonder what else the city knows.

“On a side note, I wish I could shake this feeling I’ve had over the past week or so. It feels to me like something is lurking in the city, planning or maybe gathering power. It gives me the creeps. It has to be just me though since nobody else feels it.”

The colors in the mosaic swirl yet again.

It is now two weeks later if the PCs ask.

“I have made a report to the council and they say it is nothing. Since the city is operating properly and all I have is ‘a feeling’ and no hard evidence, they will not even consider my findings. The bunch of pompous power hungry asses!

“Also, something has killed all the livestock and pets in the city. The animals died with no symptoms. It’s like they just ran out of energy to continue living. The council is looking into it, assuming a plague of some sort. I think that I know the name of the plague, and it is called Eiosia.

“As I fear for the possibility of the same fate for the other inhabitants, I shall be looking into things and trying to find a fix for our errant abode.”

The image fades in a swirl of color again and a new view appears.

If asked, it is about a week later.

A new scene appears on the mosaic after a few seconds. It shows Orisunek and ten others in the main council hall. They are all seated in black chairs behind a table that looks to be made of wood. The walls of the room are a milky blue color.

“The council, as paranoid as they are, has taken precautions and warded the council hall against the necromantic field I had discovered in case I was right in my theories. That is a good thing, as unfortunately, I was correct.

“The city has absorbed the life force of the citizens overnight. The eleven of us in this building are the last people alive in Eiosia. Hopefully, the wards will hold long enough for us to find a solution to this dilemma and curb the appetites of our creation.”

The familiar swirl of color indicates more time passing.

It is now about 3 days later.

Orisunek’s image returns. She and the council seated behind her all look worn down and tired. “I believe we have found something that may work.” At that instant, you can see the blue color of the council building walls darken to the black that you are now used to seeing in Eiosia.

In the blink of an eye, the table sinks into the floor of the chamber. The chairs also begin to sink into the floor, taking the now lifeless bodies of the council members with them. The color drains from Orisunek’s face, and she topples over into the floor.

If anyone asks, yes, Orisunek fell INTO the floor, not on to the floor. The floor where she landed flowed almost like water and she fell into it as if it were a pool.

Eiosia allows this information to be given freely to show its power and to put a bit of fear into the PCs.

If the PCs figure out on their own that Eiosia has absorbed the research team and return to Amthydor now, **GO TO Conclusion B.**

If the PCs have found no information anywhere and return to Amthydor now, **GO TO Conclusion C.**

If the PCs searched the research camp (and haven’t figured out that Eiosia absorbed the research team) and found information and return to Amthydor now, **GO TO Conclusion D.**

Encounter 5B – The Real Deal

If the PCs asked any of the proper questions to the archive Orisunek, they end up here.

The image of Orisunek wavers for a second or two and then comes back into focus. The image now looks a bit brighter and more real than it did a moment ago. Immediately, the walls of the room turn a milky blue color, like a clear blue sky with thin clouds mixed in. The coloring also fills the entry arch(es) of the room. Almost instantly, the feeling of being watched that you have had since entering Eiosia lessens. “That’s better” says

Orisunek. "Now that we are private for a while, I have a task to ask of you. I wish for you to put Eiosia back to sleep."

➤ **Say what? / Put the city to sleep? / Please explain what you mean? / etc.**

"The recent creation of a draconic lich released enough life force and magical energy for Eiosia to come out of its long slumber and begin to feed and gather power again. Eiosia wants to return to what it was in its past glory and to spread its evil across Raia.

"I have tapped enough power from the city to keep myself aware since our downfall and have observed whatever Eiosia has during the centuries.

"From what I have seen over the ages, there are as many people now as there were in my time that will try to use the city for their own ends, to gather power for the sake of power, and spread evil. This can not be allowed as they have no clue what they will release upon Raia if Eiosia becomes fully awakened.

"I have had many years to study the events of the past and can not come up with a way to permanently end the existence of the thing that Eiosia has become. It has advanced far above what it was at the time we created it.

"I did however figure out a way to make the city go dormant again for a period of time. How long a period or how deeply asleep, I do not know. I can only hope that it will be for a long time.

"I have encased the required spell in a shielded sphere and hid it as I can hide myself so that Eiosia could not detect it.

"If you agree to assist me, you must take the sphere and get it into the hands of the statue in the center of the greenhouse. Its magic will be absorbed by the city there and should have the intended effect.

"Be warned, once you take it Eiosia will know that you are in possession of the sphere and will probably try to stop you from doing what you must."

"So will you help me?"

The PCs will have no reason but faith to trust Orisunek. If they do detect evil on her, she will not be. In fact, the entire room will show only a faint evil aura while the walls are the blue color compared to the background major evil of the city everywhere.

If the PCs agree to help Orisunek

A small section of the floor ripples like water and a milky blue sphere about the size of a grapefruit floats up out of the floor.

If checked, it appears to be made of the same material as everything else in Eiosia except for the coloring. The coloring is the same milky blue as the shielded walls of the council hall.

If the PCs do not help Orisunek, they may look around the city more if they wish, but will find nothing new.

The adventure will be virtually over for them. Their mission is a success, but they will miss out on an encounter. If they don't change their minds and help Orisunek, so be it.

When the PCs are done with questions and decide to return to Amthydor without helping Orisunek, **GO TO Conclusion B.**

➤ **What do you mean we are private for a while?**

"I have shielded the room we are in from the notice of Eiosia for the moment. The city knows everything that goes on within its area of influence and can affect everything within its walls. However, I learned quickly how to hide small areas from the city's scrutiny. Basically, Eiosia just looks around my presence when I want it to. The shielding makes the walls a nice color, don't you think?"

The PCs may rest in this room to recover spells and such safe from the prying eyes of Eiosia if they wish.

Staying here will NOT end the need for will saves each morning against the city's effects or stop the con

drain from attuned people. Orisunek does not have that much power yet.

➤ **Who / What are you?**

“I am Orisunek, council member and current Record Keeper of Eiosia. Or rather, I am what is left of her after 3500 years in Eiosia.”

“The previous Orisunek you spoke to is my image from the archives. The image is used as one would use a librarian. Since I was the Record Keeper of the city, it is only fitting that my likeness is the one used for this purpose.

“You are now addressing the true me. I am the soul, the life essence of Orisunek of Eiosia. A ghost if you wish to call me that. When the city absorbed the life force of its citizens I was the last remaining council member alive at the end. Eiosia absorbed my essence and body also, but somehow my mind remained whole and intact. I became part of the city and learned how to hide myself from it.

“I have waited patiently for a long time for people that were interested in more than just the legends that are Eiosia. Since you are searching for your researchers and not power or secrets, you are the people I seek.”

➤ **So what happened to the research team?**

“Your team came into the city’s sphere of influence and, of course, was detected. Eiosia made plans to absorb the life force of the people to feed itself and grow stronger.

“To do this, it attempted to attune to the minds of the team. Eventually, all of the team members lost the willpower to fend off Eiosia’s probings. Eiosia attuned to them and granted them the ability to make the city’s basic functions work at their command.

“At the same time, Eiosia began to feed on the life force of the team through that link. After a few days, they were all feeling the effects of the feeding. They thought it a minor sickness or an effect of the city’s atmosphere of evil and decided to leave the area and head back from whence they came.

“Unfortunately, Eiosia could not allow its prey to escape that easily. The city took a memory of an age old enemy from the dwarf and created a troop of giants to capture the team.

“The giants subdued all of the team members and returned them intact to the greenhouse where Eiosia absorbed their life force. The giants made sure none escaped, and were then dismissed back into the city.

“I am sorry to say that your people are dead and gone now. There is no way to recover them that I know.”

If the PCs leave the Council Hall with the sphere –

You have agreed that helping Orisunek is the right thing to do and head off with the sphere in your possession.

As you leave the council hall, you see the road surface ahead ripple like a lake on a windy day and creatures rise out of it. They look like human shaped plants with thorns and spikes on their arms and legs.

It seems that Orisunek was right. Eiosia does want to play.

Combat: The creatures rising from the road surface are a bunch of Sathoni sent by the city to thwart the PCs efforts. These Sathoni have some differences from current day Sathoni since they have been created by the city based on a reference point of 3500 years ago. They have thorned arms, legs, and bodies to use as weapons as well as higher than normal natural armor due to being crafted from the material of Eiosia.

Tactics: The Sathoni party will try to stop the PCs in any way they can as quickly as possible. When a PC goes down, the Sathoni will find a new target to attack.

Common Sathoni traits for all ATs are –

Limited Regeneration (Ex): A sathoni that loses part of its body mass can regrow it in 1d2 days. Holding the severed portion against the mass enables it to reattach instantly. In addition, the sathoni's natural healing rate is doubled.

Plant Traits: Sathoni, like other plants, are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects).

Speak With Plants (Sp): Sathoni can speak with plants once per day as the spell cast by a 5th level druid.

Darkness Sensitivity: Due to their dependency upon on sunlight, sathoni suffer a -2 penalty to attack rolls when in complete darkness. This penalty is in addition to any other penalty or miss chance caused by the darkness.

Plant Armor: Due to the knowledge of the Eiosians, the armor of these Sathoni is constructed to be more supple and easier to move in. Therefore, it has a 30% less arcane spell failure chance. All other properties of the armor remain the same as normal masterwork armor of its type. This armor can be worn by druids since it is not metal. (This armor is certified, because the PCs have time to grab it before Eiosia absorbs it again.)

After the combat:

If the PCs go to the Great Greenhouse without the sphere, **GO TO Encounter 6.**

If the PCs go to the Great Greenhouse with the sphere, **GO TO Encounter 7.**

If the PCs searched the Council Hall and found information from the real Orisunek but decided not to help her, and return to Amthydor now, **GO TO Conclusion B.**

ATL 5

⚔ Sathoni Fighter 3 (2): Medium Plant; HD 3d10+9; hp 36; Init +0; Spd 30'; AC 19 (+0 Dex, +5 natural, +4 armor), touch 10, flat-footed 19; BAB/Grp +3/+6; Space / Reach 5' / 5'; Atk +7 melee (1d6+3 19-20, thorn shortsword) or +3 ranged (1d6+3 thorn javelin); SA, SQ see above; AL CE; SV Fort +6, Ref +3, Will +5; Str 16, Dex 10, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +6, Handle Animal +0, Intimidate +6, Jump +6, Knowledge (nature) +6, Ride +0, Swim +4.

Feats: Power Attack, Weapon Focus (shortsword), Iron Will, Lightning Reflexes.

Equipment: Plant shirt armor (chain shirt).

⚔ Sathoni Druid 3 (1) Medium Plant; HD 3d8+12; hp 34; Init +0; Spd 30'; AC 19 (+0 Dex, +5 natural, +4 armor), touch 10, flat-footed 19; BAB/Grp +2/+5; Space / Reach 5' / 5'; Atk +4 melee (1d6+2 thorn club) or +2 ranged (1d6+2 thorn javelin); SA, SQ see above; AL NE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 10, Con 16, Int 12, Wis 18, Cha 10.

Skills: Concentration +9, Heal +10, Knowledge (nature) +7, Listen +7, Spellcraft +8, Spot +7, Survival +9.

Feats: Toughness, Lightning Reflexes.

Equipment: Plant shirt armor (chain shirt)

Spells – save DC 14 + spell level

0 - *Create water, flare, guidance, light*

1 - *Entangle, magic fang, produce flame*

2 - *Heat metal, flame blade*

⚔ Sathoni Rogue 3 (2): Medium Plant; HD 3d6+6; hp 22; Init +2 (+2 Dex); Spd 30'; AC 19 (+2 Dex, +5 natural, +2 armor), touch 12, flat-footed 17; BAB/Grp +2/+2; Space / Reach 5' / 5'; Atk +2 melee (1d6 19-20, thorn shortsword) or +4 ranged (1d6 thorn javelin); SA, SQ see above, evasion, sneak attack +2d6; AL CE; SV Fort +3, Ref +5, Will +2; Str 10, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +8, Bluff +6, Escape Artist +8, Hide +5, Knowledge (nature) +4, Listen +7, Move Silently +5, Tumble +8.

Feats: Improved Feint, Combat Expertise.

Equipment: Plant leaf armor (leather armor).

⚔ Sathoni Sorcerer 3 (1): Medium Plant; HD 3d4+6; hp 17; Init +0; Spd 30'; AC 19 (+0 Dex, +5 natural, +4 armor), touch 10, flat-footed 19; BAB/Grp +1/+1; Space / Reach 5' / 5'; Atk +1 melee (1d6 thorn club) or +1 ranged (1d6 thorn javelin); SA, SQ see above; AL CE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 16.

Skills: Bluff +9, Concentration +8, Knowledge (arcana) +8, Spellcraft +8.

Feats: Lightning Reflexes, Armor Proficiency (light).

Equipment: Plant shirt armor (chain shirt).

Spells per day: 6 / 6; save DC 13 + spell level

0 - *Daze, flare, light, mage hand, prestidigitation*

1 - *Magic missile, magic weapon, ray of enfeeblement*

ATL 7

‡ **Sathoni Fighter 5 (2):** Medium Plant; HD 5d10+15; hp 56; Init +0; Spd 20'; AC 20 (+0 Dex, +5 natural, +5 armor), touch 10, flat-footed 20; BAB/Grp +5/+8; Space / Reach 5' / 5'; Atk +9 melee (1d6+5 19-20, thorn shortsword) or +5 ranged (1d6+3 thorn javelin); SA, SQ see above; AL CE; SV Fort +7, Ref +3, Will +5; Str 17, Dex 10, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +6, Handle Animal +2, Intimidate +6, Jump +8, Knowledge (nature) +6, Ride +0, Swim +6.

Feats: Power Attack, Weapon Focus (shortsword), Weapon Specialization (shortsword), Iron Will, Lightning Reflexes.

Equipment: Plant mail armor (chainmail).

‡ **Sathoni Druid 5 (1)** Medium Plant; HD 5d8+18; hp 52; Init +0; Spd 20'; AC 19 (+0 Dex, +5 natural, +4 armor), touch 10, flat-footed 19; BAB/Grp +3/+5; Space / Reach 5' / 5'; Atk +5 melee (1d6+2 thorn club) or +3 ranged (1d6+2 thorn javelin); SA, SQ see above, wild shape 1/day; AL NE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 10, Con 16, Int 12, Wis 19, Cha 10.

Skills: Concentration +11, Heal +12, Knowledge (nature) +7, Listen +9, Spellcraft +10, Spot +9, Survival +11.

Feats: Toughness, Lightning Reflexes.

Equipment: Plant shirt armor (chain shirt).

Spells – save DC 14 + spell level

0 - *Create water, flare x2, guidance, light*

1 - *Cure light wounds, entangle, magic fang, produce flame*

2 - *Bull's strength, flame blade, heat metal*

3 - *Call lightning, cure moderate wounds*

‡ **Sathoni Rogue 5 (2):** Medium Plant; HD 5d6+10; hp 34; Init +2 (+2 Dex); Spd 30'; AC 19 (+2 Dex, +5 natural, +2 armor), touch 12, flat-footed 19; BAB/Grp +3/+3; Space / Reach 5' / 5'; Atk +3 melee (1d6 19-20, thorn shortsword) or +5 ranged (1d6 thorn javelin); SA, SQ see above, evasion, uncanny dodge, sneak attack +3d6; AL CE; SV Fort +3, Ref +6, Will +2; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +10, Bluff +8, Escape Artist +10, Hide +7, Knowledge (nature) +4, Listen +9, Move Silently +7, Tumble +10.

Feats: Improved Feint, Combat Expertise.

Equipment: Plant leaf armor (leather armor).

‡ **Sathoni Sorcerer 5 (1):** Medium Plant; HD 5d4+10; hp 27; Init +0; Spd 30'; AC 19 (+0 Dex, +5 natural, +4 armor), touch 10, flat-footed 20; BAB/Grp +2/+2; Space / Reach 5' / 5'; Atk +2 melee (1d6 thorn club) or +2 ranged (1d6 thorn javelin); SA, SQ see above; AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 17.

Skills: Bluff +11, Concentration +10, Knowledge (arcana) +10, Spellcraft +10.

Feats: Lightning Reflexes, Armor Proficiency (light).

Equipment: Plant shirt armor (chain shirt).

Spells per day: 6 / 7 / 5; save DC 13 + spell level

0 - *Daze, flare, light, mage hand, prestidigitation, touch of fatigue*

1 - *Grease, magic missile, magic weapon, ray of enfeeblement*

2 - *Glitterdust, scorching ray*

ATL 9

‡ Sathoni Fighter 7 (2): Medium Plant; HD 7d10+21; hp 76; Init +4 (Imp Init); Spd 20'; AC 21 (+0 Dex, +5 natural, +6 armor), touch 10, flat-footed 21; BAB/Grp +7/+10; Space / Reach 5' / 5'; Atk +11 melee (1d6+5 19-20, thorn shortsword) or +7 ranged (1d6+3 thorn javelin); Full Atk: +11/+6 melee (1d6+5 19-20, thorn shortsword) or +7/+2 ranged (1d6+3 thorn javelin); SA, SQ see above; AL CE; SV Fort +8, Ref +4, Will +6; Str 17, Dex 10, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +8, Handle Animal +2, Intimidate +6, Jump +8, Knowledge (nature) +6, Ride +4, Swim +6.

Feats: Power Attack, Cleave, Weapon Focus (shortsword), Weapon Specialization (shortsword), Iron Will, Lightning Reflexes, Improved Initiative.

Equipment: Plant banded armor (banded mail).

‡ Sathoni Druid 7 (1) Medium Plant; HD 7d8+24; hp 70 Init +0; Spd 20'; AC 20 (+0 Dex, +5 natural, +6 armor), touch 10, flat-footed 20; BAB/Grp +5/+7; Space / Reach 5' / 5'; Atk +7 melee (1d6+2 thorn club) or +5 ranged (1d6+2 thorn javelin); SA, SQ see above, wild shape 3/day; AL NE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 10, Con 16, Int 12, Wis 19, Cha 10.

Skills: Concentration +13, Heal +12, Knowledge (nature) +9, Listen +11, Spellcraft +12, Spot +11, Survival +11.

Feats: Toughness, Lightning Reflexes, Natural Spell.

Equipment: Plant mail armor (chainmail).

Spells – save DC 14 + spell level

0 - *Create water, detect magic, flare x2, guidance, light*

1 - *Cure light wounds x2, entangle, magic fang, produce flame*

2 - *Bull's strength, flame blade, flaming sphere, heat metal*

3 - *Call lightning, cure moderate wounds, greater magic fang*

4 - *Flame strike, ice storm*

‡ Sathoni Rogue 7 (2): Medium Plant; HD 7d6+14; hp 46; Init +2 (+2 Dex); Spd 30'; AC 21 (+2 Dex, +5 natural, +4 armor), touch 12, flat-footed 21; BAB/Grp +5/+5; Space / Reach 5' / 5'; Atk +5 melee (1d6 19-20, thorn shortsword) or +7 ranged (1d6 thorn javelin); SA, SQ see above, evasion, uncanny dodge, sneak attack +4d6; AL CE; SV Fort +4, Ref +7, Will +5; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +12, Bluff +10, Escape Artist +12, Hide +9, Knowledge (nature) +4, Listen +11, Move Silently +9, Tumble +12.

Feats: Improved Feint, Combat Expertise, Iron Will.

Equipment: Plant leaf armor (leather armor + mage armor effect).

‡ Sathoni Sorcerer 7 (1): Medium Plant; HD 7d4+14; hp 37; Init +0; Spd 20'; AC 20 (+0 Dex, +5 natural, +5 armor), touch 10, flat-footed 20; BAB/Grp +3/+3; Space / Reach 5' / 5'; Atk +3 melee (1d6 thorn club) or +3 ranged (1d6 thorn javelin); SA, SQ see above; AL CE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 17.

Skills: Bluff +13, Concentration +12, Knowledge (arcana) +12, Spellcraft +12.

Feats: Lightning Reflexes, Armor Proficiency (light), Armor Proficiency (medium).

Equipment: Plant mail armor (chainmail).

Spells per day: 6 / 5 / 7 / 5; save DC 13 + spell level
0 - *Daze, flare, light, mage hand, prestidigitation, read magic, touch of fatigue.*

1 - *Grease, mage armor (2 mage armor precast on rogues), magic missile, magic weapon, ray of enfeeblement.*

2 - *Glitterdust, mirror image, scorching ray*

3 - *Fireball, haste*

ATL 11

‡ **Sathoni Fighter 9 (2):** Medium Plant; HD 9d10+27; hp 96; Init +4 (Imp Init); Spd 20'; AC 24 (+0 Dex, +5 natural, +9 armor), touch 10, flat-footed 24; BAB/Grp +9/+13; Space / Reach 5' / 5'; Atk +15 melee (1d6+6 17-20 thorn shortsword) or +9 ranged (1d6+4 thorn javelin); Full Atk: +15/+10 melee (1d6+6 17-20 thorn shortsword) or +9/+4 ranged (1d6+4 thorn javelin); SA, SQ see above; AL CE; SV Fort +9, Ref +5, Will +7; Str 18, Dex 10, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +8, Handle Animal +6, Intimidate +8, Jump +8, Knowledge (nature) +6, Ride +4, Swim +6.

Feats: Power Attack, Cleave, Weapon Focus (shortsword), Greater Weapon Focus (shortsword), Weapon Specialization (shortsword), Iron Will, Lightning Reflexes, Improved Initiative, Improved Critical (shortsword).

Equipment: +1 plant plate armor (full plate).

‡ **Sathoni Druid 9 (1)** Medium Plant; HD 9d8+30; hp 88; Init +4 (Imp Init); Spd 20'; AC 21 (+0 Dex, +5 natural, +6 armor), touch 10, flat-footed 21; BAB/Grp +6/+8; Space / Reach 5' / 5'; Atk +8 melee (1d6+2 thorn club) or +6 ranged (1d6+2 thorn javelin); Full Atk: +8/+3 melee (1d6+2 thorn club) or +6/+1 ranged (1d6+2 thorn javelin); SA, SQ see above, wild shape 3/day (large), venom immunity; AL NE; SV Fort +9, Ref +5, Will +11; Str 14, Dex 10, Con 16, Int 12, Wis 20, Cha 10.

Skills: Concentration +14, Heal +12, Knowledge (nature) +10, Listen +11, Spellcraft +14, Spot +11, Survival +13.

Feats: Toughness, Lightning Reflexes, Natural Spell, Improved Initiative.

Equipment: +1 plant mail armor (chainmail).

Spells – save DC 15 + spell level

- 0 - *Create water, detect magic, flare x2, guidance, light*
- 1 - *Cure light wounds x2, entangle, produce flame x2, magic fang*
- 2 - *Bull's strength x2, flame blade, flaming sphere, heat metal*
- 3 - *Call lightning, cure moderate wounds x2, greater magic fang*
- 4 - *Cure serious wounds, flame strike, ice storm*
- 5 - *Baleful polymorph, call lightning storm*

‡ **Sathoni Rogue 9 (2):** Medium Plant; HD 9d6+18; hp 58; Init +7 (+3 Dex, +4 Imp Init); Spd 30'; AC 22 (+3 Dex, +5 natural, +4 armor), touch 13, flat-footed 22; BAB/Grp +6/+6; Space / Reach 5' / 5'; Atk +6 melee (1d6 19-20 thorn shortsword) or +9 ranged (1d6 thorn javelin); Full Atk: +6/+1 melee (1d6 19-20 thorn shortsword) or +9/+4 ranged (1d6 thorn javelin); SA, SQ see above, evasion, improved uncanny dodge, sneak attack +5d6; AL CE; SV Fort +5, Ref +9, Will +6; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +14, Bluff +12, Escape Artist +14, Hide +11, Knowledge (nature) +4, Listen +13, Move Silently +11, Tumble +14.

Feats: Improved Feint, Combat Expertise, Iron Will, Improved Initiative.

Equipment: +1 plant leaf armor (leather armor + mage armor effect).

‡ **Sathoni Sorcerer 9 (1):** Medium Plant; HD 9d4+18; hp 47; Init +0; Spd 20'; AC 21 (+0 Dex, +5 natural, +6 armor), touch 10, flat-footed 21; BAB/Grp +4/+4; Space / Reach 5' / 5'; Atk +4 melee (1d6 thorn club) or +4 ranged (1d6 thorn javelin); SA, SQ see above; AL CE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 18.

Skills: Bluff +16, Concentration +14, Knowledge (arcana) +14, Spellcraft +14.

Feats: Lightning Reflexes, Armor Proficiency (light), Armor Proficiency (medium), Maximize Spell.

Equipment: +1 plant mail armor (chainmail).

Spells per day: 6 / 5 / 7 / 7 / 5; save DC 14 + spell level
 0 - *Daze, detect magic, flare, light, mage hand, prestidigitation, read magic, touch of fatigue*
 1 - *Grease, magic missile, mage armor (2 mage armor precast on rogues), magic weapon, ray of enfeeblement*
 2 - *Acid arrow, glitterdust, mirror image, scorching ray*
 3 - *Fireball, haste, vampiric touch*
 4 - *Black tentacles, resilient sphere*

ATL 13

\ Sathoni Fighter 11 (2): Medium Plant; HD 11d10+33; hp 116; Init +4 (Imp Init); Spd 20'; AC 27 (+0 Dex, +5 natural, +10 armor +2 shield), touch 10, flat-footed 27; BAB/Grp +11/+15; Space / Reach 5' / 5'; Atk +17 melee (1d6+6 17-20 thorn shortsword) or +11 ranged (1d6+4 thorn javelin); Full Atk: +17/+12/+7 melee (1d6+6 17-20 thorn shortsword) or +11/+6/+1 ranged (1d6+4 thorn javelin); SA, SQ see above; AL CE; SV Fort +10, Ref +5, Will +7; Str 18, Dex 10, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +8, Handle Animal +6, Intimidate +10, Jump +8, Knowledge (nature) +6, Ride +8, Swim +6.

Feats: Power Attack, Cleave, Weapon Focus (shortsword), Greater Weapon Focus (shortsword), Weapon Specialization (shortsword), Iron Will, Lightning Reflexes, Improved Initiative, Improved Critical (shortsword), Blind Fight.

Equipment: +2 *plant plate armor* (full plate), heavy wood shield.

\ Sathoni Druid 11 (1) Medium Plant; HD 11d8+36; hp 106; Init +0; Spd 20'; AC 25 (+0 Dex, +5 natural, +8 armor, +2 shield), touch 10, flat-footed 25; BAB/Grp +8/+10; Space / Reach 5' / 5'; Atk +10 melee (1d6+2 thorn club) or +8 ranged (1d6+2 thorn javelin); Full Atk: +10/+5 melee (1d6+2 thorn club) or +8/+3 ranged (1d6+2 thorn javelin); SA, SQ see above, wild shape 4/day (large, tiny); AL NE; SV Fort +10, Ref +5, Will +12; Str 14, Dex 10, Con 16, Int 12, Wis 20, Cha 10.

Skills: Concentration +16, Heal +12, Knowledge (nature) +12, Listen +13, Spellcraft +16, Spot +13, Survival +13.

Feats: Toughness, Lightning Reflexes, Natural Spell, Armor Proficiency (heavy).

Equipment: +2 *plant mail armor* (banded mail), heavy wood shield.

Spells – save DC 15 + spell level

- 0 - *Create water, detect magic, flare x2, guidance, light*
- 1 - *Cure light wounds x3, entangle, magic fang, produce flame x2*
- 2 - *Bull's strength x2, flame blade, flaming sphere, heat metal*
- 3 - *Call lightning, cure moderate wounds x2, greater magic fang, poison*
- 4 - *Cure serious wounds, flame strike x2, ice storm*
- 5 - *Baleful polymorph x2, call lightning storm*
- 6 - *Mass bull's strength*

\ Sathoni Rogue 11 (2): Medium Plant; HD 11d6+22; hp 70; Init +7 (+3 Dex, +4 Imp Init); Spd 30'; AC 22 (+3 Dex, +5 natural, +4 armor), touch 13, flat-footed 22; BAB/Grp +8/+8; Space / Reach 5' / 5'; Atk +8 melee (1d6 19-20 thorn shortsword) or +11 ranged (1d6 thorn javelin); Full Atk: +8/+3 melee (1d6 19-20 thorn shortsword) or +11/+6 ranged (1d6 thorn javelin); SA, SQ see above, improved evasion, improved uncanny dodge, sneak attack +6d6, crippling strike; AL CE; SV Fort +5, Ref +10, Will +6; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +16, Bluff +14, Escape Artist +16, Hide +13, Knowledge (nature) +4, Listen +15, Move Silently +13, Tumble +16.

Feats: Improved Feint, Combat Expertise, Iron Will, Improved Initiative.

Equipment: +2 *plant leaf armor* (leather armor).

Crippling Strike: If a target takes sneak attack damage, they also take 2 points strength damage.

\ Sathoni Sorcerer 11 (1): Medium Plant; HD 11d4+22; hp 57; Init +0; Spd 20'; AC 22 (+0 Dex, +5 natural, +7 armor), touch 10, flat-footed 22; BAB/Grp +5/+5; Space / Reach 5' / 5'; Atk +5 melee (1d6 thorn club) or +5 ranged (1d6 thorn javelin); SA, SQ see above; AL CE; SV Fort +5, Ref +5, Will +9; Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 18.

Skills: Bluff +18, Concentration +16, Knowledge (arcana) +16, Spellcraft +16.

Feats: Lightning Reflexes, Armor Proficiency (light), Armor Proficiency (medium), Maximize Spell.

Equipment: +2 *plant mail armor* (chainmail).

Spells per day: 6 / 7 / 7 / 7 / 7 / 4; save DC 14 + spell level
0 - *Daze, detect magic, flare, ghost sound, light, mage hand, prestidigitation, read magic, touch of fatigue*
1 - *Grease, mage armor, magic missile, magic weapon, ray of enfeeblement*
2 - *Acid arrow, false life, glitterdust, mirror image, scorching ray*
3 - *Displacement, fireball, haste, vampiric touch*
4 - *Black tentacles, enervation, resilient sphere*
5 - *Feeblemind, waves of fatigue*

ATL 15

✂ **Sathoni Fighter 13 (2):** Medium Plant; HD 13d10+39; hp 136; Init +4 (Imp Init); Spd 20'; AC 28 (+0 Dex, +5 natural, +11 armor +2 shield), touch 10, flat-footed 28; BAB/Grp +13/+17; Space / Reach 5' / 5'; Atk +19 melee (1d6+6 17-20 thorn shortsword) or +13 ranged (1d6+4 thorn javelin); Full Atk: +19/+14/+9 melee (1d6+6 17-20 thorn shortsword) or +13/+8/+3 ranged (1d6+4 thorn javelin); SA, SQ see above; AL CE; SV Fort +13, Ref +6, Will +8; Str 19, Dex 10, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +10, Handle Animal +6, Intimidate +10, Jump +10, Knowledge (nature) +6, Ride +10, Swim +6.

Feats: Power Attack, Cleave, Great Cleave, Weapon Focus (shortsword), Greater Weapon Focus (shortsword), Weapon Specialization (shortsword), Great Fortitude, Iron Will, Lightning Reflexes, Improved Initiative, Improved Critical (shortsword), Blind Fight.

Equipment: +3 *plant plate armor* (full plate), heavy wood shield.

✂ **Sathoni Druid 13 (1)** Medium Plant; HD 13d8+45; hp 127; Init +4 (Imp Init); Spd 20'; AC 28 (+0 Dex, +5 natural, +11 armor, +2 shield), touch 10, flat-footed 28; BAB/Grp +9/+11; Space / Reach 5' / 5'; Atk +11 melee (1d6+2 thorn club) or +9 ranged (1d6+2 thorn javelin); Full Atk: +11/+6 melee (1d6+2 thorn club) or +9/+4 ranged (1d6+2 thorn javelin); SA, SQ see above, wild shape 4/day (large, tiny, plant); AL NE; SV Fort +11, Ref +6, Will +13; Str 14, Dex 10, Con 16, Int 12, Wis 21, Cha 10.

Skills: Concentration +16, Heal +12, Knowledge (nature) +12, Listen +13, Spellcraft +16, Spot +13, Survival +13.

Feats: Toughness x2, Lightning Reflexes, Natural Spell, Improved Initiative, Armor Proficiency (heavy).

Equipment: +3 *plant plate armor* (full plate), heavy wood shield.

Spells – save DC 15 + spell level

- 0 - *Create water, detect magic, flare x2, guidance, light*
- 1 - *Cure light wounds x3, entangle, magic fang, produce flame x2*
- 2 - *Bull's strength x2, flame blade, flaming sphere x2, heat metal*
- 3 - *Call lightning, cure moderate wounds x2, greater magic fang, poison*
- 4 - *Cure serious wounds, flame strike x2, freedom of movement, ice storm*
- 5 - *Baleful polymorph x2, call lightning storm, cure critical wounds*
- 6 - *Mass bull's strength, Mass cat's grace*
- 7 - *Fire storm*

✂ **Sathoni Rogue 13 (2):** Medium Plant; HD 13d6+26; hp 82; Init +7 (+3 Dex, +4 Imp Init); Spd 30'; AC 23 (+3 Dex, +5 natural, +5 armor), touch 13, flat-footed 23; BAB/Grp +9/+9; Space / Reach 5' / 5'; Atk +9 melee (1d6 19-20 thorn shortsword) or +12 ranged (1d6 thorn javelin); Full Atk: +9/+4 melee (1d6 19-20 thorn shortsword) or +12/+7 ranged (1d6 thorn javelin); SA, SQ see above, improved evasion, improved uncanny dodge, crippling strike, sneak attack +7d6; AL CE; SV Fort +8, Ref +11, Will +7; Str 10, Dex 17, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +18, Bluff +16, Escape Artist +18, Hide +15, Knowledge (nature) +4, Listen +17, Move Silently +15, Tumble +18.

Feats: Improved Feint, Combat Expertise, Iron Will, Improved Initiative, Great Fortitude.

Equipment: +3 *plant leaf armor* (leather armor).

Crippling Strike: If a target takes sneak attack damage, they also take 2 points strength damage.

✂ **Sathoni Sorcerer 13 (1):** Medium Plant; HD 13d4+26; hp 67; Init +0; Spd 20'; AC 23 (+0 Dex, +5 natural, +8 armor), touch 10, flat-footed 23; BAB/Grp +6/+6; Space / Reach 5' / 5'; Atk +6 melee (1d6 thorn club) or +6 ranged (1d6 thorn javelin); Full Atk: +6/+1 melee (1d6 thorn club) or +6/+1 ranged (1d6 thorn javelin); SA, SQ see above; AL CE; SV Fort +6, Ref +6, Will +12; Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 18.

Skills: Bluff +20, Concentration +18, Knowledge (arcana) +18, Spellcraft +18.

Feats: Lightning Reflexes, Armor Proficiency (light), Armor Proficiency (medium), Maximize Spell, Iron Will.

Equipment: +3 *plant mail armor* (chainmail).

Spells per day: 6 / 7 / 7 / 7 / 7 / 6 / 4; save DC 14 + spell level

- 0 - *Daze, detect magic, flare, ghost sound, light, mage hand, prestidigitation, read magic, touch of fatigue*
- 1 - *Grease, mage armor, magic missile, magic weapon, ray of enfeeblement*
- 2 - *Acid arrow, false life, glitterdust, mirror image, scorching ray*
- 3 - *Displacement, fireball, haste, vampiric touch*
- 4 - *Black tentacles, enervation, mass enlarge person, resilient sphere*
- 5 - *Cone of cold, feeblemind, waves of fatigue*
- 6 - *Chain lightning, freezing sphere*

Encounter 6 – The Great Greenhouse

The Great Greenhouse of Eiosia is in the city center, not far from the Council Hall and the arena. You make your way through the barren streets and head toward your target.

The Great Greenhouse is a massive building 300' square and around 160' high. There is an ornate archway 60' wide and about as high in the center of each wall.

The archways and walls around them are festooned with carvings and etchings of plants of many varieties. There are no doors in the archways.

The corners and roofline of the building are carved to make it look like black ivy is growing out of the walls themselves.

If the PCs look around, there is nothing outside the building except the normal deserted places of Eiosia.

When the PCs enter the building, continue below.

You enter the building through one of the grand archways. 50' directly ahead of you is another 40' wide archway through which you can see trees and plants. To either side of that archway, a wall of glass stretches toward either end of the building.

To the right and left of you, you see more of the glass walls. They stretch from the floor to the ceiling 40' above. There is a 30' wide clear path between the sets of glass walls that circles the huge central garden.

A map of the greenhouse is provided.

If the PCs examine the glass walls, they will find that the material is not really glass. It appears to be the same material as found everywhere else in Eiosia, but it is almost totally clear with just a slight black tint to it.

The outer glass cases are displays of local flora (when there was local flora around Eiosia). The

displays are neat and clean and look like they have been well taken care of.

The inner glass wall shows different views into the central garden area as the PCs walk around it.

There are four floors to the outer area of the greenhouse. Each floor is 40' high and has the same setup of display cases around the outside and viewing glass into the central garden around the inside. There are no entry arches to the central garden on floors 2, 3, or 4 since they would be 40', 80', and 120' up in the air.

At the areas marked on the map as stairways (the * marks in the corners of the 30' walkways), there is a levitation field that will lift or lower the party 40' to the next floor of the outer area of the greenhouse.

If the PCs ask, they can see a pond farther in the central garden through the trees and shrubs. With a **Spot check (DC 20)**, they will also see a bit of what looks like a black statue in the same area.

When the PCs enter the central garden, continue.

As pass through the arch and into the central garden, it's as if you have entered another world. The glass, which was clear and easy to see through from the other side, acts like a mirror from this side and reflects the garden back at you. This makes it feel like you are actually out in the wild instead of inside a building.

Almost 160' above you, the roof covering the huge garden area looks to be made of the same clear glass as the walls. This lets Sorena's light shine down upon the plants to nurture them. It is slightly warmer in here than it was outside the glass-like walls.

The garden is exquisite. The grass is cut, the trees are pruned, the shrubs are styled, and there are no weeds to be seen anywhere. The place looks as good, if not better than, many of the manicured gardens of the Noble district in Amthydor.

There are flagstone pathways through the garden, so passage is a simple thing. The flagstones appear to be normal granite stones.

A **Knowledge (nature) check or Survival (DC 15)** will show that these are real plants that can be found in this area of Raia outside the city's influence. (And would be found around Eiosia if not for the field the city generates.)

The PCs are free to wander the garden for as long as they wish. They will find nothing pertaining to their mission here until they visit the council hall and agree to help Orisunek.

When the PCs finally decide to check out the pond and statue, continue.

Just ahead through the trees, you see a pond. The water is the deepest blue color that you have seen in a long time.

The pond stretches 30' to a 40' square island in the center. On the island is a 15' tall statue of a man. It is made of the same black material as everything else in Eiosia.

The statue is so finely crafted that it looks more like a large man painted black or transformed into the stony material than something carved by an artist.

The visage of the statue looks toward the roof and the heavens beyond with its hands cupped in front of its chest (palms up).

A **Knowledge (history), Bardic Knowledge, or Knowledge (arcana) check (DC 25)** will let the PC know that the statue wears noble or mage type clothes of a style from the era of the Thyran Empire, roughly 3500 – 4000 years ago.

The pond is only 3' deep, so the party can wade across it at ½ speed if they wish. They can also fly, swim, levitate, etc if they have the means.

If the PCs go to the Council Hall, **GO TO Encounter 5.**

If the PCs have found no information anywhere and return to Amthydor now, **GO TO Conclusion C.**

If the PCs searched the research camp (but not the Council Hall yet) and found information and return to Amthydor now, **GO TO Conclusion D.**

If the PCs searched the Council Hall and found information from the real Orisunek (or figured out on their own that Eiosia absorbed the research team) and return to Amthydor now, **GO TO Conclusion B.**

Encounter 7 – Bed Time for Bonzo?

This encounter happens only when the PCs come to the greenhouse with the sphere from the council hall. Any other time they visit the greenhouse, use Encounter 6.

The Great Greenhouse of Eiosia is in the city center, not far from the Council Hall and the arena. You make your way through the barren streets and head toward your target.

The Great Greenhouse is a massive building 300' square and around 160' high. There is an ornate archway 60' wide and about as high in the center of each wall.

The archways and walls around them are festooned with carvings and etchings of plants of many varieties. There are no doors in the archways.

The corners and roofline of the building are carved to make it look like black ivy is growing out of the walls themselves.

If the PCs look around, there is nothing outside the building except the normal deserted places of Eiosia.

When the PCs enter the building, continue below.

You enter the building through one of the grand archways. 50' directly ahead of you is a glass wall stretching right and left toward either end of the building. Through this wall you can see many trees and plants.

To the right and left of you, you see more of the glass walls. They stretch from the floor to the ceiling 40' above. There is a 30' wide clear path between the sets of glass walls that circles the huge central garden.

A map of the greenhouse is provided.

If the PCs examine the glass walls, they will find that the material is not really glass. It appears to be the same material as found everywhere else in Eiosia, but it is almost totally clear with just a slight black tint to it.

The outer glass cases are displays of local flora (when there was local flora around Eiosia). The displays are neat and clean and look like they have been well taken care of.

The inner glass wall shows different views into the central garden area as the PCs walk around it.

There are four floors to the outer area of the greenhouse. Each floor is 40' high and has the same setup of display cases around the outside and viewing glass into the central garden around the inside. There are no entry arches to the central garden on floors 2, 3, or 4 since they would be 40', 80', and 120' up in the air.

At the areas marked on the map as stairways (the * marks in the corners of the 30' walkways), there is a levitation field that will lift or lower the party 40' to the next floor of the outer area of the greenhouse.

If the PCs ask, they can see a pond farther in the central garden through the trees and shrubs. With a **spot check of DC 20**, they will also see a bit of what looks like a black statue in the same area.

When the PCs enter the central garden, continue.

As you pass through the arch and into the central garden, it's as if you have entered another world. The glass, which was clear and easy to see through from the other side, acts like a mirror from this side and reflects the garden back at you. This makes it

feel like you are actually out in the wild instead of inside a building.

Almost 160' above you, the roof covering the huge garden area looks to be made of the same clear glass as the walls. This lets Sorena's light shine down upon the plants to nurture them. It is slightly warmer in here than it was outside the glass like walls.

The garden is exquisite. The grass is cut, the trees are pruned, the shrubs are styled, and there are no weeds to be seen anywhere. The place looks as good, if not better than, many of the manicured gardens of the Noble district in Amthydor.

There are flagstone pathways through the garden, so passage is a simple thing. The flagstones appear to be normal granite stones.

As the PCs move toward the center of the garden room

Just ahead through the trees, you see a pond. The water is the deepest blue color that you have seen in a long time.

The pond stretches 30' to a 40' square island in the center. On the island is a 15' tall statue of a man. It is made of the same black material as everything else in Eiosia.

The statue is so finely crafted that it looks more like a large man painted black or transformed into the stony material than something carved by an artist.

The visage of the statue looks toward the roof and the heavens beyond. The sleeves of his robes meet in front of his chest as if he were clasping his hands beneath his sleeves.

A **Knowledge (history), Bardic Knowledge, or Knowledge (arcana) check (DC 25)** will let the PC know that the statue wears noble or mage type clothes of a style from the era of the Thyran Empire, roughly 3500 – 4000 years ago.

The pond is only 3' deep, so the party can wade across it at ½ speed if they wish. They can also *fly*, swim, *levitate*, etc if they have the means.

However, as soon as the PCs start to cross the pond toward the statue by whatever means they have, a dragon will burst out between them and the statue and attack. If they dimension door or teleport to the statue, the dragon will still rise and attack. It will just be behind the party instead.

As you begin to cross the pond, a massive reptilian creature erupts from the water between you and the island. It roars loudly and moves between your group and the statue.

Combat: The city has created a final, last ditch creature from legends that it has picked up from the minds of the research team and the party. A dragon!

GM Note:

Dragons do not exist on Raia except as legends and myths. But there was a small black dragon found in the sewers of Amthydor a while back. It was taken care of by adventurers, and naturally, the news spread around the city. (See the adventure Under the Streets for details.) This information, taken from the minds of the research team and the PCs, plus what Eiosia knows of dragons from long ago, enable the city to create the creature.

During or after the combat:

To get the statue's hands exposed to be able to place the sphere in them will require giving up a bit of life force through blood (the item referred to in the League divination).

If the PCs remember the divination for a clue, a **Knowledge (religion) check (DC 15 + ATL)** will tell a PC that it refers to blood. The milk of sacrifice is blood, and for many undead (the dead man) types, the drink of choice is blood. Only give PCs the knowledge check if they are really stuck on figuring out the answer.

To expose the hands, an attuned PC (or a PC using a crystal rod as a focus if none are attuned) must cut himself (if there is one of more attuned PCs in the party, one of them must do it. Eiosia knows who it

likes. ☺) and place the bleeding wound against the surface of the statue.

This must be done intentionally and not happen as part of the combat. (Eg: blood splashing on the statue from a PC being hit.)

A PC can take a bleeding wound from combat and use that instead of cutting himself, but touching the statue **MUST** be intentional.

If someone does this, continue with text below. This text assumes the task is done after combat. A timeline below spells out how long it takes to do during combat.

You cut yourself deep enough to draw blood and place the wound against the statue. You can feel the material flow around your wound and feel some of your life force draining into the statue.

The PC takes 1d6 Constitution damage immediately.

The fabric of Eiosia sucks at your wound for a moment before you pull away. The arms of the statue unfold and it pushes its sleeves up above its hands. The statue is now standing with its hands cupped at chest level (palms up).

When a PC gets the sphere into the statue's hands.

You place the sphere into the cupped hands of the statue. The sphere turns from a milky blue color to a glowing sky blue orb. The glow persists so brightly that you can barely look at it for a few seconds and then fades. The sphere appears to have melded to the statue and is now the ever present black color of Eiosia.

After a few moments more, you can feel the oppressive weight of the city lift a bit from your spirit. Yes, it's still a creepy and empty place, but it doesn't feel as fundamentally wrong here as it did before.

Eiosia will not respond to any further service requests from any attuned PCs. Attuned PCs will know that their link to Eiosia is now severed. Any constitution loss that PCs suffered does not come back.

The mosaics around the city will no longer activate if tried. They will now only show whatever scenic picture they had on them to begin with.

The Sphere and the Statue -

The hands of the statue are 10' above the ground (at chest level of a 15' tall statue). There are many ways resourceful players can try to get the sphere into the statue's hands.

- The statue can be climbed with a **Climb check (DC 15)**.
- A **Jump check (DC 24)** will allow a PC to slam dunk the sphere into the Statue's hands. (There is not enough room for a 20' running start without running through the water.)
- The sphere is light enough to move with the *mage hand* spell or the *control object* psionic power.
- Any other reasonable way the PCs come up with should work.
- The power to use Eiosia WILL NOT move or effect the sphere in any way since it is warded against the city's power. (Hence the blue coloring.)

If the PCs attempt to put the sphere in the statue's hands during combat it will take a little time for things to work.

Use this as a timeline with round 1 being the round they start things moving. If more than one PC does something in a round (Eg: PC A bleeds on statue and PC B readies to dunk the sphere if something happens), then modify how long it takes as needed. Combine the text into one scene if the PCs do this after the combat

Round (Action) 1 – PC bleeds and statue moves its hands free.

You cut yourself deep enough to draw blood and place the wound against the statue. You can feel the material flow around your wound and feel some of your life force draining into the statue.

The PC takes 1d6 Constitution damage immediately.

The fabric of Eiosia sucks at your wound for a moment before you pull away. The arms of the

statue unfold and it pushes its sleeves up above its hands. The statue is now standing with its hands cupped at chest level (palms up).

Round (Action) 2 – A PC gets the sphere in hands and sphere begins to glow.

You place the sphere into the cupped hands of the statue. The sphere turns from a milky blue color to a glowing sky blue orb.

Round (next Round) 3 – Sphere glows brighter.

The glow persists so brightly that you can barely look at it for a few seconds and then fades.

Round (next Round) 4 – Sphere turns black and fuses to statue's hands. Dragon dissolves at end of this round if still alive.

The sphere appears to have melded to the statue and is now the ever present black color of Eiosia.

After a few moments more, you can feel the oppressive weight of the city lift a bit from your spirit. Yes, it's still a creepy and empty place, but it doesn't feel as fundamentally wrong here as it did before.

Eiosia will not respond to any further service requests from any attuned PCs. Attuned PCs will know that their link to Eiosia is now severed. Any constitution loss that PCs suffered does not come back.

The mosaics around the city will no longer activate if tried. They will now only show whatever scenic picture they had on them to begin with.

When the PCs head back to Amthydor after the combat, **GO TO Conclusion A.**

Tactics: The dragon will use its breath weapon first, then move into melee. It will use spells as a last resort. It will stay close enough to the statue to gain AOO's on people approaching whenever possible and will target the person with the sphere as a first choice. It will move away from the statue to fight if the PCs begin hurting it with ranged attacks, but will try its best to intercept anyone going for the statue.

Dragons have the following common abilities -

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them (see ATL for creature sizes effected).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save DC equal to that of the dragon's breath weapon or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): A dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of (see specific ATL for area) are subject to the effect if they have fewer HD than the dragon. A creature that succeeds on a Will save (see specific ATL for DC) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become *panicked* for 4d6 rounds and those with 5 or more HD become *shaken* for 4d6 rounds.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60'. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has *darkvision* out to 120'.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Immunities (Ex): All dragons have immunity to *sleep* and *paralysis* effects. Black dragons have immunity to acid.

ATL 5

Juvenile Black Dragon: CR 7; Medium Dragon; HD 13d12+26; hp 110; Init +0; Spd 60', fly 150' (poor), Swim 60'; AC 22 (+12 natural), touch 10, flat-footed 22; BAB/Grp +13/+16; Space / Reach 5' / 5'; Atk bite +16 melee (1d8+3); Full Atk: bite +16 melee (1d8+3), 2 claws +14 melee (1d6+1), 2 wing slams +14 melee (1d6+1); SA: Breath Weapon; SQ Immunities, Spell like abilities; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Concentration +15, Diplomacy +8, Escape Artist +0, Hide +8, Intimidate +8, Knowledge (any) +0, Listen +15, Move Silently +8, Search +15, Sense Motive +6, Spot +15, Swim +3, Use Magic Device +0.

Feats: Power Attack, Cleave, Multiattack, Hover, Improved Natural Attack (wing slam).

Equipment: None.

Breath Weapon (Su): 60' line of acid (5' wide x 5' high), 8d4 damage, DC 18 reflex save for half. Standard action that can be used every 1d4 rounds.

Frightful Presence: A dragon of this age has no frightful presence.

Spell-Like Abilities: 3/day—*darkness* 40' radius, caster level 4th.

ATL 7

⚔ **Young Adult Black Dragon:** CR 9; Large Dragon; HD 16d12+48; hp 152; Init +0; Spd 60', fly 150' (poor), Swim 60'; AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; BAB/Grp +16/+24; Space / Reach 10' / 5' (10' bite); Atk bite +19 melee (2d6+4); Full Atk: bite +19 melee (2d6+4), 2 claws +17 melee (1d8+2), 2 wing slams +17 melee (1d8+2), tail slap +17 melee (1d8+6); SA: Breath Weapon; SQ Immunities, Spell like abilities, DR 5/magic SR 17; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills: Concentration +18, Diplomacy +12, Escape Artist +0, Hide +10, Intimidate +12, Knowledge (arcana) +1, Listen +16, Move Silently +10, Search +16, Sense Motive +10, Spot +16, Swim +4, Use Magic Device +7.

Feats: Power Attack, Cleave, Multiattack, Hover, Improved Natural Attack (wing slam), Flyby Attack.

Equipment: None.

Breath Weapon (Su): 80' line of acid (5' wide x 5' high), 10d4 damage, DC 21 Reflex save for half. Standard action that can be used every 1d4 rounds.

Frightful Presence: The range of Frightful Presence is 150' radius, Will save DC 19.

Spell-Like Abilities: 3/day—*darkness* 50' radius, caster level 5th.

Spells: Sorcerer caster level 1st.

Save DC = 11 + spell level.

Spells per day: 5 / 4

Spells Known:

0 - *Detect magic, flare, light, read magic*

1 - *Comprehend languages, ray of enfeeblement*

ATL 9

⚔ **Adult Black Dragon:** CR 11; Large Dragon; HD 19d12+76; hp 199; Init +0; Spd 60', fly 150' (poor), Swim 60'; AC 27 (-1 size, +18 natural), touch 9, flat-footed 27; BAB/Grp +19/+29; Space / Reach 10' / 5' (10' bite); Atk bite +24 melee (2d6+6); Full Atk: bite +24 melee (2d6+6), 2 claws +22 melee (1d8+3), 2 wing slams +22 melee (1d8+3), tail slap +22 melee (1d8+9); SA: Breath Weapon; SQ Immunities, Spell like abilities, DR 5/magic SR 18; AL CE; SV Fort +15, Ref +11, Will +12; Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12.

Skills: Concentration +18, Diplomacy +15, Escape Artist +0, Hide +12, Intimidate +15, Knowledge (arcana) +5, Listen +16, Move Silently +12, Search +16, Sense Motive +12, Spot +16, Swim +6, Use Magic Device +9.

Feats: Power Attack, Cleave, Multiattack, Hover, Improved Natural Attack (wing slam), Flyby Attack, Wing Over.

Equipment: none.

Breath Weapon (Su): 80' line of acid (5' wide x 5' high), 12d4 damage, DC 23 Reflex save for half. Standard action that can be used every 1d4 rounds.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save DC 20 or become fouled. This ability is the equivalent of a 1st-level spell. Its range is 180'.

Frightful Presence: The range of Frightful Presence is 180' radius, Will save DC 20.

Spell-Like Abilities: 3/day—*darkness* 60' radius, caster level 6th.

Spells: Sorcerer caster level 3rd.

Save DC = 11 + spell level.

Spells per day: 6 / 6

Spells Known:

0 - *Detect magic, flare, light, read magic, touch of fatigue*

1 - *Comprehend languages, magic missile, ray of enfeeblement*

ATL 11

Mature Adult Black Dragon: CR 14; Huge Dragon; HD 22d12+110; hp 253; Init +0; Spd 60', fly 150' (poor), Swim 60'; AC 29 (-2 size, +21 natural), touch 8, flat-footed 29; BAB/Grp +22/+38; Space / Reach 15' / 10' (15' bite); Atk bite +28 melee (2d8+8); Full Atk: bite +28 melee (2d8+8), 2 claws +26 melee (2d6+4), 2 wing slams +26 melee (2d6+4), tail slap +26 melee (2d6+12), crush (2d6+12); SA: Breath Weapon; SQ Immunities, Spell like abilities, DR 10/magic SR 21; AL CE; SV Fort +18, Ref +13, Will +15; Str 27, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

Skills: Concentration +20, Diplomacy +16, Escape Artist +0, Hide +15, Intimidate +20, Knowledge (arcana) +10, Listen +17, Move Silently +15, Search +17, Sense Motive +13, Spot +17, Swim +8, Use Magic Device +16.

Feats: Power Attack, Cleave, Multiattack, Hover, Improved Natural Attack (wing slam), Flyby Attack, Wing Over, Snatch.

Equipment: None.

Breath Weapon (Su): 100' line of acid (5' wide x 5' high), 14d4 damage, DC 26 Reflex save for half. Standard action that can be used every 1d4 rounds.

Crush: Small or smaller sized creatures. Reflex save DC 26 to avoid pin.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save DC 23 or become fouled. This ability is the equivalent of a 1st-level spell. Its range is 210'.

Frightful Presence: The range of Frightful Presence is 210' radius, Will save DC 23.

Spell-Like Abilities: 3/day—*darkness* 70' radius, caster level 7th.

Spells: Sorcerer caster level 5th.

Save DC = 12 + spell level.

Spells per day: 6 / 7 / 5

Spells Known:

0 - *Detect magic, flare, light, open / close, read magic, touch of fatigue*

1 - *Comprehend languages, grease, magic missile, ray of enfeeblement*

2 - *Knock, see invisibility*

ATL 13

Old Black Dragon: CR 16; Huge Dragon; HD 25d12+125; hp 287; Init +4; Spd 60', fly 150' (poor), Swim 60'; AC 32 (-2 size, +24 natural), touch 8, flat-footed 32; BAB/Grp +25/+42; Space / Reach 15' / 10' (15' bite); Atk bite +32 melee (2d8+9); Full Atk: bite +32 melee (2d8+9), 2 claws +30 melee (2d6+4), 2 wing slams +30 melee (2d6+4), tail slap +30 melee (2d6+13), crush (2d6+13); SA: Breath Weapon; SQ Immunities, Spell like abilities, DR 10/magic SR 22; AL CE; SV Fort +19, Ref +14, Will +16; Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

Skills: Concentration +22, Diplomacy +20, Escape Artist +0, Hide +16, Intimidate +20, Knowledge (arcana) +15, Listen +20, Move Silently +16, Search +20, Sense Motive +15, Spot +20, Swim +10, Use Magic Device +16.

Feats: Power Attack, Cleave, Multiattack, Hover, Improved Natural Attack (wing slam), Flyby Attack, Wing Over, Snatch, Improved Initiative.

Equipment: None.

Breath Weapon (Su): 100' line of acid (5' wide x 5' high), 16d4 damage, DC 27 Reflex save for half. Standard action that can be used every 1d4 rounds.

Crush: Small or smaller sized creatures. Reflex save DC 27 to avoid pin.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save DC 24 or become fouled. This ability is the equivalent of a 1st-level spell. Its range is 240'.

Frightful Presence: The range of Frightful Presence is 240' radius, Will save DC 24.

Spell-Like Abilities: 3/day—*darkness* 80' radius, caster level 8th. 1/day—*plant growth*, caster level 8th.

Spells: Sorcerer caster level 7th.

Save DC = 12 + spell level.

Spells per day: 6 / 7 / 7 / 4

Spells Known:

0 - *Detect magic, flare, light, mage hand, open / close, read magic, touch of fatigue*

1 - *Alarm, comprehend languages, grease, magic missile, ray of enfeeblement*

2 - *Arcane lock, knock, see invisibility*

3 - *Explosive runes, tongues*

ATL 15

Very Old Black Dragon: CR 18; Huge Dragon; HD 28d12+168; hp 350; Init +4; Spd 60', fly 150' (poor), Swim 60'; AC 35 (-2 size, +27 natural), touch 8, flat-footed 35; BAB/Grp +28/+46; Space / Reach 15' / 10' (15' bite); Atk bite +36 melee (2d8+10); Full Atk: bite +36 melee (2d8+10), 2 claws +34 melee (2d6+5), 2 wing slams +34 melee (2d6+5), tail slap +34 melee (2d6+15), crush (2d6+15); SA: Breath Weapon; SQ Immunities, Spell like abilities, DR 15/magic SR 23; AL CE; SV Fort +22, Ref +16, Will +19; Str 31, Dex 10, Con 23, Int 16, Wis 17, Cha 16.

Skills: Concentration +23, Diplomacy +21, Escape Artist +0, Hide +20, Intimidate +21, Knowledge (arcana) +16, Listen +25, Move Silently +20, Search +25, Sense Motive +20, Spot +25, Swim +11, Use Magic Device +20.

Feats: Power Attack, Cleave, Multiattack, Hover, Improved Natural Attack (wing slam), Flyby Attack, Wing Over, Snatch, Improved Initiative.

Equipment: None.

Breath Weapon (Su): 100' line of acid (5' wide x 5' high), 18d4 damage, DC 30 Reflex save for half. Standard action that can be used every 1d4 rounds.

Crush: Small or smaller sized creatures. Reflex save DC 30 to avoid pin.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save DC 27 or become fouled. This ability is the equivalent of a 1st-level spell. Its range is 270'.

Frightful Presence: The range of Frightful Presence is 270' radius, Will save DC 27.

Spell-Like Abilities: 3/day—*darkness* 90' radius, caster level 9th. 1/day—*plant growth*, caster level 9th.

Spells: Sorcerer caster level 9th.

Save DC = 13 + spell level.

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

Spells Known:

0 - *Detect magic, flare, light, mage hand, message, open / close, read magic, touch of fatigue*

1 - *Alarm, comprehend languages, grease, magic missile, ray of enfeeblement*

2 - *Arcane lock, knock, see invisibility, scorching ray*

3 - *Arcane Sight, explosive runes, tongues*

4 - *Confusion, enervation*

Conclusion A – Lullaby and Goodnight

Not only have you found the fate of the missing research team, but you have also managed to put Eiosia into a dormant state. Your patrons are extremely pleased that you have done much more than you signed on to do.

They wish that the news was better regarding the research team, but they knew that going into Eiosia was a risky venture.

They are also pleased at the wealth of information you acquired about the city, both recent and historical.

And for now, the city of Eiosia slumbers.

All PCs get (150 gp x ATL) payment for services above and beyond the call of duty, the Favor of the League, and the Favor of Lady Lilyra certs.

If any of the PCs has suffered constitution loss, the Temple of Emerys will cast the spells to restore the lost constitution for free.

Conclusion B – But I Don't Need a Nap

You have found the fate of the missing research team and for that your patrons are pleased. They wish that the news was better, but they knew that going into Eiosia was a risky venture.

They are also pleased at the wealth of information you acquired about the city, both recent and historical.

And for now, the city of Eiosia remains awake.

If the PCs brought the sphere with them

The sphere will be studied and possibly used in a future to attempt to put Eiosia back into a dormant state. It would have been nice if you had done so, but your patrons understand that some things are not able to be done. They are happy that you came back with what information you had than not to come back at all.

All PCs get (100 gp x ATL) payment as promised, the Favor of the League, and the Favor of Lady Lilyra certs.

If any of the PCs has suffered constitution loss, the Temple of Emerys will cast the spells to restore the lost constitution for free.

Conclusion C – YIPE! Run Away!

You have decided that the secrets of Eiosia are to remain secret for a while longer and have returned to Amthydor without information about what happened to the research team.

Needless to say, you did not get paid and your patrons were not pleased with your results.

And for now, the city of Eiosia remains awake.

All PCs get no gold, the Disfavor of the League, and the Disfavor of Lady Lilyra certs.

If any of the PCs has suffered constitution loss, they will have to pay the full cost of the spells to restore the lost constitution.

Conclusion D – But We Did Learn Something...

You have decided that leaving Eiosia is a good survival instinct and head back to Amthydor after searching the deserted research camp. Your patrons were not pleased that you didn't find out the fate of the researchers.

However, the wealth of information and theories about Eiosia that you brought back did calm the League down a bit and they decided to pay you something for your troubles after all. Lady Lilyra, however, was still not pleased.

And for now, the city of Eiosia remains awake.

All PCs get paid (50 gp x ATL) and the Disfavor of Lady Lilyra.

If any of the PCs has suffered Constitution damage, the League will arrange with another temple to have the spells to restore the Constitution cast for ½ price.

All Conclusions

If the PCs mention the letter they found at the research camp (**Player Handout #3**) it is not for either of your patrons. Neither of them knows who it is for or what it means, except for the obvious fact that one of the team was sharing information with another party.

THUSENDS
"The City That Never Sleeps"

TIME UNIT COST:

10 TU if the PCs used the League supplied transportation.

15 TU if the PCs trekked to or from Eiosia on their own.

20 TU if the PCs trekked both ways on their own.

TREASURE SUMMARY

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

Encounter 5B

- Plant Armor (varies by ATL)

All Conclusions

- A Visit to the Lost City

Conclusion A

- 150 * ATL gp payment
- Favor of the League of Thaumaturgical Studies
- Favor of Lady Lilyra

Conclusion B

- 100 * ATL gp payment
- Favor of the League of Thaumaturgical Studies
- Favor of Lady Lilyra

Conclusion C

- 0 gp payment
- Disfavor of the League of Thaumaturgical Studies
- Disfavor of Lady Lilyra

Conclusion D

- 50 * ATL gp payment
- No favor or disfavor from the League
- Disfavor of Lady Lilyra

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Encounter 1						
Accept Mission	50	100	150	200	250	300
Encounter 2 or 3						
Make check to figure out plant / animal conditions	50	100	150	200	250	300
Encounter 3						
Each tent info found (up to 6 = 600 max)	100	100	100	100	100	100
Items found in wagons	100	100	100	100	100	100
Defeat Giants	200	300	400	500	600	700
Encounter 4						
Entering Eiosia without failing a will save.	100	100	100	100	100	100
Encounter 5 / 5A / 5B						
Get information in Council Hall	100	100	100	100	100	100
Get information from the true Orisunek	100	100	100	100	100	100
Defeat Sathoni hit squad	200	300	400	500	600	700
Encounter 7						
Get sphere into statue's hands	200	300	400	500	600	700
Discretionary Role Playing Award	100	100	100	100	100	100
Maximum Possible XP	1,800	2,200	2,600	3,000	3,400	3,800

Cert Details

✧ **Plant Armor:** This masterwork armor is made from vines, leaves, twigs, and bark and looks like it was grown rather than crafted. Due to the organic materials used, this armor can be worn by a druid at no penalty. Since the armor was designed originally by the Thyrans for suppleness and ease of movement, it has a 30% lower arcane spell failure chance than metal armor of the same type. All other properties are the same as for masterwork metal armor.

ATL 5

Plant Shirt (chain shirt) x4 300 gp each
Plant Leaf (leather) x2 210 gp each

ATL 7

Plant Mail (chainmail) x2 350 gp each
Plant Shirt (chain shirt) x2 300 gp each
Plant Leaf (leather) x2 210 gp each

ATL 9

Plant Band (banded mail) x2 450 gp each
Plant Mail (chainmail) x2 350 gp
Plant Leaf (leather) x2 210 gp each

ATL 11

+1 *Plant Plate* (full plate) x2 2700 gp each
+1 *Plant Mail* (chainmail) x2 1350 gp
+1 *Plant Leaf* (leather) x2 1210 gp each

ATL 13

+2 *Plant Band* (banded mail) x1 4450 gp
+2 *Plant Mail* (chainmail) x1 4350 gp
+2 *Plant Leaf* (leather) x2 4210 gp each
+2 *Plant Plate* (full plate) x2 5700 gp each

ATL 15

+3 *Plant Mail* (chainmail) x1 9350 gp
+3 *Plant Leaf* (leather) x2 9210 gp each
+3 *Plant Plate* (full plate) x3 10700 gp

Value: Varies Tradable: Yes
Size: M Rarity: Uncommon
Legality: Legal

✧ **Favor of the League of Thaumaturgical Studies**

You have impressed the League mages with your skills. In appreciation of your deeds, they will cast some spells for you free of charge.

This cert is good for (ATL played) total levels of free spell casting. The spells can be any level sorcerer or wizard spell and count at their level toward the total. (A 4th level spell uses 4 boxes of the cert.) Any expensive material component must be paid for by the PC at ½ the listed cost. Any xp cost must be paid by the PC at the rate of 2 gp per XP required.

ATL played _____

Mark the boxes below as you use the spells.



Value: Priceless Tradable: No
Size: N/A Rarity: Common
Legality: Legal

✧ **Favor of Lady Lilyra**

You have impressed Lady Lilyra of Emerys with your skills. In appreciation of your deeds, she will allow the Temple of Emerys clerics to cast some spells for you free of charge.

This cert is good for (ATL played) total levels of free spell casting. The spells can be any level cleric or paladin spell and count at their level toward the total. (A 4th level spell uses 4 boxes of the cert.) Any expensive material component must be paid for by the PC at ½ the listed cost. Any xp cost must be paid by the PC at the rate of 2 gp per XP required.

ATL played _____

Mark the boxes below as you use the spells.



Value: Priceless Tradable: No
Size: N/A Rarity: Common
Legality: Legal

❖ **Disfavor of the League of Thaumaturgical Studies**

You have failed to impress the League mages with your skills. They have spread word of your ineptness to their peers.

The next 10 items that you buy at the Mystical Marketplace or during a Shopping Spree or create that require arcane spells will cost you 10% more gold since materials are mysteriously more expensive. Any expensive material component required must be paid for at 10% over the listed cost.

A Shopping Spree uses only 1 box below regardless of how many items are purchased.

Mark the boxes below as you use them.

Value: Priceless Tradable: No
Size: N/A Rarity: Common
Legality: Legal

❖ **Disfavor of the Lady Lilyra**

You have failed to impress the Lady Lilyra of Emerys with your skills. She has spread word of your ineptness to her peers.

The next 10 items that you buy at the Mystical Marketplace or during a Shopping Spree or create that require divine spells will cost you 10% more gold since materials are mysteriously more expensive. Any expensive material component required must be paid for at 10% over the listed cost.

A Shopping Spree uses only 1 box below regardless of how many items are purchased.

Mark the boxes below as you use them.

Value: Priceless Tradable: No
Size: N/A Rarity: Common
Legality: Legal

❖ **Visit to the Lost City**

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More may be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

If the PC was attuned to Eiosia, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

Value: Priceless Tradable: No
Size: N/A Rarity: Common
Legality: Legal

Player Handout 1 - The Lost City of Eiosia

Eiosia

Ruler: Unknown

Government: Unknown

Approximate size: Large City, believed to have been abandoned over 3,500 years ago

Resources: Unknown

Population: None

Alignment: Probably Evil

Language: None

Deities: None known

Description: The abandoned walled city of Eiosia sits at the edge of a towering cliff, overlooking the sea. The mirror-polished black stone blocks that make up the walls and buildings of this mysterious city are found nowhere else in the explored lands, and no clue remains to tell who built this once glorious city...or how.

The empty buildings contain no drawings to reveal who or what once lived here. There are no writings, no remains, nothing. The only clues lie in stories so old that they are legend, with no means of separating fact from imagination. Every structure is built of the same black stone, and the streets are paved in the same substance. The only color to be found is deep within the structures, in the form of rich mosaics, as brilliant and bright as the day they were created, depicting pristine mountains, tumbling waterfalls, glorious sunsets and lush valleys.

The only living things present are the exotic and beautiful plants growing in a large greenhouse, which appear to be lovingly tended, even though there is no sign of another living soul. The reason that the city was abandoned is a complete mystery. There is no damage to the walls or buildings, no sign of a siege, no evidence of disease and no bodies.

Except in the single greenhouse, plants do not prosper within a 10-mile radius of the city, and nearby free-farmers and their families avoid the place. Some travelers who wander too close speak of companions who claim to be 'called' by the city, and who will go to any lengths to reach it. When restrained, these poor souls struggle against their bonds, thrash about, and refuse all food and drink until they are either released to answer the silent call or they pine away and die.

Dwarves refuse to mine the area...the elven people refuse to even NAME the place, simply calling it 'The Lost City,' or 'Grethalorith' in their native tongue.

Planar and teleportation magic into or out of the city is blocked somehow, as if the entire city were under the influence of a dimension lock enchantment. The best anyone can do is to teleport nearby and then walk in.

In addition, most creatures of a good nature find the city unsettling at best, and many have refused to set foot inside its walls. It also is theorized that evil beings might feel more comfortable there.

Player Handout 2 – Expedition Members

The League will also give a physical description for each person on the list.

Research Team

Lancelot Bortunni	High Elf male	Wizard	Team Leader
Eruch 'Hairy' Hoodunee	Dwarf male	Sorcerer	Transmutation
Dahveedia Copperpiece	Human female	Sorcerer	Illusion
Ziggia Freede	Gnome male	Wizard	Conjuration
Rah'oii	½ Orc male	Sorcerer	Evocation
Pannius	Lupari male	Wizard	Abjuration
Teh'lurr	Tabreen female	Sorcerer	Divination
Dooglus Heonning	½ Elf male	Wizard	Enchantment
Haruld Darkrock	Human male	Wizard	Necromancy

Guards / Protection

Brousse Wyain	Forest Elf male	Ranger
Pietor Pharkoor	Dwarf male	Fighter
Bryce Baan'nhor	½ Elf female	Fighter
Dihanna Princee	Desert Elf female	Cleric
Tonni Steerk	Human female	Cleric
Clerk Khant	Human male	Bard
Mary Dee Ancantoes	Halfling female	Rogue

Player Handout 3 – A Letter

Thank you again for putting in word and getting me appointed to this team.

I have a feeling that you are correct in the theory that Eiosia was a Thyran outpost city. They have discovered what they believe is a government building in the city that they wish to begin exploring as soon as the current round of projects and reports are finished. Said reports are due to the team leader in 4 days.

We have surmised that the crystal shards found in the city work like spell completion items for the mosaic artwork. The shards may also work for other things, but they have not experimented with that as of yet. The transmuter discovered that if you concentrate while holding the shard, it will make the mosaic artwork in some of the houses change pictures. He believes that it may also work elsewhere in the city.

On another note, you were correct. It is so piteously simple to get a copy of the haughty bastard's notes and reports whenever I need it. The males of most species are just so easy to manipulate when it comes to certain things.

I shall continue to forward you a copy of the reports that are sent to the League so you may remain informed as to the progress here.

DP

Player Handout 4 – Orisunek’s History of Thyras

Roughly 500 years ago (about 11700 Elder Year, -2050 After Founding), a small group of humans first settled the verdant lands on the eastern side of the Delambir Mountains as an expanding part of the Chaldea Empire. (In modern Amthydor, the area is known as the Sea of Fire and it is a barren desert.) The elves living there welcomed them, offering friendship and guidance to the fledgling human race. The elves were masters of arcane arts but refused to teach those arts to the humans. “Not wishing to influence their natural development as a species”, the elves gave as the reason for holding back the knowledge. “For the human’s best interest”, they also said. We argued that we could control our own destiny and that we could handle the power.

A handful of our people discovered a natural affinity for the arcane and began a campaign to acquire the knowledge that the elves unfairly kept from us. Within a century, we seized the same magical knowledge that the elves say they had spent thousands of years perfecting. Magic gave the people who could master it power, and they became the leaders of our society. Then the elves said that our grasp of magic was imperfect and they attempted to direct us in magic’s proper use. Like we knew nothing of the world, the power of magic, or our destiny! How dare they be so condescending!

As our society’s power grew, the High Council of Mages raised up the city of Thyras from the very fabric of Raia itself. Not long after this, we found that other human settlements were given the foundations of arcane knowledge, and tutored in its use by the elves! Those same elves that refused our requests for magic a century ago just gave it out now! “To keep a natural balance”, they said. We banished the elves from our lands and bid them never return. For almost 500 years the mages of Thyras perfected their art and their power, finally discovering a means to power their greatest magics with the very life force of the land itself.

The Council decided about this time that with their newly acquired power, they could easily raise another major city to expand the Thyran influence over Raia. They chose a location in the Delambir Mountains about 2000 miles south of Thyras. And so the raising of Eiosia was commissioned and completed in Elder Year 12248 (-1608 After Founding).

Player Handout 5 – The Dreams

You had a set of crazy dreams last night while you slept. Or maybe it was a vision sent from a higher power. Either way, you can remember things that you never knew before.

You know that Eiosia was designed to serve. You remember the inhabitants making their own furniture and food just by asking for it, cleaning their homes with but a thought, changing the colors and styles of their homes just by wanting to. And you can recall many other things like that going on within the walls of Eiosia.

You know that if you just accept it, the city would be a nice place to live. How simple and fine life would be if all the mundane things were taken care of for you. How much more time you would have to do what you wish to do instead of what you have to do. The rest of the party is just afraid of the unknown and refuse to accept it.

You also know, you are sure to the very heart of your being, that Eiosia will serve you too if you want it bad enough... if you ask it hard enough... if you just accept it...

Game mechanics – if you decide to try to make the city do something, inform the GM what you wish to try and make a concentration check.

You may share or not share your feelings and new knowledge with your party mates if you wish.

GM Handout: The Mood and Magic of Eiosia

The mysteries of the Lost City of Eiosia are lost to history. Some of those mysteries will be solved today, and some may linger on for more time. For now, this will allow the GM to present the city and deal with its strange magical effects (many of which the PCs will not get from their briefing). This information cannot be gained by skill checks or bardic knowledge, since the information is so old and mixed with legends that it is simply not available to anyone. Use of spells such as legend lore and other divinations reveal nothing (as in “a void”, not “no answer”) at this time.

City Materials: All the buildings and furniture in the city are made of the same black material. It is perhaps 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 it, appearing as blackest ebony, yet still can be seen clearly enough to make out details (edges, carvings, etc.). This causes the viewer to feel uncomfortable while observing objects made of this material. It feels smooth and cold to the touch, though it causes no cold damage.

If a building is raised elsewhere using even a single stone or block from the city, that building will not stand past the next new moon, even if the offending stone is removed. All of the other ‘normal’ stones or blocks which were used in the attempted construction are tainted, and must be destroyed, the site purified, and construction begun again with new materials.

Describing the City: It is not possible to fully detail each building and house in the city. Indeed, it is more fun not to. GMs can take features they might recall from fantasy movies, or insert totally inappropriate things, like a stove in the middle of an antechamber. The GM is encouraged to be creative in adding this kind of detail, and random bas-relief images to walls, floors and ceilings. The stranger, the better. Most things will be made of the black material like the rest of the city, but there may be a standard wood table, fabric chair, etc found on rare occasions.

Since this element of description will vary from one GM to the next, it should give a very strange reaction when players try to compare what they saw here after the adventure. These elements might even change if the PCs go back through the city later on!

Magical Properties: The city and its contents bear the following magical properties.

- The material cannot be damaged by any means (blows, energy attacks, etc.) that deal less than 50 points of damage in one shot. Even adamantine weapons will only make small chips in the material (It has DR 15 against adamantine).
- Any damage to the city will be ‘healed’ in time. Small scratches and holes will heal in a round. Larger damaged areas will take a more time. Any loose bits of the material will be absorbed back into the city unless taken out of contact with the city. (pocketed, put in a box, bagged, etc.)
- The city is blocked from magical entry or exit by teleportation magic, planar travel, or similar means. It is possible, however, to travel about within the city using such magic.
- The entire city is under the effects of a permanent, incredibly powerful *desecrate* spell. Summary of effects: turning attempts gain a -6 profane penalty; undead gain a +2 profane bonus on attack rolls, damage rolls, and saving throws; undead created or summoned there gain +2 hit point/die; casting *animate dead* creates 4 HD/caster level of undead instead of 2 HD/caster level.
- A *consecrate* spell will halve the above bonuses or penalties for two rounds/caster level, rather than the usual effect (2 hours/level). *Consecrate* spells cannot stack to eliminate the penalties of the *desecrate* effect.
- All spells with the (evil) descriptor gain a +2 profane bonus to the spell’s DC. All spells with the (good) descriptor gain a -2 profane penalty to the spell’s DC.
- Any good-aligned PCs must make a Will save (DC 10 + ATL) or be too revolted by the feeling of evil which permeates the place to pass through the gates. Those that make the save have the feeling but can force themselves beyond it. Any PCs that fails the save will be *shaken* until they leave the city and stay outside the walls for at least 24 hours. (-2 penalty on attacks, saving throws, skill checks,

and ability checks.) They may remain within the city's 10 mile influence and get over the *shaken* feeling, they just need to be outside the city walls.

- The silence of the city is oppressive. It seems that the city itself absorbs sounds. PCs voices sound like they are muffled by a closed helmet visor or far away, armor doesn't clank as loudly as it normally would, footsteps have hardly any echo, etc. There is no actual benefit or penalty involved with this effect. Remind the players of this as they travel both indoors and outdoors.

Long Term Effects: The effects of the long ago spells that brought the city to life have had side effects. The major one is that the city has learned how to use the life force of its inhabitants to power itself and its abilities. Therefore, being in or around the city for long periods of time are hazardous to living creatures of any type. The area of effect for the city is a 10 mile radius from the greenhouse in the city center (The zone that nothing grows in.) A person can leave Eiosia's area of effect at any time they wish. If they remain outside the area for at least 24 hours, they will have time to 'clear their head' and break the city's attunement. Leaving the area will NOT heal any constitution drain, since this is real ability drain and must be healed magically. The PCs will only learn these effects through investigation or exposure to them.

- Being in or around the city for less than a day will just give people the feeling of evil mentioned above.
- Whenever a person sleeps within the city's area of influence, in the morning they must make a will save of DC 13 + character level to avoid Eiosia attuning to the person. If the save is made, the person ignores the city's influence for a time. A new save is required for every additional day (each morning) the person remains in the city's area of influence. Each additional save will be at -1 since the longer you stay, the more time Eiosia has to affect your mind. If the save is failed, the city gains full attunement to the person immediately.
- When the city fully attunes to a person, the person will clearly remember having odd dreams and gain the knowledge that Eiosia can do things for them if they want it badly enough (concentrate hard enough). A **DC 20 (or take 20) concentration check** will allow the person to do basic things in the city. They can form furniture from the material of the city (transmutation effect), get food and water upon request (conjuration effect), order the city to clean an area (prestidigitation type effect), make the mosaic drawings work for them without the crystal rod, etc. The person can refuse to use the power of the city if they wish, but this will not prevent the con drain.
- At the same time that Eiosia will begin to work for a person, it will also begin draining that person's life force. The city will permanently drain 1 constitution point from a person every day they remain in or around the city. If an attuned person uses the power to make the city work for them, the constitution drain will be 2 points per day. There is NO SAVE for this con drain. Sooner or later, EVERYTHING in Eiosia feeds Eiosia.
- If any of the PCs have failed their daily will save and the city is attuned to them, they may make the city work unintentionally. Any time one of the PCs mentions that they 'wish they had xxx' or 'knows that this was xxx' have them make a **Concentration check (of DC 20)**. If they beat the DC, then the room / ground / wall of a building / etc forms into what they think of before their eyes as Eiosia responds. This will not help them in combat though as the city will only do simple things for its victims. (Wishing for a wall to hide behind might work. Wishing the bad-things-that-want-to-eat-me caged up won't work.) Anything asked for is real and substantial. Food is edible, water is drinkable, a sword would be real steel, etc.

Example of effects

Tal'Shia, a 9th level paladin, and her party arrive at the camp on Day 1. They search around a bit and then rest for the night. On the morning of Day 2, the GM uses the first of Tal'Shia's will saves (vs DC 22 (13 + character level 9)) to fend off Eiosia's advances. She makes the save, so on the morning of Day 3 must use the next will save (vs DC 23) to continue thwarting the city. She fails this save, and at that time she realizes what her dreams were - that the city will do things for her if she wants it bad enough. Also on Day 3, and every day after she loses 1 con point (2 points if she gives in to the dark side and uses the power of the city). The con loss continues until she leaves the city area or dies.

Later, as the party is exploring a house, Tal'Shia mentions that she's sure this was a living room long ago. Since the city is attuned to her, she has to then make a Concentration check. If she beats a DC 20, then

some chairs and sofas (and maybe a book case and other things found in a normal living room) will form in the room.

Still later, as the party decides to rest in one of the buildings, if Tal'Shia wishes they had some food or drink, make another Concentration check. If she beats DC 20 then a table will form and a plate of fruits or meats and a pitcher of water will appear.

Some Eiosia Building Ideas

The only constant among the city buildings is that every building has a mosaic in it. These mosaics are roughly 5' square and on the wall of a single room in the building (unless otherwise specified in the module). The mosaic looks brand new and shows a finely detailed picture of the city surroundings: a view of the sea from one of the high towers, a mountain landscape seen from one of the city plazas, a sunset over the skyline, etc (use your imagination to make it interesting).

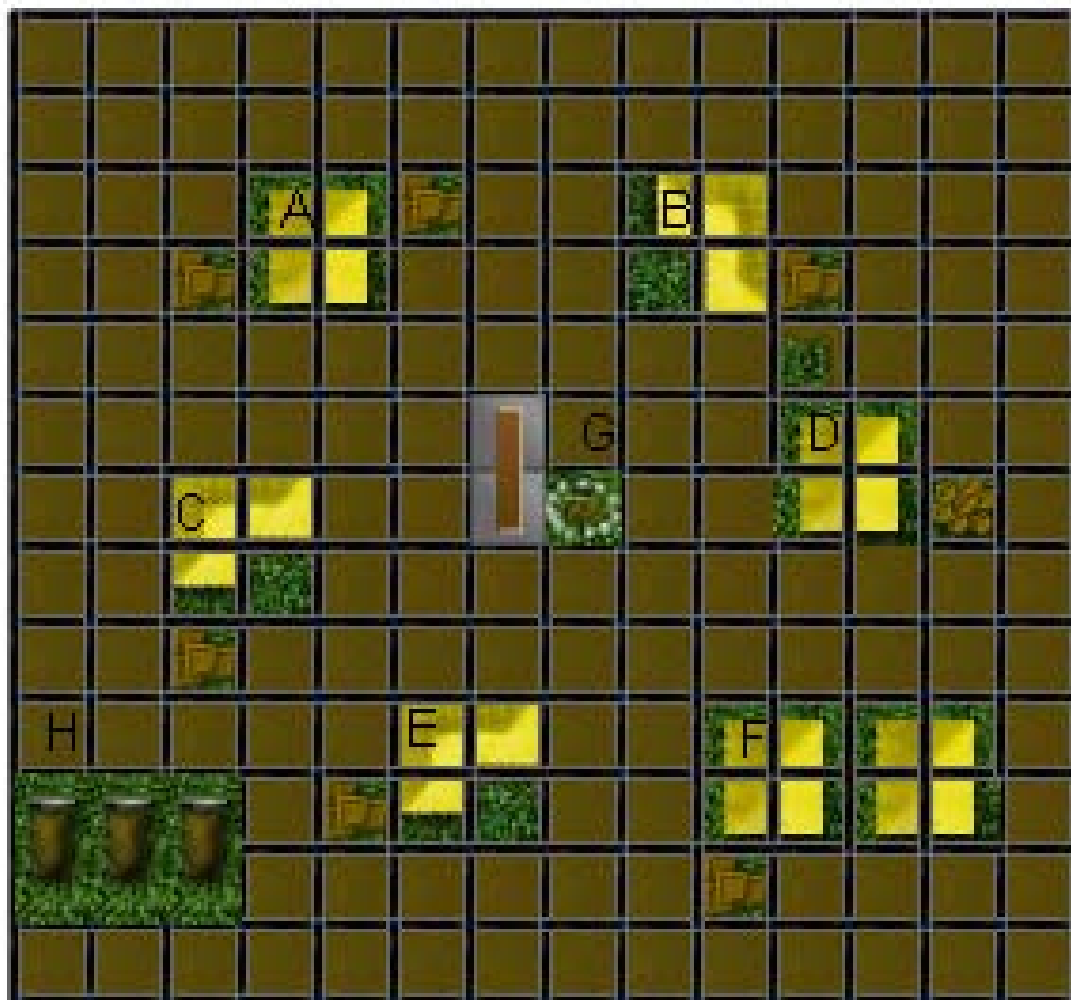
Some building ideas are listed below. Feel free to make up your own also and be sure to keep it creepy for the party.

Residential House – Can be 1 or 2 (or more) stories tall. There will be an archway where a main door should be, but no door in it. There will be several smaller rooms around a central room or area (bedrooms / kitchen area / etc around a central living room). The central room will have a mosaic on one wall.

Boarding House / Apartment Building – Can be up to 10 (or more) stories tall. There will be hallways or large common rooms with 1, 2, or 3 room apartments along them. Each apartment has an archway where the main door should be, but no door in it. Each apartment has a mosaic in one of its rooms.

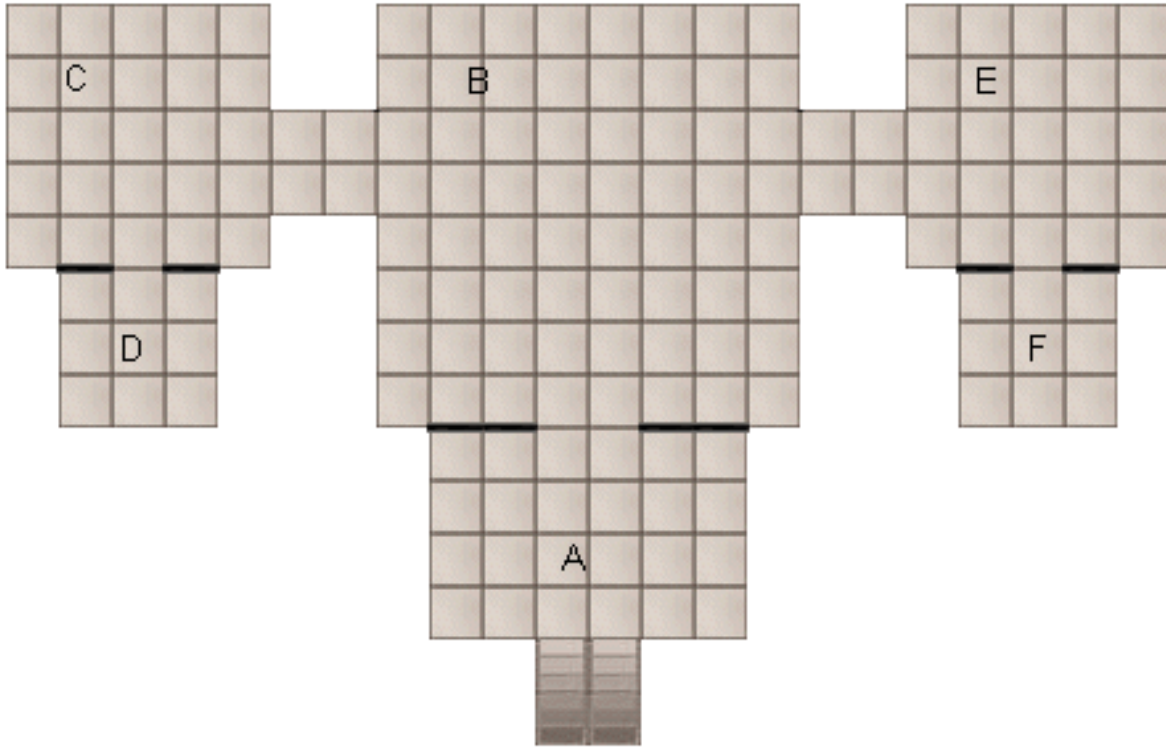
Tavern / Inn – This building has a large common room and an upper floor area with single rooms. There is a mosaic on one wall of the common area and an archway door in / out of the building. The sleeping rooms also each have a mosaic in them.

Map of Research Camp



Each square = 10'

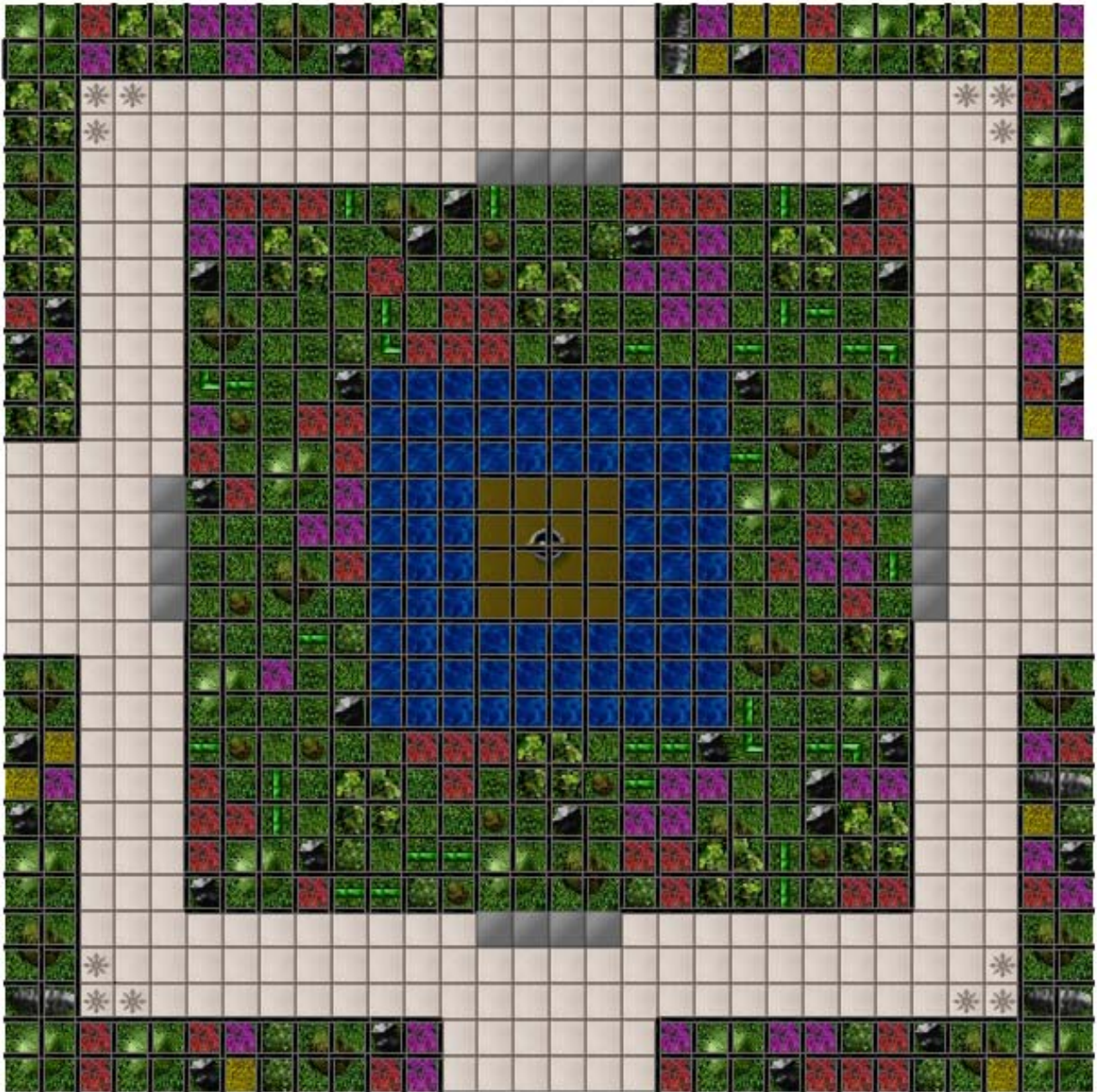
Map of the Council Hall



Each square = 5'

North is toward the top of the page.

Map of the Great Greenhouse



Each square = 10'

* = lifts.

Dark grey squares are the archway openings in the glass walls.

Critical Event Summary: The City That Never Sleeps

Convention: _____ Date: _____

1. Did the PCs get the sphere into the statue's hands? Yes No

2. List any PCs that got the Disfavor of the League and / or Lady Lilyra

3. List any PCs that were attuned to Eiosia (got player handout 5)

4. List any PCs that used the power of Eiosia by their choice.

5. List any PCs that used the power of Eiosia accidentally.

6. List any other happenings of note below or on the back of the page.

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Roster of Heroes: The City That Never Sleeps

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):

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