

Aethalynmur's Wings

A One-Round Living City Tournament for player
characters of any level

by Jean Rabe

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Aethalynmur's Wings Background

Aethalynmur (Ay-the-lynn-mer) is a solar, who when not serving various good deities, spends time in Arrus, his favorite Demi-Plane of Air. His most recent trip there--a few hours ago--made him cringe. An evil human who gained access to the demi-plane has been terrorizing the residents and destroying parts of Nimbus City.

Aethalynmur would have dealt with the matter, but he was summoned by a few of the deities he serves to aid in a battle in the Abyss--a more pressing matter. Wanting to at the same time deal with the problem in Arrus, Aethalynmur, made a stop in Ravens Bluff, a city known for its heroes (it was sort of on the way to the Abyss, anyway). There he contacts the first group of adventurers he finds, explains the problem, asks for their help, then hurries

on his way. The PCs would be wise to agree to help him, as otherwise there is no adventure.

The evil human is actually two people--twin clerics from the far away City of Greyhawk. The clerics divined that items of power in Nimbus City would aid them in conquering Greyhawk's troops. So they have been searching for these items, and in the process charming good creatures to do their bidding and easily persuading evil creatures to help them--in exchange for a promise of reward.

To aid the solar, the PCs must discover there are two clerics, and defeat them and their minions. Read the Introduction below to start the adventure.

Players' Introduction

News of a band of kobold bandits just north of town has caught your attention. You know that other adventurers, far less experienced than yourselves, could easily handle the matter. But you've nothing better to do today--nothing else to do today as a matter of fact. So, to ease the day's boredom, you donned your armor, grabbed some gear, contacted a couple of your friends, and strolled toward the city gates.

Allow the players about 10 minutes to select spells for their PCs, determine what equipment and mounts they are taking with them, rations, etc. Let the players describe their characters and explain if there is anything known about them, such as being knights, local priests, etc. Then continue:

On your way out of town, you stopped at the Downunder Patisserie, a favorite bakery, to stock up on a couple of sweets for the road. The bakery had announced a special Sixth Anniversary Celebration, and you just had to see what delicious delights they had on sale. You are greeted by Sulene, a charming girl with blue eyes that match her ruffled apron.

"G'day!" she says, presenting her best smile. "Welcome to our anniversary celebration. We've been in this lovely city for six years. Can you imagine it, mates?" She hands you a piece of slate advertising the day's specials.

Give the PC with the highest Charisma score **player handout #1**. It is presented below for your reference. Up to twelve of any given item/dozen/box is available.

Item	Cost
City Watch Donut Delights, 1 dozen	3 sp
Loaf of Cinnamon Raisin Bread	1 cp
Loaf of Orange-Pineapple Bread	1 sp
Loaf of Butter-Glazed Peach Bread	2 sp
Loaf of Dark Wheat, Iced Bread	4 sp
Vulture-shaped sugar cookies, 1 dozen	6 sp
Lighthouse-shaped sugar cookies, 1 dozen	5 sp
Raven-shaped sugar cookies, 1 dozen	4 sp
Barnyard animal-shaped sugar cookies, 1 doz	5 sp
Shield-shaped and decorated spice cookies, 1 dz	1 gp
Rooster-shaped orange-almond cookies, 1 dz	4 sp
Pumpkin cupcakes, iced with sprinkles, half-dz	4 cp
Big chocolate cupcakes, iced with buttercream, single	1 cp
Big golden cupcakes, iced with chocolate, single	1 cp
Big vanilla cupcakes, iced with cherry frosting, single	1 cp
Chocolate covered strawberries, box of 36	2 gp
Chocolate covered almond clusters, box of 48	5 gp
Cinnamon rolls, half-dozen	1 sp
Cream cheese rolls, half-dozen	4 sp
Chocolate layer cake with cherry filling	2 gp
Vanilla layer cake with buttercream icing	3 gp
Black forest cake with rum-cherries	7 gp
Lemon chiffon cake with lemon-strawberry glaze	1 gp
Red-hot apple cream crumb pie	9 gp
Cherry-walnut pie with banana and sugar glaze	6 sp
Gallon jug of spiced apple cider	3 cp
Gallon jug of black cherry cider	1 gp
Gallon jug of pineapple-orange-banana juice	1 sp

Give the PCs a very brief moment to look over the list--probably not even enough time to get all the way through it, then continue with the following:

“Oh my!” Sulene squeals. “We’ve never had one of your kind in here! Can I get you something . . . uh . . . sir?”

You turn to look at the customer, a muscular man of nearly eight feet. He is almost naked, wearing only an iridescent white loin cloth--that matches the hue of the long wings that sprout from his back. His skin is tinged golden, his hair long and curly and dark brown.

His intense green eyes glance about the shop and come to rest on you.

“No, miss. These are what I seek.” His voice is rich and deep, sonorous. He gestures toward you. “These will do. I sense about you folks a bit of power and daring. Heroes I believe this realm would call you. It was this power that drew me to you. I’ve need of people to aid Arrus, a demi-plane I favor. Would you be willing to assist?”

If the PCs say no, he shakes his head, turns, and exits the shop. They have a brief moment to catch up with him and change their minds. Otherwise, the only adventure they’ll have is rounding up a half-dozen kobolds outside the city gate--who are not “statted” because they won’t even put up a fight.

If the PCs say yes, he smiles warmly, nods, and says he selected the right city. Continue with the following:

“I am a solar. My name is Aethalynmur. Though I call no one place home, I am fond of a small demi-plane and choose to visit it frequently. On my last trip there, but a few hours ago, I discovered that a man, similar in form to you, found his way to the plane and has been causing all manner of foul things to occur in Nimbus City.

“I would right his wrongs and dispense justice, but I haven’t the time. Indeed, I must take my leave of you within heartbeats.

“What I ask is that you best this man and his minions--slaying them or capturing them, the choice is yours. The man’s skin is pale, like yours, his hair long and black, slick as if it were wet. He dresses in silver armor and wears a blue cloak, and his presence radiates evil.

“Take care that you not slay the good creatures of the demi-plane, what few who have not fled, and do not steal from beings who are just and who belong in Nimbus City.” He

reaches to his wings and plucks feathers from them, handing one to each of you.

“These will afford you transportation once you step through the gate. You have but to concentrate and they will allow you to fly. I pray you will succeed in helping Arrus. Know that if you are, you will have my gratitude. When you have completed your task, simply concentrate on this crystal.”

An oval crystal materializes in front of you. “Do not lose this crystal, for it is bound to me, and though I can find it, if you become separated from it, you will be forever lost in the demi-plane.

“By concentrating on the four elements, this crystal will take you to the domain of Harmony, for such is the crystal’s power. My friends in Harmony will see to it that you get home.”

He glances over his shoulder. “I must go now. The deities I serve wage a war in the Abyss, and they call me. The gate that will take you to the demi-plane of Arrus will appear in this very spot in ten of your realm’s minutes.”

The solar named Aethalynmur is gone in a golden flash of light.

“Wow,” Sulene says in a hush. “I’ve got to tell my friends about this. Wonder if they’ll believe me? Oh, uhm, sorry mates. Did you want to buy anything?”

Look at your watch. The PCs have ten minutes of real time to do something--whether that is buy something, pay a local urchin to look after their mounts, try to stable their mounts, or change their mind about the trip. If they opt to buy something from the list, allow them to make whatever purchases they want. Sulene does not hand over the goods until she has received the payment. When the 10 minutes are up, go to *The Gate to Nimbus City*.

The crystal: The oval-shaped crystal is indeed bound to the solar Aethalynmur and was a gift to him from the residents of Harmony. Its only power is to allow him to teleport to Harmony when he desires. Harmony is dealt with in the final encounter. The solar can find the crystal--even if the PCs lose it.

Aethalynmur’s feathers: When the PCs concentrate on the feathers, whether they are in the demi-plane or in the patisserie, read the following:

You concentrate on the iridescent feather in your hand, and suddenly you feel tingly all over. Wings sprout from your back, large and stately, and looking just like Aethalynmur’s wings. You flap them tentatively and discover that you can fly with them.

The wings grant the PCs a flying movement rate of 15, regardless of the armor they are wearing or their normal movement rates. The wings are temporary, of course, and will disappear at the end of one week. Saving the feathers is silly--after the tournament, they’ll disappear.

The Gate to Nimbus City

Five minutes have passed and the doorway to the Downunder pastry shop is filled with a swirling miasma of pale blues, greens, and violets. Sulene gasps in amazement and drops the sugar cookie she was eating. This must be the gateway the solar spoke of.

If the PCs step into the swirling mass, continue with the next section of boxed text. If they have changed their minds about the adventure, allow them to round up the half-dozen kobolds, then end the tournament and vote. The crystal they were given, and their wings, disappears.

Spell restrictions on the demi-plane: Most of the PCs’ spells will function normally. However, there are exceptions due to the work of the evil priests. The exceptions are: *armor, protection from evil, protection from good, protection from normal missiles, stonesskin, minor globe of invulnerability, globe of invulnerability, sanctuary, barkskin, tree, anti-plant shell, and anti-animal shell*. In other words, most protective spells simply don’t work. All *stonesskins* that were on the PCs when they stepped through the portal are negated. Of course, the PCs won’t discover this until the first melee.

You step into the mass of colors and feel instantly chilled, as if a cool breeze were blowing across your skin. The sensation passes soon, and you find yourself floating in a land without land--a place of pale blue and silver clouds and a hazy rose-tinted sky.

PCs who have not yet sprouted wings and who do not concentrate on the feather begin to plummet. Their winged friends will either have to rescue them, they'll have to think about the feathers, rely on their own magic, or they'll fall for a very, very long time. Consider them out of play for the rest of the event. Aethalynmur will eventually rescue them and return them to Ravens Bluff. Once they've taken in their surroundings and all have their wings, read:

In the distance, what direction you cannot say, you spot a layer of darker blue clouds with twisting spires rising from them. Hundreds of yards to your right is another, smaller layer, and a curling stream of bright green smoke rises from it and is lost in the puffball clouds overhead.

There seem to be no other features--save the neverending sky all around you and the myriad clouds far overhead--some which have the very distinct shapes of common animals and fantastical beasts--horses, dragons, and more.

What to do? Where to start?

Determine what the PCs are doing. There are three areas immediately visible to investigate: the animal-shaped clouds overhead, the green smoke to the right, and the city in the distance. After the PCs have made their selection, consult the appropriate entry and run the encounters there. It is not necessary for them to visit all three locations. The evil priests are in the cloud city.

The Cloud Animals

You fly toward the clouds above. The closer you get, the better you can distinguish the shapes. You see what resembles a pegasus, horse, dog, griffon, and a dragon. Soaring higher still, you see a beautiful winged woman in a gossamer tunic busily sculpting the clouds. She is hard at work on creating a flock of what is likely doves.

The sculptor, a sylph, is like Aethalynmur, an occasional visitor to the demi-plane. However, she is neutrally-aligned, and therefore is taking the situation with the evil priest(s) in stride and is waiting to see

what happens. She has no intention of sticking around if any of the minions come her way, and she doesn't plan to fight them.

When the PCs approach, she casts *detect evil* to determine that they are not part of the evil priest(s) entourage. If the PCs attack her at any time, she turns invisible, and flies away. Failing that, she casts *dimension door* and escapes. She has no desire to fight.

She is more than happy to chat with the PCs. However, she continues to sculpt while she talks. She explains that molding clouds is one of her favorite hobbies. Use the following statistics, regardless of the PCs' levels:

Sylph sculptor (1): Int exceptional; AL N(good); AC 9; MV 12, Fl 36; HD 3; hp 24; THAC0 17; #AT 0; Dmg 0; SA spells; SD spells; MR 50%; Size M 5' tall; ML 14

Spells in memory: *magic missile* (3d4+3), *charm person*, *hold person*, *dimension door*

Like other sylphs, she likes to trade. She'll trade information for information, goods for goods--on a one-for-one basis. If the PCs want information, she has the following tidbits available pertaining to this demi-plane. In exchange, she requests information about their deities, magical possessions, exploits, home plane, and ultimate goals.

The demi-plane is called Arrus by most of the residents. It is situated near the major Plane of Air and has not experienced some of the nastier denizens who frequently plane-hop--until now.

The danger presented by the evil priest is two-fold, so the clouds tell her, a double-threat that could ruin the lives of the residents of Nimbus City. The city is situated on the dark blue clouds in the distance. Most of the residents have fled to the major Plane of Air and are waiting for someone to eliminate the threat so they can return home.

The residents who have stayed include various goodly elementals who have so far avoided the evil priest and his minions, and a few passersby and creatures she hasn't had the pleasure of meeting. She's not sure what the priest's minions look like, as she's kept her distance. But they're evil.

She has no intention of going after the evil priest. She prefers to watch things unfold and to accept the consequences. However, if the priest wins,

she intends to take this demi-plane of her list of places to visit.

The evil priest is looking for something, he's sort of on an arcane scavenger hunt from what she's been able to gather. He's collecting odds and ends, probably some type of spell components.

Magic functions differently here, she's learned. It wasn't always this way. But something the evil priest did made protection spells not function. *Stoneskins, barkskins, protections from evil* and the like are useless. If the PCs wish to rest and relearn spells because of this bit of knowledge, she volunteers to watch over them.

Aethalynmur is a kind soul who only occasionally visits this demi-plane. He was here a few hours ago, noted the presence of the evil priest, and vowed to do something about it. However, he was called away by a couple of the deities he serves--something about a major war in the Abyss.

The trail of green smoke is from a couple of the residents who left Nimbus City. Their cloud is a little too close to the city, as far as she's concerned. They better move it farther away or the priest and his minions will come to get them.

Trading Goods with the Sylph

If the PCs want to trade physical goods, she's interested only if they have something especially good to eat. She has little need of coins, however a particularly pleasing piece of jewelry would be acceptable. There are certificates for the items she has available for trade. Only one object is magical.

She offers them an **essence of cloud**, which smells faintly of an early spring rain and would make a very nice perfume. It is in a heart-shaped locket that she was wearing about her neck.

Other objects available for trade include her pearly-white belt. It is made from the tears of doves, she says.

Her exquisite **near-translucent tunic** (she can always get another one).

A lock of her shimmering golden hair, which looks wispy and ever-moving and tingles pleasantly in the palm of the holder's hand.

And a **bracelet of crystal beads** that are alternately filled with bits of clouds and starshine.

If the PCs offer her chocolate--such as the chocolate-covered strawberries, the chocolate-

covered almond clusters, or the chocolate-layer cake (a single cupcake or a couple of cookies isn't good enough), she squeals with delight and asks if they have an empty vial or a flask. She intends to quickly craft a sculpture for this individual. Read the following:

Her eyes sparkle when she spies the chocolate treat.

"For you, I shall fashion something wondrous. Please . . . do you have an empty flask or vial, something I may put a bit of magical cloud it?" Her fingers begin sculpting, forming a section of the cloud she sits on into a tiny ship, a carrack from the looks of it.

"Three times can you use this," she says, as she puts the cloud boat into the container. "When you call it forth, it will form a floating ship nearly twenty yards long. It will fly where you will it, lasting a few hours, and it will carry dozens of people or a considerable amount of cargo. Thanks for the chocolate."

The transactions concluded, the sylph wishes them well and suggests they set off to deal with the evil priest and his minions if they haven't already done so.

Determine where the PCs are going next. The only other points of interest are the bank of clouds where the green smoke rises, and Nimbus City. If the sylph was their last stop, they can concentrate on the crystal and go to Harmony to end the adventure.

The Green Smoke

If the PCs make this area either their first or second stop, the fight with the manicores is still going on. If the PCs, however, visited both the city and the sylph first, the fight is finished, and all they find are the bodies of the blue-skinned men and the ki-rin. Adjust the boxed text if this is the case. The manicores are long-gone, so the PCs have avoided a melee (and also a chance for treasure.)

You fly on your borrowed wings toward the cloud bank from which green smoke rises. As you near it, you smell something horrid, badly charred meat perhaps.

Allow the PCs to take any precautions. If they come closer, continue:

The source of the smell is an odd-looking beast burning over a fire that produces green flames and smoke. Flying about the fire are bat-winged creatures with the bodies of lions and the heads of bearded men. They are shooting tail spikes at something you cannot see. However, you can see the forms of three unusual-looking men. They appear dead. They have blue skin, small pale yellow wings at their shoulders, and wispy hair resembling clouds.

The attacking creatures are manticores, and their number, hit dice, damage, and abilities vary according to the levels of the PCs. Consult the tiers listed below, and select the appropriate one based on the PCs' total levels.

The manticores were directed to kill the men living on the cloud. The evil priests didn't want anyone escaping from the city and warning others of their presence. They've done just that, killed the men, but they haven't yet slain the creature who tried to come to the men's aid. If the PCs simply watch, the manticores slay the creature, a young ki-rin who is invisible. Then they return to Nimbus City. However, if the PCs intervene, the manticores will oblige them and fight.

Note that if the PCs cast any area-of-effect spells at the manticores, such as *fireballs*, there is a chance it will catch the ki-rin and kill it, too--unless it makes its magic resistance roll. Using missile weapons also might strike the ki-rin. Use miniatures or dice to represent the fire, the manticores, and the PCs. It will make it easier to determine if the invisible ki-rin gets caught in any spell effects.

Tier 1: If the PCs' levels total 6-13:

Wounded Manticores (2): Int low; AL LE; AC 4; MV 12, FL 18 (E); HD 6; current hp 21 each; THAC0 13; #AT 3; Dmg 1-6/1-6/1-8; SA The manticores can hurl 1d6 tail spikes, with each spike causing 1d6 points of damage; SD Nil; MR Nil; Size H 15' long; ML 13

If the PCs have a reasonable amount of hit points, the manticores will hurl tail spikes at them. They each have one volley of tail spikes. Don't let all

six spikes hit one PC, however, unless that PC is above first level and can take the damage. If the PCs are not so healthy, the manticores continue to hurl their tail spikes where they suspect the ki-rin is.

Tier 2: If the PCs' levels total 14-25:

Manticores (2): Int low; AL LE; AC 4; MV 12, FL 18 (E); HD 6; hp 45 each; THAC0 13; #AT 3; Dmg 1-6/1-6/1-8; SA Hurl 1d6 tail spikes, with each spike causing 1d6 points of damage; SD Nil; MR Nil; Size H 15' long; ML 13

If the PCs have a reasonable amount of hit points, the manticores will hurl tail spikes at them. They each have two volleys.

Tier 3: If the PCs' levels total 26-37:

Manticores (3): Int low; AL LE; AC 4; MV 12, FL 18 (E); HD 6; hp 45 each; THAC0 13; #AT 3; Dmg 1-6/1-6/1-8; SA Hurl 1d6 tail spikes, with each spike causing 1d6 points of damage; SD Nil; MR Nil; Size H 15' long; ML 13

The manticores each have two volleys of tail spikes left, and they will hurl them at the PCs.

Tier 4: If the PCs' levels total 38-56:

Manticores (4): Int low; AL LE; AC 4; MV 12, FL 18 (E); HD 8; hp 64 each; THAC0 11; #AT 3; Dmg 1-8/1-8/1-12; SA Hurl 1d8 tail spikes, with each spike causing 1d8 points of damage; SD Nil; MR Nil; Size H 15' long; ML 13

The manticores have two volleys of tail spikes.

Tier 5: If the PCs' levels total 57+:

Manticores (4): Int low; AL LE; AC 4; MV 12, FL 18 (E); HD 10; hp 64 each; THAC0 9; #AT 3; Dmg 1-10/1-10/1-20; SA Hurl 1d8 tail spikes, with each spike causing 1d8 points of damage; SD Nil; MR Nil; Size H 15' long; ML 13

The manticores have two volleys of tail spikes.

After the battle, the PCs are welcome to speak with the no-longer-invisible ki-rin, provided the creature survived. If the creature died, his carcass materializes. His coat is too damaged to be salvageable. However, if he lived, read the following:

The air shimmers and where nothing was a moment before, now hovers a massive horse with golden scales covering its body and a

single golden horn rising back from the top of its head. Its mane is likewise golden, as is its tail. The creature looks like it was fashioned from molten metal. Though, the manticores spikes that protrude from its side and the slashes across its haunches mar its appearance.

The horselike creature blinks its emerald eyes, and begins talking. You hear the words inside your head.

“These men from Nimbus I tried to help,” the creature begins. “But I was already sorely wounded from facing other evil creatures brought by the priests. I defeated those creatures--the foulest of the priests’ conjuring. But my weakness made me easy prey for these manticores. I could not save the men. And had it not been for you, I, too, would have died. You have my gratitude. Have you come to aid the City of Nimbus as well?”

La’Heldjonredon the Ki-rin: Int genius; AL LG; AC -5; MV 24, FL 48 (B); HD 9; current hp 8 (out of 68); THAC0 9; #AT 3; Dmg 2-8/2-8/ 3-18; SA Spells; SD Spells; MR 90%; Size H 13' long; ML 18

The beast that was being cooked cannot be identified. It was supposed to be the dinner of the three men who died. The PCs are welcome to it if they are hungry (it tastes good, but it is a little dry).

La’Heldjonredon has the following information about the menace to Nimbus. If the PCs first went into the city, adjust the information below as appropriate. They might have found only one of the priests, and might not have encountered the three “batches” of minions. If they thoroughly explored the city, they will not need the ki-rin’s map:

Aethalynmur called me to aid in the fight against an evil priest who journeyed from a land called Greyhawk to this lovely demi-plane. The man--actually two men, brothers who look the same--were searching for magical items and spell components. My magic has divined that they wish to use these things against an army in their native land. Aethalynmur said there would be other champions working for him, be you they?

The evil priests summoned several creatures to deal with the residents of the land, including a couple of nasty beings from the Plane of Fire. It was these

that I dealt with, and these that caused most of my wounds. They represented the worst threat to the demi-plane, but not the only threat. There are more creatures--small and large ones in the cloud city. There are a few other fire-beasts roaming beyond the city--these I will deal with. I trust you will fight those in the city. I know not the creatures names or what they look like, but I know they are as evil as the men who summoned them.

I have divined that there are but **three batches of minions** remaining in the city. I am more than certain that you are up to the task of handling them.

The priests wear plate mail and rely on their spells and their minions to protect them. The men are likely in the Cultural Center or Towers of Art, the only structures in Nimbus City that have not been damaged. When I am done dealing with the remaining fire-beasts, and when you have bested the creatures and the evil priests, I will return and help the good people here rebuild their city. I can create a representation of the city for you, a map of wood. (If the PCs want the map, hand them Player Handout #2.) There isn’t much to Nimbus City, the ki-rin explains, though it is a marvelous place.

If the PCs heal the ki-rin to his full hit points-- or if they are of lower level and haven’t the capability, but use more than half of their available healing spells and potions on him--he thanks them profusely and rewards them. Read the following:

“Now I can battle the fire-beasts and be certain that I can win,” he says. “For though magic comes easy to me, healing magic has always escaped me, and I always had to wait while my wounds naturally and slowly healed. I will repay your kindness. They say that every cloud has a silver lining.

“And you were my silver lining today. To thank you for coming to this demi-plane’s aid--and mine, let me retrieve a bit of treasure from my lair--a piece of a storm cloud I harvested.”

The ki-rin winks and a dark gray velvet cloak appears. Its lining is shimmering silver.

“I must leave to battle the fire-creatures. We will meet again someday, you and I. Until then, may the good gods watch over you.”

The golden horse-creature leaps from the cloud and heads down through the sky. In the span of a few heartbeats, he is gone.

The cloak is detailed in the certificates at the end of the adventure.

Determine where the PCs are going next. The only other points of interest are the sylph sculpting clouds, and Nimbus City. If this was their last stop, they can concentrate on the crystal and go to Harmony to end the adventure.

To Nimbus City

When the PCs head toward the dark blue bank of clouds that supports the spires, consult your map and read the boxed text at appropriate times. There are 10 locations within the city, and each area is detailed on the pages that follow--including any appropriate encounters and features.

If the PCs intend to stop at each place, they likely won't finish the tournament. If they split up, the encounters could be deadly to smaller groups.

If the PCs do not have the map, assume that they approach the place from near the Cloud Miners' Residences, and describe the various clumps of buildings they come across.

In addition to the buildings, there is a wandering band of minions--mephits. They come upon the PCs fifteen minutes of real time after the PCs enter the city. This could be disastrous if the PCs are already in the middle of a melee, so if the PCs aren't especially tough, you might need to postpone the mephit visit until the party has had a chance to heal a few wounds.

Encountering the Mephits: The steam mephits, brought here by the evil priests, are supposed to patrol the city and chase away anyone who might pose a threat to their masters.

The mephits are rude, bossy, opinionated, and demanding. They are quick to first hurl insults at the PCs, attempting to drive them away. They'll even stop to chat a moment--if it affords them the opportunity to be snide. If their insults don't make the PCs leave, or if they are attacked, the resort to melee. The mephits flee if they suffer more than two-thirds of their hit points in damage.

Combat note: Each time a mephit strikes with its claws or steam breath, there is a 50% chance its target is stunned for one round. Multiple hits on the same target can result in multiple rounds being stunned.

Read the following when the PCs see the mephits.

You hear the faint flapping of wings and spy a group of winged creatures quickly heading your way. They have long, thin fingers, odd-shaped noses, bald heads, and spindly legs. Far from the most attractive of creatures, their skin is leathery in appearance, a dark gray with splotches of orange here and there.

As the creatures come closer, the one in the front speaks.

"Well, my-my and lookee here pals-o-mine, adventurers!"

"You mean idiots with fewer brains than a slug!" another adds.

"Yeah, and they're about the ugliest bunch I've ever seen. If they have any sense at all, they'd leave Nimbus City--right now!"

Tier 1: If the PCs' levels total 6-13:

Steam Mephits (4): Int average; AL N; AC 7; MV 12, FL 24 (B); HD 3+3; hp 24 each; THAC0 17; #AT 2; Dmg 1-4+1/1-4+1; SA Steam breath that automatically hits one target for 1-3 damage, can be used every other round; SD Immune to fire and heat damage; MR Nil; Size M 5' tall; ML 17

(A mephit who suffers 16 or more points of damage tries to flee.)

Tier 2: If the PCs' levels total 14-25:

Steam Mephits (6): Int average; AL N; AC 7; MV 12, FL 24 (B); HD 3+3; hp 27 each; THAC0 17; #AT 2; Dmg 1-6+1/1-6+1; SA Steam breath that automatically hits one target for 1-6 damage, can be used every other round; SD Immune to fire and heat damage; MR Nil; Size M 5' tall; ML 17

(A mephit who suffers 16 or more points of damage tries to flee.)

Tier 3: If the PCs' levels total 26-37:

Steam Mephits (6): Int average; AL N; AC 7; MV 12, FL 24 (B); HD 4+3; hp 35 each; THAC0 16; #AT 2; Dmg 1-8+1/1-8+1; SA Steam breath that

automatically hits one target for 1-10 damage, can be used every other round; SD Immune to fire and heat damage; MR Nil; Size M 5' tall; ML 17

(A mephit who suffers 24 or more points of damage tries to flee.)

Tier 4: If the PCs' levels total 38-56:

Steam Mephits (6): Int average; AL N; AC 7; MV 12, FL 24 (B); HD 6+3; hp 50 each; THAC0 14; #AT 2; Dmg 1-10+3/1-10+3; SA Steam breath that automatically hits one target for 1-12 damage, can be used every other round; SD Immune to fire and heat damage; MR Nil; Size M 5' tall; ML 17

(A mephit who suffers 35 or more points of damage tries to flee.)

Tier 5: If the PCs' levels total 57+:

Steam Mephits (6): Int average; AL N; AC 7; MV 12, FL 24 (B); HD 8+3; hp 64 each; THAC0 12; #AT 2; Dmg 2-12+3/2-12+3; SA Steam breath that automatically hits one target for 2-16 damage, can be used every other round; SD Immune to fire and heat damage; MR Nil; Size M 5' tall; ML 17

(A mephit who suffers 45 or more points of damage tries to flee.)

If the PCs manage to capture any mephits and attempt to question them, they learn:

- **We** was all asked real nicely to taunt and hurt anyone who seemed like a threat to our masters. You looked like you fell into the threat category.
- Last we knew, our masters were in the Cultural Center, getting some culture.
- If you pea-brains don't let us go, why, we'll just have to insult you some more.
- Other minions? Yeah, there's a group of nasties over in the business district. They're taking care of the businesses. Beyond that, well, I'd say that depends on if you're good at telling tales. That's as much of a hint as we'll give you full-of-air-heads.

Artisans' District

The buildings here, a combination of solid clouds and carved pieces of wood, look like abstract sculptures. Each is beautiful, though

each is marred. Some have scorch marks on them, others have splintered walls and doors.

Peering into a couple of the open doorways you see walls covered with murals--depictions of fantastical creatures and common animals. The air is pleasantly scented with a fragrance you can't identify. The furniture that isn't broken is odd-looking, again looking like sculptures. You wonder if they could possibly be comfortable.

Searching the Artisans' District

PCs delving into the buildings discover all manner of clay sculptures, paintings, tapestries, and murals featuring: hawks, chimerae, gargoyles, clouds, mountaintops, distorted faces, winged pigs, fountains, large cats, sylphs, and castle turrets.

Bins of broken pottery and broken tools are in some of the buildings, as are bins filled with clay that is covered with towels (to keep it reasonably fresh) and boxes of good tools. A couple of the dwellings have artists' studios complete with several intact easels, others have potters' wheels and kilns.

There are no residents, no minions, and little of interest. **However, if a PC states he is looking through the kilns**, tell the character he finds a partially-melted bottle, inside of which is a cloth with writing on it. The writing is unusual. However, any PC who can read elven can read it if they make a successful proficiency check. If successful, give the PC player handout #3. It reads:

I am but a lowly wizard, who like the rest of my fellow Nimbus residents must leave our homes until the threat passes. Indeed it shall, for I have divined the priests will leave when they have gained what they want. Woe be it then to the place called Greyhawk, for the priests will return there to stay. Our pain shall be temporary. The people of Greyhawk's pain will be, perhaps, unendurable.

Woe has come to dwell in our Nimbus Town.

*A pair of priests has made us all frown
and run in terror for our very lives
fleeing our homes, taking to the skies.
They search for things to grant them power.
A list they have, with the key in the tower.*

*Woe has come to dwell, fear rules my heart.
Priests search, ferret, find and then depart.
Priests burn and ruin and cause us despair
and order about minions who are unaware
that energy their masters crave truly springs
From pieces of Aethalynmur's feathery wings.*

There is nothing else of any real value in the Artisan's District. And there are no certificates for anything the PCs might decide to abscond with, such as paintings and sculptures.

PCs who are especially-goodly aligned might need to be reminded that taking things from the homes might equate to stealing--since the residents might return after the priests are dealt with.

Cloud Miners' Residences

Many of the buildings here, a collection of blocklike structures made of clay, wood, and solidified clouds, have been damaged. Large scorch marks cover some walls, odd-shaped holes mar others. Looking inside the various buildings, you see a collection of intact and smashed furnishings. The chairs, couches, beds, and the like, were and are functional, attractive, but not ostentatious. The walls are plain for the most part, though here and there a picture of a blue-skinned, winged family hangs.

Searching the Cloud Miners' buildings

The PCs can tell that some of the people must have left here in a hurry, as there are clothes hanging in wardrobes, food still on the table (and getting quite moldy), books laying open. However, others appear to have packed some of their belongings--or perhaps their belongings were spirited away by looters.

If they state they are spending some time searching here, they notice the following as they walk about the place:

Several sets of odd-looking picks with hollow hafts from which hang bladders.

Cloud miners use the picks to strike particularly ripe-looking clouds. If they choose the clouds carefully and are lucky, they mine liquid silver. Near the sets of picks are dozens of vials filled with liquid silver, and in the bladders attached to the picks, they

find traces of liquid silver. There are no certificates for the silver.

A cloud bed that hovers a yard off the floor.

Anyone laying on the bed immediately falls asleep for one hour. He or she cannot be woken during that time. The individual awakes refreshed--and very hungry. Spellcasters who sleep on the bed can re-memorize spells--after they've had a meal. If the bed is damaged or removed from the room, it loses its magical properties.

A massive cloud-white double-door wardrobe with a thick padlock on the front of it.

The padlock is difficult to pick, a -25% chance to any thief trying. Further, the lock cannot be broken. However, the doors to the wardrobe can be (and that would truly be a shame, as the piece of furniture was sculpted from clouds by the sylph and magically hardened by one of the resident wizards). Inside can be found a variety of lavish dresses, cloaks, capes, hats, and shoes. All are beautiful, expensive, and in perfect condition. There are no certificates, however, for the dresses.

Twin chandeliers that glow magically and invitingly in a room filled with a jumble of broken furniture.

On close inspection, the PCs can determine that *continual light* spells have been cast on the four candles that adorn each chandelier. Further, liquid silver has been used to paint the chandeliers. The light reflecting off the silver helps provide the warm lighting effect.

As the PCs are inspecting the chandeliers, the residents of the room, who were hiding behind the broken furniture, leap out and attack.

The men believe the PCs are merely more of the priests' minions and are tired of hiding from them. They fight to the death. If the PCs restrain them, they can explain to the men that they are here to help, not to hurt. Use the following statistics regardless of the PCs' levels:

Cloud Miners (2): Int average; AL NG; AC 9; MV 12, FL 18 (B); HD 2; hp 12 each; THAC0 18; #AT 1; Dmg 1-8 (cloud mining pick); SA Individuals struck with the pick continue to lose two points of damage a round from bleeding until healing is applied; SD Nil; MR Nil; Size M 5' tall; ML 12

If the PCs don't kill the cloud miners, they can learn the following:

We've been here for about two and half days, hiding from the creatures that the priests brought with them. We just got tired of hiding, and attacked you thinking you were with the priests. Sorry.

The priests have a list they keep consulting as they move from room to room. It's almost like they're on some kind of scavenger hunt. Also the poet-wizard, a friend of ours who lives in the Artisans' District cast a spell and learned that the priests intend to leave as soon as they collect everything they're looking for. Well, we hope they find it soon so everyone can come back home. Most of the people hopped over to the major Plane of Air to wait everything out. We had more courage and decided to wait it out here.

There's a little band of mephits from another plane who have been patrolling the city. Avoid them if you can, they're nasty little things. I hope the priests take them along when they leave.

Stargazers' Residences

The buildings here are squat, little more than six feet tall. Many are dome-shaped, others are rectangular and ovoid. Their exteriors have been scorched, by fire or magic, and most of the windows are broken. The dome-shaped building in the center of the district seems the worse for wear. One of its walls is caved in, part of the ceiling is missing, and the furniture inside is shattered.

There appears to be no signs of life in this area--nor do you spot any bodies. It is likely these were among the residents who moved on to another plane.

Searching the Stargazers' Residences

Only one building holds anything of interest, and that is the one in the center that is the most heavily damaged. If the PCs search other buildings, they find an assortment of furniture with star patterns on them, dishes with constellations scattered around the rims, clothes that are black or dark blue with stars embroidered on them, and an assortment of broken

telescopes. If the search the heavily-damaged building, read the following:

You step inside and tingle all over as you take in the ransacked surroundings. No piece of furniture has been left intact. However, what bits and scraps remaining are amazing, and you image that when everything was pristine and perfect, this place must have been breathtaking. It looks as if every chair, table, and whatnot were made of sections of the night sky. The remnants are jet black, cool to the touch and remarkably smooth, dotted with twinkling bits of lights.

The ceiling, what's left of it, and the walls, show shifting constellations. Shooting stars race by, clouds of purple vapor come into view then dissipate. In the distance you see a meteor shower.

As you take in everything, you see one of the stars fall from the ceiling, strike the floor, and disappear. After a moment, another falls, and another.

The PCs can find nothing of value here by simply looking. The only real items of interest are the falling stars. If the characters attempt to catch one of the stars falling from the ceiling, they must make a Dexterity check at ½. There is no bonus for class or level. After a PC attempts to catch a star, 15 more will fall, one a round. Then the constellations will merely continue to twinkle.

When a star is caught, it twinkles in the character's palm, sinks into his skin, and heals three points of damage. Stars cannot be picked up off the floor or cut out of the walls or ceiling.

Cultural Center

This section of Nimbus City looks like a collection of odd-looking sculptures, trees made of solid clouds, and a rainbow hued stretch of glasslike material that probably passes for a park.

An octagonal building sits back from the park, the only undamaged structure in the area. A large sign out front has letters in silver.

The sign is written in an unusual dialect. Those who can read Elven can make it out: Nimbus City Cultural Center. In Nimbus City, Life is Culture-- And Culture is Life.

If the PCs enter the building, refer to the following map. There are only four rooms, and each is described below the diagram.

Music Room: PCs who enter the Nimbus City Cultural Center first come into this room. The walls are covered in musical notes, staves, sharps, flats, rests, and assorted symbols. Touching a symbol causes harp music to fill the air. The music is pleasing and not overpowering. Two doors exit the room. One to the Dance Room, the other to the Mind Room.

Dance Room: PCs who step into this room must make a saving throw vs. Paralyzation or start to waltz, two-step, and rumba. It doesn't matter whether they have the dancing nonweapon proficiency. They can dance simply because of the enchantments in this place. And they will continue to dance for an hour unless unaffected PCs pull them from the room. Those who dance for one hour are considered fatigued and are -1 on all combat rolls until they rest for an hour.

Mind Room: The air is filled with whispers of mathematical equations, philosophical issues, matters of religion, and other ponderable thoughts. Because many of the concepts whispered are beyond the scope of many individuals, the PCs must make successful saving throws vs. paralyzation to proceed. Those who fail their saving throws are held as if by a hold person spell for ten minutes of real time (keep track with your watch). No amount of shaking, dousing with water, or casting of dispel magics on them will make them snap out of it any earlier. Consult the following chart to determine modifiers to PC saving throws:

PC Intelligence	Saving Throw Penalty
6 and below	No save, automatically held
7-8	-4
9-10	-3
11-12	-2
13-14	-1
15	---
16	+1

17	+2
18	+3
19	Not affected by the whispers

Air Room: This is where one of the evil priests can be found. He is searching through the knickknack shelves spaced along the walls. If the PCs were talking in a normal voice in the other room, he is not alerted to their presence. However if they raised their voices or made considerable noise dragging out held comrades, he is prepared for them and will automatically gain the initiative.

The air room is filled with sweeping currents that keep people aloft--regardless of whether they have wings. Because of that, the priest is floating along the walls near the ceiling.

The room is filled with shelves of doodads, whatnots, and thingamajigs--all relating to clouds, the sky, and flying. Among them: statuettes of pegasi, griffons, hippogriffs, devas, solars, birds, clouds, stars, moons, etc. Feel free to make things up. Nothing is worth much, and there are no certificates for them.

The priest does not fight to the death--he's not stupid. If it looks like the PCs will do him in, he attempts to flee, or--failing that--surrender. On the other hand, if he defeats the PCs, he captures them, locks them in this room, and rushes away to inform his brother. If the latter occurs, allow any reasonable attempt to escape to succeed. Use the following statistics, regardless of PC level.

Sardo, evil priest: Int exceptional; AL NE; AC 0 (plate, Dex); MV 9, FL 12 (C); HD 7; hp 42; THAC0 15; #AT 1 or 3; Dmg 1-8+2 (mace, Strength) or 1-3+2/1-3+2/1-3+2 (hurled rocks--he has dozens of them); SA Spells SD Spells; MR Nil; Size M 5' 5" tall; ML 12

Spells in memory: *cure light wounds, protection from good**, *charm person, heat metal, protection from fire**, *spell immunity--magic missile**

* indicates a spell cast if he had warning of the PCs' approach. Protection spells work for him.

Items of note: scroll with one *plane shift* spell, pegasus sculpture made out of a piece of solid cloud, a pair of urden-hawk claws, a dirty boot heel, a hank of wispy white hair, and a list (see PC handout #4). The list is repeated below.

further. If this happens, consult Pardo's tactics in the Towers of Art and Science section.

Components for Hold Army Spell: Anuirgar kidney, down from an alaf duck, pinch of sulphur from the hearth of an evil temple, piece of solid cloud, four feathers from a devout solar, pair of urden-hawk claws, one pound of elven bread, dew from the underside of a fire-fern leaf, whiskers of a duergar, griffon beak, talon from a newborn roc, boot heel from a slain general, eight petals from a night-blooming rose, maiden's eyelash, brick from a cloud castle.

If the PCs captured Sardo and question him, he grudgingly reveals the following:

- We have designs on taking over the City of Greyhawk. It's a pleasant and wealthy place with a well-established thieves guild of which we were integral parts. Too bad the city's army is in the way.
- My brother, Pardo, found an old spell that can be cast only on groups of 100 or more people who are dressed similarly. That could easily mean an army. We intended to get the components for the spell, use it on the army, then take over and use the thieves' guild to back us up.
- We've almost collected everything we need. Only two or three items left. Pardo was going after the solar feathers the last I saw him-- somewhere in the science towers. Hey, you've got wings just like a solar. Maybe your feathers would work.
- Minions? You must mean Pardo's buddies. He's got a bunch of mephits working for him. Nasty little things. Don't know what other critters are working for us. I pay attention to our goals, not too much to our means of achieving them.
- If you help us, we'd make you members of the guild, cut you in for a piece of Greyhawk. Interested? (If the PCs say yes here--and sound reasonably convincing--Sardo volunteers to lead them to his brother where they can negotiate

Color	Language	Color	Language
white	elf	black	sprite
pink	gnome	gold	pegasus
pale blue	shedu	yellow	sphinx
purple	sylph	brown	dragonne

Language District

There are no buildings in this section of town, just colorful benches, swatches of green clouds, and sculptures that look like bird baths. There is an idyllic feel to the place, a tranquility that you find restful.

There are 12 benches, and each is enchanted (though becomes nonmagical if moved). Sitting on a bench, causes an individual to think and speak in a different language--as if he or she was native to it. The language ability leaves when the person gets up.

Visitors' Lodging

Small buildings made of a shiny white material are evenly spaced in this part of Nimbus City. A word is written on each building, above a door that is pale blue.

It seems all the buildings have weathered some damage, though not as much as the other structures you've seen.

The words are written in an unusual tongue, though characters who can read Elven can translate them: Cumulonimbus, Nimbostratus, Cirrus, Cumulus, Stratus, Nimbus, Stratonimbus, etc. Each building is named after a cloud.

The interior of each building is identical--a cloudlike feather bed, a chair, and a desk. It looks like an inn room. The only variety is in the color of the quilts on the beds. There is nothing of value in any of the rooms. If the PCs are low on spells or are damaged, they might choose to rest here. Neither priest nor none of the minions will bother them here--each building was painstakingly searched earlier.

Towers of Art and Science

Twin towers rise amid the rubble of what must be homes and businesses. They are undamaged, gleaming in the ever-present light of this place. The one on your right is festooned with stars, unusual symbols, beakers, and balances--likely the tower of science. The one on the left is decorated with paintings of birds, cherubic faces, and creatures you cannot name--perhaps the tower of art.

Exploring the Towers

Each tower has three levels, and each level has 30' high ceilings. Consult the diagram in the column on the following page, then refer to the descriptions of the rooms. Feel free to embellish on the descriptions.

Tower of Art

A sign above the door, written in many languages, including the PCs' Common tongue, says: "All who seek to appreciate art are welcome here."

If the PCs enter the tower, tell them the air smells sweet. Tell any PC with artistic ability that the air is tinged with a trace of paint and brush cleaner, and a bit of glue. A winding staircase made of sculpted gray clay curves along the wall and leads from one level to the next.

Paper: Paper mache birds, griffons, clouds, hippogriffs, and pegasi hang from the ceiling. The walls are covered with unframed sketches of people, wings, clouds, stars, rainbows, and more. Some of the works are exquisite, while others look very amateurish.

Clay: Pedestals of varying heights fill the room, and walking among them is a bit of a feat. Flying over them proves no problem, however. The subjects are old men, horse heads, fruit, cats with wings, bundled wheat stalks, pitchers, musical instruments, vases, chariots, and more. None seem especially valuable.

Paint: Paintings on canvas, bricks, glass balls, dinner ware and on other objects fill pedestals and occupy nearly every square inch of wall and ceiling space. Most of the works here are of fine quality, by master artists. It seems they reserved the best work

for the top floor. Several of the paintings are worth hundreds of gold pieces each. However, there are no certificates for any of the goods, and PCs who take anything are stealing from the good folks of the City of Nimbus.

Tower of Science

A sign above the door, written in many languages, including the PCs' Common tongue, says: "All who seek to understand the arts of the mind are welcome here."

If the PCs enter the tower, tell them the air smells clean and cool and not a speck of dust is evident anywhere. A winding steel staircase along the wall leads from one level to the next.

Probability: The walls are covered with symbols and statements in languages the PCs cannot comprehend. However, they can spot some diagrams they are familiar with, such as triangles, squares, rectangles, and circles. These symbols are bisected by lines and arrows. In the center of the room is a low table surrounded by chairs. PCs who sit in the chairs "hear" lectures by the leading probability scholars of Nimbus. If the PCs did not take precautions to be quiet in this room or going up the stairs, the evil high priest exploring the level above will have heard them and will be prepared for them and will have a few protective enchantments in place.

Flight: The walls are painted blue and are covered with a variety of clouds--stratus, cumulus, nimbus, cirrus, etc. A rainbow reaches from one wall to the other, cutting across the ceiling. Pedestals, which have shelves in their bases, hold feathers from a variety of creatures. On the shelves are descriptions of the creatures and dissertations from scholars on the properties of flight of the creatures, including air speed, height attainable, etc.

Pardo has just acquired a half-dozen solar feathers that were on the pedestal in the center of the room. Pardo automatically gains the initiative if he was alerted to the PCs' presence.

Use the following statistics for Pardo. If the PCs are above the first tier, use the added creatures.

Pardo, evil fighter/priest: Int exceptional; AL NE; AC 0 (plate, Dex); MV 9, FL 12 (C); HD 10/8; hp 55 (tier 1) 90 (other tiers); THAC0 10 (tier 1) 7 (other tiers); #AT 2; Dmg 2-8+2 (*morning star* +2--

add +2 Str at other tiers); SA Spells SD Spells; MR Nil; Size M 5' 5"; ML 12

Spells in memory: *cure light wounds*, *cure light wounds*, *protection from good**, *charm person*, *charm person*, *heat metal*, *heat metal*, *protection from fire**, *spell immunity--magic missile**, *spell immunity--fireball**--add *flamestrike* for Tier 3 and above 8d6

* indicates a spell cast if he had warning of the PCs' presence. Protection spells work for him.

Items of note in Pardo's backpack: shriveled kidney (from an Anuirgar), dead duck (an alaf duck), six feathers (solar), three 1-lb. loaves of bread (elven bread), vial with pale green liquid (dew from the underside of a fire-fern leaf), two large beaks (from griffons), eight black rose petals preserved in a leather pouch, cloth with several eyelashes in its folds (from a maiden), small white brick

Mephits' glitterdust: creates a cloud of golden particles 30 yards across. All those within the cloud must make a successful saving throw versus spell or be blinded (-4 penalty to attack rolls, saving throws, and Armor Class) for 1d4+1 rounds. Pardo is used to the glitterdust clouds and automatically saves.

Tier 2: If the PCs' levels total 14-25:

Mineral Mephits (3): Int average; AL N; AC 4; MV 12, FL 24 (C); HD 3+2; hp 20 each; THAC0 17; #AT 2; Dmg 1-4/1-4; SA Three times per day, glitterdust as a breath weapon; SD Immune to gasses, regenerates 1 hp per turn if in contact with stone; MR Nil; Size M 5' tall; ML 17

Tier 3: If the PCs' levels total 26-37:

Mineral Mephits (4): Int average; AL N; AC 4; MV 12, FL 24 (C); HD 4; hp 30 each; THAC0 16; #AT 2; Dmg 1-6/1-6; SA Three times per day, glitterdust as a breath weapon; SD Immune to gasses, regenerates 1 hp per turn if in contact with stone; MR Nil; Size M 5' tall; ML 17

Tier 4: If the PCs' levels total 38-56:

Mineral Mephits (5): Int average; AL N; AC 4; MV 12, FL 24 (C); HD 7; hp 50 each; THAC0 13; #AT 2; Dmg 1-12/1-12; SA Three times per day,

glitterdust as a breath weapon; SD Immune to gasses, regenerates 1 hp per turn if in contact with stone; MR Nil; Size M 5' tall; ML 17

Tier 5: If the PCs' levels total 57+:

Mineral Mephits (5): Int average; AL N; AC 4; MV 12, FL 24 (C); HD 9; hp 60 each; THAC0 11; #AT 2; Dmg 3-18/3-18; SA Three times per day, glitterdust as a breath weapon; SD Immune to gasses, regenerates 1 hp per turn if in contact with stone; MR Nil; Size M 5' tall; ML 17

If the PCs captured Pardo and question him, he grudgingly and bitterly reveals the following:

We have designs on taking over the City of Greyhawk. It's a pleasant and wealthy place with a well-established thieves guild of which we were integral parts. I was Org's #1 man. Too bad the city's army is in the way of our plans.

- I found an old spell that can be cast only on groups of 100 or more people who are dressed similarly. That could easily mean an army. My brother and I have been working to get the components for the spell, use the spell on the army, then take over Greyhawk and use the thieves' guild to back us up.
- We've almost collected everything we need. Only a few items are left to go. My brother Sardo is over in the Cultural Center looking for some of them. I'm not sure he'll have much luck. He's not as smart as me, but he's got our ticket out of here.
- Minions? I exhausted a half dozen scrolls to secure mephits and bind them to my will. Another scroll to transport them all here.
- If you help us, we'd make you members of the guild, cut you in for a piece of Greyhawk. Interested? (If the PCs say yes here--and sound *incredibly* convincing--Pardo volunteers to lead them to his brother where they can negotiate further. If this happens, consult Sardo's statistics in the Cultural Center.

Mathematics: Book shelves line the walls and stretch across the center of this room. They are filled with works on fractions, division, multiplication, geometry, algebra, statistics, and more. Works by the greatest of Nimbus's mathematical geniuses can be found here. PCs who have less than a 15 Intelligence cannot fathom any of the works.

Spinners' Places

The structures here are relatively undamaged and are simple in design. Each consists of a rectangular roof supported by poles at each corner. The furniture is sparse--chairs and benches and a few crude tables.

Under the roof of the largest structure, a dozen odd-looking creatures sit, stand, and hover around a blue-skinned man with wings. He seems to be talking to them.

Determine what the PCs are doing. The man is a Nimbus resident who didn't have the sense to flee this district, and the odd-creatures are more mephits. They are mesmerized by the man's tales--he's one of the best story spinners in the city. The mephits have lost all desire to serve Sardo and Pardo and plan on leaving this place when the man runs out of stories. If the PCs approach peacefully, they mephits ask them to tell a story also. They'd rather make friends than enemies. The mephits only attack if threatened, and are quick to explain they don't care about the evil priests anymore.

However, if the PCs want a fight, the mephits will oblige them. The mephits try to call off the battle if it appears they or the PCs are losing. The mephits don't want to die--and will fly away to avoid doing so, and they have no desire to kill anyone. Use the following statistics regardless of the PCs' levels.

Lightning Mephits (12): Int average; AL N; AC 4; MV 12, FL 36 (C); HD 3; hp 15 each; THAC0 17; #AT 2; Dmg 1-3/1-3; SA Three times a day a lightning mephit can cast a bolt that automatically strikes a designated target and inflicts 3-18 points of damage; SD Immune to fire, heat, and electrical damage, nonmagic weapons inflict no damage, metal weapons used against them cause their attackers to

suffer 1-3 points of electrical shock damage; MR Nil; Size M 5' tall; ML 17

If the PCs question the mephits, they learn Sardo and Pardo can be found in one of three places: the Cultural Center, Tower of Science, or the business district. Pardo is the more formidable force, but Sardo has the key for the pair leaving this place. There are other mephits about, but the lightning mephits are unconcerned about them.

The Nimbus resident says he desired to stay because this is his home and no one has especially threatened him. He is upset by all the damage caused to the place, but he suspects the friendly sylph and solar will help them rebuild.

No further information can be gained here.

Business District

There are only a few collections of businesses here, and from the signs they sport out front you can tell the establishments include a glassblower, milliner, weaponsmith, bookseller, grocer, toy shop, and a seamstress. All of the windows are broken, and some of the goods are strewn out onto the street. You don't see any signs of shoppers or shopkeepers.

Searching the Business District

If the PCs go from shop to shop, they find the following:

Glassblower: Nothing is intact. It looks like a couple of bulls were let loose in the proverbial china shop. Even the shelves are broken. In the back room, a Nimbus resident weeps. He is Clurid, the owner, and he witnessed two men in plate mail come in and destroy everything. They told him to leave town. Instead, he hid in the back room.

Seamstress: Bolts of fabric are tossed everywhere. Thread hangs from the ceiling in a tangled mass that resembles spiderwebs. There is nothing of interest or of particular value here.

Milliner: Hats, hatbands, felt, and wooden heads are strewn about. There. Nothing is really damaged, just messed up.

Toy shop: It looks like a hoard of children were turned loose in this place. Many of the wooden pull toys scattered on the floor are broken. However,

balls, dolls, and whatnots remain intact and in piles here and there.

Weaponsmith: The shelves are filled with shields, helmets, short swords, and long swords. A few pieces of armor are on the floor. There is nothing magical and nothing of particular value. The PCs could find better quality weapons in the stores in Ravens Bluff.

Bookseller: A fire destroyed most of the works along the right and back walls. The books on the left are damaged by smoke. The intact works cover subjects such as devas, avians, cloudscapes, painting, rudimentary mathematics, working with clay, how to get along with others, and cooking tips.

Grocer: This is where the minions are. They are foraging for food, tossing grains, flours, spoiled fruit, and the like all about in their search for something particularly tasty--such as metal bolts that hold the shelves together, metal chair legs, and other minerals. If the PCs were talking above a normal speaking voice, the minions were alerted. Otherwise, the PCs can gain one round of surprise on them.

The abilities of the minions--a pair of chaggrin shape changed to resemble the evil priests, vary according to the PCs' levels. Read the following when the PCs approach the grocer's and spot the pair inside:

Two men, roughly identical in form, are rummaging through the aisles of the grocery store, throwing flour and grains all about.

They are dressed in plate mail and have maces strapped to heavy leather belts and some type of holy symbols about their necks. They look like priests, perhaps the ones you were sent here to deal with, but their forms appear to be made out of clay.

One grunts, picks up a metal shelf support, and stuffs it into his mouth.

The chaggrin, grue earth beasts, don't mind fighting to the death on this plane, because they know if they die they'll end up back home--which is where they'd rather be anyway.

They won't indulge the PCs in conversation, nor are they a source of information. All they're good for is a rousing fight.

Tier 1: If the PCs' levels total 6-13:

Chaggrin (2): Int low; AL NE; AC 4; MV 12, Br 3; HD 5+2; hp 40 each; THACO 17; #AT 2; Dmg 1-4+1/1-4+1; SA If both claws hit, the following round the chaggrin inflicts an additional 1-6 points of damage; SD Immune to earth-based affecting spells; MR Nil; Size M 5' tall; ML 17

Tier 2: If the PCs' levels total 14-25:

Chaggrin (2): Int low; AL NE; AC 4; MV 12, Br 3; HD 7; hp 50 each; THACO 15; #AT 2; Dmg 1-6+3/1-6+3; SA If both claws hit, the following round the chaggrin inflicts an additional 3-18 points of damage; SD Immune to earth-based affecting spells, +1 or better weapons to hit; MR Nil; Size M 5' tall; ML 17

Tier 3: If the PCs' levels total 26-37:

Chaggrin (2): Int low; AL NE; AC 4; MV 12, Br 3; HD 9; hp 70 each; THACO 13; #AT 2; Dmg 1-12+2/1-12+2; SA If both claws hit, the following round the chaggrin inflicts an additional 3-18 points of damage; SD Immune to earth-based affecting spells, +1 or better weapons to hit; MR Nil; Size M 5' tall; ML 17

Tier 4: If the PCs' levels total 38-56:

Chaggrin (2): Int low; AL NE; AC 4; MV 12, Br 3; HD 13; hp 110 each; THACO 9; #AT 2; Dmg 3-18/3-18; SA If both claws hit, the following round the chaggrin inflicts an additional 3-18 points of damage; SD Immune to earth-based affecting spells, +2 or better weapons to hit; MR Nil; Size M 5' tall; ML 17

Tier 5: If the PCs' levels total 57+:

Chaggrin (2): Int low; AL NE; AC 4; MV 12, Br 3; HD 15; hp 130 each; THACO 7; #AT 2; Dmg 4-16/4-16; SA If both claws hit, the following round the chaggrin inflicts an additional 4-24 points of damage; SD Immune to earth-based affecting spells, +2 or better weapons to hit; MR Nil; Size M 5' tall; ML 17

The Collective

This section consists of a collection of dome-like buildings of various colors and composition, all hooked together by covered hallways. The exterior of the buildings show some damage, but not as much as buildings elsewhere.

Looking inside a window you see nothing but wooden chairs in one room, plush couches in another. Peeking through other windows you see rooms filled with paintings--and nothing else, rooms filled with toys, rooms filled with hats, and rooms filled with carvings of horses.

It seems as if any particular subject has been given a room to itself.

Only one room appears to break with tradition. At the front of the room is an ornate chair, almost thronelike. Beyond it are rugs, benches, chairs, and low tables. Perhaps this is an audience chamber or a gathering room.

Searching the Collective

All of the Collective residents have temporarily fled to the major Plane of Air. They will return when everything is safe. There is nothing of particular value here, save some

of the paintings and carvings of horses. The thing of real interest is the throne-like chair. If the PCs examine it closely, tell them it is massive, weighing hundreds of pounds. Indecipherable runes are etched across every inch of its gold-painted surface.

PCs who sit in the chair will discover--a couple of rounds after getting up--that they have acquired a new hobby: collecting something. The chair functions up to three times a day, hence three PCs can "benefit" by it.

The Collective is an area of Nimbus City reserved for people who like to collect things. The people refine their hobby by contemplating their collections while sitting in the throne. Newcomers acquire a collecting habit by sitting in it.

Collecting is not a curse or an obsession, it is a keen area of interest and thus cannot be deterred by a *remove curse* spell or the like (though a wish or a limited wish would do the trick). Certificates are

attached for PCs who now have a desire to start a collection.

Look over the character sheet of a PC who sits in the chair. If said PC bought a significant amount of sweets from the bakery in Ravens' Bluff than the other characters, he or she has acquired the hobby of collecting cook books and cooking utensils--this certificate is already detailed. If this is not the case, but the PC has quite a few similar items--such as daggers, combs, belt buckles, wine skins, etc.--then he or she now has a desire to collect one of those items. The DM must make the choice and fill in the name of the item on the blank.

If nothing of immediate note on the PCs' sheet stands out, use the following table to determine what a PC wants to collect.

1d20	Item	1d20	Item
1	Small pieces of pottery	11	Gems
2	Old coins	12	Rings
3	Jewelry	13	Pipes
4	Cloak clasps	14	Fine daggers
5	Fine scroll tubes	15	Candlesticks
6	Exquisite cloaks and capes	16	Potions & oils
7	Musical instruments	17	Magical scrolls
8	Hair adornments	18	Fancy buttons
9	Bird figurines	19	Books
10	Things with Ravens on them	20	Sea shells

Finishing the Adventure

The PCs will use the solar's stone to journey to Harmony likely when one of three things occurs:

- They run out of time to finish the tournament.
- They become so badly damaged they need to escape.
- They successfully completed their mission. How exactly you wrap things up will be determined by which of those avenues caused them to use the solar's stone.

Describe Harmony as a beautiful city--one they suspect isn't anywhere near Ravens Bluff. The people are friendly, and curious--asking them lots of questions about their adventures in the demi-plane of air. If time remains, allow the PCs to embellish on their activities.

The Harmony residents will heal them of any damage they sustained, and are more than willing to take the evil priest or priests off their hands. The residents intend to imprison the priests until Aethalynmur returns and decides what to do with them. The Harmony residents also will make sure the PCs get plenty to eat, invite them to spend the night, then magically whisk them back to Ravens Bluff.

The PCs arrive outside the bakery, their wings intact. Of course, their wings won't last much longer, but they can use them to fly home or to show off a little.

Items they brought with them from the demi-plane of air stay if there are certificates for them. Somehow other goods they acquired just didn't make the trip from Harmony.

Allow the PCs to divide any treasure they gained, award experience points, and complete the voting forms.

No Chivalry Points or Fame Points are awarded for this adventure. All the action took place far from Ravens Bluff, so no one in the city witnessed their accomplishments. The PCs can brag, of course. But how many normal folks will believe a tale of helping a solar and visiting a cloud city besieged by evil clerics?

This Concludes Aethalynmur's Wings.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4

Levels 57+

Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Trading information with the cloud-sculpting sylph	50 xp
Defeating the manticores	100 xp
Healing the wounded ki-rin	50 xp
Defeating the steam mephits	150 xp
Artisan's District: finding the poem inside the kiln	25 xp
Cloud Miners' Residences: not killing the brothers	50 xp
Cultural Center: defeating Sardo the evil priest	100 xp
Tower of Science: defeating Pardo the evil priest	125 xp
Business District: defeating the chaggrin	100 xp
Total Experience for Objectives:	750 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,250 xp

For Tier 2:	2,500 xp
For Tier 3:	3,750 xp
For Tier 4:	5,000 xp
For Tier 5:	6,250 xp

Treasure Summary

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

- Essence of cloud perfume in a heart-shaped crystal locket.
- Pearly-white belt for a narrow waist, made from doves' tears.
- Sylph tunic, nearly translucent and shimmering like starshine filtering through the clouds.
- A lock of the sylph's glimmering golden hair.

- A bracelet made of crystal beads that are alternately filled with bits of clouds and starshine.
- *Cloud carrack* potion
- *Cloak of the silver lining*
- Sardo's scroll with a *plane shift* spell on it
- *Morning star* +2
- Penchant for collecting something

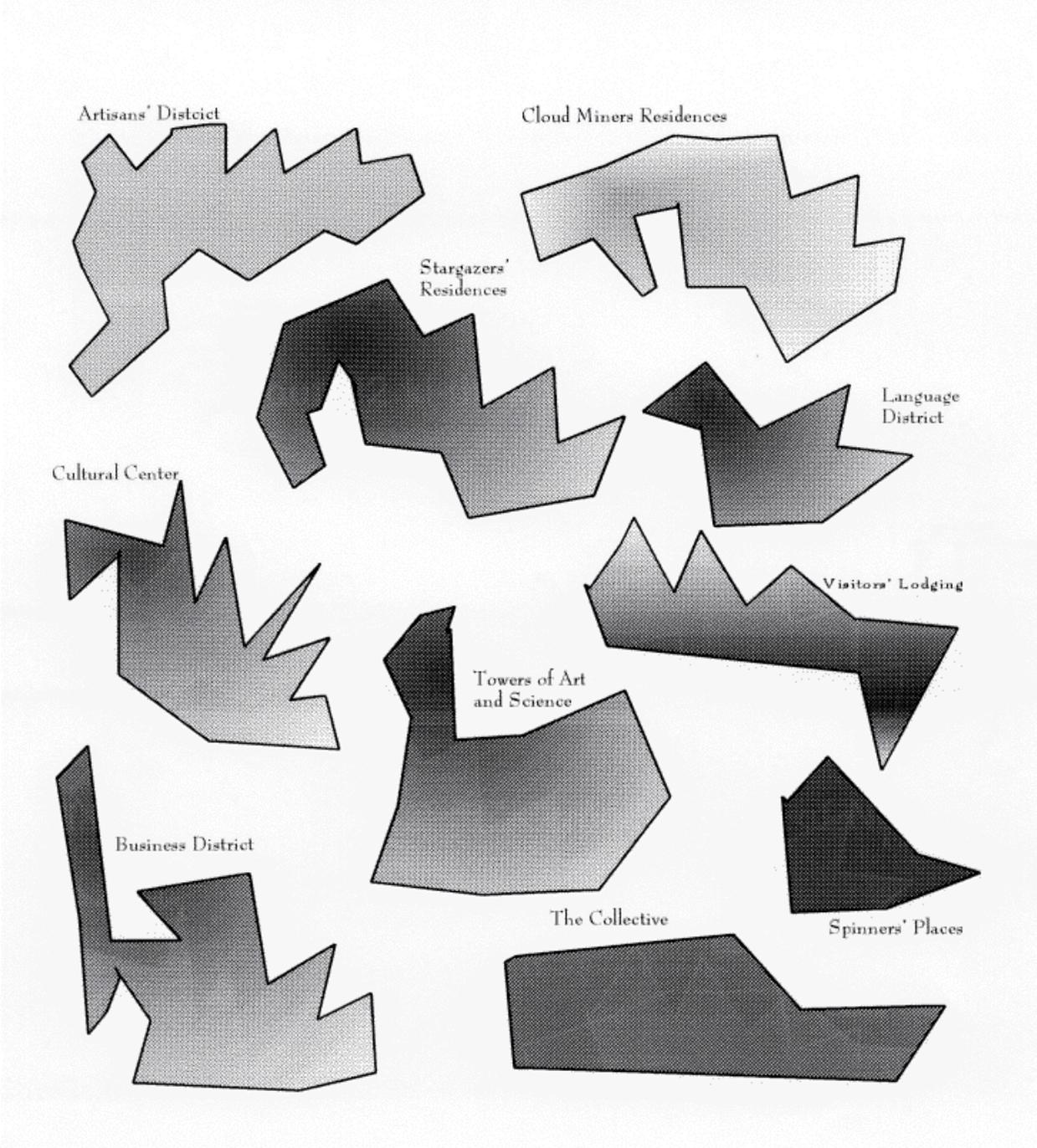
Fame Award

None. Who will spread the word?

Downunder Anniversary Specials

<u>Item</u>	<u>Cost</u>
City Watch Apple and Berry Donut Delights, 1 dozen	3 sp
Loaf of Cinnamon Raisin Bread, pre-sliced	1 cp
Loaf of Orange-Pineapple Bread with powder sugar	1 sp
Loaf of Butter-Glazed Peach Bread with preserves glaze	2 sp
Loaf of Dark Wheat, Vanilla Iced Bread	4 sp
Vulture-shaped sugar cookies with candy eyes, 1 dozen	6 sp
Lighthouse-shaped frosted sugar cookies, 1 dozen	5 sp
Raven-shaped molasses and sugar cookies, 1 dozen	4 sp
Barnyard animal-shaped frosted sugar cookies, 1 dozen	5 sp
Shield-shaped and decorated spice cookies, 1 dozen	1 gp
Rooster-shaped orange-almond cookies, 1 dozen	4 sp
Pumpkin cupcakes, iced with orange sprinkles, half-dozen	4 cp
Big chocolate cupcakes, iced with buttercream, single	1 cp
Big golden cupcakes, iced with chocolate, single	1 cp
Big vanilla cupcakes, cherry-marshmallow icing, single	1 cp
Chocolate covered juicy strawberries, box of 36	2 gp
Chocolate covered peanut and almond clusters, box of 48	5 gp
Cinnamon rolls with raisins and pecans, half-dozen	1 sp
Cream cheese rolls with blueberry centers, half-dozen	4 sp
Chocolate layer cake with wild cherry filling	2 gp
Vanilla layer cake with pale blue buttercream icing	3 gp
Five-layer black forest cake with rum-soaked cherries	7 gp
Lemon chiffon cake with lemon-strawberry glaze	1 gp
Giant-sized red-hot apple cream crumb pie	9 gp
Cherry-walnut pie with banana and sugar glaze	6 sp
Gallon jug of Momma Dorsetti's spiced apple cider	3 cp
Gallon jug of Downunder's Finest black cherry cider	1 gp
Gallon jug of pineapple-orange-banana juice	1 sp

Player Handout #2 ki-rin's wooden map of Nimbus



Player Handout #3:

Note found in a kiln in the Artisans' District

I am but a lowly wizard, who like the rest of my fellow Nimbus residents must leave our homes until the threat passes. Indeed it shall, for I have divined the priests will leave when they have gained what they want. Woe be it then to the place called Greyhawk, for the priests will return there to stay. Our pain shall be temporary. Their pain will be, perhaps, unendurable.

Woe has come to dwell in our Nimbus Town.

A pair of priests has made us all frown
and run in terror for our very lives
fleeing our homes, taking to the skies.

They search for things to grant them power.

A list they have, with the key in the tower.

Woe has come to dwell, fear rules my heart.

Priests search, ferret, find and then depart.

Priests burn and ruin and cause us despair
and order about minions who are unaware
that energy their masters crave truly springs
From pieces of Aethalynmur's feathery wings.

List taken from Sardo the evil priest

Components for Hold Army Spell

Anuírgar kidney // Pardo's got

Don from an alaf duk // Pardo's got the whole duck

pin of suspur from the eart of an eíl temple

pie e of solid loud X

four featers from a de out solar

pair of urden/ a k las X

one pound of el en read // Pardo's got three pounds

De from the underside of a fire/fern leaf // Pardo's got

iskers of a duergar X

griffon eak // Pardo's got two of these

talon from a ne orn ro

oot eel from a slain general X

eigt petals from a nígt/ looming rose // Pardo's got

maiden's eyelas // Pardo's got a couple

rík from a loud astle // Pardo's got