

Cloud Nine

A One-Round AD&D Living City Tournament

by Jim Roberts

A retired adventurer is looking for adventurers to recover the body of a comrade lost in the cloud castle of an evil cloud giant. An adventure for tiers 1-4.

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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 nametag 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.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

DM Synopsis

Terron Flintrock was an adventurer of some success before his luck ran out on him. He and his party went looking for an item of reputed magical power, an anvil with the power to shape enchanted metal without the need of clerics or mages. Their investigation led them to an evil cloud giant who makes his castle home on a cloud, floating above the Vast.

Forty days ago, the group invaded the cloud giant's home looking for the anvil. However, the cloud giant's defenses quickly injured or killed members of the party. The survivors were forced to flee. Flintrock watched his ranger friend, Jermaine Wood, die in combat with the giant. Flintrock himself was crippled in the attack and was forced to leave the body of his best friend behind, within the walls of the castle. Unable to afford a *regeneration* or *heal* spell, he retired from adventuring. In this time, he has also lost the will to do any further adventuring. However, he does possess enough money to hire a group of adventurers to retrieve the body of his friend.

Flintrock has unknowingly made an error. His friend is not dead. Wood, a ranger who enemy species is giants, was just knocked unconscious while fighting the cloud giant. He was then captured and placed in stasis with a variant of *sepia snake sigil*. He remains trapped behind the walls of the cloud giant's castle.

The party's quest will not involve recovering the anvil, at least not today. To obtain more magical knowledge and power, the giant has traded the anvil to a pit fiend. Depending on the PCs' ability, the giant and pit fiend either break their union, or solidify it further by taking on the PCs. In either case, the anvil is already in the possession of the pit fiend and does not play a major part in this adventure.

Adventure Summary

Players Introduction

The players meet Terron Flintrock, who is gathering adventurers to retrieve the body of Jermaine Wood.

Part One: The Tree-climber

While traveling to the castle, the PCs come across a young elf that is climbing a fir tree. The tree is actually a treant that has taken exception to this action. This is a role-playing encounter.

Part Two: Arrival

The PCs arrive at the castle's location and find some means to reach the cloud castle, most likely by riding the giant's pet giant crows, which are grazing beneath the castle.

Part Three: The Castle

The castle area is essentially a dungeon crawl. It has several small encounters in it including the following. The PCs investigate the castle for the ranger's body. They may find the ranger (alive!), a trapped unicorn, and the cloud giant who owns the castle. This is the

largest section of the module and includes 2 combat encounters (the kitchen scene and later the giant).

Part Four: The Fisherman

The PCs run into Joshua Greenleaf, the tree climber from encounter one, again. He has gotten himself in trouble by fishing in the area where a nymph dwells. This is a role-playing encounter.

Conclusion

The PCs return to Ravens Bluff. Depending on what has happened in the module, they may return with or without the ranger.

Player Introduction

During the course of the day, the PCs each receive a message from a page, requesting their presence for breakfast at a local eatery (The Copper Kettle) the next morning. The page states that the message is from a man named Terron Flintrock.

Terron Flintrock is not well known, but on a local history check at half, a PC might recognize him as a wizard of small power.

When the PCs arrive to the meeting, read on:

Upon arriving, you see that The Copper Kettle is an unpretentious restaurant. The inside of the building is built from dark brown wood, but the atmosphere is that of a friendly and welcoming pub. A waiter greets you as you step in.

The eatery is of medium quality. The waiter will lead the PCs to Flintrock's table.

Seated at the table is a middle-aged man, with black hair and a trimmed black beard, dressed in blue robes. He rises as you approach, a small amount of pain crossing his face, and relies on a cane to steady himself. "I am Terron Flintrock," he says, extending his free hand in greeting. "Please, have a seat."

Terron Flintrock, hm W6: AL CG; AC 10; MV 6 (crippled hip); hp 16; THAC0 19; #AT 1; Dmg 1-3 (cane); SA spells; SD spells; Str 9, Dex 10, Con 13, Int 16, Wis 9, Cha 12; MR nil; SZ M; ML 12.

Terron has not bothered to relearn spells since he retired. He is a polite and courteous man. However, he is also reserved and quiet. He does not trust easily, but is very loyal to his friends. He is in moderate discomfort, due to a magical illness he thinks he picked up in the cloud giant's castle.

Terron's Pain:

He has a magical bone degenerative disease that he picked up from the cloud giant's castle. A *cure disease* cast at 14th level or higher is needed to cure the affliction. More powerful spells, including *heal*, *regenerate*, *limited wish*, and *wish*, would also work. If Flintrock does not receive a cure for the disease, it will claim his life in one year. All Flintrock knows is that he became infected with an illness, possibly magical, in the giant's castle.

After all have arrived, have the PCs make their introductions and describe their appearances. Flintrock will sit back quietly and listen as the PCs role-play. After a few minutes, Flintrock will encourage them to order breakfast (he's paying, within reason). Once the food arrives, he will tell the PCs why he has requested their presence this morning.

Flintrock will relay the following information; he is speaking the truth.

"Myself and my group, five of us adventurers, were searching for an anvil that was reported to enchant any metal hammered and shaped upon it. Through research, we discovered it was in the hands of an evil cloud giant. We located this giant and his home, a magnificent floating cloud castle. We breached the walls of the castle, but were surprised to encounter the giant immediately. My companion, Jermaine Wood, a ranger and foe of giants, immediately moved against our enemy. The giant struck down Jermaine with a single crushing blow and overpowered the rest of us in a quick combat. Injured, we fled the castle fortress and regrouped on the cloud outside. Afterwards, shaken, we decided to part ways and give up adventuring.

"Still, though, I have nightmares as I see us retreating, leaving Jermaine's body behind. I don't want to see him forgotten. I want to recover his body, so that he can be properly laid to rest. As a long-time friend, it's something I must do. I can no longer adventure myself, though, and so I want you to recover his body."

When the PCs agree to the deal (there is no module if they don't!), Terron will relate what information he knows that might help the PCs:

- The current location of the cloud giant's castle is six days' ride northeast of Ravens Bluff. He provides a map and a written description of the cloud.
- At the time of his party's investigation, Terron determined that the cloud castle will remain at its current location for about two months. Afterwards, it will move to an unknown destination.

- Terron's party ascended to the cloud castle by lassoing the cloud giant's pet birds. These giant ravens possess incredible lifting capacity and return to the cloud when attacked or disturbed.
- The encounter with the giant occurred 40 days ago.
- Flintrock knows little of the castle's interior since they encountered the giant almost immediately after entering the front hall of the castle. He only knows that the giant wielded magic and used a big club in combat.
- The others in Flintrock's group were Jermaine Wood, a human ranger (and believed dead); Kenneth, a human cleric of Lathandar; Theeds, a human thief; and Toby, a human fighter.

The Deal:

Terron is only looking for the return of the body of his friend. He wants to give his friend a proper burial and have his soul rest in peace. As it is now, Terron believes Jermaine's soul is restless since he died on the lands of his enemy and his body remains there.

- For Tiers One and Two, Terron will go as high as 150 gp per PC.
- For Tiers Three and Four, Terron will go as high as 400 gp per PC.

As it stands, this will wipe out his savings entirely. He is currently a scribe for the courts of Ravens Bluff.

Terron will ask the PCs to leave no later than tomorrow morning.

Further Motivation:

When the PCs get up to leave (regardless of whether or not they have accepted the mission), an elderly woman of modest means gets up from a nearby table and hurries over to them. She is the mother of Jermaine Wood. She demanded to see who would be retrieving her son's remains when she heard of Flintrock's plans. She will say the following depending on what has transpired.

If the PCs have accepted Terron's offer:

"Oh, thank you! Thank you! Bless your souls. Jermaine was my only child and I want to give him the burial he deserves. Thank you for giving me the chance to say goodbye to my dead son."

If the PCs have refused Terron's quest:

"You selfish scum! Begone foul trash! A chance to do the right thing, a chance to bring a dead son back to his grieving mother so she can bury him properly and say 'goodbye' and all you can talk about is MONEY! I do not want your tainted hands touching the body of my son. Begone!"

Mrs. Wood, hf 0-lvl: AL NG; AC 10; MV 12; hp 3; THAC0 20; #AT nil; Dmg none; SA none; SD none; Str 7, Dex 9, Con 10, Int 10, Wis 12, Cha 9; MR nil; SZ M; ML 12.

Mrs. Wood is a grieving widow who recently lost her son. She is depressed and finds the only reason to live is to bury her son properly. She is very emotional and easily sent into ranting as she is still in mourning.

If the PCs did not accept the mission, they can reconsider after meeting the ranger's grieving mother.

Part One: The Tree-climber

The following takes place three days into the journey:

As you pass through a heavy forest, you suddenly hear the screams of a youth. Struggling in a fir tree is a young elf. The tree he is in is shaking violently. It suddenly uproots and begins to walk about. It pulls the young elf from its branches and prepares to strike it!

The elf is a youngster named Joshua Greenleaf. He stopped in this area to climb the neat looking tree. The balsam fir turned out to be a treant! An unskilled climber, Joshua has managed to bend or break several of the treant's smaller branches. The treant could no longer tolerate Joshua and intends to spank him for his carelessness.

Garmot, Balsam Fir Treant (1): Int Very; AL CG; AC 0; MV 12; HD 7; hp 56; THAC0 13; #AT 2; Dmg 2-16, 2-16; SA animate normal tree; SD never surprised; MR Nil; SZ L (14'); ML 15.

Garmot the treant is not a normal treant; he is a balsam fir treant. He is short-tempered for a treant and easily stirred into action. He is quick to act but later remorseful for not showing more patience. He is very protective of his forest, whose guardianship he inherited from his great uncle Rootwain.

Since the petrified remains of his great uncle Rootwain were stolen over 100 hundred years ago by a green dragon. Rootwain's petrified remains are currently in the castle of the cloud giant.

Joshua Greenleaf, em 0-lvl: AL CG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1-3 (fishing rod); SA nil; SD nil; Str 9, Dex 14, Con 13, Int 13, Wis 9, Cha 12; MR nil; SZ M; ML 12.

Joshua is a curious and intelligent young elf. He is very inquisitive and constantly asks questions to the point of unwittingly being an annoyance. He has never seen any other demi-human other than an elf (not even a

half-elf!) or a human. He has also only seen normal woodland creatures in his lifetime. He speaks Elvish and Common.

Joshua is on a week's hike through the area. He is not lost and has enough supplies to last him the week. He lives to the north with his parents in a small community of elves. He travels alone because he is adventurous and brave and his parents have allowed him to.

Garmot is upset over Joshua's carelessness. He will punish the elf, but not harm him. Garmot has heard of adventurers and will calm (somewhat) with their presence. He is only looking for an apology from the elf.

Joshua has never seen a treant before. He will forget all of his manners and be an inadvertent thorn in the side. Instead of apologizing he will be asking if he can climb the treant again. Joshua will apologize when convinced of the error of his ways. Hopefully, the party can calm the tensions caused by Joshua's carelessness and Garmot's impetuosity.

If questioned by the party, Garmot will reveal a quick history of his forest:

"I care for this grove, which once was guarded by my great uncle, Rootwain. (Rootwain was a normal treant.) My uncle passed on two centuries ago, after protecting this land for four millennia. His devotion to this land was unmatched, and reflecting this devotion, his body petrified into stone naturally. Thus, his body would stay forever in the land he loved, no matter what ravages nature might bring. One hundred years ago, though, a green dragon stole my uncle's petrified body. I have not seen my uncle's body since. I returned to this land, and made an oath to care and protect my uncle's grove from that day on. Still, the forest does not seem the same without the presence of my great uncle."

Garmot will reward any being who is able to return a significant portion of Rootwain's body to the grove. The facial trunk part of his uncle's body is what would 'restore' the presence of his uncle to the forest. This would translate into a three-foot high, two-foot radius of the uncle's body IF it can be found. His uncle had a massive moustache and large nose for a treant. Garmot will reward them with a gift of treant magic. He will not go into details of such a reward and will question the character of any PC who harasses Garmot on the subject.

Part Two: Arrival

The weather over the first five days of your journey has been perfect, but today, gray clouds have moved in, and a heavy wind blows your hair and cloaks to one side. According to Flintrock's map, you have arrived at the area where they encountered the cloud castle. Unfortunately, a thick blanket of clouds covers the sky entirely, and all the clouds look the same.

The area is a large open field, filled with pleasant-smelling grasses. There is a flock of large birds flying in circles a short distance above the ground. They are about a half-mile away.

The field is comprised of short grass and is flat. It is roughly square-shaped and is about one mile long and one mile wide.

If the characters remember, they should be able to determine that the giant crows could be the pets of the cloud giant. They are the only birds in the area.

The description of the cloud from Flintrock is virtually useless, but the characters are in the right area. The cloud castle is above the center of the field and is one mile above the ground. Other gray-colored clouds that have moved in around it shroud the cloud.

Traveling to the Castle:

If the PCs find a reasonable way to locate the castle and or get to it, allow them to do it. Note the time it takes to fly the necessary distance. For example, a PC under the effects of a *fly* spell can ascend 90 yards a minute, so rising one mile will take about 20 minutes.

If the PCs don't have, or can't figure out, their own way up, they can try to lasso the giant sized crows that are flying around. The crows are the pets of the cloud giant. If they are threatened or attacked, they will retreat to the cloud castle. All of the crows will flee the area in three rounds if attacked. They will return after an hour has passed. This cycle will continue for the 6 hours until sunset, at which point they will return to the castle to rest.

Giant-sized crows (10): Int Animal (1); AL Nil; AC 7; MV 1, Fl 30 (C); HD 3; hp 24 (each); THAC0 16; #AT 3; Dmg 1-2/1-2/1-3; SA nil; SD nil; MR nil; SZ L (18'+ wing spread); ML 7.

The cloud giant has raised these giant sized crows since they were hatchlings. They have the ability to lift a man-sized being up to the castle.

It takes the giant crows twelve rounds to reach the castle. A crow encumbered by a PC with travel at half of its normal speed and will take 24 rounds to reach the castle. Any PC who rides these birds may be thrown off.

Have the PC make a strength check at -4, a dexterity check at -4, or a check against any riding: airborne proficiency, whichever is easiest. Ingenious PCs may come up with methods to help keep themselves on the birds. Allow a bonus to their check to accommodate this. If the check is failed, the giant bird has successfully thrown off the PC. This fall happens from a height of (PC level times 10 feet), and the PC suffers falling damage of 1d6 per level to a maximum of 10d6.

You rise into the air, aboard the giant crow. The bird caws in displeasure, and sharply banks to the right. You feel your grip slipping!

Continue, adjusting if the PCs are flying by some other means:

The birds rise into the dark grey clouds. You are chilled to the bone by the dampness and darkness. Lightning flashes nearby, causing your hair to stand on end.

Finally, the birds break through the top of the cloudbank. Above the gray clouds, the sky is clear, and sun is shining warmly. Ahead, a magnificent pearlescent castle floats on a large white cloud with blue highlights, surrounded by smaller white clouds.

As you reach the fluffy clouds, the crows suddenly twist to the left. You feel gravity pulling you off the birds, and your rope slips!

Again, have the PCs make a check as outlined above. A fall will drop them the same number of feet as above, onto one of the clouds drifting alongside the main cloud. This cloud is made of a springy substance, so the PC suffers half the damage they would normally suffer.

Once the PCs gather any companions dropped on the other clouds (which drift about 50 feet below the main cloud), they can approach the castle.

Part Three: The Castle

If the PCs use the crows to reach the castle, they will land outside the castle. If the PCs have managed to reach the cloud under their own power, they may land wherever they wish. In any event, they will see the following.

The cloud's misty, flat surface rolls along until the pearly white castle pierces its landscape. The castle's white walls are nearly blinding in the bright sunlight. The castle has no outer walls for protection; it is a square building built around a circular tower at its center. A large flag hangs from the tower's flagpole.

The flag is sky blue in color and has a sword in front of a cloud emblazoned on it.

A heraldry check will reveal no information on the flag. The device on the flag is the cloud giant's personal banner.

The castle is in the center of the cloud, about one-quarter mile from all the edges of the cloud. The cloud is mystically enchanted to be solid, if springy. However, the first foot of the cloud is normal cloud material, thus, the PCs' feet will be shrouded from view.

The Castle:

The castle is made of a polished stone that appears to be fashioned from an impossibly large pearl. Since the castle is sized for a cloud giant, it is extremely large. The ceilings are typically 35' high unless otherwise noted. The walls are typically 10' thick. The whole castle is made of the same polished stone as the outside walls. Unlit torches that have continual light spells cast on them light the halls. The typical door in the castle is made of iron and have locks built into them. The doors in the castle are not locked unless noted. Locked doors may be opened with an appropriate Strength check, or may be picked or *knocked*.

The airspace around the central tower is enchanted. The enchanted area is spherical in shape with a 100' diameter centered on the tower but does not include the interior of the castle. The enchanted area is permanent, wildmagic zone. It forces all shapechangers (whether by spell, natural ability, lycanthropy, etc.) to revert to their indigenous form. Spells that are cast into the zone will be reflected back out of the zone and discharge (harmlessly, hopefully) up in the upper stratosphere of the sky. Finally, the wild magic zone causes all spells (including wands, innate abilities, scrolls and the like) whether pre-cast or cast inside the zone, that deal with movement, to fizzle. The list of movement type spells includes: *fly*, *levitation*, *teleport*, *dimension door*, *air walk*, and similar spells. Only a boon granted by a divine power, such as a boon from the Star Wanderer, will have the intended effect in this zone. The purpose of this enchantment is to force any intruders into the front door of the castle.

Refer to the judge's maps, and give the players the player's map of the first floor of the castle.

First floor:

1 - Front Gate:

The front gate is a truly impressive massive stone mural of the head of a gargoyle. In its mouth are the massive, iron front doors of the castle.

The double doors are each 20' wide and 35' high and 1' thick. They are always locked from the inside by a

heavy dead bolt. The dead bolt is set 18' up from the base of the door and requires a minimum strength score of 15 to move. A bend bars roll is required to open the locked doors from the outside.

2 - Great Greeting Hall:

This grand greeting hall is 50' high. It has many tapestries of red with gold highlights lining its walls, granting a warm glow to the hall. The hall also has six large pillars of the same pearlescent polished stone, and two enormous statues of powerful cloud giants stand near the front of the hall.

On the center of the south wall is an unusual item. Hanging on the wall, above a set of double doors, is a portrait of a human in very odd and loud clothing. (It will radiate magic if detected for.)

The magical portrait has a strange history. Buzbet the jester bard wanted to live forever. He pursued many mages and clerics in search of this information. Finally, one particularly annoyed mage used a cursed wand to wish Buzbet's essence into a portrait of the jester himself. Buzbet has actually grown accustomed to his current situation and actually relishes it. Now, Buzbet is never tired, never out of breath, and can talk as long as he wants. He usually is quiet until someone is nearby. When Buzbet speaks, his portrait's eyes and mouth become animated like a cartoon. He can move his eyes and change his facial expressions. Buzbet enjoys scaring unwary people who walk by him since no one expects a painting to talk.

Lastly, Buzbet is prone to terrible jokes and woefully poor puns. On occasion, he actually makes a good joke. He also knows a number of stories. Buzbet has lost all of his bard abilities in the transformation. He would like to leave the castle in order to get a bigger audience.

Unfortunately, if taken off the wall the magic of the painting fades.

3 - Feeding Hall:

The door opens to a massive common hall. This room has 2 giant sized, long tables with matching benches. There is a large fireplace along the west wall with a few smoldering logs in it. A massive tapestry hangs along the east wall. The faint smell of food hangs in the air.

This hall is 80' x 130' and is 40' high. The banner is 20' high and 40' long. It has the markings of the giant on it, an upright, long sword in front of a cloud. On one of the tables is a giant sized, wooden mug. The mug is empty and dry, but is turned upside down to keep dust out of it.

The giant uses this hall for his everyday meals and informal events.

4 - Gallery and Trophy Hall:

The door opens to yet another massive room. In this room, set up for display are many items, from suits of armor posed in battle stances to works of art hanging on the walls.

This room is set up like a circular mazes. The items are set up in a way as to force the onlooker to walk around the room in ever-growing circles. Many appear to be ready to strike someone walking in here, but there are no traps in this room. The items include:

- A stuffed manticores with his tail spikes aimed at the on-looker.
- Three suits of human sized, plate armor with battle axes posed to strike the onlooker. The suits are empty, but have full helmets to conceal this fact. The suits bear the insignia of Procampur lesser noble family (a heraldry check is needed to determine this).
- A mounted knight, charging with a lance. The horse is stuffed and the knight has a full helm concealing the fact that the armor is actually empty. The armor is human sized and bears no heraldry markings. These stuffed foes are all corpses of foes that the giant has defeated in combat.
- A cement mixer won from some Gondsmen in a gambling wager.
- The stuffed body of a Ki-rin. It stands perched on its hind legs.
- A petrified treant. The treant died of natural causes and became petrified over time in the wilderness. No magic was involved. This is the body of Rootwain, the great-uncle of Garmot, from Encounter 1. The players can determine this by the bushy moustache and large nose of the treant. Some years ago, the giant traded with the green dragon for it. They will probably have to break the statue to make it more transportable. This is okay, IF they retain the facial area in one piece as per Garmot's desires.
- A painting of Ravens Bluff from an aerial view.
- A painting of Procampur from an aerial view.
- A painting of Thay from an aerial view.
- A painting of Zhentil Keep from an aerial view. All four of these paintings are by the cloud giant and are of exceptional artistic quality.
- And finally, off by itself at the center of the room, a small, glass pyramid, two feet tall, rests on a 6' tall pedestal. Inside the pyramid is a gray-black gem suspended in air. A small plaque is attached to the pedestal.

The plaque reads – *defeat my barriers and my prize is yours*. The gem is suspended in air by a small gravity field. No force can move or penetrate or bypass the walls of the pyramid on the pedestal. Likewise, the pedestal cannot be moved or penetrated. Each is made of a substance that can resist all damaging effects. To get the gem, the PCs must solve the puzzles inscribed on the sides of the pyramid. There is one puzzle per side (4 sides, 4 puzzles). Give the players **Player’s Handout #1**. The puzzles may be solved in any order. If the PCs seem lost by the riddles, allow them an INT check at half to receive hints from the judge. When a correct answer is spoken aloud by the PCs, the inscription on the pyramid will fade away. When all four puzzles are answered, the pyramid will fade away and the gem, a *hematite of illusion*, will be exposed for the taking! (The giant has been unable to figure out these riddles, and thus has not been able to take the gem.)

5 - Kitchen and Servants Quarters:

The smell of cooking food escapes from behind this door. A shouting voice, muffled by the thickness of the door, can be faintly heard.

This is the kitchen and slave quarters of the castle. The kitchen is stocked with both giant-sized and man-sized variations of common kitchen tools, appliances, and pots and pans. There are also cauldrons hanging above fire pits, stoves and a tub used as a sink.

The fire pits are 5 feet deep, 5 feet long, and 4 feet wide. They have hot fires burning in them. The cauldrons are large, but sized for use by medium sized creature. They have either hot boiling water or boiling oil in them.

The storage areas contain many common types of meat, grains and other foodstuffs. There is also an enormous wine rack and many kegs of beer.

The slave quarters are small rooms in the back that often double as extra stockrooms when extra supplies are needed. There is nothing of value in the kitchen or slave quarters.

In this room is Mathis Collman (the cook) and his minions. They are preparing a meal for the giant. If a PC makes a detect noise check, they can understand that the voice is angrily shouting out orders to the kitchen help.

Mathis Collman, hm W5 (militant mage): AL NE; AC 7 (dexterity); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1-6 (butcher knife); SA spells; SD spells; Str 15, Dex 17, Con 13, Int 15, Wis 9, Cha 8; MR nil; SZ M; ML 12. Age 31, 5’6 tall; 230 lbs.

Spells: 1st level – *affect normal fires, spook, unseen servant x2*; 2nd level – *flaming sphere, pyrotechnics*; 3rd level – *secret page*.

Pre-cast: *unseen servant*

Mathis Collman is a militant mage from Thay. He was never a very competent wizard, but enjoys power and being a bully. He offered his services to the giant with the intention of being an advisor; instead, he ended up becoming the cook. This has made Mathis even more of a bully because he is highly embarrassed to be reduced to being a lowly cook. However, he is loyal to the giant and looks to prove to the giant that he is more than just a cook. Mathis usually uses his “combat” spells to make cooking easier – *flaming sphere* to start a fire followed by *affect normal fires* to alter it to his needs. He does not have these spells up right now.

The giant always informs Mathis when there are guests in the castle, so he knows the PCs are intruders. Mathis is a cunning person, though. If the PCs do not immediately attack, he will act as if the PCs are guests of the giant who are wandering around the castle. He will try to lure the PCs in and surprise them by ordering the help to attack when the party is most vulnerable.

The cook looks up from supervising a group of apron-clad monsters. “What?! More guests ‘touring’ the castle? Well, if you must, come in see my kitchen, but be quick about it. And don’t talk to the help, they are busy preparing YOUR dinner!”

The “help,” as the cook put it, is a group of ten (monsters listed below), who are busy trying to kill a mountain lion, who does not appear to relish the prospect of being dinner!

His kitchen help is as follows:

Tier 1:

Kobolds (10): Int Average (9); AL LE; AC 7; MV 6; HD 1/2; hp 4 each; THAC0 20; #AT 1; Dmg 1-4 (kitchen knife); SA Hurling boiling water; SD nil; MR nil; SZ S (3’ tall); ML 10.

Tier 2:

Hobgoblins (10): Int Average (9); AL LE; AC 5; MV 9; HD 1+1; hp 9 each; THAC0 19; #AT 1; Dmg 1-4 (kitchen knife); SA Hurling boiling water; SD nil; MR nil; SZ M (6’ tall); ML 12.

Tier 3:

Bugbears (10): Int Average (9); AL LE; AC 5; MV 9; HD 3+1; hp 25 each; THAC0 17; #AT 1; Dmg 2-8+2; SA Hurling boiling water; SD nil; MR nil; SZ L (7’ tall); ML 13.

Tier 4:

Trolls (10): Int Low (7); AL CE; AC 4; MV 12; HD 6+6; hp 54 each; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12; SA Hurling boiling water; SD regeneration; MR nil; SZ L (9' tall); ML 14.

All Tiers:

Mountain Lion: Int Semi- (3); AL N; AC 6; MV 12; HD 3+1; hp 14 of 21; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws 1-4 each; SD nil; MR nil; SZ M (5' long); ML 8.

The kitchen help is trying to slay a mountain lion so that the giant may have fresh meat at his meal. If the party attacks, the kitchen help will drop everything to either follow Mathis's orders or attack the PCs. The wounded lion will go berserk and randomly attack any nearby creature.

The kitchen help will follow the orders of Mathis to the letter. Mathis has no qualms about sacrificing his minions if it will help him defeat the PCs.

Suggested tactics:

Refer to the map of the kitchen. Mathis will try to get the PCs near a fire pit and have his minions throw them in. This tactic requires a successful hit to get the PC in a wrestling hold. On the following round, the minion must make a successful to hit roll against AC 8 to drop the PC into a fire pit. He will also command them to douse, with scalding hot water or boiling oil, any PC not near the fire pits. Finally, he will have his minions fight with kitchen knives. The damage for the fire pits and boiling water/oil is tiered.

Tier 1 and 2:

- Fire pit damage is 1d3 points of damage per round the character remains in the pit.
- Scalding hot water will do 1d4 points of damage.

Tier 3 and 4:

- Fire pit damage is 1d8 points of damage per round the character remains in the pit.
- Boiling oil will do 1d8+2 points of damage.

If Mathis is captured alive and questioned, he will try to mislead the party and betray the PCs to the cloud giant. He has detailed knowledge of the castle, except for the giant's tower and any traps within the castle. He also knows that the ranger's body is somewhere in the giant's tower. Mathis does not know that the ranger is still alive. Finally, Mathis DOES NOT KNOW the password used to safely navigate the central stairway protected by the *guards and wards*. Only the cloud giant knows the password.

The minions know little of the castle's features and will not be much help if captured alive.

6 - Back Hall:

This hall is less decorated than the others, yet still has some paintings adorning its walls. The paintings aren't as fine quality as the ones hanging in the trophy room.

There are three doors leading to other rooms, and a massive iron door that probably leads outside. Alongside the hall leading to the back door, a massive staircase rises to another level of the castle.

The paintings have little value, being of moderate quality and painted by an unknown human artist.

The back doors are 30' high and each door is 15' wide. Each door is also 1 foot thick and each is made of cold iron. The doors have a massive lock of excellent quality built into them (-20% to pick locks rolls). The doors also have a drop bar that can be used to bar the doors from the inside.

The stairs lead up to the Grand Hall. The stairs are 20' wide and each step is 3' in height.

7 - The Bathroom:

This room is an obvious bathroom. It has a pitcher and bowl for washing one's hands and a stone throne for doing one's more discrete business. All, of course, are giant sized. There is a pouch of pleasant-smelling spices hanging from the ceiling, which must be working, as the room smells fresh.

The throne has a thick, black liquid in it. It is a benign Black Pudding that is used as a disposal unit. It will not attack unless provoked

Black Pudding: Int Non (0); AL Nil; AC 6; MV 6; HD 10; hp 40; THAC0 11; #AT 1; Dmg 3-24; SA dissolve organic matter, wood, and metal; SD immune to acid, cold, and poison: *lightning bolts* blows from weapons divide puddings into smaller puddings with stats equal to the original; MR nil; SZ M (5' patch); ML 18.

The black pudding does not leave the bowl to attack since it receives regular "offerings" on a daily basis. The pudding will, however, attempt to dissolve and digest any material placed within the bowl.

8 - Prison:

There are only three prison cells, as the giant doesn't care much for holding captives. Each cell is about 25' long and 28' high. The walls of the cell are plated with steel 1 inch thick. The doors are made of steel and are 6 inches thick and have slots for viewing and passing food dishes back and forth. The viewing slot has bars to keep anything halfling size or larger from escaping. The food

slot is 2 feet wide and 1 foot high. Each cell also has both man-sized and giant-sized manacles and leg irons set in the walls.

9 - Stables:

There are several various-sized stalls here. The largest stall is easily big enough to hold a steed large enough for a cloud giant to ride.

In a middle stall, sized for a normal sized horse, is a unicorn. It has a chain looped around its neck, which is then chained to the wall.

Thayleon, Unicorn: Int Average (10); AL CG; AC 2; MV 24; HD 4+4; hp 36 (4 currently); THAC0 16; #AT 3; Dmg 1-6/1-6/1-12; SA charge (3d12); SD teleport once per day, immune to poison, death spells, never be *charmed* or *held*, save as 11th lvl wizard; MR nil; SZ L (5' at shoulder); ML 14.

Thayleon is a noble animal. He wishes to be rescued and if he is freed and his strength is returned, he will offer its services for the adventure. He will only allow an elven or human maiden of pure heart and good alignment to ride him. He will also allow female clergy of Mielikki and Lurue to ride.

Thayleon is injured and weak and is barely able to keep himself alive. In his current state, he is too weak to teleport, even if he didn't have the magical chain preventing him from teleporting. The giant keeps the unicorn alive as a living trophy. The giant has been keeping him weak and unable to heal by natural means. The unicorn will not be able to use its teleportation ability until it has been fully healed. The unicorn will regain its ability to teleport in one week if it is not magically healed.

Second Floor:

1 - Grand Hall:

The stairs lead up to an enormous and massive hall. The walls have tapestries of red cloth with gold embroidering hanging from them. They are separated at regular intervals by giant-sized swords that are crossed across one another. Six giant-sized, long tables lie along the walls leaving a large space in the room for dancing or some other form of activity. The room is eerily silent and empty.

The Grand Hall is used for formal parties and when the cloud giant wants to impress his friends. All of the items in the room are of good quality, from far away lands, and almost impossible for humans to move.

The Central Tower:

The central tower of the castle is where the cloud giant resides. It was the original structure built on the cloud with the other castle areas being built around the tower.

Each door to the tower is 30' high and is 15' wide. Each door is also 1 foot thick and each is made of cold iron. The doors each have a massive lock of excellent quality built into them (-20% to pick locks rolls). The doors also have a drop bar that can be used to bar the doors from the inside. Every door in the tower is locked but not barred. Locked doors may be opened with a bend bars check, or may be picked or *knocked*. A barred door requires a bend bars check at half to break open.

The spiral staircase is built around a pillar of smooth, polished granite, making it impossible to see the top of the stairwell. The stairwell is 20' wide and has a height clearance of 50'. The stairwell ends up being 100' long. Every step on the stairwell has engravings showing scenes involving cloud giants. The stairwell radiates magic. The stairway is magically trapped and the whole staircase will detect as such if a *find traps* spell is used.

The password to the stairwell is *spargus*. A *stonetell* spell at any of the central stairway's opening will reveal this. A *thought capture* spell WILL NOT reveal the password, but may reveal the image of a giant stating something before entering. Because this is the giant's inner sanctum, he does not reveal the password to anyone.

If 'spargus' is not stated aloud by or at the second floor of the stairwell, the magical trap will activate. First, a *guards and wards* spell will come into effect, filling the stairway with mist and webs. The spell also covers the door to the laboratory with an illusionary wall making it seem that the stairwell dead-ends. The *guards and wards* will also set up a *suggestion* at the tenth step up from the bottom. The first person to cross this area will have to make a saving throw vs. spell. Those who fail will follow the *suggestion of stop the last person in line as they have been replaced by a doppelganger*.

As the *guards and wards* spell activates, a *programmed illusion* will also be activated:

The vague, ghost-like form of a man-like creature takes shape ten feet before you. The creature has no detail except for the bright yellow flames that leap from where its eye sockets would be. A low echoing groan emanates from the non-corporeal form. The figure moves away and loses itself in the mists. Then, from behind you, hidden by the mists, comes the sound of hundreds and hundreds insect feet crawling up the stairwell behind you.

The illusion will last for 12 rounds. The *guards and wards* will last for 12 hours.

1 - Laboratory:

The door to this room from the stairwell is locked, but not barred.

Inside the room is a common wizard's laboratory. There are bottled chemicals, common hand tools, parchment and quills, and numerous containers to hold various objects. A massive maze of glasswork is set up, but no liquids are currently being distilled. All items are sized for a giant.

In the corner of the room is a giant bottle with a massive cork stopper. Inside the bottle is a man that fits the description of the ranger you seek. He stands in the bottle, unmoving, posed in a battle stance, ready to strike. A faint mist inside the bottle gives everything a slight bluish tint.

The bottle is 8' tall and has a 4' diameter. A large cork stops it. The bottle can be easily smashed by brute force, but doing this will send glass shards everywhere. If it is smashed, any PC within 15' feet of the bottle will be hit by glass shards, resulting in 1d10 points of damage, save vs. breath weapon for half damage. The ranger will automatically take 10 points of damage if the bottle is smashed. The cork in the top of the bottle can be removed by making a normal open doors roll, if a PC can reach it. Removing the cork will dispel the stasis effect, as will a *dispel magic* spell that dispels 12th level effects.

The man in the bottle is indeed the man the PCs seek. However, contrary to the reports they have received, the ranger is actually alive. The mist in the bottle preserved the ranger like a *temporal stasis* spell. Once the bottle is open, the mist will disperse and the ranger will awaken on the next round.

Jermaine Wood, hm R5: AL CG; AC 3 (chain mail and Dex); MV 12; hp 33; THAC0 16; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; Str 15, Dex 16, Con 15, Int 8, Wis 14, Cha 10; MR nil; SZ M; ML 12.
Enemy species: giants; +4 to hit, -4 on encounter reactions.

Jermaine Wood is a loner who prefers to be in the woods and alone. He has few friends, as he finds others to be mostly untrustworthy and greedy. He protects the woods and animals because very few others do.

If Jermaine is released from the stasis bottle, he will be bent on revenge and finishing the job he failed to do the first time. He will attempt to kill the giant by himself if the PCs will not help him.

If the PCs do not wish to attack the giant, they will have a hard time convincing Jermaine to also follow this line of action. Jermaine can be convinced not to attack the giant, but it will take a PC who has a charisma score of 15 or higher, or exceptional role-playing (judge's call). In addition, the PC must also communicate Jermaine's mother's love for her son.

2 - Inner sanctum:

This room is the cloud giant's bedroom.

This room contains a massive brass bed and mahogany furniture. A large telescope is pointed out of the only window in the tower. A shielded lantern dimly illuminates the room. An incense burner in the corner holds smoldering incense, filling the room with a pleasant scent.

Six paintings adorn the walls. These are landscape shots from an aerial view. The cloud giant painted all of the paintings, and they are of above average quality. Each could probably be sold for 500 gp to an art collector.

There is a wardrobe and a dresser. They contain clothing for the giant. A bookcase holds many man-sized tomes. Most are art reference books, but there are also books on the history of Ravens Bluff and Procampur.

In a corner are some giant-sized weapons: a mace, a long bow with 20 arrows, 2 daggers, and a two-handed sword.

The telescope is giant-sized version of a common telescope. The lens is very valuable if it can be removed. The non-weapon proficiency of engineering is required to successfully remove the lens. Further, there is a modifier penalty of -6 to the roll. Failure indicates that the lens has been damaged in some way. If successfully removed, or if removed and repaired (such as by the *superior mending* spell), the lens can be sold for 1000 gp.

Behind one of the paintings is a hidden wall safe. The safe can be found with a secret doors roll. The safe is trapped with a mechanical trap. If the trap is not bypassed by using the proper key (which is on the giant) or found and removed by a rogue, then it will go off when the safe door is opened. The blast radius is 5' for damage, but any PC looking at the safe door must save versus death magic or be blinded for 1d4 rounds. The safe doorway is lined with an incendiary flash powder whose damage is tiered.

Tier 1:

1d6 points of damage, save vs. death magic for half damage.

Tier 2:

1d10 points of damage, save vs. death magic for half damage.

Tier 3:

2d8 points of damage, save vs. death magic for half damage.

Tier 4:

2d12+2 points of damage, save vs. death magic for half damage.

Inside the safe are 200 gp in a large sack. In a small box made of black wood (10 gp value) are 5 rubies; each is worth 100 gp, and a single spectacular diamond. This diamond detects as magic, and is a *diamond of divination*.

On a display bust is a gold necklace with dangling sapphires and rubies. The necklace is worth 1000 gp.

3 - Viewing room:

This room is the giant's special viewing room.

There are no windows in this room. Standing in the center of the room is an intricately designed stand. There is a box-like contraption on the stand. The contraption has a vertical carousel that has five glass lenses. The carousel is designed so that a lens can be slipped into the box by turning the carousel. The room is dark and a beam of light coming from the contraption illuminates one of the walls with a circular image. The scene is of a rough land, gray and ashen in color. In the center of image is a massive, winged otherworldly creature of evil. The creature speaks to a giant who stands silent, shrouded by the darkness of the corner until now...

The giant is the cloud giant who owns the castle. The creature on the wall is a pit fiend. The giant has recently traded the magical anvil to the pit fiend for magical secrets that will result in the giant becoming a stronger wizard.

The level of the tier will determine what happens next.

Tier 1:

The winged figure speaks in a rumbling, malevolent voice. "Well, giant of the clouds, you claim to have the skill to survive the knowledge I have given you in trade. These intruders will serve as an excellent test of your claims. Now, here is a taste of the effects of my power...."

The fiend raises one clawed hand and sends a streak of green energy through the portal, striking the

cloud giant square in the chest. He then strikes out with the whip in his other hand, sending the tendrils of the fiery whip through the portal. The giant roars in pain as tendrils of fire snake up and down his body.

The pit fiend hit the giant with a *ray of enfeeblement* and his whip. The whip and spell temporarily weaken the giant, and clears his mind of memorized spells (but not precast spells, if any). The gate will then close as the pit fiend ceases his contact, leaving only the giant for the party to contend with.

In this scenario, if the ranger and/or unicorn get involved in combat with the giant, they may be the most powerful combatants. Don't let them steal the PC's glory. Pretend to roll for them but have them miss unless the PCs are desperate for help.

Klaus Spiro, Cloud Giant W12: Int Very (12); AL NE; AC 4 (normally 0); MV 15; HD 5 (normally 16+7); hp 40 (normally 135); THAC0 16 (normally 3); #AT 1; Dmg 1-10 (normally 6-24+11 (giant morning star); SA nil (normally Hurling rocks for 2-24); SD Surprised only on a 1; MR nil; SZ H (24'tall); ML 17.

Cloud giants have the following abilities: *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create *wall of fog* once a day. These abilities are performed as a 6th level wizard.

Pre-cast: *unseen servant*

Tier 2:

The winged figure speaks in a rumbling, malevolent voice. "Well, giant of the clouds, you claim to have the skill to survive the knowledge I have given you in trade. These intruders will serve as an excellent test of your claims. Now, here is a taste of the effects of my power...."

The fiend raises one clawed hand and sends a streak of green energy through the portal, striking the cloud giant square in the chest. He then strikes out with the whip in his other hand, sending the tendrils of the fiery whip through the portal. The giant roars in pain as tendrils of fire snake up and down his body.

The pit fiend hit the giant with a *ray of enfeeblement* and his whip. The whip and spell temporarily weaken the giant, and clears his mind of memorized spells. The gate will then close as the pit fiend ceases his contact, leaving only the giant for the party to contend with.

Klaus Spiro, Cloud Giant W12: Int Very (12); AL NE; AC 3 (normally 0); MV 15; HD 7 (normally 16+7); hp 56 (normally 135); THAC0 14 (normally 3); #AT 1; Dmg 1-10+4 (normally 6-24+11 (giant morning star);

SA nil (normally Hurling rocks for 2-24); SD Surprised only on a 1; MR nil; SZ H (24'tall); ML 17.

Cloud giants have the following abilities: *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create *wall of fog* once a day. These abilities are performed as a 6th level wizard.

Pre-cast: *unseen servant*

Tier 3:

The winged figure speaks in a rumbling, malevolent voice. "Well, giant of the clouds, you claim to have the skill to survive the knowledge I have given you in trade. These intruders will serve as an excellent test of your claims. They are of no concern to me."

As you watch, the portal closes, the fiend disappearing from sight.

In this scenario, the cloud giant is an older giant whose physical abilities have slipped in his old age.

Klaus Spiro, Cloud Giant W12: Int Very (12); AL NE; AC 2; MV 15; HD 14+4; hp 96; THAC0 7; #AT 1; Dmg 2-16+9 (giant morning star); SA Hurling rocks for 2-20; SD Surprised only on a 1; MR nil; SZ H (24'tall); ML 17.

Cloud giants have the following abilities: *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create *wall of fog* once a day. These abilities are performed as a 6th level wizard.

Spells: 1st level –*detect magic, color spray, magic missile, unseen servant*; 2nd level – *detect invisibility, ESP, know alignment, stinking cloud*; 3rd level – *dispel magic, haste, lightning bolt, slow*; 4th level – *fire charm, fire shield, minor creation, stonesskin* 5th level – *advanced illusion, contact other plane, feblemind, wall of force*, 6th level – *true seeing*.

Pre-cast: *unseen servant*

Tier 4:

At this tier, you may choose one of two options. For most Tier 4 parties, the pit fiend will not attack. Read the following:

The winged figure speaks in a rumbling, malevolent voice. "Well, giant of the clouds, you claim to have the skill to survive the knowledge I have given you in trade. These intruders will serve as an excellent test of your claims. They are of no concern to me."

As you watch, the portal closes, the fiend disappearing from sight.

If your party is very powerful, and can face and defeat a full-powered pit fiend, then the pit fiend will aid the cloud giant. Be very careful about using the pit fiend! Remember that the PCs need +3 weapons to harm it, it has high magic resistance, and it has the capability to gate in another pit fiend. If the party is capable, read the following:

The winged figure speaks in a rumbling, malevolent voice. "Well, giant of the clouds, you claim to have the skill to survive the knowledge I have given you in trade. These intruders will serve as an excellent test of your claims. I sense great power among them. We have had one profitable business transaction. Let us turn this problem into another profitable venture."

As you watch, the fiend steps through the portal. The smell of brimstone fills the room as an unearthly fear washes over you.

Klaus Spiro, Cloud Giant W12: Int Very (12); AL NE; AC 0; MV 15; HD 16+7; hp 135; THAC0 3; #AT 1; Dmg 6-24+11 (giant morning star); SA Hurling rocks for 2-24; SD Surprised only on a 1; MR nil; SZ H (24'tall); ML 17.

Cloud giants have the following abilities: *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create *wall of fog* once a day. These abilities are performed as a 6th level wizard.

Spells: 1st level –*detect magic, color spray, magic missile, unseen servant*; 2nd level – *detect invisibility, ESP, know alignment, stinking cloud*; 3rd level – *dispel magic, slow, lightning bolt, haste*; 4th level – *fire charm, fire shield, minor creation, stonesskin* 5th level – *advanced illusion, contact other plane, feblemind, wall of force*, 6th level – *true seeing*.

Pre-cast: *unseen servant*

Pit Fiend: Int Genius (18); AL LE; AC -5; MV 15, Fl 24 (C); HD 13; hp 101; THAC0 7; #AT 6; Dmg 1-4/1-4/1-6/1-6/2-12/2-8; SA fear (save vs. rod, staff, wand at -3 or flee for 1-10 rounds), poison tail restriction; SD regeneration (2 hp/round), +3 or better weapons to hit; MR 50%; SZ L (12' tall); ML 20.

Immunities: half damage from gas, silver weapons, or cold; no damage from fire or iron weapons.

Granted powers, once per round, at will: *advanced illusion, animate dead, charm person, detect magic, detect invisibility, fireball, hold person, improved invisibility, infravision, know alignment* (always active), *polymorph self, produce flame, pyrotechnics, suggestion, symbol of pain* (save vs. rod, staff, wand or suffer -4 to hit, -2 to Dexterity), *teleport without error, wall of fire*.

May *gate* in another pit fiend with a 100% chance of success. He has used his *wish* for this year.

This pit fiend has no desire to share in the glory, so he will not gate in another pit fiend if he thinks he can win the battle. If things look bad, he will use his gate ability, but due to the size of the room, **only one more pit fiend will be gated in** before things get too crowded.

In all tiers, if the party set off the wall safe's trap, the cloud giant will know the PCs are present, and will precast as many spells as possible (as will the pit fiend).

If the party does not immediately attack, the giant will parlay. (At Tier 4, the pit fiend will not step through the portal unless the party attacks.) He will be open to reimbursement for allowing the PCs to leave with the ranger OR the unicorn. It will take an overwhelming offer from the PCs to walk out with their lives, the ranger, and the unicorn.

For lower tiers, the PCs will have to offer most of their money and a magic item or two to get either the ranger or unicorn. They will have to offer multiple magical items in addition to get both the ranger and the unicorn from the giant. For tier three and higher, the giant will accept only magical items for trade for the ranger and unicorn.

As a last resort, the giant will accept flesh from the PCs as payment. This will result in the loss of half of a PC's current hit points. Further, DM's are encouraged to role-play this to the hilt, as the giant will cackle over creating clones of the PCs or using their flesh to summon more baatezu to bargain with.

The pit fiend will not interfere with any negotiations.

The Box:

The box is built into the floor of the tower. A switch on the box starts a magical light that will illuminate the lens onto the wall (think slide projector). The box opens up a viewing portal that can look into other planes of existence. It also opens a gate from the viewed plane to the room! The five lenses show open viewing portals to the following planes of existence:

- Sigil
- Elemental Plane of Air
- The Abyss
- The Negative Material Plane
- Baator

After the Battle:

The castle's existence is tied to the spirit of the giant. If the cloud giant is slain, the castle will begin to shake and collapse. Give the PCs a chance to escape, but have the threat of a crushing death from tons of rock and the dispersing cloud chasing them all the way. If any PC stops to do any kind of an action, have several rocks hit

the PC for some damage. The castle IS collapsing. The cloud will eventually lose its density and the castle will fall through it and land on the landscape below.

If the PCs cannot figure out a way to escape, or have no other way to escape, have one of the giant's crows fly by to hint that the crows can be ridden to safety. If the PCs have the unicorn with them, have any reasonable plan to save the unicorn work. Once on the ground, the unicorn will leave the PCs, but thank them for their help and goodwill.

Part Four: The Fisherman

If the PCs have recovered the facial part of the body of Rootwain (or more), and can carry it with them, they can seek out Garmot three days into the journey. Garmot will be overcome by emotion to see his noble great uncle returned, and will offer the PCs a seed as a reward.

Five days into the journey back to Ravens Bluff, the PCs encounter young Joshua Greenleaf, still on his trek, regardless of what the PCs did or encouraged from encounter one. Once again, Joshua has again gotten himself into trouble. He is fishing in the area of a nymph. Further, he played, 'she loves me, she loves me not', with some of the nymph's favorite riverbank flowers. The little game is where one picks off the petals of a flower one by one and tosses them into the river. Joshua has 'lost' this game as the phrase, 'she loves me not' was stated as he tossed the last petal from the flower into the river. Finally, as a result, a disheartened Joshua started skimming stones across the river. One of these carelessly thrown stones clipped the nymph on top of her head as she angrily watched Joshua. The nymph is unhurt, but highly upset.

Finally, Joshua is unaware of the nymph who has yet to make her presence known.

Reversing the directions from Flintrock's map, you have traveled again through the thick woods and beautiful fields for over four days now. There have been no signs of civilization for some time. Only the landmarks on the map have helped you stay on course.

It is a beautiful morning as you travel through a large field. As you cross the sloping field, you begin to hear what sounds like a single person struggling against something. Occasionally appearing above the top of the crest of the sloping field is a fishing rod, swaying back and forth violently.

Out of sight from the party is a young elf, fishing in a small stream. It is Joshua Greenleaf, who has, once again, gotten himself into trouble. He thinks he has

caught a large fish, but he actually has caught a nymph. She has taken exception to him because of the incidents noted above. The nymph has cast *water breathing* on herself and is tugging on the line, planning on pulling the elf into the water. She hopes to scare him, and hopefully, he will stop fishing here. These events will happen unless the party intervenes.

The nymph's lair is one half mile upstream.

Joshua Greenleaf, em 0-lvl: AL CG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1-3 (fishing rod); SA nil; SD nil; Str 9, Dex 14, Con 13, Int 13, Wis 9, Cha 12; MR nil; SZ M; ML 12. Age 75, 4'8 tall; 75 lbs.

Joshua is a curious and intelligent young elf. He is very inquisitive and constantly asks questions to the point of unwittingly being an annoyance. He has never seen any other demi-human other than an elf (not even a half-elf!) or a human. He has also only seen normal woodland creatures in his lifetime. He speaks Elvish and Common.

Dyla, nymph: Int Exceptional; AL N(Good); AC 9; MV 12; HD 3; hp 24; THAC0 17; #AT 0; Dmg nil; SA spells, onlooker must save vs. spells or permanently be blinded, save vs. spells or die if nymph disrobes or is nude; SD spells, *dimension door*; MR 50%; SZ M; ML 7

Spells: 1st level – *detect magic*, *entangle*, *pass without trace*, *speak with animals*; 2nd level – *charm person or mammal*, *obscurement*; 3rd level – *tree*, *water breathing*; 4th level – *plant door*.

Nymphs casts spells at 7th level ability.

Dyla is protective of her area but can be hospitable, especially towards human males with a high (18) Charisma. All she really wants is that the elf leave and not return to fish within a mile of her home. She will avoid revealing herself, as she does not want to harm anyone. She will also refrain from revealing her true nature, referring to herself as “a spirit of the woods”

Joshua will agree to any negotiations as long as his curiosity is satisfied and he gets a small keepsake, either from the PCs or from the nymph. He loves little, physical mementos to help him remember events.

If the PCs get Joshua to agree to respect the nymph's request, the nymph will reward the PCs with a *potion of luck*.

Conclusion

If the PCs return with Jermaine Wood alive, read the following:

It's a sleepy, foggy morning in Ravens Bluff as you enter through its gates. The streets are nearly empty as you pass through them, heading for Terron Flintrock's cottage. The fog clears and the sun shines down on you as you arrive at Flintrock's front door.

Terron Flintrock looks sleepy as he opens the door, but the sight of his friend standing before him startles him. "Jermaine, you... alive? How?" Sadness crosses his face as he continues. "I left you behind. I abandoned you."

Jermaine Wood clasps his friend on the shoulder. "You did not abandon me. You alone took the effort to save me, and save me you did. Do not feel any guilt. I understand. Besides, it was my hasty actions that led me to be captured."

Flintrock smiles. "Let us all gather inside and share a toast. To friendship!"

If the PCs arrive with Wood's body, Flintrock will thank them for doing what he could not (return Wood's body). He will pay the party and ask them to attend Wood's funeral. If Flintrock learns that Wood was alive but died in the castle, he will harbor no ill will towards the PCs. He will still ask them to attend the funeral.

In either case, Flintrock will pay the agreed price to the PCs.

So ends *Cloud Nine*.

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. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier (as calculated above). For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1: Character levels 1 and 2

Tier 2: Character levels 3 and 4

Tier 3: Character levels 5 and 6

Tier 4: Character levels 7+

Saving Joshua Greenleaf without violence:	25 xp
Getting Joshua Greenleaf to apologize:	25 xp
Reaching the cloud castle:	25 xp
Avoiding the Black Pudding:	25 xp
Defeating the kitchen help:	100 xp
Solving the pyramid puzzle:	100 xp
Rescuing the unicorn:	50 xp
Rescuing the ranger:	50 xp
Defeating the cloud giant:	200 xp
Escaping the cloud castle:	50 xp
Parlaying with the nymph:	25 xp
Returning the ranger alive:	100 xp

Total Experience for Objectives:	775 xp
Role-playing Experience:	0-500 xp

Total Possible Experience:	1,275 xp
For Tier 2:	2,550 xp
For Tier 3:	3,825 xp

For Tier 4:	5,100 xp
Then add after multiplying:	
Defeating the Pit Fiend:	3,000 xp
Total possible:	8,100 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times

the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Part One:

- *Seed of garmot*: This large, magical seed is from the balsam fir treant known as Garmot. It allows the PC to animate a single tree in the same way a treant can. It takes one round for the tree to uproot itself. Thereafter the tree can move at a rate of 1 and fights as a full-grown treant. The animated tree will follow the mental commands of the PC for one turn after it has uprooted itself. The PC does not need to concentrate to maintain control. The PC must plant the seed at the base of the tree he is attempting to animate. The seed is used up when the tree is animated. GP value: 2000 gp

Part Three:

- Stuffed Ki-Rin: It is unknown how or when this noble beast was slain, but he was slain without causing much damage to its skin. It has been stuffed by an unknown taxidermist and stood in the trophy room of an evil cloud giant mage. Its skin is worth 25,000 gp, but keeping this item is sure to attract the ire of good and noble creatures everywhere. GP value: 25000 gp
- Painting of Ravens Bluff: This 72" by 36" painting shows Ravens Bluff from an aerial view. It was painted by the cloud giant mage Klaus Spiro, and is of excellent quality. The painting was probably created at least 5 years ago, as it clearly shows Ravens Bluff before the war. GP value: 1,000 gp
- Painting of Procampur: This 72" by 36" painting shows Procampur from an aerial view. The sight of the city's segmented districts with identical roof colors is quite striking from this perspective! It was painted by the cloud giant mage Klaus Spiro, and is of excellent quality. The painting was probably created several years ago. GP value: 1,000 gp
- Painting of Zhentil Keep: This 72" by 36" painting shows Zhentil Keep from an aerial view. It was painted by the cloud giant mage Klaus Spiro, and is

of excellent quality. The painting was probably created several years ago. GP value: 1,000 gp

- *Painting of Thay*: This 72" by 36" painting shows Thay from an aerial view. It was painted by the cloud giant mage Klaus Spiro, and is of excellent quality. The painting was probably created several years ago. GP value: 1,000 gp
- *hematite of illusion*: This large gray-black gem, worth only 100 gp, is enchanted to enhance illusion magic. It can be used by a wizard or bard when casting any illusion spell. It grants -1 to any save to disbelieve the illusion. This gem is usable one time before it crumbles to dust. It cannot be recharged. Its powers cannot be stacked with other *hematites of illusion*. GP value: 1500 gp
- *diamond of divination*: This large diamond of exceptional clarity, worth 8,000 gp as a gem, is enchanted to enhance divination magic. It can be used by a wizard or bard on a single divination spell for one of the following effects: double the spell's duration; double the spell's area of effect; or grant a +1 (+5%) competence bonus to succeed. This gem is usable one time before its magic is exhausted. The gem cannot be recharged. Its effects cannot be stacked with other *diamonds of divination*. GP value: 9,500 gp
- *chain of stasis*: This twenty-foot iron chain, when formed into a loop, prevents all teleportation and dimensional travel spells from working within the chain circle. The circle created is 6.36 feet in diameter, large enough to encircle any creature up to size Huge. Any attempt to encircle a non-willing creature with this chain allows that creature a Reflex Save (2nd ed- save vs spells with Dex modifier applied) to escape the circle. This effect is cast as a 12th level sorcerer. This works one time only, and then the magic fades. It cannot be joined with other *chains of stasis* to make a longer chain. GP value: 5000 gp
- 200 gp, 5 100 gp diamonds, 1000 gp gold, diamond, and ruby necklace.

Part Four:

- *Potion of Luck*: This potion makes the user lucky. The player of the character using this potion gains a +3 luck bonus to any single attack roll, damage roll, skill check, or save. Other players' rolls cannot be affected, nor are the judge's rolls affected. If a particular result allows for an additional roll (such as a 10 on an arquebus' damage), the further rolls must be rolled and cannot be modified by the effect of this potion. This potion cannot be used for meta-campaign activities or out-of-character treasure

roll-offs. The effect lasts for 1 hour, or until the luck is used. GP value: 1500 gp

Conclusion:

- Up to 400 gp each from Terron Flintrock

Fame

PCs who return Jermaine Wood alive receive one fame point in General.

Knightly Award

PC knights, squires, and knight-squires who cure Terron Flintrock's magical disease earn one chivalry point.

Players' Handout 1: Puzzles and Riddles

Inscribed on the sides of the transparent pyramid are the following:

Side 1:

The more you take, the more you leave behind

Side 2:

Born Motherless and Fatherless,
Into this world without a sin,
Made a loud roar as I entered,
And never spoke again.

Side 3:

What can run but never walks,
Has a mouth but never talks,
Has a head but never weeps,
Has a bed but never sleeps?

Side 4:

In the middle of a round pool lies a spectacular water lily, that doubles in size every day. After exactly 20 days, the lily will cover the pool. After how many days will half the pool be covered by the water lily?

Judge's Answer Key to Player's Handout 1:

Side 1:

The more you take, the more you leave behind

Answer: *footsteps*

Side 2:

Born Motherless and Fatherless,
Into this world without a sin,
Made a loud roar as I entered,
And never spoke again.

Answer: *thunder*

Side 3:

What can run but never walks,
Has a mouth but never talks,
Has a head but never weeps,
Has a bed but never sleeps?

Answer: *a river*

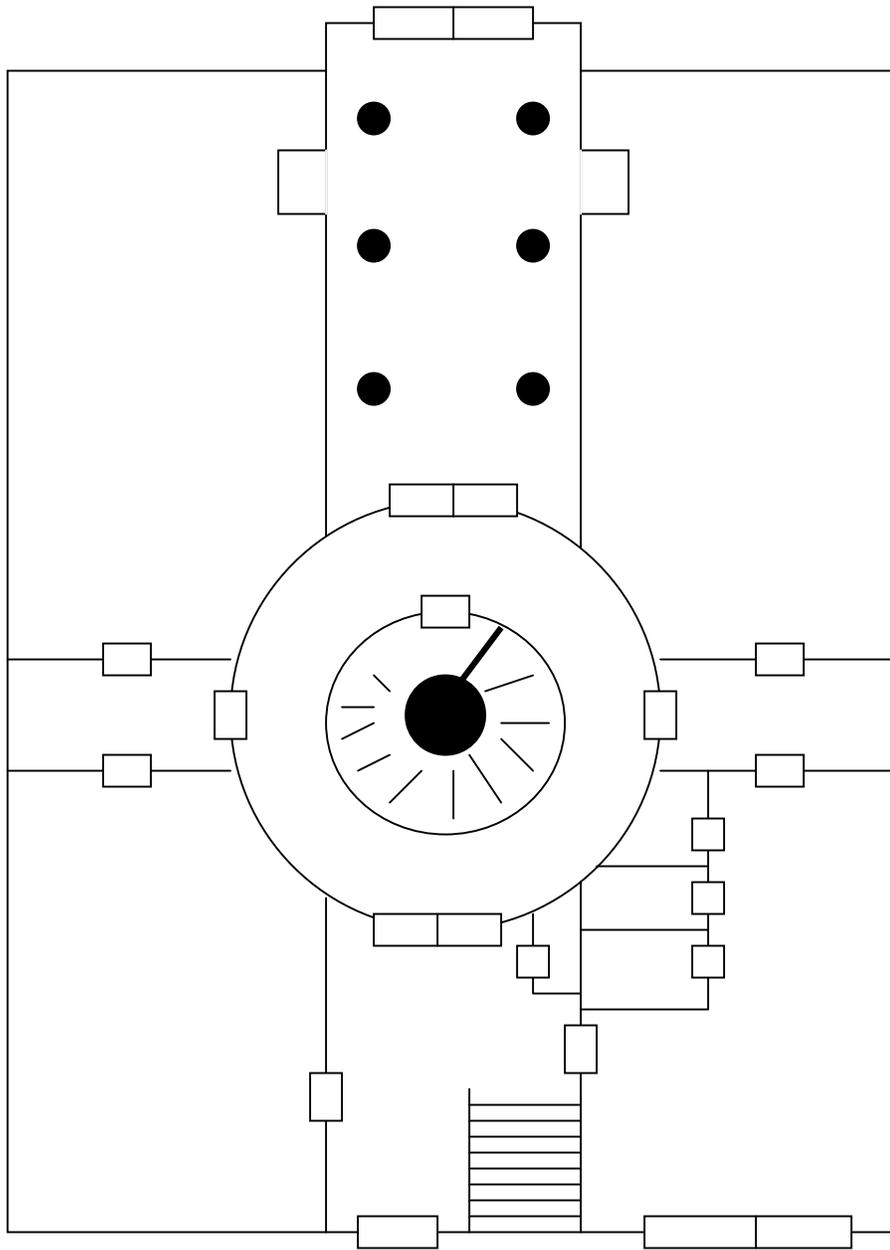
Side 4:

In the middle of a round pool lies a spectacular water lily, that doubles in size every day. After exactly 20 days, the lily will cover the pool. After how many days will half the pool be covered by the water lily?

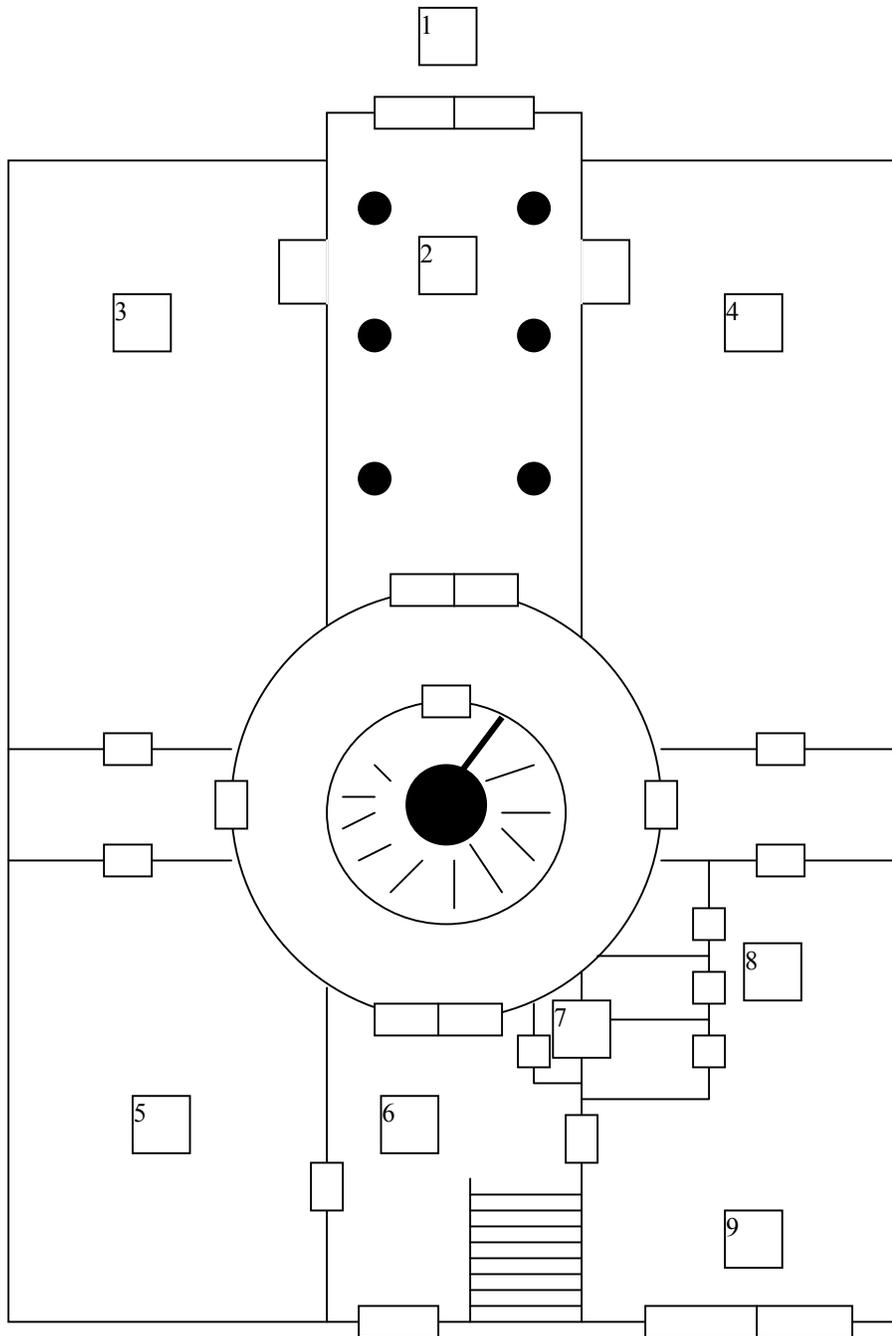
Answer: *After 19 days half of the pool will be covered by the water-lily.*

Because the water-lily doubles its size every day and the complete pool is covered after 20 days, half of the pool will be covered one day before that, after 19 days.

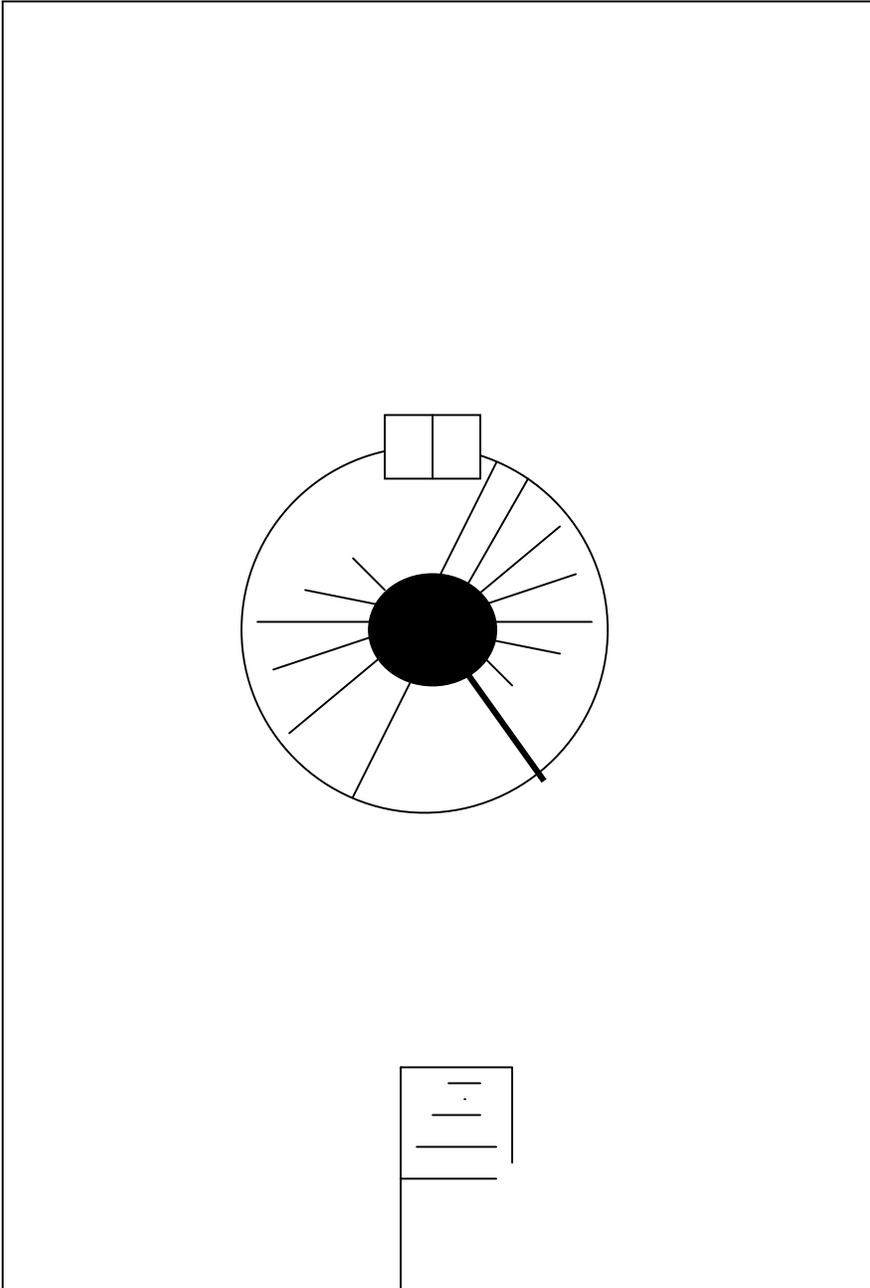
Player's Handout #2: map of the castle, 1st floor:



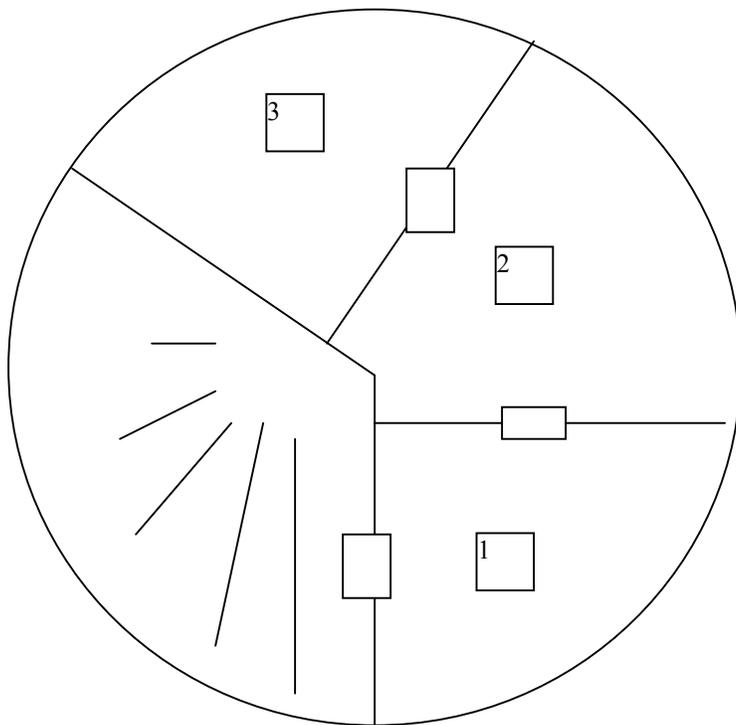
Judge's map of the castle 1st floor:



Judge's map of the castle, 2nd floor:



Judge's map of the castle, central tower, third floor:



Judge's Map of the Kitchen:

