

THE LOST CRYSTAL BY GM LILY

It was a dark and stormy night in Lavonna. Except this storm was a sandstorm. Queen Seenra sent a town crier to tell the adventurers in town about a meeting that is crucial to the survival of the town. The meeting will take place in the castle—right now!

When the adventurers arrive, Queen Seenra and Princess Eluwees explain that this desert town's existence is thanks to a magical heart-shaped, rainbow-colored crystal. The crystal was kept in the water tower hidden in the heart of the castle. The crystal keeps the tower filled with water, providing water for the town's people and the surrounding farms by aqueducts and irrigation. If the crystal is not returned, the town will run out of water and sandstorms will cover the town. The crystal must be found by the morning of the third day before all of the water in the tower runs out. If the crystal is found after that, it will be too late. Thieves stole the crystal and are believed to have tried to escape through the dungeons, the adventurers are to go into the dungeons and get back the crystal.

1. SPYDIA

The princess's pet spider named Spydia who got lost in the dungeon. Spydia is friendly, but if attacked will defend herself. If the adventurers kill Spydia, as punishment they will not be rewarded for finding the crystal.

2. WALL OF FOOD

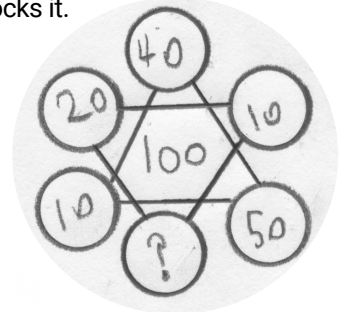
The doorway is a wall covered in fruits, eating the fruit or cutting it down will open the door. The fruit will grow back as soon as the party passes through.

3. SLIME

Blue slime hanging from the ceiling falls down on top of the party and surprise attacks.

4. LOCKED PUZZLE DOOR

The door is marked with the image below. Saying the missing number unlocks it.



Hint: "Look at what is connected, say the missing number." Answer: 70.

5. SKELETONS

When the room is entered, the door to Room 3 closes and seals behind the adventurers and three skeletons rise up and attack. The keyhole in the door does not show up until all three skeletons are dead. When a skeleton is killed it turns to dust, except for a finger bone from the last one. The finger bone is the key.

6. THIEVES

Two human thieves are in the room. One has a bag with a flap and a strap over one shoulder (GM note: the crystal is in the bag). Each thief has a sword, bow and arrows. When the bag is opened, a heart-shaped gray stone is found.

THE END

When the heart-shaped rock is placed into the water tower it turns back into a rainbow-colored crystal and a bright light comes flowing out of the crystal and out of the tower creating a big bubble of light. The big bubble of light pushes the sandstorm away, then retracts back into the crystal and then sandstorm is gone. The adventurers are rewarded for saving the town.

